



Player Paraphernalia

TAKING ON THE DEAD
NEW CLERIC
ARCHETYPES

#88



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PLAYER PARAPHERNALIA #88

BY THE KNOTTY-WORKS



Welcome to issue eighty-eight of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). This issue introduces new cleric archetypes designed for taking on a more proactive role in dealing with undead incursions. A new domain is also introduced and a new high level spell for use with the domain.

Ghost Hunter

When spirits intrude upon the realm of the living, there are a few brave individuals willing to head the call. Learning to harness the channeling of positive energy in new and innovative ways when battling those of insubstantial substance, the ghost hunter takes the fight to the realm of the spirit in their quest to protect those haunted by their past.

Focused

The ghost hunter may only choose from the domains of Good, Healing, Knowledge, Liberation, Life*, Protection, or Repose (or any associated sub-domain). He is also restricted to channeling positive energy and spontaneously casting spells with the **conjunction** [healing], thus he cannot be evil in alignment.

*New Domain, see below.

Fearless (Ex)

At 1st level, the ghost hunter gains a +1 **morale bonus** to any saving throws versus fear based effects. This bonus increases by +1 at 4th level and every fourth levels thereafter.

The ghost hunter loses proficiency with medium armor while gaining this class feature.

Ethereal Weapons (Su)

At 1st level, the ghost hunter may expend one daily use of his channel energy to grant his melee weapon the **ghost touch** special ability for a number of rounds equal to half his class level (minimum of 1) + the number of dice used for the channel energy.

At 7th level, the ghost hunter may use this feature to grant all allies within 30 ft the **ghost touch** special ability to one melee weapon as well. The weapon must be wielded by the ally at the time this effect is initiated. Though the total duration is reduced by one round for each weapon affected beyond the ghost hunter's own weapon.

If the weapon already has the **ghost touch** special ability, this effect grants no additional benefit.

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Quiet Spirits (Su)

At 3rd level, the ghost hunter may spend one of his daily uses of the channel energy to cause a haunt to go dormant for a number of rounds equal to the dice granted by the channel energy. This effect does not damage the haunt. If the ghost hunter has **Knowledge** (history), he may attempt a **Knowledge** skill check to determine the means of permanently putting the haunt to rest, with a bonus equal to the number of dice granted by the channel.

Impenetrable Defenses (Su)

At 5th level, the ghost hunter may spend one of his daily uses of the channel energy to grant his armor the **ghost touch** special ability for a number of minutes equal to his class level. Anything that grants an **armor bonus** may be affected, though effects caused by a spell or **spell-like ability** are not counted in regards to being considered armor.

At 11th level, the ghost hunter may grant the **ghost touch** special ability to all allies wearing armor within 30 feet when he uses this feature. The total duration is reduced by one minute for each armor granted this effect beyond the ghost hunter's own armor.

Any armor that already has the **ghost touch** special ability is not affected by this effect.

Undead Hunter

While many true believers may be empowered by their faith in the battle between life and undeath, the undead hunter is trained to hunt out and destroy such abominations above all other duties. Willingly sacrificing some of their god given abilities, undead hunters excel at rooting out the stench of undeath and dealing with those that encroach on the land of the living.

Focused

The undead hunter may only choose from the domains of Community, Good, Healing, Life*, Protection, Repose, or Sun

(or any associated sub-domain). She is also restricted to channeling positive energy and spontaneously casting spells with the **conjunction** [healing], thus she cannot be evil in alignment.

*New Domain, see below.

Reduced Spell Casting

The undead hunter casts spells at a slower rate than normal clerics and gains one spell less per spell level gained than normal progression. However, the undead hunter does gain any bonus spells based on her Wisdom modifier and she does retain her bonus domain spell.

The undead hunter also gains access to the *Disrupt Undead* 0-level spell as an orison.

Turn Undead (Su)

The undead hunter gains **Turn Undead** as a bonus feat at 1st level.

Undead Disruption (Sp)

If the undead hunter chooses to convert a prepared spell for a spontaneous **conjunction** [healing] and cast it on an undead creature, she may make a ranged **touch attack** up to 30 feet away. The undead is allowed to make a **Will** save to halve the damage per the normal spell description.

This feature modifies the cleric's normal spontaneous casting.

Destroy Undead (Su)

At 3rd level, the undead hunter may attempt to destroy undead within 30 feet by expending one use of his channel energy. The effect only affects undead whose hit dice is equal to or less than the number of dice used for the channel and it may only affect a total number of undead equal to the number of dice used for the channel as well. Undead closest to the undead hunter are affected first. The channel used has no other effect.

Undead affected by this feature are allowed a **Will** save with a DC equal to 10 + ½ the undead hunter's class level + her Charisma modifier. If the undead target

has channel resistance, the bonus is applied to the **Will** save for this effect. Intelligent undead may also add their Charisma modifier to any saving throws to avoid this effect. Undead under the direct control of another entity add the controlling entity's Wisdom modifier as well.

Weapon Blessing (Sp)

At 9th level, the undead hunter may expend one of her daily uses of her channel energy to grant her weapon the effects of the **Disrupting Weapon** spell for a number of rounds equal to her class level. The channel energy has no other effects when used for this ability.

At 15th level, the undead hunter increases this effect to grant all allies within 30 feet the same effects to any melee weapon they are wielding at the time this ability is initiated. The duration of the effect is reduced by 1 round for every weapon so blessed beyond the undead hunter's own weapon.

Vampire Hunter

If not held in check, the disease of vampirism can easily spread like wild fire. The vampire hunter is sanctioned by the church to hunt down these nests of corpulent blight and grant final rites of rest to those that have succumbed to the predatory parasite of the disease.

Focused

The vampire hunter may only choose from the domains of Glory, Good, Healing, Liberation, Life*, Protection, or Sun (or any associated sub-domain). She is also restricted to channeling positive energy and spontaneously casting spells with the **conjunction** [healing], thus she cannot be evil in alignment.

*New Domain, see below.

Aura of Faith (Ex)

The vampire hunter's aura augments the effects of presenting her holy symbol to a vampire. When attempting to hold a vampire at bay by her holy symbol, the first

round the vampire must make a **Will** save with a DC equal to 10 + ½ the vampire hunter's class level + her Charisma or flee for one round. The vampire is subject to this effect only once per day. However, the vampire hunter does add her Charisma modifier to the 25 DC required by the vampire to overcome the revulsion after the first round.

This feature modifies the cleric's Aura class feature.

Inner Strength (Ex)

The vampire hunter gains a +1 **morale bonus** to saving throws versus any mind-affecting effects at 1st level. If the vampire hunter falls under the control of a vampire, she is allowed a new saving throw at the beginning of each day. At 4th level and every four levels thereafter, the vampire hunter's **morale bonus** increases by +1.

The vampire hunter loses proficiency with medium armor while gaining this class feature.

Bathed in Light (Su)

The vampire hunter can cause his holy symbol to flare with the light of the sun by expending one of his daily uses of channel energy. This effect only lasts for one round, and cannot be used to destroy a vampire directly (even if used for two consecutive rounds). The vampire becomes **staggered** on its next turn when this effect is employed and must make a **Will** save (DC 10 + ½ the vampire hunter's class level + his Wisdom modifier) or attempt to flee for 1 round. The light generated is equivalent to the **Daylight** spell and after the initial flare, it lasts for 1d4 rounds before fading completely, though the vampire is not affected by the normal lighting effect.

Silvered Weapons (Su)

At 5th level, the vampire hunter may spend one of her daily uses of channel energy to treat her melee weapon as silver for the purposes of overcoming **damage reduction**. This effect lasts for a number of rounds equal to her class level.

At 11th level, she may use this effect to allies within 30 feet who are wielding melee weapons at the time this feature is triggered. The duration is reduced by one round for each weapon affected beyond the vampire hunter's own melee weapon.

New Domains

Life Domain

Infused with positive energy, the life spark that generates life is suffused throughout the universe. The antithesis of Death, life not only represents health, but well-being and espouses the cyclic nature that all creatures are subjected from birth to death.

Granted Powers

Ageless (Su): You are not subjected to any penalties to your ability scores caused by aging nor are you affected by any effect that would cause you to age prematurely, including magical or supernatural effect.

In addition, you gain a +1 **sacred bonus** for any saving throws versus negative energy or death effects. This bonus increases by +1 at 4th level and every four levels thereafter.

Aura of Life (Su): At 8th level, you may project an aura about you with a 30 ft range as a **standard action**. Anyone within the aura gains a +2 **sacred bonus** versus negative energy or death effects. Living creatures reduced to negative hit points automatically stabilize. You may maintain the aura for a total number of rounds per day equal to your class level, and they do not have to be consecutive. You may dismiss the aura as a **free action**.

If you channel positive energy while the aura is active, if you roll a 1 for a channel die, it automatically becomes 2. At 16th level, the minimum result of each channel die is 3.

Domain Spells: 1st—Remove Sickness, 2nd—Life Pact, 3rd—Remove Disease, 4th—Age Resistance [Lesser]*, 5th—Cleanse, 6th—Heroes' Feast, 7th—Age Resistance [Greater]*, 8th—Clone, 9th—Sacred Earth

*You may cast this spell on others by touch.

New Spells

Sacred Earth

School transmutation

Level cleric/oracle 9, Druid 9

Casting Time 10 minutes

Components V, S, DF

Range touch

Area 1 mile radius emanating from the point touched

Duration permanent

Saving Throw none (see text)

Spell Resistance no

You grant the land an eternal blessing of fertility and health. When you cast this spell choose one of the following effects.

Bountiful: All normal plants in the area increase their grown and food production by a third, as if affected by the *Plant Growth* Enrichment option.

Consecrated: All buried dead in the area are imbued with the effects of the *Sanctify Corpse* spell and the area itself gains the permanent effects of the *Consecrate* spell.

Harmonious Resilience: Diseases—both natural and magical—are less potent in the area. Any **Fortitude** saving throws made for resisting the effects of a disease gain a +2 **sacred bonus**. Anyone suffering the effects of a disease within the area when the spell is cast may immediately make a new saving throw to halt the effects of the disease with the +2 **sacred bonus**.

This spell may be used to counter the effects of the *Cursed Earth* spell and vice versa.

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