

Manifest Destiny

cults & clergy

BOOK TWO



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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INTRODUCTION

Note from the author:

Characters with a divine connection are rich with potential and have long been a favorite of mine, perhaps because I can choose to go strong with the sword as a ranger or wild with magical options as an oracle, and so many choices in between. Choosing to follow a deity, shamanic totem, or strong philosophical ideology just adds another layer of awesomeness to the role-playing potential. Here you will find sneaky, roguish oracles, savage, clan-bound rangers, bardic cantors extolling the virtues of their deity, and many more divine archetypes and options.

Enjoy!

In the following, you'll find reference to various books. These are as follows:

ACG Pathfinder Roleplaying Game:
Advanced Class Guide

APG Pathfinder Roleplaying Game:
Advanced Player's Guide

ARG Pathfinder Roleplaying Game:
Advanced Race Guide

PB1 Pathfinder Roleplaying Game:
Bestiary

HA Pathfinder Roleplaying Game:
Horror Adventures

OA Pathfinder Roleplaying Game:
Occult Adventures

PU Pathfinder Roleplaying Game:
Unchained

UC Pathfinder Roleplaying Game:
Ultimate Combat

UE Pathfinder Roleplaying Game:
Ultimate Equipment

UI Pathfinder Roleplaying Game:
Ultimate Intrigue

UM Pathfinder Roleplaying Game:
Ultimate Magic

UW Pathfinder Roleplaying Game:
Ultimate Wilderness

ARCHETYPES

Below is a series of new class archetypes for use in your games, subject to your Game Master's approval.

AVATAR OF FREEDOM

SKALD ARCHETYPE

Devoted to the concept of personal freedom, avatars of freedom are viewed as champions of the oppressed; they are constantly on the move seeking opportunities to provide deliverance from bondage and tyranny.

Special

If an avatar of freedom chooses to worship a deity, the deity must be one that offers the liberation domain or champions freedom in all of its forms.

Class Skills

An avatar of freedom adds Stealth to his class skills instead of Handle Animal and Perform (percussion and string).

Skill Ranks per Level: 6 + Int modifier.

This alters class skills.

RAGING SONGS

An avatar of freedom gains the following raging song abilities:

Righteous Rage (Su): At 1st level, affected allies gain a +1 morale bonus to attack rolls and Will saving throws. Additionally, affected creatures can add their Charisma modifier as a morale bonus to damage rolls while this raging song is active equal to +1 at 1st level, increasing by +1 for every 4 levels thereafter (i.e. +2 at 5th level, +3 at 9th level, +4 at 13th level, and +5 at 17th level). Righteous rage does not impose any penalty to AC, nor does it limit what skills and abilities can be used while a creature is benefiting from this ability. At 8th and 16th levels, the bonuses to attack rolls and Will saves increase by 2.

In all other respects, righteous rage acts as the inspired rage ability.

This replaces inspired rage.

Song of Liberation (Su): At 3rd level, an avatar of freedom can use raging song to inspire his allies to evade capture. By spending 1 round of raging song, an avatar of freedom invigorates his allies within 60 feet, who can add a morale bonus equal to the avatar of freedom's Charisma modifier to their Escape Artist skill checks and rolls made to avoid or escape a grapple each round while the avatar of freedom uses this performance.

This replaces song of marching.

Rebel Yell (Su): At 6th level, an avatar of freedom can use raging song to rally his allies to the cause. While an avatar of freedom uses this performance, allies within 60 feet who can hear the avatar of freedom gain a +1 dodge bonus to AC (this bonus increases by +1 for every 6 levels of avatar of freedom) and a bonus on concentration checks and Strength-based skill checks equal to 1/2 the avatar of freedom's level. This replaces song of strength.

Soporific Sonnet (Su): An avatar of freedom of 10th level or higher can use his performance to induce extreme lethargy and drowsiness in his enemies, causing them to become fatigued. To be affected, an enemy must be within 30 feet and able to see and hear the avatar of freedom's performance. The effect persists for as long as the enemy is within 30 feet and the avatar of freedom continues the performance. The performance cannot cause a creature to become exhausted, even if the targets are already fatigued from another effect. Soporific sonnet is a sonic mind-affecting effect, and it relies on audible components.

This replaces dirge of doom.

Reviving Eulogy (Su): At 14th level, an avatar of freedom has the potential to bring dead allies back to life. The avatar of freedom selects an unconscious ally within 60 feet and expends 1 round of raging song to create the effects of a

breath of life spell.

This replaces song of the fallen.

Liberty's Friend (Ex)

Avatars of freedom have such strength of conviction that they will use any method at their disposal to free a creature from bondage, whether it involves words of compromise, threats of violence, acts of subterfuge, or magical manipulation. At 1st level, an avatar of freedom gains a +2 bonus to Diplomacy, Intimidate, and Stealth skill checks.

Additionally, he adds liberating command and litany of escape as a 1st and 4th level spell respectively. These spells do not count against his total number of spells known.

This replaces scribe scroll.

Hymn of Healing (Su)

At 2nd level, an avatar of freedom gains a compassion pool, with a number of compassion points equal to the number of ranks he has invested in the Perform (oratory or sing) skill, which he can use to heal his allies wounds. An avatar of freedom can expend a number of compassion points equal to two times the level of the spell being cast to cast any spell with the word "cure" in its name. The spell must be on the bard spell list and can only target a single creature, but the avatar of freedom does not need to have the spell on his list of known spells. An avatar of freedom chooses one ally within 30 feet to affect with this ability. An avatar of freedom's compassion pool renews each morning at dawn.

This replaces versatile performance.

Lore Keeper (Ex)

At 2nd level, an avatar of freedom gains the oracle's *Lore Keeper*^{APG} revelation from the *lore*^{APG} mystery.

This replaces well-versed.

Compassionate Touch (Su)

At 4th level, and again at 8th level, an avatar of freedom can choose to select one of the following oracle revelations from the *life*^{APG} mystery in lieu of uncanny dodge and improved uncanny dodge: *Enhanced Cures*, *Safe Curing*, or *Spirit Boost*. Once the choice is made, it cannot be changed. If the avatar of freedom chooses one of these revelations at 4th level, but does not wish to select one at 8th level, he instead gains uncanny dodge at 8th level, and never receives improved uncanny dodge.

This alters uncanny dodge and improved uncanny dodge.

AYURVEDIC

DRUID ARCHETYPE

Ayurvedics eschew variety to focus on nature's elemental properties of air, earth, fire, and water with the vision of attaining harmony of mind and body. Embracing the essence of the elements and employing various herbal concoctions leads an ayurvedic to perfect balance.

An ayurvedic has the following class features.

Class Skills

An ayurvedic adds Acrobatics and Knowledge (planes). This replaces Handle Animal and Ride. This alters class skills.

Spells

An ayurvedic's spell list is extremely limited; it is made up of all of the domain spells that comprise the cleric domains of air, earth, fire, plant, and water. In addition, an ayurvedic adds a number of druid spells to her spell list equal to 1 plus the number of spells she can cast per day at each level as noted in Table 3-7: DRUID in the *Pathfinder Roleplaying Game Core Rulebook*. She does not include her bonus spell from nature bond, or from having a high Wisdom score to this number. For example,

a 3rd level ayurvedic's spell list would be comprised of all the spells of the air, earth, fire, plant, and water cleric domains, as well as five orisons, three 1st level, and two 2nd level druid spells of her choice. An ayurvedic can cast any spell on her spell list at any time without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level.

This alters spells, and replaces spontaneous casting.

Bonus Languages

An ayurvedic's bonus language options include Aquan, Auran, Ignan, and Terran. This replaces Sylvan.

This alters bonus languages.

Nature Bond (Ex)

An ayurvedic must choose one of the following domains as her nature bond: Air, Earth, Fire, Plant or Water.

This alters nature bond.

Elemental Sensitivity (Su)

At 1st level, an ayurvedic gains the bonus feat Elemental Focus.

This replaces wild empathy.

Herbal Healing (Su)

By combining healing herbs (which can be found in any natural setting, along the side of roads, or even in backyards) and a bit of divine energy, an ayurvedic can create a healing balm.

These balms are prepared each morning during the hour in which an ayurvedic meditates to prepare herself to cast spells for the day. Once prepared, balms retain their efficacy for 24 hours, and are activated when an ayurvedic simultaneously anoints a creature with the balm (this requires one

free hand) and speaks a word of blessing. Employing a balm is a standard action that provokes an attack of opportunity. If an ayurvedic wants to use a balm without provoking any attacks of opportunity, she must succeed on a concentration check (DC 15 + 1/healing dice of the balm). If she fails, she can not empower the balm and loses the use of that balm for the day.

At 3rd level, an ayurvedic can prepare 2 balms per day. At 7th level, and every four levels thereafter, an ayurvedic can prepare one



additional balm per day to a maximum of 6 balms per day at 19th level. Each balm an ayurvedic administers heals a number of hit points equal to 1d8 + her Wisdom modifier. At 7th level, and every four levels thereafter, a balm heals +1d8 additional points of damage, to a maximum of 5d8 plus her Wisdom modifier at 19th level.

Each balm also has the power to remove certain conditions at various levels in addition to curing hit points; these additional curative properties are cumulative. At 4th level, an ayurvedic's balm removes the sickened condition. At 7th level, it removes the fatigued condition. At 11th level, an ayurvedic's balm can *remove disease* and *neutralize poison* with a +4 circumstance bonus on the caster level check. At 15th level, an ayurvedic's balm removes the nauseated condition, and at 19th level, it removes the stunned condition.

This ability replaces trackless step, resist nature's lure, and a thousand faces.

Element Focus (Su)

At 4th level, an ayurvedic can take on the aspect of an elemental as a swift action. She can select one type of elemental to emulate, gaining a bonus or special ability based on the type of elemental emulated and her ayurvedic level. An ayurvedic can use this ability for a number of minutes per day equal to her ayurvedic level. This duration does not need to be consecutive, but must be spent in 1-minute increments. An ayurvedic can change her focus each time she activates this ability. An ayurvedic can emulate only one elemental at a time.

Air: The ayurvedic gains a +2 enhancement bonus to her Dexterity score. This bonus increases to +4 at 8th level, and to +6 at 16th level. At 8th level, opponents take a -4 penalty on rolls to confirm a critical hit against the ayurvedic. At 12th level, the ayurvedic is constantly under the effects of *air walk*, treats her caster level as 2 levels higher when casting spells with the air descriptor, any natural energy

resistance (i.e. not resistances granted by spells and magic items) to electricity the ayurvedic has is doubled, and the ayurvedic deals an additional 1d6 points of electricity damage with all natural and manufactured weapon attacks.

At 20th level, the ayurvedic gains immunity to electricity.

Earth: The ayurvedic gains a +2 enhancement bonus to her Strength score. This bonus increases to +4 at 8th level, and to +6 at 16th level. At 8th level, the ayurvedic's skin is embedded with bits of stone, granting a +1 bonus to the ayurvedic's natural armor class. At 12th level, the ayurvedic gains a burrow speed of 10 feet and tremorsense 15 feet, treats her caster level as 2 levels higher when casting spells with the earth descriptor, any energy resistance to acid the ayurvedic has is doubled, and the ayurvedic deals an additional 1d6 points of acid damage with all natural and manufactured weapon attacks. At 20th level, the ayurvedic gains immunity to acid.

Fire: The ayurvedic gains a +2 enhancement bonus to her Dexterity score. This bonus increases to +4 at 8th level, and to +6 at 16th level. At 8th level, opponents suffer 1 point of fire damage when making a successful attack against the ayurvedic using natural weapons or unarmed attacks. At 12th level, the fire damage suffered by opponents striking the ayurvedic increases to 2 points, the ayurvedic treats her caster level as 2 levels higher when casting spells with the fire descriptor, any natural energy resistance (i.e. not that granted by magic items or spells) to fire the ayurvedic has is doubled, and the ayurvedic deals an additional 1d6 points of fire damage with all natural and manufactured weapon attacks. At 20th level, the ayurvedic gains immunity to fire.

Water: The ayurvedic gains a +2 enhancement bonus to her Strength score. This bonus increases to +4 at 8th level, and to +6 at 16th level. At 8th level, the ayurvedic gains a swim speed equal to her land speed and the ability to breathe water as well as air. At 12th level,

the ayurvedic is constantly under the effects of *freedom of movement* while in water and gains a +4 bonus to Escape Artist skill checks. The ayurvedic treats her caster level as 2 levels higher when casting spells with the water descriptor, any natural energy resistance to cold the ayurvedic has is doubled (i.e. not that granted by magic items or spells), and the ayurvedic deals an additional 1d6 points of cold damage with all natural and manufactured weapon attacks. At 20th level, the ayurvedic gains immunity to cold.

At 20th level, regardless of which focus is being used, the ayurvedic gains immunity to stunning and sleep effects, and cannot be flanked.

This replaces wild shape.

Venom Immunity (Ex)

At 9th level, an ayurvedic gains immunity to all poison resulting from a plant source, whether it is ingested, inflicted via a wound, or inhaled as gas or spores.

This alters venom immunity.

Timeless Body (Ex)

After attaining 17th level, the ayurvedic no longer takes ability score penalties for aging and cannot be magically aged. Any penalties she may have already incurred, however, remain in place. Bonuses still accrue, and the ayurvedic still dies of old age when her time is up.

This alters timeless body.

CELESTIAL DRUID

DRUID ARCHETYPE

Celestial druids draw their power from the vast expanse of the sky and all of its celestial bodies, including the moon, sun, and plethora of other stars.

A celestial druid has the following class features.

Weapon & Armor Proficiency

A celestial druid is proficient with the following weapons: club, dagger, scimitar, shortbow, shortspear, sickle, sling, spear, and starknife. A celestial druid does not gain any armor proficiency.

This alters weapon proficiency and armor proficiency.

Spontaneous Casting

A celestial druid can channel stored spell energy from her celestial spell pool into spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any celestial spell pool spell of the same level or lower. A celestial druid does not spontaneously cast summon nature's ally spells.

This alters spontaneous casting.

Nature Bond

At 1st level, if a celestial druid chooses an animal companion as her nature bond, she must choose an animal with a fly speed. She can use spells or other effects to alter her companion's fly speed, but it must be able to fly on its own before it becomes her companion. If a celestial druid chooses a domain as her nature bond, she must choose the Air domain or any of its subdomains.

This alters nature bond.

Aerial Expertise (Ex)

At 1st level, a celestial druid gains a +2 bonus on Fly skill checks, and increases the maneuverability of her flight by one step.

This replaces nature sense.

Celestial Spell Pool

Beginning at 1st level, a celestial druid adds the following spells to her celestial spell pool, at the indicated spell levels:

1st—*sleep*, *sun metal*^{UC}, **2nd**—*slipstream*^{APG}, *spontaneous immolation*^{UC}, **3rd**—*air geyser*^{ACG}, *fly*, **4th**—*rainbow pattern*,

wandering star motes^{APG}, **5th**—*lightening arc*^{UM}, *tidal surge*^{UW}, **6th**—*cloak of dreams*^{APG}, *sirocco*^{APG}, **7th**—*scouring winds*^{UM}, *sunbeam*, **8th**—*sunburst*, *scintillating pattern*, **9th**—*meteor swarm*, *tsunami*^{APG}

These spells are available to a celestial druid for spontaneous casting.

This replaces wild empathy and woodland stride, and alters spontaneous casting.

Coat of Many Stars

At 1st level, the celestial druid gains the revelation *coat of many stars* from the oracle's heavens^{APG} mystery, with the following alterations:

Activating *coat of many stars* is a move action, and it can be used a total number of hours per day equal to 4 + 1 hour per celestial druid level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Airy Infusion (Su)

At 3rd level, a celestial druid's connection to the sky above and its celestial bodies lightens her steps; she leaves no tracks to mark her passage and she cannot be tracked. In addition, a celestial druid's worn and carried items become light as air, weighing only half as much as normal. When these items are not in the celestial druid's possession, they revert to their normal weight.

This replaces trackless step and timeless body.

Wind Rider (Ex)

At 4th level, a celestial druid gains a +4 bonus on saving throws against spells with the air descriptor, and a +2 insight bonus to Armor Class against attacks from creatures with the air subtype.

This replaces resist nature's lure.

Blinding Blade (Su)

At 4th level, after a celestial druid succeeds at striking her opponent with a metal melee

weapon (a spear with a metal spearhead is sufficient, while a club would not qualify for use with this ability), she can call upon the sun's power to cause her metal weapon to shine with blinding intensity as a swift action. The struck creature must make a successful Fortitude save or be dazzled for a number of rounds equal to the celestial druid's Wisdom modifier (minimum 1). The save DC is equal to 10 + 1/2 the celestial druid's level + the celestial druid's Wisdom modifier. Once a creature has been dazzled by this ability, it cannot be affected by a celestial druid's blinding blade again until 24 hours have passed. A celestial druid can use this ability once per day at 4th level, and one additional time per day every four levels thereafter. At 20th level, this ability blinds a creature rather than dazzling it.

This replaces the first use of wild shape at 4th level, as well as the druid's ability to wild shape into animals, plants, and elementals other than air elementals.

Wild Shape

At 6th level, a celestial druid can use wild shape once per day. She can use wild shape one additional time per day every 4 levels thereafter to a maximum of four times per day at 18th level.

At 6th level, a celestial druid can turn herself into a small air elemental, similar to *elemental body I*. At 10th level, a celestial druid can turn herself into a medium air elemental, similar to *elemental body II*. At 14th level, a celestial druid can turn herself into a large air elemental, similar to *elemental body III*. At 18th level, she can turn herself into a huge air elemental, similar to *elemental body IV*.

A celestial druid never gains the ability to wild shape into animals, plants, or elementals other than air elementals.

This alters wild shape.

Adaptive Body (Su)

At 9th level, a celestial druid gains immunity

to all inhaled poisons, and she can exist with very little oxygen; she can hold her breath for 10 minutes per celestial druid level.

This replaces venom immunity.

Moonbeam Stride (Sp)

At 13th level, as a full-round action, a celestial druid can transform into a moonbeam and move to any unoccupied square within 60 feet without provoking attacks of opportunity. She can cast a spell or make a single attack before or after this movement. This ability can be used a number of times per day equal to a celestial druid's Wisdom modifier.

This replaces a thousand faces.

CHOSEN ONE

CLERIC ARCHETYPE

Chosen ones seek to emulate their deity in all things, focusing their energies on mastering the weapon wielded by their god and performing the magic inspired by their deity's spheres of influence.

A chosen one has the following class features.

Special

A chosen one must worship a specific deity.

Class Skills

A chosen one selects two additional skills to add to her list of class skills. These must be thematically appropriate for the deity that the chosen one worships, as adjudicated by the GM.

This alters class skills.

Weapon & Armor Proficiency

If a chosen one selects a deity whose favored weapon is unarmed strike, she gains the bonus feat Improved Unarmed Strike.

This alters weapon proficiency.

Domains

At 1st level, a chosen one chooses three domains from among those granted by her deity. She can select an alignment domain that matches her deity's alignment even if that domain isn't on her deity's domain list. The chosen one gains the benefits from all of these domains in the same manner as a standard cleric.



This replaces channel energy at 1st, 5th, 9th, 13th, 15th, and 19th level.

Spontaneous Casting

In addition to channeling stored spell energy into healing spells, a chosen one can channel stored spell energy into any of her domain spells. She can “lose” any prepared spell in order to cast any “cure” spell or domain spell of the same level.

This alters spontaneous casting.

Favored Weapon Mastery

At 3rd level, a chosen one gains the bonus feat Weapon Focus. At 7th level, she gains the bonus feat Weapon Specialization, and at 11th level, she gains Greater Weapon Focus. A chosen one does not need to meet the prerequisites to gain these feats, but she must apply these feats to her deity’s favored weapon.

This replaces channel energy at 3rd, 7th, and 11th level.

CLAN CHAMPION

RANGER ARCHETYPE

Staunch defenders of the clan’s people, lands, and culture, clan champions valiantly shield kinsfolk from marauders, banish would-be pillagers from sacred sites, and preserve clan traditions in ceremonies and weapon choice.

A clan champion has the following class features.

Weapon & Armor Proficiency

A chosen one must worship a specific deity.

Class Skills

Clan champions choose to honor tribal identity and tradition by wielding weapons employed by their ancestors. Clan champions are proficient with atlatl^{UE}, club, composite longbow, composite shortbow, dagger, greatclub, handaxe, light pick, longbow, quarterstaff, longspear, shortbow, shortspear, spear, taiaha^{UE},

and wahaika^{UE}. A clan champion is proficient with light armor, hide armor, and light and medium wooden shields.

This alters weapon and armor proficiency.

Clan Secrets (Ex)

A clan champion is blessed with the wisdom passed down from generations of kinsfolk; he can use his Wisdom modifier in place of his Dexterity modifier on his AC, Reflex saves, initiative rolls, and skill checks that are based on Dexterity as the ability modifier.

Intimidating Glare (Ex)

At 1st level, a clan champion gains a +2 bonus on Intimidate skill checks.

This replaces wild empathy.

Savagery (Ex)

At 2nd level, a clan champion gains a bite attack which deals 1d6 points of damage. A clan champion uses his full base attack bonus to make this primary natural attack, and adds 1-1/2 times his Strength modifier on damage rolls. If a clan champion uses his bite attack in conjunction with manufactured weapon attacks, it is treated as a secondary attack, which is made at his base attack bonus –5, and 1/2 his Strength bonus is applied to the damage roll. At 14th level, a clan champion gains the bonus feat Improved Natural Attack^{PB1}.

This replaces combat feat style at 2nd and 14th level.

Totem Weapon (Ex)

At 3rd level, a clan champion designates a number of weapons (with which he is proficient), equal to his Wisdom modifier, as his totem weapons. A clan champion is considered to have the feat Weapon Focus with his totem weapons for the purpose of utilizing feats that require Weapon Focus, though this ability does not actually grant the +1 bonus on attacks with these weapons.

This replaces Endurance.

Dazzling Display

A clan champion gains Dazzling Display as a bonus feat at 3rd level.

This replaces Endurance (in conjunction with totem weapon).

Champion's Ward (Su)

At 3rd level, as a standard action, a clan champion can designate one creature within 30 feet as his ward.

A clan champion can have only one champion's ward active at a time. A clan champion's ward gains a +1 resistance bonus on all saving throws and a +1 deflection bonus to AC while within 30-ft. of the clan champion. These bonuses increase by +1 every five levels thereafter.

At 8th level, a clan champion's ward gains resistance 5 against all energy types. This resistance increases by 5 every five levels thereafter. At 13th level, a clan champion's ward gains DR 2/-. These bonuses last for a number of rounds equal to clan champion levels. A clan champion can designate a champion's ward a number of times per day equal to 1 + his Wisdom modifier (minimum 1). At 18th level, a clan champion can activate this ability with a move action, and can have any number of champion's wards active at a time, although he is still limited to the set number of uses per day.

This replaces favored terrain, camouflage, and hide in plain sight.

Gifted Guardian

Beginning at 4th level, a clan champion gains one bonus spell slot per day per level of spell he can cast; he must prepare his gifted guardian spells in this slot. A clan champion's gifted guardian spells are: 1st level—*protection from chaos/evil/good/law*, 2nd level—*protection from chaos/evil/good/law*, *communal*^{UC}, 3rd level—*enchantment foil*^{ACG}, 4th level—*spell-crash*, *lesser*^{ACG}.

Bonded Tribal Tattoo (Su)

At 4th level, in addition to the standard options for hunter's bond, a clan champion gains a third option; he can choose a bonded tattoo. When activated, this bonded tattoo separates from the clan champion's skin, and functions as *spiritual weapon*, except that it takes the form of one of the clan champion's totem melee weapons. (The weapon's appearance is chosen the first time the tattoo is activated, and remains the same forever afterwards.) Regardless of the chosen form, the damage is as the spell states, and the clan champion's caster level for this ability is equal to his clan champion's class level. A clan champion can activate his bonded tattoo with a move action, and he can use a swift action to direct the weapon to a new target (rather than a move action as stated in the spell's description). A bonded tattoo cannot be erased or dispelled. A clan champion can use this ability a number of times per day equal to 1 + his Wisdom modifier (minimum 1).

This alters hunter's bond.

Ferocious Combatant (Ex)

The feral nature of a clan champion's fighting style manifests itself in the form of bonus feats which he can select even if he does not have the normal prerequisites. At 6th, 10th, and 18th level, a clan champion can choose from the following list of feats: Fleet, Intimidating Prowess, Signature Skill (Intimidate)PU, Skill Focus (Intimidate), Step Up, and Toughness.

This replaces combat feat style.

Acrobatic Steps

At 7th level, a clan champion gains Acrobatic Steps as a bonus feat.

This replaces woodland stride.

DIVINE HERALD

BARD ARCHETYPE

Divine heralds specialize in passing on traditions of their faith through oral histories, fervently proclaiming the magnificence of their deity through inspirational odes and epic tales of miraculous intervention.

Mystical Magic

At 1st level, a divine herald can select one domain from those offered by his deity. If a divine herald reveres a nature themed deity, he can choose any of the druid animal or terrain domains as appropriate. A divine herald cannot choose a domain that grants an animal companion, a familiar, or an arcane bond. A divine herald gains one bonus spell slot for each level of divine herald spell he can cast, from 1st on up, just as a cleric does. A divine herald must use this bonus spell slot to cast the spell gained from his chosen domain. The divine herald does not add the domain spells to his list of spells known.

This replaces the bardic performances countersong, distraction, fascinate, suggestion, and mass suggestion.

Words of Faith (Sp)

At 2nd level, a divine herald gains a faith pool, with a number of faith points equal to the number of ranks he has invested in the Perform (oratory) skill, which he can use to bolster his spell casting ability. A divine herald can expend a number of faith points equal to two times the level of the spell being cast to cast *divine favor*, *divine power*, or any spell with the word “cure” in its name. A divine herald does not need these spells to be on his list of spells known to use this ability. A divine herald cannot cast the same spell more than once in a single day using words of faith. A divine herald’s faith pool renews each morning at dawn.

This replaces versatile performance and well-versed.

DUNE DANCER

ORACLE ARCHETYPE

Dune dancers manipulate sand, sun, and fire to their advantage, and are fortified against the rigors of living in the desolate, inhospitable environment of the desert.

A dune dancer has the following class features.

Weapon & Armor Proficiency

A dune dancer is proficient with dagger, falchion, handaxe, kukri, light mace, light pick, longbow, longsword, scimitar, shortbow, shortspear, spear, sturkknife, and throwing axe.

This alters weapon proficiency.

Mystery

A dune dancer must select the flame^{APG} mystery.

Curse (Ex)

A dune dancer must choose the phobic curse.

Claustrophobic: You were raised in an area of desolation; wide open spaces are comforting for you, while confined spaces are stress inducing. Being restrained from moving freely negatively impacts your state of mind. When attempting to squeeze through a space, you count each move into or through a narrow space as if it were 4 squares (instead of 2), and while squeezed in a narrow space you take a –6 penalty on attack rolls (instead of –4). When you are flanked, tied, shackled, prevented from moving in any way, or gain the grappled condition, you automatically become shaken for 1 round. At 5th level, you add the spells *burst bonds*^{APG} and *liberating command*^{UC} to your list of spells known. At 10th level, you gain the feat Skill Focus (escape artist), and no longer become shaken when flanked, restrained, or grappled. At 15th level, you gain a +2 bonus on initiative checks, and Perception, Stealth, and Survival skill checks while you are in the following terrain types: desert, plains, and tundra.

This alters oracle’s curse.

Mystery Class Skills

A dune dancer adds Climb to her skills list. This replaces Survival.

This alters mystery class skills.

Bonus Spells

Spontaneous immolation^{UC} (4th), *grove of respite*^{APG} (8th), *fire snake*^{APG} (10th), *contagious flame*^{APG} (12th), *fire brand*^{APG} (14th).

These bonus spells replace the oracle's mystery bonus spells at these levels.

Revelations

At any level a dune dancer gains a revelation, she can select from the following revelations instead of choosing one from her mystery.

Glare of the Blinding Sun (Ex and Sp): You are immune to the dazzled condition. At 3rd level, you receive a +2 bonus on saving throws to avoid becoming blind. This bonus increases by +1 at 11th level and every four levels thereafter. At 7th level you can cast *searing light* once per day. In addition to the typical damage dealt by this spell, the creature struck must make a successful Fortitude save (DC10 + 1/2 your oracle level + your Charisma modifier) or be blinded by the light for a number of rounds equal to your Charisma modifier (minimum 1). You can cast *searing light* one additional time per day at 11th level.

Sand Shield (Su): You can conjure waves of swirling sand that hover in front of you granting you a +2 deflection bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. You can use this ability for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

You must be at least 3rd level to select this revelation.

Sands of Time (Su): You can use this ability to either bless or curse a creature within 30 feet by succeeding at a ranged touch attack. A cursed creature suffers a -2 penalty to all of its physical

ability scores as though it had aged drastically without the benefits of gaining increases to its mental ability scores. A blessed creature receives the benefit of increased speed granting it one extra attack at its highest base attack bonus when making a full attack action. This extra attack is gained regardless of whether the creature is making a melee or ranged attack, or using manufactured or natural weapons. You can choose to bless yourself, in which case, a swift action activates this ability. This ability lasts for a number of rounds equal to your Charisma modifier (minimum 1). Once the duration expires, a cursed creature's ability scores return to normal. You can use this ability once per day, and one additional time per day at 11th level. You must be at least 7th level to select this revelation.

Final Revelation

Upon reaching 20th level, you become one with the destructive nature of the desert. You gain immunity to any spell, ability, or effect that would cause you to become dehydrated or fatigued due to heatstroke. Shifting or loose sand is not considered difficult terrain for you; it does not hamper your movement in any way, nor do you take a penalty on Acrobatics checks to tumble through it. Once per day, you can target a creature within 60 feet of you, and cause its lungs to fill with sand. If the creature does not succeed on a Fortitude save (DC10 + your oracle level + your Charisma modifier), it dies. If the creature succeeds on its saving throw, it must spend a number of rounds equal to your Charisma modifier (minimum 1) under the nauseated condition. During this time, the affected creature loses its Dexterity bonus to Armor Class as well as all dodge bonuses.

This replaces final revelation.

EXEMPLAR OF FAITH

INQUISITOR ARCHETYPE

An exemplar of faith is guided by her unwavering belief in her ideals as she seeks converts among the masses to join in her devotion.

An exemplar of faith has the following class features.

NURTURE CONVERT (Su)

At 1st level, an exemplar of faith can touch a creature as a standard action to grant it a +1 sacred bonus on saving throws and skill checks for 1 minute. The creature's alignment must be no more than one step away from the exemplar of faith's alignment. An exemplar of faith can use this ability a number of times per day equal to 1 + her Wisdom modifier (minimum 1).

This replaces stern gaze.

Focused Faith

At 3rd level, an exemplar of faith chooses a second domain. If she worships a specific deity, it must be one offered by that deity. Otherwise, the domain should be one that represents her ideals, as adjudicated by the GM. The exemplar of faith gains the domain powers from the second domain in addition to the ones granted by her first domain. An exemplar of faith can choose to add the domain spells from one of her selected domains to her list of known spells. These spells do not count against her limit of spells known. An exemplar of faith can cast 1 extra spell per day per level of spell that she can cast. This extra spell slot must be used to cast her domain spell.

This replaces solo tactics and all teamwork feats.

HOLY PROTECTORATE

WARPRIEST ARCHETYPE

Holy protectorates are sworn to guide and

protect the faithful during their pilgrimages to holy sites, traveling with them as guards.

A holy protectorate has the following class features.

Special

If a holy protectorate worships a deity, he must choose a deity that offers either the protection or the travel domain.

Class Skills

A holy protectorate adds Intimidate and Knowledge (engineering) to his class skills. This replaces Knowledge (geography) and Knowledge (nature).

Skill Ranks per Level: 4 + Int modifier.

This alters class skills.

Weapon & Armor Proficiency

A holy protectorate is not proficient with heavy armor.

This alters armor proficiency.

Blessings

A holy protectorate must choose either the protection blessing or the travel blessing as one of his two blessings.

Trail Ready (Ex)

A holy protectorate's speed is not modified by medium armor. When wearing light or medium armor, a holy protectorate reduces the armor's armor check penalty by 1 (to a minimum of 0), and increases the maximum Dexterity bonus the armor allows by +1.

This replaces focus weapon.

Blessed Guardian

A holy protectorate adds the spells from the cleric's travel domain to his class spell list. A holy protectorate gains one bonus spell slot for each spell level he can cast, from 1st on up, just as a cleric does. This bonus spell slot must be used to cast an abjuration spell, a conjuration spell

with the healing descriptor, or a spell from the travel domain's bonus spells. Additionally, once per day, a holy protectorate can cast an abjuration or conjuration (healing) spell without using the required material components or divine focus.

This replaces sacred weapon.

Spontaneous Casting

A holy protectorate can channel stored spell energy into abjuration or conjuration spells with the healing descriptor that he did not prepare ahead of time; he can "lose" a prepared spell in order to cast any abjuration or conjuration (healing) spell of the same level or lower.

This alters spontaneous casting.

Fervor (Su)

At 2nd level, a holy protectorate gains the fervor ability, but he does not gain the ability to harm undead creatures with it. Instead, he learns to use the materials along the road, such as herbs, berries, bark and the like, to minister to minor ailments acquired on long journeys. A holy protectorate can use his invested ranks in the Heal skill to augment the amount of damage he heals with his fervor ability. A holy protectorate begins each day with a healing pool equal to the number of skill ranks he has invested in the Heal skill. As a free action, when a holy protectorate uses his fervor ability, he can expend any number of points from his healing pool, up to his holy protectorate level, to heal an additional number of hit points equal to the number of points expended. This healing pool renews each day at dawn.

This alters fervor.

Channel Energy

At 4th level, a holy protectorate gains the channel energy ability, but he does not gain the ability to deal damage (either to undead or living creatures), with it. Instead, once per day, when a holy protectorate channels energy, he can grant all allies (including the holy protectorate)

within 30 feet a +2 sacred bonus to saving throws and armor class for a number of rounds equal to the holy protectorate's Wisdom modifier (minimum 1). These bonuses are in addition to the healing granted by the channel energy ability.

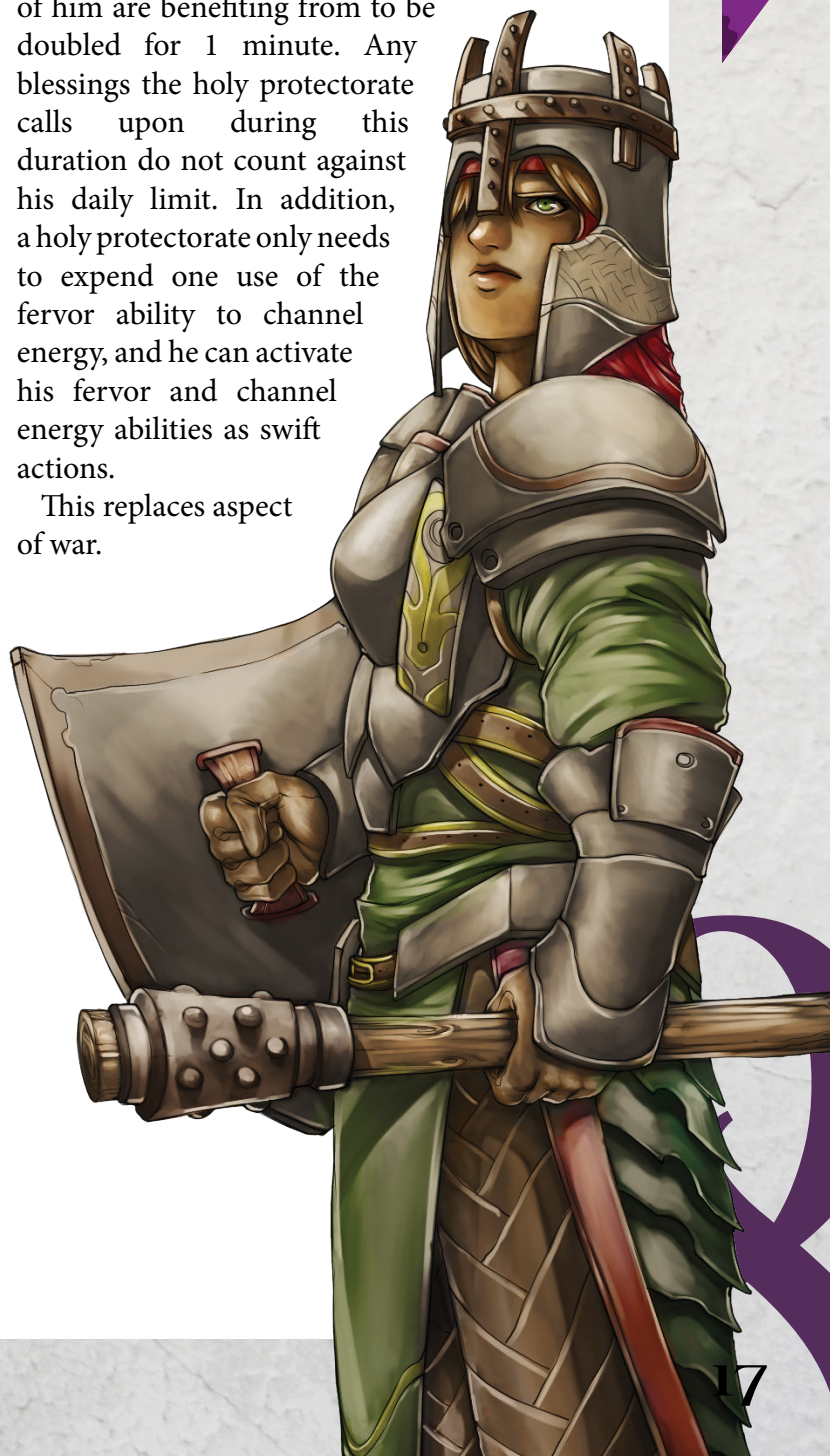
This alters channel energy.

Supreme Guardian (Su)

At 20th level, once per day, as a swift action, a holy protectorate can cause any deflection or morale bonuses to armor class and saving throws that he and his allies within 60 feet

of him are benefiting from to be doubled for 1 minute. Any blessings the holy protectorate calls upon during this duration do not count against his daily limit. In addition, a holy protectorate only needs to expend one use of the fervor ability to channel energy, and he can activate his fervor and channel energy abilities as swift actions.

This replaces aspect of war.



INSPIRED CONDUIT

INQUISITOR ARCHETYPE

Inspired conduits seek enlightenment through direct communion with their gods. Ferreting out the truth is of paramount importance to an inspired conduit, who is led by divinations to unveil the unseen, pierce illusions, and expose lies.

A inspired conduit has the following class features.

Class Skills

An inspired conduit adds Knowledge (local) to her class skill. This replaces Intimidate.

This alters class skills.

Discerning Gaze (Ex)

An inspired conduit is skilled at spotting hidden enemies and sensing lies. An inspired conduit receives a morale bonus on all Perception and Sense Motive checks equal to 1/2 her inspired conduit level (minimum +1).

This replaces stern gaze.

Divine Guidance

At 3rd level, and every level that an inspired conduit gains the ability to cast a new spell level, she can select one spell from the divination school, from the sorcerer/wizard spell list, and add it to her list of spells known (this does not count against her total number of known spells). An inspired conduit gains one bonus spell slot for each level of inspired conduit spell she can cast, from 1st on up, just as a cleric does. An inspired conduit must use this bonus spell slot to cast a spell from the divination school.

This replaces solo tactics.

Exceptional Awareness (Ex)

At 3rd level, an inspired conduit gains the bonus feat Blind-Fight. At 18th level, an inspired conduit gains blindsight 60 feet.

This replaces the teamwork feat gained at 3rd and 18th level.

Mask the Truth (Sp)

At 6th level, as a standard action, an inspired conduit can become invisible for a number of rounds per day equal to her Wisdom modifier (minimum 1). At 9th level, she can activate this ability with a swift action. At 12th level, this ability functions as *invisibility, greater*. These rounds do not need to be consecutive.

This replaces the teamwork feat gained at 6th, 9th, and 12th level.

Enlightened Devotee (Su)

At 14th level, an inspired conduit gains a daily insight pool with a number of insight points equal to 1 plus her Wisdom modifier. When an inspired conduit rolls a natural 1 on a 1d20 roll, she can, as a free action, spend 1 point to immediately roll again with an insight bonus equal to 1/2 her inspired conduit level. She can also use this pool to supplement her spell casting ability; an inspired conduit can spend 3 points from her insight pool to cast any divination spell that she knows.

This replaces exploit weakness.

OUTBACK ORACLE

ORACLE ARCHETYPE

Quick thinking, agility, and stamina are vital to an outback oracle's survival in the wilds where oppressive humidity, harassment from hordes of stinging insects, and dismemberment from wild boars or prowling panthers are just some of the many dangers and challenges that an outback oracle must overcome.

An outback oracle has the following class features.

Weapon & Armor Proficiency

An outback oracle is proficient with blowgun, bolas, club, dagger, dart, greatclub, handaxe, kukri, longbow, longspear, quarterstaff, shortbow, shortspear, sling, spear, and whip.

This alters weapon and armor proficiency.

Mystery

An outback oracle must select the wood^{UM} mystery.

Bonus Spells

Soothing mud^{ACG} (6th), *explosion of rot*^{UW} (8th), *sturdy tree fort*^{UW} (10th), *transport via plants* (12th), *horrid wilting* (16th).

These bonus spells replace the oracle's wood^{UM} mystery bonus spells at these levels.

Revelations

At any level an outback oracle gains a revelation, she can select from the following revelations instead of choosing one from the wood^{UM} mystery.

Jungle Native (Ex): You are hardened against the jungle's plethora of poisonous snakes and disease spreading insects. You gain a +2 bonus on saving throws against poison and disease from both magical and mundane sources. This bonus increases by +1 at 5th level, and every four levels thereafter, to a maximum of +6 at 17th level.

Teaming with Life (Su): As a standard action, you can channel the prolific life energy of the jungle to heal yourself. You gain a number of hit points equal to your oracle level plus your Charisma modifier. At 11th level, you can activate this ability with a swift action. You can use this ability once per day, and one additional time per day at 5th level, and every five levels thereafter. You must be at least 3rd level to select this revelation.

Final Revelation

Upon reaching 20th level, the spirit of the wilds infuses your every pore. You can cast *nine lives*^{ARG} once per day as a spell-like ability, and you gain immunity to poisons and disease, a +10 bonus on Survival skill checks, and an enhancement bonus equal to your Charisma modifier (minimum +1) on saving throws against spells, spell-like abilities, extraordinary,

and supernatural abilities of animals and plant creatures.

This replaces final revelation at 20th level.

SNEAK

ORACLE ARCHETYPE

Sneaks are masters of subtlety, deception, and getting into guarded places.

A sneak has the following class features.

Mystery

A sneak must select the intrigue^{UI} mystery.

Mystery Class Skills

A sneak exchanges Bluff and Disguise for Disable Device and Perception.

This alters mystery class skills.

Bonus Spells

Hidden presence^{UI} (4th), *adjustable disguise*^{ACG} (8th), *invisibility*, *mass* (16th), *time stop* (18th).

These bonus spells replace the oracle's intrigue^{UI} mystery bonus spells at these levels.

Revelations

A sneak must select one of the following revelations at 1st level. At any level a sneak gains a revelation, she can select either of the other revelations instead of choosing one from the intrigue^{UI} mystery.

This alters revelations.

Observant Infiltrator (Ex and Sp): You gain trapfinding as the rogue ability, and you add the spell open/close to your list of orisons known, without it counting against your total of known spells. At 3rd level, you can cast knock once per day as a spell-like ability. At 7th level, you gain the rogue talent *canny observer*^{APG}. At 13th level, you gain the rogue talent *trap spotter*.

Reconnoiter (Su): You can quickly and effectively size up an opponent's weaknesses. As a move

action, you can study a single creature that you can see, and upon doing so, you add 1/2 your oracle level (minimum +1) as a circumstance bonus on attack and damage rolls against the creature. At 10th level, you can activate this ability as a swift action. You can use this ability for a number of rounds per day equal to 3 plus your Charisma modifier. These rounds do not need to be consecutive.

Shrewd Operative (Ex): You are especially adept at physical deception. You gain two extra skill points when you first select this revelation. These bonus skill points must be spent on the following skills: Disable Device, Disguise, Escape Artist, Sleight of Hand, or Stealth. Each time you attain a new level, you continue to gain the two extra skill points which must be spent on the designated skills. At 10th level, you can select one of the following bonus feats: Deft Hands, Skill Focus (Disguise), or Stealthy.

Final Revelation

Upon reaching 20th level, you can walk unseen with impunity, and even walls don't prevent you from entering someplace you want to go. You can cast passwall once per day as a spell-like ability. As a swift action, you can cast *invisibility*, *greater* as a spell-like ability, with a duration of 1 round. You can use this ability a number of times per day equal to your Charisma modifier (minimum 1). Each round that you use this ability, you can add an amount of sneak attack damage to your attacks as a rogue of your level -4, subject to the same rules.

This replaces final revelation.

TRUTHSAYER

ORACLE ARCHETYPE

Truthsayers often act as arbiters and magistrates. Individuals seeking solutions to their problems value the insight and evenhandedness that truthsayers bring to the table, while both the wronged and the falsely accused find comfort in a truthsayers' devotion to the truth.

A truthsayer has the following class features.

Mystery

A truthsayer cannot select any mystery that includes Bluff or Disguise in its list of bonus class skills.



CURSE (Ex)

A truthsayer must choose the transparent curse. **Transparent:** Your intentions are easily discernible, and lying is difficult for you. You take a -5 penalty to Bluff and Disguise skill checks, and your illusion spells are easy to penetrate; the DC to save against any spell you cast from the illusion school is 2 less than normal. At 1st level, Sense Motive becomes a class skill for you. If you already have Sense Motive as a class skill, you gain a +2 bonus on Sense Motive skill checks. At 5th level, you add locate object to your list of spells known, and your save DCs for illusion spells no longer suffer a penalty. At 10th level, you add prying eyes to your list of spells known. At 15th level, you add vision to your list of spells known.

Bonus Spells

Each time a truthsayer gains a bonus spell from her mystery, she can choose to substitute the following spells at the appropriate level: *identify* (2nd), *anticipate thoughts*^{OA} (4th), *aura sight*^{ACG} (6th), *vicarious view*^{UI} (8th), *impossible angles*^{HA} (10th), *truespeak*^{ARG} (12th), *circle of clarity*^{UM} (14th), *prying eyes*, *greater* (16th), *foresight* (18th). Once the choice to exchange a spell from a truthsayer's mystery for one on this list is made, it is permanent and cannot be changed.

This alters bonus spells.

Revelations

At any level a truthsayer gains a revelation, she can select from the following revelations instead of choosing one from her mystery.

Accomplished Negotiator (Ex): You gain the bonus feat Skill Focus (sense motive), and the DC for you to get a hunch or sense enchantment is 5 points less than normal. At 3rd level, you can use Diplomacy to influence a creature's attitude and to gather information in half the normal time, and the DC modifier to reveal an unimportant or an important secret is halved (round down).

Pillar of Inspiration (Ex): You can touch a creature as a standard action and give it an insight bonus equal to 1/2 your oracle level on a single Knowledge skill check. The creature must be trained in the designated Knowledge skill to benefit from this ability. It is a free action to use pillar of inspiration on yourself, and you do not need to be trained in the relevant Knowledge skill to gain the benefit of this ability. This bonus lasts for 1 hour, or until the creature touched elects to apply the bonus to a roll, whichever comes first. You can use this ability to grant the bonus a number of times per day equal to your Charisma modifier.

Final Revelation

Upon reaching 20th level, you are able to discern the truth no matter the guise. You gain the bonus feats Spell Focus and Greater Spell Focus for spells of the divination school. You constantly emit a 20 foot radius aura of truth. You and your allies within this aura gain an insight bonus equal to your Charisma modifier (minimum +1) on all saving throws against spells from the enchantment and illusion schools. Additionally, this aura functions as *zone of truth*, and grants you (not your allies) the ability to see creatures within the radius as though you were under the effects of see invisibility.

This replaces final revelation.

NEW BLESSING

Below is a new warpriest blessing for use in your campaign, subject to your Game Master's approval.

LANDSLIDE BLESSING

Evil deities that offer the Earth or Destruction blessings, or non-evil deities with disasters or mountains in their portfolios might offer this blessing as an option for their warpriests.

You bear witness to the devastating power of your patron in the destructive nature of a landslide.

Debris Field (minor): At 1st level, you can cause the ground in a 15 foot radius around you to become littered with jagged stone which you and your allies can traverse without impediment, but your enemies must treat as difficult terrain. This effect is non-mobile, and lasts for 1 minute.

Rocky Barrage (major): At 10th level, as a free action, you can cause a projectile weapon's ammunition to explode in a rocky barrage upon impact with its target. This causes 2d6 points of bludgeoning damage to the target in addition to the weapon's normal damage.

NEW DOMAIN

Below is a new domain for use in your campaign, subject to your Game Master's approval.

INSPIRATION

Granted Powers: You are a beacon of hope and a source of inspiration, able to push your allies to achieve great feats of valor in times of need.

Battlefield Brilliance (Sp): As a standard action, you can inspire a creature within 30 feet to

heroic acts on the battlefield. The creature receives a +2 insight bonus to Armor Class and on attack rolls for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this power a number of times per day equal to 3 + your Wisdom modifier.

Rally Ally (Sp): At 8th level, you can cast a spell with the word "cure" in its name that has a range of "touch" at close range instead. In addition, the recipient of the cure spell gains a +1 morale bonus on attack rolls for a number of rounds equal to your Charisma modifier (minimum 1). This bonus increases by +1 for every 5 cleric levels you possess. You can use this power once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Domain Spells: 1st—*timely inspiration*^{APG}, 2nd—*weapons of awe*^{APG}, 3rd—*good hope*, 4th—*blessing of fervor*^{APG}, 5th—*pessimism*^{HA}, 6th—*dance of a thousand cuts*^{UM}, 7th—*brilliant inspiration*^{APG}, 8th—*moment of prescience*, 9th—*miracle*.

NEW MYSTERY

Below is a new oracle mystery for use in your campaign, subject to your Game Master's approval.

TRANSFORMATION

Class Skills: An oracle with the transformation mystery adds Climb, Disguise, Intimidate, and Knowledge (arcana) to her list of class skills.

Bonus Spells: *longarm*^{ACG} (2nd), *lead blades*^{APG} (4th), *countless eyes*^{UM} (6th), *hellmouth lash*^{ARG} (8th), *shape changer's gift*^{UW} (10th), *tarpool*^{UC} (12th), *shape changer's gift, greater*^{UW} (14th), *divine vessel*^{APG} (16th), *polymorph any object* (18th).

Revelations: An oracle with the transformation mystery can choose from any of the following revelations.

Altered Awareness (Ex): You gain a +2 bonus to Initiative checks and Perception skill checks. At 3rd level, you gain a +1 enhancement bonus on Reflex saves. These bonuses increase by +1 at 7th level, and for every four levels thereafter.

Animated Companion (Sp): As a standard action, you can cast animate objects. You can use this ability once per day at 11th level, and one additional time per day at 15th level. You must be at least 11th level to select this revelation.

Elongate Incisors (Su): As a swift action, you can cause your teeth to grow sharp fangs and gain a natural primary bite attack that deals 1d6 points of damage. This attack is made at your full base attack bonus, and you apply your full Strength modifier to the damage. If you use this ability in conjunction with a manufactured weapon attack, treat it as a natural secondary attack instead. You can use this ability a number of rounds per day equal to your Charisma modifier (minimum 1). These rounds do not need to be consecutive. You must be at least 3rd level to select this revelation.

Environmental Symbiosis (Sp): You can alter your body parts and systems to better survive in certain environments. As a standard action, you can choose to either sprout suction cups on the pads of your hands to gain a climb speed equal to 1/2 your land speed with a +8 racial bonus on your Climb skill checks, or grow webbing between your fingers and toes to gain a swim speed equal to your land speed. At 7th level, you can grow gills which grant you the amphibious quality. You can use this ability for 10 minutes per day per oracle level you possess. This duration does not need to be consecutive, but it must be spent in 10-minute increments.

Ever Changing Curse (Su): When you select this revelation, choose a second curse. From this time forward, every morning at dawn, there is a random 50% chance that you will be afflicted with one or the other. You lose all advantages and disadvantages granted by the curse from which you are not currently suffering.

Flexible Physiology (Su): Your anatomy is constantly changing, granting you a +4 circumstance bonus on Escape Artist skill checks. At 7th level, you gain a 20% chance to ignore any critical hit or sneak attack scored against you. This chance increases to 40% at 13th level.

Lifetime of Faces (Su): You are constantly under the effects of *threefold aspect*^{APG}. You must be at least 11th level to select this revelation.

Morphing Weapon (Su): As a move action, you can change the type of damage a weapon you are wielding deals from one type (bludgeoning, piercing, or slashing) to another. At 7th level, you can activate this ability with a swift action. At 11th level, you can change the energy damage your weapon deals (acid, cold, electricity, fire, or sonic) from one type to another. You can use this ability for a number of rounds per day equal to 1/2 your oracle level (minimum 1). These rounds do not need to be consecutive.

Thicken Skin (Su): You can cause your skin to become tough and rubbery granting a +2 natural armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. You can use this ability for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Versatile Magic (Sp): Each morning at dawn, you can select one spell from the transmutation school, from any spell list, and add it to your list of spells known for the current day. This spell must be one level lower than the highest level you are able to cast.

Final Revelation: Upon reaching 20th level, you are constantly in a state of flux. You gain immunity to critical hits and sneak attacks. Each morning at dawn, you can exchange one known spell for a different one that is not on your list of spells known for each level of spell that you can cast. The spell selected must come from the transmutation school, but it can be on any class's spell list.

NEW RACE

Below is a new race for use in your campaign, subject to your Game Master's approval.

SEKADIIN

Sekadiins are a rare race, few in number, whose origins are explained by at least two common myths. The first of which is that they are the result of magic gone awry — that a sect of misguided druids were experimenting on combining mortals with plant life, and what issued forth was the oddity known as the sekadiin. This myth draws its support from the fact that all sekadiins are very secretive about their origins which many in the general populace have interpreted as embarrassment over their “manufactured” state.

The second myth is that they come from another plane entirely, and that they have found some rift or magical portal that allows them access to this plane. This myth draws its support primarily from tales of woodsmen who claim to have witnessed sekadiins suddenly appearing in forest clearings or stepping out from behind trees, where there was clearly no one just moments before.

Both of these myths explain part of the origins of the sekadiin race; in truth, they are the result of the mixing of elves from the Material Plane with an experimental race once crafted by the gods of the fey realm. This experiment blended fey with flora. The newly created creatures did not hold the attention of the fickle gods and so they were quickly forgotten, left adrift on a floating island in the sky to fend for themselves. After centuries of isolation, these creatures finally discovered a way to end their exile and escaped into the Material Plane, where with a bit of effort, they were able to pass for elves, basking in their new found freedom and marveling at the variety of new experiences available to them to explore and enjoy. Over time, they interbred with elves, and thus the sekadiin race was born.

Physical Description: Sekadiins are humanoid, but they also have a single characteristic common to plants; they sport lightly tinted sage green hair which grants them a limited ability to generate their own nourishment through the process of photosynthesis. It is common for sekadiins (both male and female) to wear their sage tresses in dozens of slim braids.

Males often tie these locks into a sort of top knot that sits high on their heads, while females allow their braids to cascade down their backs, well past their waist and tucked behind their small, pointed ears. Often a sekadiin's almond-shaped eyes are a stunning shade of emerald green that complements the glints of sage in their hair, but shades the color of autumn leaves ranging from yellow-gold to orange, burgundy, and brown are also common.

The vast majority of sekadiins have chocolate brown skin tones, which combined with their striking hair, make them quite stunning to gaze upon. Both males and females display lithe bodies, with virtually no differentiation in height or weight due to gender. Extremely rare is the sekadiin born with pale, almost translucent, sage green skin. These atypical sekadiins are always female and tend to be a bit shorter and more muscled compared to their darker skinned kin.

Society: Those sekadiins who choose to settle in one place tend to live in secluded, rural areas populated by an abundance of varied plant life. They form loosely knit clans, with the eldest among them playing guiding roles. Each individual's voice is valued, and outsiders are welcomed for the novelty they bring to the circle. Ultimately though, the voracious desire for new experiences creates very precocious children who are constantly wandering off to explore some new thing, and in early adulthood, results in on-going travel to discover the wonders the world's farthest reaches have to offer.

Relations: Sekadiins have an inherent connection to nature; they are fiercely protective of it, and consider enemies of the wild to be their enemies as well. Thus, they often answer the druidic calling and can be found serving cooperatively alongside elves in wooded lands to protect the deepest reaches of the forests from outside threats.

As driven individuals who appreciate ingenuity, integrity and intelligence, sekadiins find races that demonstrate low intellectual ability coupled with oppression towards others to be insipid and offensive. Common sense and strength are appealing attributes to most sekadiins, but they do not appreciate races that rely on brute strength to force their will upon others.

Alignment and Religion: Most sekadiins are leery of gods in general; they tend to venerate the land itself for its life sustaining properties, and look to

individual ingenuity to solve problems. Those sekadiins who do choose to follow a particular deity tend to favor gods of travel, knowledge, or nature.

As a race, sekadiins have a strong bent towards neutrality; they are intimately attuned to the dualistic qualities of nature — its predictable cycles of the seasons and the certainty that death always follows life, juxtaposed with the disorder and uncertainty that comes with maelstroms, earthquakes, floods, and volcanic eruptions.

Adventurers: Striving to satiate the innate craving for new experiences and the acquisition of knowledge is generally what sets most sekadiins on the adventuring path, where they can build their internal library documenting the details of the many races, geographical wonders, and the incredible

variety of flora and fauna the world has to offer.

This extensive knowledge of the natural world enable sekadiins to easily step into the role of hunter or ranger, acting as excellent guides and scouts for expeditions in uncharted wilderness areas. Other sekadiins who choose a path with a divine aspect frequently become members of various druidic orders or the elite sect of clerics called nature sentries who are dedicated to living in harmony with nature.

Those that choose a scholarly path make more than capable investigators, a role in which their exceptional intellectual ability is allowed to flourish.

Male Names: Asper, Eldin, Jorel, Jorin, Kearin, Lief, Rayin, Thorn, Zarel

Female Names: Alirra, Ara, Autumn, Ayana, Ista, Onyx, Sage, Willow, Yora

Sekadiin (10 RP)

RACIAL TRAITS

+2 Intelligence, +2 Wisdom (2 RP): Sekadiins have exceptionally sharp, inquisitive minds with an innate craving for knowledge as well as a strong foundation in common sense born of a long-lived race.

Humanoid (0 RP): Sekadiins are humanoids with the sekadiin subtype.

Medium (0 RP): Sekadiins are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed (0 RP): Sekadiins have a base speed of 30 feet.

Low-Light Vision (1 RP): Sekadiins can see twice as far as humans in conditions of dim light.

Spell-like Ability (1 RP): Sekadiins can cast goodberry as a spell-like ability once per day with the caster level equal to character level.

Greenthumb (1 RP): Sekadiins are treated as 1 level higher when casting spells from the Plant domain or using powers of the Plant domain, bloodline powers of the fey bloodline, and revelations of the oracle's nature mystery.

Resistant (2 RP): Sekadiins gain a +2 racial bonus on saving throws against mind-affecting effects and poison.

Touch of Nature (1 RP): Sekadiins only need to ingest half as much food as a human in a day, and can go twice as long as is typical without eating due to the photosynthetic nature of their hair (that is, they can survive 6 days before needing to make Constitution checks to determine the consequences of starvation).

Wild Born (2 RP): Sekadiins receive a +2 bonus on Survival skill checks.

Languages (0 RP): Sekadiins begin play speaking Common and Elven. Sekadiins with high Intelligence scores can choose from the following: Aquan, Auran, Gnoll, Goblin, Orc, Sylvan, and Terran.



ALTERNATE RACIAL TRAITS

Outgoing: Some sekadiins act on their impulses, displaying a zest for life, enthusiasm for social interaction, and unbridled curiosity. They gain +2 Intelligence, +2 Charisma.

This racial trait replaces their normal ability score modifiers.

Elemental Acclimation: Sekadiins can cast endure elements as a spell-like ability once per day with a duration of 1 hour per character level. This racial trait replaces spell-like ability.

Green-Kin: Sekadiins can cast speak with plants as a spell-like ability once per day with the caster level equal to character level.

This racial trait replaces spell-like ability.

Inquisitive Mind: A sekadiin's desire to accumulate knowledge is rivaled by none. Choose any one knowledge skill and gain the corresponding bonus feat Skill Focus.

This racial trait replaces resistant.

Oaken Vitality: Some especially hardy sekadiins treat their Strength score as two points higher

for the purpose of determining encumbrance. Furthermore, having photosynthetic skin in addition to hair means these sekadiin produce all the nutrients they need to survive without needing to ingest food. (They still need normal water requirements however.)

This racial trait replaces spell-like ability, and touch of nature.

Toughened Skin: Ties to the plant kingdom heavily influence the physiques of these sekadiins; they have a +1 natural armor bonus.

This racial trait replaces greenthumb and spell-like ability.

Well Traveled: Sekadiins cover a great deal of ground patrolling all types of rural terrain which gives them the opportunity to meet many different races speaking a variety of tongues. Sekadiins treat their Intelligence score as two points higher for the purpose of determining how many bonus languages they start with, and they learn one additional language every time they put a rank in the Linguistics skill.

HEIGHT & WEIGHT

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male & Female	5 ft. 0 in.	+2d6 in. (5 ft. 2 in.–6 ft. 0 in.)	95 lbs.	+ (2d6x3 lbs.) (104–149 lbs.)

RANDOM STARTING AGES

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³	Maximum Age
110 years	+4d5 years (114 - 134 years)	+6d6 years (116 - 146 years)	+10d6 years (116 - 146 years)	+10d6 years (120 - 170 years)

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards

AGING EFFECTS

Middle Age ¹	Old ²	Venerable ³	Maximum Age ⁴
175 years	263 years	350 years	350 + 4% years

Cumulative Effects of Aging

- 1 -1 to Str, Dex, and Con; +1 to Int, Wis, and Cha
- 2 -2 to Str, Dex, and Con; +1 to Int, Wis, and Cha
- 3 -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha
- 4 -3 to Str, Dex, and Con; +1 to Int, Wis, and Cha

NEW TRAITS

Below is a list of new traits for use in your campaign, subject to your Game Master's approval.

Sekadiins are allowed to select the following regional traits as "race" traits or regional traits.

Agile Acrobat (Regional): You spent your childhood living deep in the jungle, swinging on vines and leaping from tree to tree for entertainment. You gain a +1 trait bonus on Acrobatics checks, and Acrobatics becomes a class skill for you.

Lightfoot (Regional): You grew up hunting big game in the savanna alongside your elders,

employing the softest of strides to get close enough for the kill. You gain a +1 trait bonus on Stealth checks, and Stealth becomes a class skill for you.

Nature Kissed (Regional): A wood nymph found you swaddled in furs, nestled on the mossy ground beneath the protective cover of giant oak trees when you were but a babe, and raised you amongst the other forest-folk as her own. Add Sylvan to your list of known languages, and Survival becomes a class skill for you. Once per day, when you are the target of a spell or spell-like ability of a fey creature, you can, as an immediate action, gain a +1 trait bonus on your saving throw roll against that spell.





NEW SPELLS

Below is a list of new spells for use in your campaign, subject to your Game Master's approval.

DEBILITATING DIATRIBE

School enchantment (compulsion) [mind-affecting];

Level cleric 6, inquisitor 5, paladin 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one living creature

Duration instantaneous or 1 round/3 levels; see text

Saving Throw Will negates; **Spell Resistance** no

You unleash a torrent of invective against an enemy of your faith which numbs the mind of your enemy, making it unable to utilize an ability. Upon casting this spell, you can choose one of the following effects. The target loses one random prepared spell of the highest level available to it to cast (or in the case of a spontaneous spellcaster, one spell slot of the highest level available is lost). This effect is instantaneous, and a successful Will save negates the effect. Alternatively, you can choose to have your target lose the use of one combat feat (that you have witnessed it use which has no more than two prerequisites) for a number of rounds equal to one per 3 caster levels. If this feat is required as a prerequisite for another feat the target possesses, it loses the use of that feat as well for the duration of the spell. A successful Will save reduces the duration of this effect to 1 round. If you do not wish to specify the combat feat when you cast this spell, the combat feat lost is determined randomly. If this spell is cast on a creature whose alignment is the same as yours, it has no effect, and the spell is wasted.

GUIDANCE, GREATER

School divination; **Level** cleric 1, druid 1

Casting Time 1 standard action

Components V, S

Range 15-ft. radius

Target self and all allies within 15 foot radius burst of self

Duration 1 minute or until discharged

Saving Throw Will negates (harmless); **Spell Resistance** yes

This spell functions as *guidance*, except it affects more than one creature as noted above, and it grants a +2 competence bonus rather than a +1 bonus.

INSPIRATIONAL SERMON

School enchantment (compulsion) [mind-affecting];

Level inquisitor 4

Casting Time 1 standard action

Components V, S, DF

Range 40 ft.

Target all allies within a 40-ft.-radius burst centered on you

Duration 1 round/level

Saving Throw Will (harmless); **Spell Resistance** yes

You bring special favor upon yourself and allies, gaining a +2 morale bonus on attack rolls, weapon damage rolls, saves, and skill checks. This bonus increases by +1 for every five caster levels beyond 10th.

MANTLE OF MARTIAL PROWESS

School transmutation; **Level** cleric 6, inquisitor 5

Casting Time 1 standard action

Components V, DF

Range personal

Target self

Duration 1 round/level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

You open your mind to the wise whispering of your patron, and imbue yourself with the skill of a seasoned warrior.

You receive a +2 insight bonus to your Armor Class and add your Wisdom bonus to damage rolls as precision damage. This damage is not multiplied on a critical hit, and creatures that are immune to critical damage are also immune to this extra damage.

SERPENT STRIKE

School transmutation [poison]; **Level** druid 4, shaman 4, witch 4

Casting Time 1 standard action

Components V, S, M (a bit of dried snake skin)

Range personal

Target self

Duration 1 round/level

Saving Throw Will negates; **Spell Resistance** yes

Your facial anatomy changes to incorporate a snake's fangs, tongue, and olfactory organs.

You gain the scent^{PB1} ability with a range of 30 feet, and a secondary natural bite attack that deals piercing damage in the amount of 1d6 points + 1/2 your Strength modifier. A creature that takes damage from this bite is affected as if by a venomous snake's^{PB1} poison (frequency 1/r for 6 rounds; effect 1d2 Con; cure 1 save). The poison's save DC is equal to this spell's DC.

SIPHON INFIDEL'S STRENGTH

School enchantment (compulsion) [mind-affecting];

Level cleric 3, inquisitor 3, paladin 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target self and one other creature

Duration 1 minute/level

Saving Throw Will partial; **Spell Resistance** yes

If the target you select does not make a successful Will save, it takes 1d4+1 points of Strength damage, and you gain a bonus equal to your target's loss as a morale bonus to your Strength score. If the target's save is successful, it sustains 2 points of Strength damage (which you gain as a morale bonus to your Strength score) for 3 rounds.

TERRIFYING AURA

School necromancy [fear, mind-affecting]; **Level** bard 3, inquisitor 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (bit of dirt from a graveyard)

Range 30-ft. radius of self

Target all selected, living creatures within range

Duration 1 round/level or 1 round; see text

Saving Throw Will partial; **Spell Resistance** yes

Affected creatures cower in fear. Targets that succeed at a Will save are panicked for 1 round instead. Creatures with 12 or more HD are immune to this effect.



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Manifest Destiny

BOOK
TWO

CULTS & CLERGY

Welcome to **Manifest Destiny, Book 2: Cults & Clergy!**

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