



Prerequisites: Harmful font, evil alignment

You grasp the animating force within an undead creature and bend it to your will. If the next action is to cast harm targeting one undead creature, you transform the effects of that harm spell. Instead of harm's normal effects, the target becomes controlled by you if its level is equal to or lower than your level –3. It can attempt a Will save to to resist being controlled by you. If the target s already under someone else's command, the controlling creature also rolls a saving throw, and the undead uses the better result.

**Critical Success:** The target is unaffected and is temporarily immune for 24 hours.

Success: the target is unaffected.

Failure: The undead creature becomes a Minion under your control. The spell gains a duration of 1 minute, but is dismissed if the undead is attacked by you or you allies.



You pour negative energy into your undead subject to empower its attacks. If the next action you use is to cast *harm* to restore Hit Points to a single undead, the target then deals an additional 1d6 negative damage with its melee weapons and unarmed attacks until the end of its next turn.

If the *harm* spell was at least 5th level, this damage increases to 2d6, and if the *harm* spell is at least 8th level, the damage increases to 3d6.

## CAST DOWN **2**CONCENTRATE METAMAGIC

Prerequisites: Harmful font or Healing font

The sheer force of your faith can bring a foe crashing down. If the next action you use is to cast harm or heal to damage one creature, the target is knocked prone if it takes any damage from the spell. If the target critically fails its saves against the spell, it also takes a -10-foot penalty to its Speed for I minute.



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Frequency: Once per turn

**Trigger:** You finish Casting a Spell using one of your divine spell slots on your turn.

You siphon residual spell energy into a weapon you're wielding. Until the end of your turn, the weapon deals and additional 1d4 force damage. You can instead deal an additional 1d6 damage of an alignment type that matches one of your deity's alignment components. As usual for aligned damage, this can damage only creatures of the opposite alignment.

## ALIGN ARMAMENT �� CLERIC DIVINE EVOCATION

Prerequisites: chaotic, evil, good, or lawful deity.

Frequency: Once per round.

You bring a weapon into metaphysical concordance with your deity's beliefs. When you select this feat, choose chaotic, evil, good, or lawful. Your choice must match one of your deity's alignment components. This action has the trait corresponding to the chosen alignment component.

When you use this action, you touch a weapon. For 1 round, that weapon deals an additional 1d6 damage of the chosen type to creatures of the opposite alignment. If you Align an Armament again, any previously aligned armament loses its additional damage.

**Special:** You can select this feat a second time, choosing your deity's other alignment component. When you Align an Armament, you can chose either alignment component.

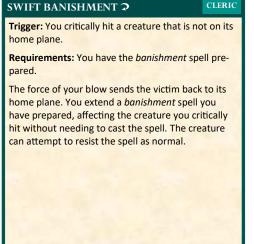


The restorative power of your healing invigorates the recipient. If the next action you use is to cast *heal* targeting a single living creature and the target regains Hit Points from the spell, it also gains three bonuses until the start of its next turn: a +5-foot status bonus to Speed, a +1 status bonus to attack rolls, and a +1 status bonus to damage rolls.

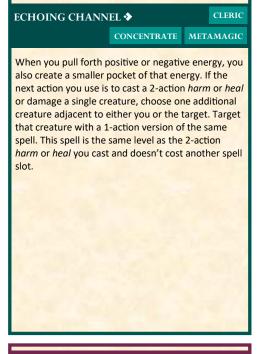


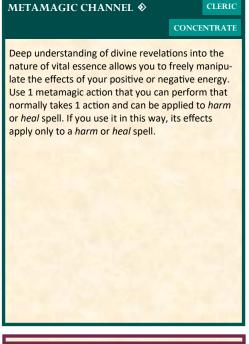
Requirements: Harmful font or Healing font

Your faith provides temporary protection in addition to healing. If the next action you use is to cast *harm* or *heal* on a single target and the target regains Hit Points from the spell, it also gains a +2 status bonus to AC and saving throws for 1 round.



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toire. Casting A Spell is a special activity with a variable number of actions depending on the specific spell. As soon as the spellcasting actions are complete, the spell effect occurs. In some cases, spells are cast as a reaction or free action instead of an activity.

Spell Components: Each spell lists the spell components required to cast it after the action icons or text. If you can't provide the components, you fail to cast the spell. These components are:

- ♦ Material (Manipulate)
- ♦ Somatic (Manipulate)
- ♦ Verbal (Concentrate)
- ♦ Focus (Manipulate)

## CLERIC CONCENTRATE SUSTAIN A SPELL �

Requirements: You have at least one spell active with a sustained duration, and you are not fatigued.

Choose one spell with a sustained duration you have in effect. The duration of that spell continues until the end of your next turn. Some spells might have a slightly different or expanded effects if you sustain them. Sustaining a spell for more than 100 minutes (100 rounds) ends the spell and makes you fatigued unless the spell lists a different maximum duration (such as "sustained up to 1 minute" or sustained up to 1 hour").

If your Sustain a Spell action is disrupted, the spell immediately ends.



You end one spell or magic item effect. This must be an effect you are allowed to dismiss, as defined by the spell or item. Dismissal might end the effect entirely or might end it just for a certain target or targets, depending on the spell or item.

## **REFOCUS** CONCENTRATE EXPLORATION

Requirements: You have a focus pool, and have spent at least 1 Focus Point since you last regained any Focus Points.

You spend 10 minutes performing deeds to restore your magical connection. This restoes 1 Focus point to your focus pool. The deeds you need to perform are specified in the class or ability that gives you your focus spells. These deeds can usually overlap with other tasks that relate to the source of your focus spells. For example, a cleric with focus spells can usually Refocus while tending the wounds of their allies, and a wizard might be able to Refocus while attempting to Identify Magic.