

Domains

A cleric's deity influences her alignment, what magic she can perform, her values, and how others see her. A cleric chooses two domains from among those belonging to her deity. A cleric can select an alignment domain (Chaos, Evil, Good, or Law) only if her alignment matches that domain.

Each domain grants a number of domain powers, dependent upon the level of the cleric. Unless otherwise noted, activating a domain power is a standard action. If a domain ability calls for a saving throw, the DC of the save is equal to $10 + \frac{1}{2}$ the character's cleric level + her Charisma modifier.

Air Domain: You can manipulate mist and wind, and are resistant to wind damage. *Granted Powers:*

- **Wind Blast (Su):** As a standard action, you can unleash a blast of wind targeting any foe within 30 feet as a ranged touch attack. This blast of wind deals 1d6 points of wind damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Wind Resistance (Ex):** At 6th level, you gain resist wind 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to wind.

Animal Domain: You can speak with and befriend animals with ease. In addition, you treat Handle Animal as a class skill. *Granted Powers:*

- **Speak with Animals (Su):** You can may comprehend and communicate at will with all animals, magical beasts and vermin, for a number of rounds per day equal to 3 + your cleric level.
- **Animal Companion (Ex):** At 4th level, you gain the service of an animal companion. Your effective beastmaster level for this animal companion is equal to your cleric level – 3. (Beastmasters who take this ability through their animal companion class feature use their beastmaster level – 3 to determine the abilities of their animal companions).

Artifice Domain: You can repair damage to objects and animate objects with life. *Granted Powers:*

- **Artificer's Touch (Sp):** You can cast *mending* at will, using your cleric level as the caster level to repair damaged objects. In addition, you can cause damage to objects and construct creatures by striking them with a melee touch attack. Objects and constructs take 1d6 points of damage +1 for every two cleric levels you possess. This attack bypasses an amount of damage reduction and hardness equal to your cleric level. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Dancing Weapons (Su):** At 8th level, you can give a weapon touched the dancing special weapon quality for 4 rounds. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Chaos Domain: Your touch infuses life and weapons with chaos, and you revel in all things anarchic. *Granted Powers:*

- **Touch of Chaos (Su):** You can imbue a target with chaos as a melee touch attack. For the next round, anytime the target rolls a d20, he must roll twice and take the less favorable result. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Chaos Blade (Su):** At 8th level, you can give a weapon touched the anarchic special weapon quality for a number of rounds equal to $\frac{1}{2}$ your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Charm Domain: You can baffle and befuddle foes with a touch or a smile, and your beauty and grace are divine. *Granted Powers:*

- **Dazing Touch (Su):** You can cause a living creature to become dazed for 1 round as a melee touch attack. Creatures with more Hit Dice than your cleric level are unaffected. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Charming Smile (Sp):** At 8th level, you can cast *charm* as a swift action, with a DC of 10 + 1/2 your cleric level + your Charisma modifier. You can only have one creature charmed in this way at a time. The total number of rounds of this effect per day is equal to your cleric level. The rounds do not need to be consecutive, and you can dismiss the charm at any time as a free action. Each attempt to use this ability consumes 1 round of its duration, whether or not the creature succeeds on its save to resist the effect.

Community Domain: Your touch can heal wounds, and your presence instills unity and strengthens emotional bonds. *Granted Powers:*

- **Calming Touch (Su):** You can touch a creature as a standard action to heal it of 1d6 points of nonlethal damage + 1 point per cleric level. This touch also removes the fatigued, shaken, and sickened conditions (but has no effect on more severe conditions). You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Unity (Su):** At 8th level, whenever a spell or effect targets you and one or more allies within 30 feet, you can use this ability to allow your allies to use your saving throw against the effect in place of their own. Each ally must decide individually before the rolls are made. Using this ability is an immediate action. You can use this ability once per day at 8th level, and one additional time per day for every four cleric levels beyond 8th.

Darkness Domain: You manipulate shadows and darkness. You receive Blind-Fight as a bonus feat. *Granted Powers:*

- **Touch of Darkness (Su):** As a melee touch attack, you can cause a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls. This effect lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Eyes of Darkness (Su):** At 8th level, your vision is not impaired by lighting conditions, even in absolute darkness and magic darkness. You can use this ability for a number of rounds per day equal to 1/2 your cleric level. These rounds do not need to be consecutive.

Death Domain: You can cause the living to bleed at a touch, and find comfort in the presence of the dead. *Granted Powers:*

- **Bleeding Touch (Su):** As a melee touch attack, you can cause a living creature to take 1d6 points of damage per round. This effect persists for a number of rounds equal to 1/2 your cleric level (minimum 1) or until stopped with a DC 15 Heal check or any spell or effect that heals damage. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Death's Embrace (Ex):** At 8th level, you heal damage instead of taking damage from channeled negative energy. If the channeled negative energy targets undead, you heal hit points just like undead in the area.

Destruction Domain: You revel in ruin and devastation, and can deliver particularly destructive attacks. *Granted Powers:*

- **Destructive Smite (Su):** You gain the destructive smite power: the supernatural ability to make a single melee attack with a morale bonus on damage rolls equal to 1/2 your cleric level (minimum 1). You must declare the destructive smite before making the attack. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Destructive Aura (Su):** At 8th level, you can emit a 30-foot aura of destruction for a number of rounds per day equal to your cleric level. All attacks made against targets in this aura (including you) gain a morale bonus on damage equal to 1/2 your cleric level and all critical threats are automatically confirmed. These rounds do not need to be consecutive.

Earth Domain: You have mastery over earth, metal, and stone. *Granted Powers:*

- **Earth Blast (Su):** As a standard action, you can unleash a blast of earth targeting any foe within 30 feet as a ranged touch attack. This earth blast deals 1d6 points of earth damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Earth Resistance (Ex):** At 6th level, you gain resist earth 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to earth.

Erosion Domain: You command the crumbling of stone and revel in rust; the decay and destruction of metal and stone over time appeals to and delights you. *Granted Powers:*

- **Rusting Touch (Su):** You can cause an opponent's metal armor or weapon to become dry and brittle as it magically corrodes and rusts. You make a melee touch attack against a creature wearing metal armor or wielding a metal weapon. If you hit, choose a metal weapon, suit of metal armor, or metal shield carried or worn by that creature. The object takes an amount of hit point damage equal to 1d6 + half your cleric level. If the item is not magical, or if your caster level is greater than the item's caster level, this damage bypasses the item's hardness. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Erosion Aura (Su):** At 8th level, you can project an aura of magically enhanced erosion as a standard action. Objects made primarily of metal or stone within this aura lose 10 points of hardness. Magic items retain a minimum hardness equal to twice their enhancement bonus and can attempt a Fortitude saving throw (DC = 10 + half your cleric level + your Charisma modifier) to negate this effect. A construct made primarily of metal or stone must succeed at a Fortitude save or lose all damage reduction and hardness for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Evil Domain: You are sinister and cruel, and have wholly pledged your soul to the cause of evil. *Granted Powers:*

- **Touch of Evil (Su):** You can cause a creature to become sickened as a melee touch attack. This ability lasts for a number of rounds equal to 1/2 your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Scythe of Evil (Su):** At 8th level, you can give a weapon touched the unholy special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Fire Domain: You can call forth fire and your flesh does not burn. *Granted Powers:*

- **Fire Bolt (Su):** As a standard action, you can unleash a scorching bolt of divine fire from your outstretched hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of fire. If you hit the foe, the fire bolt deals 1d6 points of fire damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

- **Fire Resistance (Ex):** At 6th level, you gain resist fire 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to fire.

Glory Domain: You are infused with the glory of the divine, and are a true foe of the undead. In addition, when you channel positive energy to harm undead creatures, the save DC to halve the damage is increased by 2.

Granted Powers:

- **Touch of Glory (Su):** You can cause your hand to shimmer with divine radiance, allowing you to touch a creature as a standard action and give it a bonus equal to your cleric level on a single Charisma-based skill check or Charisma ability check. This ability lasts for 1 hour or until the creature touched elects to apply the bonus to a roll. You can use this ability to grant the bonus a number of times per day equal to 3 + your Charisma modifier.
- **Aura of Heroism (Sp):** At 8th level, you can emit a 30-foot aura of heroism for a number of rounds per day equal to your cleric level. Using this ability is a swift action. Allies in the area are treated as if they were under the effects of heroism. These rounds do not need to be consecutive.

Good Domain: You have pledged your life and soul to goodness and purity. *Granted Powers:*

- **Touch of Good (Su):** You can touch a creature as a standard action, granting a sacred bonus on attack rolls, skill checks, ability checks, and saving throws equal to half your cleric level (minimum 1) for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Holy Lance (Su):** At 8th level, you can give a weapon you touch the holy special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Healing Domain: Your touch staves off pain and death, and your healing magic is particularly vital and potent.

Granted Powers:

- **Rebuke Death (Su):** You can touch a living creature as a standard action, healing it for 1d4 points of damage plus 1 for every two cleric levels you possess. You can only use this ability on a creature that is below 0 hit points. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Healer's Blessing (Su):** At 6th level, all of your cure spells are treated as if they were empowered, increasing the amount of damage healed by half (+50%). This does not apply to damage dealt to undead with a cure spell. This does not stack with the Empower Spell metamagic feat.

Holy Domain: You can manipulate light and holy energies, and are resistant to holy damage. *Granted Powers:*

- **Holy Blast (Su):** As a standard action, you can unleash a blast of holy targeting any foe within 30 feet as a ranged touch attack. This blast of holy deals 1d6 points of holy damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Holy Resistance (Ex):** At 6th level, you gain resist holy 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to holy.

Ice Domain: You can manipulate ice and are resistant to ice damage. *Granted Powers:*

- **Icicle (Su):** As a standard action, you can fire an icicle from your finger, targeting any foe within 30 feet as a ranged touch attack. The icicle deals 1d6 points of ice damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Ice Resistance (Ex):** At 6th level, you gain resist ice 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to ice.

Knowledge Domain: You are a scholar and a sage of legends. In addition, you treat all Knowledge skills as class skills. *Granted Powers:*

- **Lore Keeper (Su):** You can touch a creature to learn about its abilities and weaknesses. With a successful touch attack, you gain information as if you made the appropriate Knowledge skill check with a result equal to 15 + your cleric level + your Charisma modifier.
- **Remote Viewing (Sp):** Starting at 6th level, you can use *clairvoyance/clairaudience* at will as a spell-like ability using your cleric level as the caster level. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Law Domain: You follow a strict and ordered code of laws, and in so doing, achieve enlightenment. *Granted Powers:*

- **Touch of Law (Su):** You can touch a willing creature as a standard action, infusing it with the power of divine order and allowing it to treat all attack rolls, skill checks, ability checks, and saving throws for 1 round as if the natural d20 roll resulted in an 11. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Staff of Order (Su):** At 8th level, you can give a weapon touched the axiomatic special weapon quality for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Liberation Domain: You are a spirit of freedom and a staunch foe against all who would enslave and oppress. *Granted Powers:*

- **Liberation (Su):** You have the ability to ignore impediments to your mobility. For a number of rounds per day equal to your cleric level, you can move normally regardless of magical effects that impede movement, as if you were affected by *freedom of movement*. This effect occurs automatically as soon as it applies. These rounds do not need to be consecutive.
- **Freedom's Call (Su):** At 8th level, you can emit a 30-foot aura of freedom for a number of rounds per day equal to your cleric level. Allies within this aura are not affected by the confused, disabled, frightened, grappled, immobilized, panicked, paralyzed, pinned, or shaken conditions. This aura only suppresses these effects, and they return once a creature leaves the aura or when the aura ends, if applicable. These rounds do not need to be consecutive.

Lightning Domain: You can manipulate lightning and are resistant to lightning damage. *Granted Powers:*

- **Lightning Arc (Su):** As a standard action, you can unleash an arc of lightning targeting any foe within 30 feet as a ranged touch attack. This arc of lightning deals 1d6 points of lightning damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Lightning Resistance (Ex):** At 6th level, you gain resist lightning 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to lightning

Luck Domain: You are infused with luck, and your mere presence can spread good fortune. *Granted Powers:*

- **Bit of Luck (Su):** You can touch a willing creature as a standard action, giving it a bit of luck. For the next round, any time the target rolls a d20, he may roll twice and take the more favorable result. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Good Fortune (Ex):** At 6th level, as an immediate action, you can reroll any one d20 roll you have just made before the results of the roll are revealed. You must take the result of the reroll, even if it's worse

than the original roll. You can use this ability once per day at 6th level, and one additional time per day for every six cleric levels beyond 6th.

Madness Domain: You embrace the madness that lurks deep in your heart, and can unleash it to drive your foes insane or to sacrifice certain abilities to hone others. *Granted Powers:*

- **Vision of Madness (Su):** You can give a creature a vision of madness as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a bonus to the chosen rolls equal to $1/2$ your cleric level (minimum +1) and a penalty to the other two types of rolls equal to $1/2$ your cleric level (minimum -1). This effect fades after 3 rounds. You can use this ability a number of times per day equal to $3 +$ your Charisma modifier.
- **Aura of Madness (Su):** At 8th level, you can emit a 30-foot aura of madness for a number of rounds per day equal to your cleric level. Enemies within this aura are affected by confusion unless they make a Will save with a DC equal to $10 + 1/2$ your cleric level + your Charisma modifier. The confusion effect ends immediately when the creature leaves the area or the aura expires. Creatures that succeed on their saving throw are immune to this aura for 24 hours. These rounds do not need to be consecutive.

Magic Domain: You are a true student of all things mystical, and see divinity in the purity of magic. *Granted Powers:*

- **Hand of the Acolyte (Su):** You can cause your melee weapon to fly from your grasp and strike a foe before instantly returning. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Charisma modifier to the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver. You can use this ability a number of times per day equal to $3 +$ your Charisma modifier.
- **Dispelling Touch (Sp):** At 8th level, you can use a targeted *dispel* effect as a melee touch attack. You can use this ability once per day at 8th level and one additional time per day for every four cleric levels beyond 8th.

Nobility Domain: You are a great leader, an inspiration to all who follow the teachings of your faith. *Granted Powers:*

- **Inspiring Word (Su):** As a standard action, you can speak an inspiring word to a creature within 30 feet. That creature receives a +2 morale bonus on attack rolls, skill checks, ability checks, and saving throws 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 Charisma modifier.
- **Leadership (Ex):** At 8th level, you receive Leadership as a bonus feat. In addition, you gain a +2 bonus on your leadership score as long as you uphold the tenets of your deity

Plant Domain: You find solace in the green, can grow defensive thorns, and can communicate with plants. *Granted Powers:*

- **Wooden Fist (Su):** As a free action, your hands can become as hard as wood, covered in tiny thorns. While you have wooden fists, your unarmed strikes do not provoke attacks of opportunity, deal lethal damage, and gain a bonus on damage rolls equal to $1/2$ your cleric level (minimum +1). You can use this ability for a number of rounds per day equal to $3 +$ your Charisma modifier. These rounds do not need to be consecutive.
- **Bramble Armor (Su):** At 6th level, you can cause a host of wooden thorns to burst from your skin as a free action. While bramble armor is in effect, any foe striking you with an unarmed strike or a melee weapon without reach takes 1d6 points of piercing damage + 1 point per two cleric levels you possess.

You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Protection Domain: Your faith is your greatest source of protection, and you can use that faith to defend others. In addition, you receive a +1 resistance bonus on saving throws. This bonus increases by 1 for every 5 cleric levels you possess. *Granted Powers:*

- **Resistant Touch (Su):** As a standard action, you can touch an ally to grant him your resistance bonus for 1 minute. When you use this ability, you lose your resistance bonus granted by the Protection domain for 1 minute. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Aura of Protection (Su):** At 8th level, you can emit a 30-foot aura of protection for a number of rounds per day equal to your cleric level. You and your allies within this aura gain a +1 deflection bonus to AC and resistance 5 against all elements (earth, fire, ice, lightning, water, and wind). The deflection bonus increases by +1 for every four cleric levels you possess beyond 8th. At 14th level, the resistance against all elements increases to 10. These rounds do not need to be consecutive.

Repose Domain: You see death not as something to be feared, but as a final rest and reward for a life well spent. The taint of undeath is a mockery of what you hold dear. *Granted Powers:*

- **Gentle Rest (Su):** Your touch can fill a creature with lethargy, causing a living creature to become staggered for 1 round as a melee touch attack. If you touch a staggered living creature, that creature falls asleep for 1 round instead. Undead creatures touched are staggered for a number of rounds equal to your Charisma modifier. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Ward Against Death (Su):** At 8th level, you can emit a 30-foot aura that wards against death for a number of rounds per day equal to your cleric level. Living creatures in this area are immune to all death effects, energy drain, and effects that cause negative levels. This ward does not remove negative levels that a creature has already gained, but the negative levels have no effect while the creature is inside the warded area. These rounds do not need to be consecutive.

Ruins Domain: You sense nature's creeping reclamation of what once belonged to the civilized world and understand how to ensure ruins that hold power or significance will persist. *Granted Powers:*

- **Ruin Touch (Su):** You can strengthen or weaken objects with your touch. With a melee touch attack, you can increase or decrease the hardness of an object (up to a 10-foot cube) or construct by an amount equal to half your cleric level (minimum 1) for 1 minute. You cannot reduce an object's hardness below 0, and the same target cannot be affected by this ability more than once. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Remembrance (Sp):** At 4th level, when within a ruin or other structure that is no longer claimed by civilization, you can call upon the wisdom of the land and its long-dead residents. Once per day for every 4 cleric levels you possess, you can cast *divination* as a spell-like ability.
- **Surefooted (Ex):** At 8th level, your speed is not reduced by difficult terrain unless the terrain has been magically manipulated to impede motion.

Rune Domain: In strange and eldritch runes you find potent magic. You gain Scribe Scroll as a bonus feat. *Granted Powers:*

- **Blast Rune (Su):** As a standard action, you can create a blast rune in any adjacent square. Any creature entering this square takes 1d6 points of damage + 1 point for every two cleric levels you possess. This rune deals either earth, fire, ice, lightning, water, or wind damage, decided when you create the rune. The rune is invisible and lasts a number of rounds equal to your cleric level or until discharged. You

cannot create a blast rune in a square occupied by another creature. This rune counts as a 1st-level spell for the purposes of dispelling. It can be discovered with a DC 26 Perception skill check and disarmed with a DC 26 Disable Device skill check. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

- **Spell Rune (Sp):** At 8th level, you can attach another spell that you cast to one of your blast runes, causing that spell to affect the creature that triggers the rune, in addition to the damage. This spell must be of at least one level lower than the highest-level cleric spell you can cast and it must target one or more creatures. Regardless of the number of targets the spell can normally affect, it only affects the creature that triggers the rune.

Scalykind Domain: You have innate connection to snakes and their kin. *Granted Powers:*

- **Venomous Stare (Su):** You are a true lord of reptiles, able to induce pain, panic, and confusion with a mere glance, and your mesmerizing eyes can even drive weak creatures into unconsciousness. As a standard action, you can activate a gaze attack with a 30-foot range. This is an active gaze attack that can target a single creature within range. The target must make a Will save (DC = 10 + 1/2 your cleric level + your Charisma modifier). Those who fail take 1d6 points of nonlethal damage + 1 point for every two cleric levels you possess and are fascinated until the beginning of your next turn. You can use this ability a number of times per day equal to 3 + your Charisma modifier. This is a mind-affecting effect.
- **Serpent Companion (Ex):** At 4th level, you gain the service of an animal companion. Your effective beastmaster level for this animal companion is equal to your cleric level –3. You may choose either a viper or a constrictor snake as your companion.

Shadow Domain: You can manipulate darkness and shadows, and are resistant to shadow damage. *Granted Powers:*

- **Shadow Blast (Su):** As a standard action, you can unleash a blast of shadow targeting any foe within 30 feet as a ranged touch attack. This blast of shadow deals 1d6 points of shadow damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Shadow Resistance (Ex):** At 6th level, you gain resist shadow 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to shadow.

Strength Domain: In strength and brawn there is truth—your faith gives you incredible might and power. *Granted Powers:*

- **Strength Surge (Su):** As a standard action, you can touch a creature to give it great strength. For 1 round, the target gains an enhancement bonus equal to 1/2 your cleric level (minimum +1) to melee attacks, combat maneuver checks that rely on Strength, Strength-based skills, and Strength checks. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Might of the Gods (Su):** At 8th level, you can add your cleric level as an enhancement bonus to your Strength score for a number of rounds per day equal to your cleric level. This bonus only applies on Strength checks and Strength-based skill checks. These rounds do not need to be consecutive.

Sun Domain: You see truth in the pure and burning light of the sun, and can call upon its blessing or wrath to work great deeds. *Granted Powers:*

- **Sun's Blessing (Su):** Whenever you channel positive energy to harm undead creatures, add your cleric level to the damage dealt. Undead do not add their channel resistance to their saves when you channel positive energy.
- **Nimbus of Light (Su):** At 8th level, you can emit a 30-foot nimbus of light for a number of rounds per day equal to your cleric level. This acts as a *daylight* spell. In addition, undead within this radius take an

amount of damage equal to your cleric level each round that they remain inside the nimbus. Spells and spell-like abilities with the darkness descriptor are automatically dispelled if brought inside this nimbus. These rounds do not need to be consecutive.

Time Domain: You seek to control the temporal nature of time. *Granted Powers:*

- **Do-Over (Su):** You may immediately reroll a failed skill check, saving throw or attack roll. You must accept the second roll regardless of its value. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Insight (Su):** At 8th level, as an immediate action, you can emit a 30-foot temporal aura that grants you and all allies within the area of effect a bonus to initiative count equal to half your cleric level (minimum 1). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Travel Domain: You are an explorer and find enlightenment in the simple joy of travel, be it by foot or conveyance or magic. Increase your base speed by 10 feet. *Granted Powers:*

- **Agile Feet (Su):** As a free action, you can gain increased mobility for 1 round. For the next round, you ignore all difficult terrain and do not take any penalties for moving through it. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Dimensional Hop (Su):** At 8th level, you can teleport up to 10 feet per cleric level per day as a move action. This teleportation must be used in 5-foot increments and such movement does not provoke attacks of opportunity. You must have line of sight to your destination to use this ability. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought.

Trickery Domain: You are a master of illusions and deceptions. Bluff, Disguise, and Stealth are class skills. *Granted Powers:*

- **Copypat (Sp):** You can create an illusory double of yourself as a move action. This double functions as a single *mirror image*, and lasts for a number of rounds equal to your cleric level, or until the illusory duplicate is dispelled or destroyed. You can have no more than one copypat at a time. This ability does not stack with the *mirror image* spell. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Master's Illusion (Sp):** At 8th level, you can create an illusion that hides the appearance of yourself and any number of allies within 30 feet for 1 round per cleric level. This ability otherwise functions like the spell *veil*. The save DC to disbelieve this effect is equal to 10 + 1/2 your cleric level + your Charisma modifier. The rounds do not need to be consecutive.

Vermin Domain: You see the perfection of nature in the spindly limbs and strange forms of all vermin, great and small alike. *Granted Powers:*

- **Vermin Whisperer (Su):** You can use wild empathy to influence vermin as easily as you influence animals if you do not already possess this ability. When you do so, you impart a modicum of implanted intelligence on the vermin, allowing you to interact with vermin as if they were animals. Vermin whisperer functions only on vermin that are mindless or have an Intelligence score of 2 or lower.
- **Sudden Sting (Su):** At 8th level, you can inflict a lingering, painful sting, as a swift action, that requires a successful melee touch attack. This sting deals 1d4 points of piercing damage plus 1 point for every 2 druid levels you have, and the target must succeed at a Fortitude save (DC = 10 + half your cleric level + your Charisma modifier) or become staggered for 1 round. This is a pain effect. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Void Domain: You can call upon the cold darkness between the stars to bestow otherworldly madness. *Granted Powers:*

- **Guarded Mind (Ex):** You gain a +2 insight bonus on saving throws against all mind-affecting effects.
- **Part the Veil (Su):** At 8th level, you can lace spells you cast with the raw madness that waits in the outer darkness. Activating this ability is a swift action that you must use as you cast a spell that targets a single creature and that allows a Will saving throw to negate or reduce the spell's primary effect. If the target fails to resist the spell, the target is also confused for a number of rounds equal to the spell's level as visions of the void cause temporary insanity. The victim must succeed at a new saving throw each round to end the effect—these additional saving throws apply only to the additional confusion effect and not to the original spell effect. Part the veil is a mind-affecting effect. You can use this ability a number of times per day equal to 1/2 your cleric level.

War Domain: You are a crusader for your god, always ready and willing to fight to defend your faith. *Granted Powers:*

- **Battle Rage (Su):** You can touch a creature as a standard action to give it a bonus on melee damage rolls equal to 1/2 your cleric level for 1 round (minimum +1). You can do so a number of times per day equal to 3 + your Charisma modifier.
- **Weapon Master (Su):** At 8th level, as a swift action, you gain the use of one combat feat for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive and you can change the feat chosen each time you use this ability. You must meet the prerequisites to use this feat.

Water Domain: You can manipulate water and mist, and are resistant to water damage. *Granted Powers:*

- **Water Blast (Su):** As a standard action, you can fire a blast of water, targeting any foe within 30 feet as a ranged touch attack. The blast of water deals 1d6 points of water damage + 1 point for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Water Resistance (Ex):** At 6th level, you gain resist water 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to water.

Weather Domain: With power over storm and sky, you can call down the wrath of the gods upon the world below. *Granted Powers:*

- **Storm Burst (Su):** As a standard action, you can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6 points of nonlethal damage + 1 point for every two cleric levels you possess. In addition, the target is buffeted by winds and rain, causing it to take a –2 penalty on attack rolls for 1 round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.
- **Lightning Lord (Sp):** At 8th level, you can call down a number of bolts of lightning per day equal to your cleric level. You can call down as many bolts as you want with a single standard action, but no creature can be the target of more than one bolt and no two targets can be more than 30 feet apart. This ability otherwise functions as *call lightning*.