

MANIFESTATION GUIDE

Before Activation

- **Characters can't detect a manifestation before it has activated (without magic).**
- **Detect Alignment** and similar effects targeting the appropriate alignment allows a character a chance to detect the manifestation before activation, as per the stat block (with a -4 penalty). Manifestations share the originating deity's alignment.

Activation

- Unless otherwise noted, **manifestations activate one round after** a living creature enters the area they occupy.
- Once the manifestation activates, roll initiative. **This is a surprise round** and the manifestation goes on initiative 10.

Recognition

- **At the beginning of the surprise round**, each creature in the affected area gets a check to notice the manifestation.
- **Characters in the area automatically notice an activated manifestation.**
- Any character noticing a manifestation can make a **DC 15+CR Knowledge (religion) check** to recognize the manifestation and know how to destroy it.

Timing

- **Only an active manifestation can be interacted with.** Normally, this means during the surprise round prior to initiative 10.
- **Persistent haunts can be interacted with for the duration of the manifestation.**

Infectious manifestations are only present for a single round.

Dealing Damage

- **Holy/Unholy Water** sprinkled throughout the area of a manifestation delay the manifestation by 1d4 rounds. Holy water delays evil and neutral manifestations, while unholy water affects good and neutral manifestations.
- **Positive or negative energy produced by divine power** can damage a manifestation, usually channeled energy or cure/inflict spells. Manifestations do not receive will saves and have an AC of 10. No other effects damage a manifestation. Divine effects granted by the deity creating the manifestation cannot damage that manifestation.
- Once per day, a worshiper **stridently presenting a deity's holy symbol and invoking that deity's name** as a standard action that provokes while within 10 feet of the activation area, will grant an opposed Charisma check (vs. Charisma of 11+CR).
 - **Fail:** no effect
 - **Succeed by 9 or less:** 1d4 round delay
 - **Succeed by 10 or more:** 1d4 round delay plus 1 damage per point by which the manifestation's Charisma score was exceeded (min 10). Characters who worship a deity can aid another on this Charisma check.
- Manifestations persist like haunts. Each manifestation has a specific destruction condition listed in the stat block.