

Blessed Be the Faithful:

Iluzry's Guide to the Pathfinder 1e Clerics



Introduction

Heyo Internet, my name is Iluzry or Polypan if you've seen me around! I am not what one would call a veteran, I don't think, but I've been playing this game for a longer time! This guide, and the ones following it are all a part of my overall goal to give people more up to date content for pathfinder players to use, because I love the game and I want to help everyone become the ungodly kaiju monster of their DM's dreams/nightmares.

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THE BIG SEVEN

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Thank you for Reading!!!

Rating System

All Guides use the Color Rating System and honestly? It's a good Idea.

- **Game Breaking (6/5):** This feature or option is so powerful, so useful, so unapologetically ridiculous that it very well make snap the game in half. DM's reading this guide are welcome to ban these options, or are warned to somehow work around them. Players? Use these powers carefully.
- **☆TAKE ME NOW☆ (5.9/5):** Everyone wants this in their build as soon as possible
- **Take Me Please! (5/5):** Everyone wants this in their build
- **Fantastic (4/5):** You don't need to have it but you definitely will enjoy it if you take it.
- **Fine, I Guess (3/5):** Pretty good. They'll be helpful and have some use, but aren't likely to make things incredibly amazing.
- **Maybe Don't (2/5):** It is useful in incredibly specific situations or just gives really small bonuses. It is technically useful but not in any way that matters.
- **Actively Bad (1/5):** You do not want this, and it does not help you or makes you worse.
- **Unrated:** This is rare but some options are unratable. Likely a class feature that is powered on DM fiat, in which case...ask the DM, something that is campaign dependent or something that literally does nothing

Class Overview








I wasn't going to write this guide. I promised myself I wasn't going to write it. And then...Allerseelen retired.

So normally I do this last, but if I'm writing this guide, you all have to understand where I am coming from. While clerics get the usual "haha healer" joke thing going on, anyone who has played DND for a while knows the truth: Clerics are terrifying. Those who lived through 3.5 CoDzilla know how much of a threat they can be, and even in 5e, a peace or twilight cleric is no joke in any situation.

The thing is, nothing about the cleric LOOKS terrifying. On the surface, they look like a divine healer. No crazy weapons. They get three class features that matter, and two of them seem to be healing based i.e *spontaneous cure spells* and *channel energy*. Domains seems cool but you only get two abilities and some spells so...what...makes clerics such a force to be reckoned with?

Well first of all, they are a core spellcaster class, so they get a lot of material. Second of all...clerics get access to WAY more than you think they do on the surface. Like...way way more. Don't believe me? Then you'd better finish reading.

To those who came before me:

-  **The Inquisitor's Symposium Redux: A (New) Guide to the Pathfinder Inquisitor**
-  **Tark's Big Holy Book of Clerical Optimization-Intro and Links**
-  **In Totality: The Ultimate Guide to Every Cleric, Oracle, and Warpriest Spell in Pathf...**
-  **On Bended Knee: A Guide to Pathfinder's Obedience Feats**
-  **ReachCleric.pdf**
-  **Sinnin' For Subdomains: A Guide to Subdomain Traits**
- [Hangover Cleric Build & Handbook \[PF\] \(giantitp.com\)](#)
-  **Why work when others can do it for you - a guide to Summoning**

The Chassis

- **Hit Die - D8:** It's fine! Not amazing, but we don't really need it to be as a caster. Especially as a full caster. Really it just gives us some flexibility.
- **BAB - 3/4 (Medium):** Again this is MORE than enough for us as a caster and very helpful in giving us more options.
- **Skills - 2 + Int:** Thisssss is GARBAGE. Look beg your DM to allow you to have background skills because you don't have a lot of reason to put points into int and...like this is nothing. This is nothing.
 - **Class Skills Worth Paying attention to:**
 - **Know Arcana/Planes/Religion (Int):** Knowing things is very useful.
 - **Spellcraft (Int):** Hey you need this for spell stuff...so take it.
 - **Non Class Skills Worth Paying Attention To:**

- **Know Dungeoneering/Nature (Int):** Knowing things-
- **Perception (Wis):** Most rolled skill in the game and we are wisdom based. The fact that this isn't a class skill is really crazy TBH.
- **Saves - Good Fort and Will:** Absolutely best spread IMO because damage hurts but getting dominated or poisoned is a death sentence. What's more, you can boost
- **Weapon And Armor Proficiencies:** Simple weapons, light/medium armor, shields, and your deities favored weapon! This is actually fantastic for us because we are a full caster...and we have no real major limits on our armor beyond not being able to wear heavy armor or use tower shields (Which really only the fighter can do anyway). Moreover, we have buffs on buffs, and don't get any spell failure for wearing it. As far as weapons go, you rarely NEED more than one, so just choose a deity with an OKAY one if you plan to try to get into the mix. For a caster, this isn't half bad.

Class Features

- **(?/5) Aura (Ex):** You are now alignment shiny! Why do we care about this? Generally we don't! It gets us access to a few really cool feats (I'm looking at you [Sacred Summons](#)) but on its own, its kinda whatever.
- **(5/5) ☆Spellcasting and Orisons [0-9, Prepared, Divine]☆:** I cannot overstate how powerful cleric casting is. I'm not kidding. You are a prepared fullcaster with no limitations on armor or weapon usage, complete access to your entire spell list from level one (which gives you basically unparalleled versatility) and you happen to get access to even MORE spells from your domains. I could go on forever about how potent this is in most games, but just know, you have a LOT of hidden gems there.
 - **Opposed Alignment:** Remember, you cannot cast spells that are of an opposite alignment to you or your deity.
- **(3/5) Channel Energy:** So on its own...like base channel energy is kinda meh. Like its a bit of healing, doesn't scale great, and uses a stat that isn't wisdom...so you can totally go without it. Why is it worth anything? Well because it gives you A LOT of wild options as to what you can do with it, either through Feats, Items, or Class features, that can make it much much more powerful. So think of it more as a pre-req to awesome.
 - **If you are evil,** you automatically get negative energy.
 - **If you are good,** you automatically get positive energy.
 - **If you are neutral** you get to pick whether or not you want to count as a good or evil for the sake of these features.
- **(?/5) Domain:** SO, getting access to domains is GREAT...but the power depends on what domain you pick. I'll go get them rated later, but just know that having a domain gives you access to a number of neat supernatural abilities and extra spells!
 - **Special Note 1:** Choosing a domain gives you access to domain spell slots! Basically a free spell slot you get at each level to prepare your domain spell of that spell level or lower. Yay more staying power!!!
 - **Special Note 2:** Just by having a domain, you can get access to a number of neat little feats and abilities! Again, the clerics strength comes from their access!!!!
- **(3/5) Spontaneous Casting:** So if you chose **EVIL** channeling you can inflict light wounds and if you choose **NICE** channeling you get cure light wounds. In general, cure

spells are better than inflict spells for day to day, but like do what you want. What this means in the long run is that you never should need to prepare cure spells...because you can always CONVERT a spell slot into a cure spell.

- [illegible]

Gods and Worship

So okay before we move onto the next section we've gotta address the elephant in the room...you are a cleric. So you have to worship a god or at the very least, a concept. Now normally I consider the gods you worship to be a roleplay point that vaguely comes up, but for a cleric, its your everything.

- **Your alignment?** Has to be close to your deities
- **Channeling?** Based on either your alignment to deities
- **Domains?** Your deity!

Which makes it extra frustrating that I'm not really sure how worship...works? The way cleric is written, there seems to be the implication that you can only worship a single god or concept...but nothing says you can't be polytheistic. There are no penalties or bars or clarification?

So for my sanity, for the remainder of the guide, I'll just rule that you can only get the mechanical
benefits from worshipping one god...for now.

Roles

Okay clerics are a massive pain in my ass because when it comes to roles, clerics can do basically EVERYTHING. And yes I've said that before but I'm completely serious, clerics can get away with a lot. Way way more than they are supposed to. Don't believe me? Okay then:

Wanna Debuff? You have loads of curses and horrible afflictions.

Wanna Summon? You have access to summon monster and the herald caller archetype!

Wanna Frontline? Fuck yeah dude, use your $\frac{3}{4}$ bab, armor options, and buff spells to smite the unworthy. Why not pick up an animal companion too for extra DPS.

Wanna Dex Fight? Sure why not! It'll cost you some feats but no reason you can't pull it off.

The only thing a cleric really can't (easily) be is a **skill monkey**. Now this doesn't mean you do everything EXCELLENTLY but you can do it just about as good as the other guys. So instead of focusing on what you can do ([which is everything btw](#)), I'll try to focus on what you **EXCEL** at with minimal effort.

☆Support☆ (Buffs/Healing/Status Removal)

Clerics are the gods of support (pun intended) and were always meant to be. They have buffs on buffs for days, can hand out fun abilities either via archetypes, channel energy, or their domains, and often will have a lifesaving ability in their back pocket at any point in time. Seriously, if you wanna be a team player, clerics have been doing it since DnD 1e.

☆Bad Touch☆ (Debuffs/Status Ailments/Ability Removal)

The Madness and Chaos domains are notorious for a reason! As a cleric you are uniquely suited to fucking up peoples day. Bestow Curse, Enervation, Dispel Magic and much more are all at your fingertips, ready to give you the skills need to make your enemy regret waking up this morning and having the divine misfortune of getting in your way.

☆Necromastery☆ (Undead Creation/Undead Empowerment/Undead Destruction)

There is no one better at dealing with undead than a cleric. No, not the paladin, not the warpriest. Your entire spell list is custom built to either make you a lord of shadows or the purest light that breaks through the darkness...sometimes both. There are a lot of abilities that rely on channel energy to control or turn the undead, and you get a lot of great spells in order to create, empower, or flat out destroy the undead.

☆Planar Power☆ (Alignment Spells/Banishment/Summoning/Communing)

So equal to your power to fuck with the undead is your power to manipulate the power of the celestial spheres. Summon demons, create planar auras, contact gods, go visit them, you name it, the cleric has a LOT of power around alignment and planar nonsense, letting you talk down satan himself while high fiving archangels from behind.

Ability Scores

So for clerics, since we can do everything, our stats are pretty generic. Or rather, our stats are more dictated by our builds than anything. So I'll just list out generic roles and give you the stats you will need for those.

All-Around Cleric

For when you want to be good at your job, whatever it is.

- **Primary:** WIS
- **Secondary:** DEX/CON
- **Tertiary:** CHA/STR/INT
- **Dump:** N/A

Warrior Cleric

If you plan on actually using a weapon in every combat

- **Primary:** STR or DEX
- **Secondary:** WIS/CON
- **Tertiary:** CHA
- **Dump:** STR or DEX / INT

Channel Focused Cleric

FEEL THE POWER OF THE DIVINE

- **Primary:** CHA
- **Secondary:** CON/WIS
- **Tertiary:** DEX
- **Dump:** STR/INT

Stat Legend

Stat Type	Starting Value	Description
Primary Stat	16-18+	Your primary stats are ones that control the majority of your class features, should be boosted first, and are required to make your class powerful.
Secondary Stat	14-16	Your secondary stats are ones that may impact minor class features, but aren't required for the class to function, or are just integral to the roles the class plays
Tertiary Stat	10-14	Tertiary are not necessary for any class features, but may provide minor useful benefits
Dump Stat	8-10	A dump stat is one that does not benefit any of your features and provides little to no benefits to the roles the class plays.

Races

So instead of my usual boiler plate that I used to fill up space, let's have a chat you and me. There are a lot of ways to build your cleric and cleric's abilities are largely dependent on the domain they choose and how they specialize...meaning there isn't really one size that fits all. That SAID all clerics want more skills, more wisdom, not a horrible con, and things that protect them. So let's look for that.

(6/5) Races

- **Deep One Hybrid [Post Final Change] (+6 STR, -4 DEX, +8 CON, +2 WIS):** Clerics don't need much besides their stats and this gives you stats in spades. Not only are you strong, near impossible to kill, but you still get a bonus to your con! Whats more, you have more spells and abilities that can be used to counter the water longing. AND you get the INSANE human FCB. An absolute god pick for any cleric.
 - For the small price of a Racial Heritage (Derro) feat, 20 CHA and a book being thrown at your head, Derro Magister gives you 10+level SR in addition to other goodies. Burns two feats though...
- **Svirfneblin (+2 DEX/WIS, -2 STR, -4 CHA):** Ah yes and now onto the underdark races that for some reason are all absolutely insane. This is technically the weakest of the three on account of not being a noble race. Still...it's bonuses are nothing to scoff at.
 - **Defense:** +2 Dodge bonus to AC and Racial bonus to Saves is really useful for all situations.
 - **Spell Resistance [11+Lvl]:** Most monsters don't have a way to DEAL with SR. On its own, this will save you from dozens upon dozens of spells, and its tracked completely separately from your saves. SR is REALLY strong.
 - **SLAs:** Nondetection constant is huge because you can straight up DENY a lot of any concealment spells, blur will be a useful trick at early levels, and disguise self is a fun spell with more uses than you'd think.
- **Duergar Tyrants (+2 STR/WIS, +4 CON, -2 CHA):** The ultimate Dwarf. Warrior clerics, this is for you! Truly the most mighty of the cleric races, with bonuses to just about every stat we care about (except charisma) a wide range of abilities, defenses, and tricks that make you not only a powerful caster, but a fiend on any battlefield. Truly, you can become a weapon worthy of the gods.
 - **Defenses:** They are IMMUNE to poisons, paralysis, and phantasms, get a +2 to saves against spells and SLA's (which goes up to +4 against psychic spells), and bonuses against trip and bull rush attempts.
 - **Spell Resistance [11+Lvl]:** Most monsters don't have a way to DEAL with SR. On its own, this will save you from dozens upon dozens of spells, and its tracked completely separately from your saves. SR is REALLY strong.
 - **PLAs:** You get access to Ironskin and MIND THRUST as neat psychic tricks. Maybe not many times per day, but you DO have access to them.
 - **Kineticist Talents:** What.the.fuck. You get access to some of the best talents from one of the BEST elements kineticists have to offer, including not-invisibility,

not enlarge person and super telekinesis. HOW ARE YOU THIS STACKED?????

- **Drow Noble (+4 DEX, +2 INT/WIS/CHA, -2 CON) [Blasphemous Covenant]:** Caster Clerics, eat your fucking hearts out. Bonus to all of your mental stats gets you everything you need to be a casting demon, and the bonus to dex doesn't hurt. On top of that, they behave like normal drow with some important features.
 - **Defenses:** Alright so we have the least defensive abilities, being only immune to sleep magic and getting a +2 against enchantment.
 - **Spell Resistance [11+Lvl]:** Most monsters don't have a way to DEAL with SR. On its own, this will save you from dozens upon dozens of spells, and its tracked completely separately from your saves. SR is REALLY strong.
 - **SLAs:** Of all the entries so far, the drow noble has access to the wIDEST array of spell-like abilities, with both constant access spells AND once a day spells that all range in power and use. Getting access to DISPEL MAGIC From level one is monstrous, same with suggestion and deeper darkness! You have the power!!!!
- **Drider (+2 STR/DEX/WIS, +4 CON):** LARGE is amazing to start with especially with the extra reach. Fantastic for a battle martial, especially because it has NO PENALTIES????? Moreover, even got some extra speed.
 - **Defenses:** Extra 2 armor bonus to ac and HUGE bonuses against trip attempts.
 - **Spell Resistance [11+Lvl]:** Most monsters don't have a way to DEAL with SR. On its own, this will save you from dozens upon dozens of spells, and its tracked completely separately from your saves. SR is REALLY strong.
- **Munavri (+4 Dex, +2 CON/INT/WIS/CHA, -2 STR):** What can I say? It's the omni stat race. So long as you don't mind losing a tiny bit of strength, its good for literally everyone else! What it lacks in fancy abilities, it makes up with solid staples. If you wanna be an all around cleric, and don't know where to start, you probably couldn't go wrong here.
 - **Telepathy:** 60 foot metagaming. Have fun doing mind table talk with the party. Information is power and being able to communicate without words is literally a 5th level spell so....yeah.
 - **Spell Resistance [8+Lvl]:** Most monsters don't have a way to DEAL with SR. On its own, this will save you from dozens upon dozens of spells, and its tracked completely separately from your saves. SR is REALLY strong. That said, yours is a little bit smaller than most.
 - **Object Reading & Advanced Object Reading:** So object reading on its own is REALLY good actually because again, information is power, and you don't have a lot of skill ranks, so a +10 is a godsend, and you can KEEP TRYING. And its At will. ADVANCED object reading is also great because it basically lets you UMD off list items without having to roll.

(5/5) Races

- **Human (+2 ANY):** So humans are just...everything a cleric needs. You get a bonus feat at level 1, which we have a lot of ways to take advantage of. You get an extra skill point every level...which we DESPERATELY need. +2 to any stat. All of that is great!

None of it even slightly compares to the Humans FCB. +1 caster level to overcome the SR of outsiders...most things that have SR ARE outsiders, and +1 caster level per level is MASSIVE. Take 5 levels of this and you will have the effects of piercing spell ALL OF THE TIME. What's amazing is that it only gets BETTER as you level up and fight more things with SR. Hell you can just start taking it later and take more skills at the beginning! Everything with access to this FCB gets bumped up a level, just because its that silly.

- **Half Elf (+2 ANY) [Mismatched / Dual Minded or Ancestral Arms]:** Okay so any one ability score, BONUS skills or health when we pick one of our favored classes (which we want), access to the human FCB which is insane, access to [paragon surge](#), and the best trade of -2 to reflex saves (which we can make up for with some traits) in exchange for a +4 to initiative. Also you can get a +2 to will saves or some more weapon proficiencies if you aren't getting the one you want from your god. Score.
- **Half Orc (+2 ANY) [Skilled / Sacred Tattoo]:** Access to Human FCB, extra skills, weapon proficiencies and a +1 luck bonus to all saves that can be bumped up to a +2 with [Fates Favored](#), a trait that clerics LOVE as it buffs [Divine Favor](#) and [Divine Power](#). Top tier pick for most clerics, plain and simple.
- **Dwarf (+2 CON/WIS, -2 CHA) [Iron Within / Treasure Sense / Steel Soul Feat]:** These guys are the OG clerics for a reason, being particularly hardy and wise. In pathfinder, this is made even more apparent by their access to the ability hardy, that gives one a +2 on all saves against spells, which can then again be boosted again to a +4 against all spells and SLAS with [Steel Soul](#), the feat you will be taking at level 1. Iron within gets you access to Ki (which there are a lot of neat items and abilities around) which can boost your AC or speed, and treasure sense gets you sent but for like money. Very fun, very solid.
- **Duergar (+2 CON/WIS, -4 CHA):** Dwarf? Meet a slightly better dwarf. NOW you don't have steel soul, which isn't great but in exchange, you get access to [Invisibility](#) and [Enlarge Person](#) as spell like abilities...both incredibly powerful spells that the cleric *NORMALLY DOES NOT HAVE ACCESS TO*. They are also immune to *phantasms*, **PARALYSIS** and **POISONS**, just like their tyrant brethren. Oh and if you don't plan on going into melee combat? Just trade Enlarge Person for [Ironskin](#). Yeahhhh if this had access to the human fcb? It'd be 6/5.
- **Aasimar [Scion of Humanity]:** So a PERFECT stat spread for any kind of cleric you want, based on the type, with no penalties, access to the human FCB which is insane, some baby resistances and a small bonus to perception that basically makes it a class skill. All of this is nice, and plenty enough to get it into the ranking, but what really makes it interesting are the FEATS.

Aasimar's get access to the [Channel Force](#) feat line which turns your channel into a control tool, [Celestial Servant](#) feat which can massively boost the power of your animal companion by making them into a celestial magical beast and [Heavenly Radiance](#), which lets you exchange your Daylight SLA for other powerful options (I'd take it at level 7 for Wandering Star Motes which you usually don't have access to.)

- **Base (+2 WIS/CHA)**

- **Archon-Blooded (+2 CON/WIS)**
 - **Garuda-Blooded (+2 DEX/WIS)**
- **Oread [Gem Magic / Mostly Human / Treacherous Earth]:** Access to human FCB for insane SR, Gem magic for really cool tricks at a cost and the ability to slam down difficult terrain to make it hard for people to engage with you. Simple but effective.
 - **Base (+2 STR/WIS, -2 CHA)**
 - **Iron Soul (+2 CON/WIS, -2 DEX)**
- **Tiefling [Prehensile Tail]:** GREAT Stat spreads that only dump the one stat that we don't really have a use for, we don't need the human fcb because GUESS WHAT tiefling FCB is just as good which lets us stay a native outsider (immunity to hold person baby) and we get a tail that can hold stuff for us. Also, with Grasping Tail and Mischievous Tail, you can effectively use your tail to cast spells, even if your hands are bound but that's more for fun.
 - **Asura Spawn (+2 DEX/WIS, -2 INT)**
 - **Demondand Spawn (+2 CON/WIS, -2 INT)**
 - **Qlippoth-Spawn(+2 STR/WIS, -2 INT)**
- **Mistsoul Undine (+2 CON/WIS, -2 INT) [Mostly Human / Nereid Fascination]:** Human FCB, perfect stat spread for just about any cleric, and a neat little fascinate ability just to keep things interesting. JUST barely makes it into 5/5 but its here.
- **Samsaran (+2 INT/WIS, -2 CON) [Mystic Past Life]:** Okay it gives us a bonus to wis...but also Int. And it takes a hit to con. No Human FCB? What gives? Mystic Past Life. That's what. This is one of the most busted race traits IN THE GAME and for caster clerics, its our everything, giving us access to REALLY powerful options that we can grow into later on...and there are WAY more divine casters than arcane ones. Below I'll list some of the best classes to steal from (remember you get them AT LEVEL)
 - **Paladin (1-4):** Steal [Greater Angelic Aspect](#), [Chains of Light](#) and [Holy Sword](#) as 4th level spells that will smite the shit out of anything you see at 9th level and be immune to 90% of what they throw at you. While you are at it, use [Litany of eloquence](#) to lock a person down really quick and [Litany of Escape](#) to just get randos out of danger situations.
 - **Inquisitor (0-6):** Steal [Heroism](#), [Hold Monster](#), [Invisibility/Greater Invisibility](#), [Stoneskin](#) and [Overwhelming Presence as a 6th level](#) spell and make out like a bandit!!!
 - **Adept (1-5):** YEAH bet you forgot about these guys! Still a divine spell caster. We're here for [Invisibility](#), [Mirror Image](#), [Scorching Ray](#), [Web](#), and [Stoneskin](#)
 - **Hunter (1-6):** I know I gave them shit, buuuut they do get a lot of great spell options for bow types. [Thorny Entanglement](#), [Thirsting Entanglement](#), [Fickle Winds](#), [Gravity Bow/Leaden Blades](#), [Animal Growth](#), and [Bow Spirit](#)
- **Wyvaran (+2 DEX/WIS, -2 INT):** Good stat spread and starts with a fly speed. Yep thats it. But as a caster, there are few things better than being out of melee range for most of the game. Also gets access to [Wyvaran Spellcasting](#) for neat SLAs
- **Syrinx (+2 WIS, -2 DEX):** 60ft fly speed and Wisdom bonus. Doesn't need much else.
- **Witchwolf Skinwalker (+2 CON/WIS, -2 INT) [Human Guise Feat]:** Bite, two claws, and a +2 bonus to all saves, perfect stats, a perception bonus, and human fcb. Aces.

(4/5) Races

- Bonus to Primary and Secondary Stat (without a unique ability)
- Bonus to Primary stat and no penalty to Secondary Stat (unique ability)
- Powerful ability and bonus to Secondary Stat and Tertiary Stat

(3/5) Races

- Bonus to Primary Stat and no penalty to Secondary Stat
- Bonus to Tertiary Stat and Secondary Stat

(2/5) Races

- No penalty to Primary Stat

(1/5) Races

- Penalty to Primary Stat

Domains & Subdomains

Domains are the cleric's bread, butter, toast, and multivitamin and are what make being a cleric so fucking great. Powers from level one, extra spells that scale with your spellcasting (not just cleric level) and a wealth of weird prestige classes.

Now you are probably wondering, hey you started by making a druid guide...why are you doing this over again? Well mainly because I made way more work for myself in my druid guide and also because over the past year, my knowledge of pathfinder has grown and so has my opinion about things so ya know...here we go.

Domain Legend

- **Domain Spells:** Spells granted by domain or subdomain! Rated by:
 - New Options: Is this spell off list or new? Clerics get access to all spells on their list meaning that any spell that isn't on your list is important!
 - Off List Spells will be marked with an (+)
 - Level Offered: Sometimes you can get access to spells early!!!
 - Spells that you get earlier than normal will be marked with (E)
 - Potent Options: Is this a strong spell?
 - Domain Benefits: Does it work well with your Domain
- **Domain Powers:**
 - The two or more powers granted by domains, usually at levels 1 and 8.
 - Rated by how useful, versatile, and reliable the abilities are! You get two domains so they get some lee-way
- **Special:**
 - Any unique feats or abilities granted to the domains
 - Unless otherwise specified, *all subdomains have access to any special options listed in the base domain.*
- **Overview:**
 - Explanation of my thought processes and why a certain Domain or subdomain gets their rating.

Reminder: Domains and Subdomains count as being the same, so a cleric CANNOT select two subdomains from the same associated domain, or a base domain and one of its subdomains. As much as I wish....

All Deities and Their Domains

(2.5/5) **Air Domain**

- **Domain Spells:** 1st—[obscuring mist](#), 2nd—[wind wall](#), 3rd—[gaseous form](#)⁺, 4th—[air walk](#), 5th—[control winds](#)⁺, 6th—[chain lightning](#)⁺, 7th—[elemental body IV](#)⁺ (air only), 8th—[whirlwind](#)⁺, 9th—[elemental swarm](#)⁺ (air spell only).
 - **Domain Powers:**
 - **(1st) Lightning Arc (Su):** Bad blast is bad.
 - **(6th) Electricity Resistance (Ex):** You have resist elements, which is usually better.
 - **Special:**
 - **Energy Channel [Electricity]** (Feat): For combat clerics this is actually really solid. 3 attacks with effectively +Lvl in energy damage is really useful, and it stacks with everything, on top of being a swift action. It's dependent on the element used obviously, but a solid option
 - **Base Overview:**
 - REAL good spells, REALLY bad domain powers.
-

(3/5) *Cloud Subdomain* [Air]

- **Domain Spells:** 1st—[obscuring mist](#), 2nd—[wind wall](#), 3rd—[gaseous form](#)⁺, 4th—[solid fog](#)⁺, 5th—[control winds](#)⁺, 6th—[chain lightning](#)⁺, 7th—[elemental body IV](#)⁺ (air only), 8th—[whirlwind](#)⁺, 9th—[storm of vengeance](#).
- **Domain Powers:**
 - **(1st) Lightning Arc (Su):** Bad blast is bad.
 - **(8th) Thundercloud (Su):** Honestly damage is mid and deafened isn't anything to write home about.
- **Overview:**
 - Slight better spells for slightly worse abilities...so it kinda evens out...sorta? Still less than ideal

(4/5) *Lightning Subdomain* [Air]

- **Requires Acolyte of Apocrypha trait**
- **Domain Spells:** 1st—[shocking grasp](#)⁺, 2nd—[flame blade](#)⁺ (deals electricity damage and gains the [electricity descriptor](#) instead of fire), 3rd—[lightning bolt](#)⁺, 4th—[air walk](#), 5th—[control winds](#)⁺, 6th—[chain lightning](#)⁺, 7th—[elemental body IV](#)⁺ (air only), 8th—[whirlwind](#)⁺, 9th—[elemental swarm](#)⁺ (air spell only).
- **Domain Powers:**
 - **(1st) Lightning Arc (Su):** Bad blast is bad.

- **(8th) Lightning Rod (Su):** Okay so on one hand...this is a swift action empower and you get some good lightning spells. It's also DIVINE lightning so its fun when someone is being annoying. That said, you also take the damage...less than ideal. Still, one of the better abilities this domain has so.
- **Overview:**
 - An option for blaster clerics who want to smack people with lightning damage. Not the best, especially not until you get your 8th level ability, but better than the rest of the domain.

(3/5) *Wind Subdomain [Air]*

- **Domain Spells:** 1st—[whispering wind](#)⁺, 2nd—[wind wall](#)^E, 3rd—[gaseous form](#)⁺, 4th—[air walk](#), 5th—[control winds](#)⁺, 6th—[wind walk](#), 7th—[elemental body IV](#)⁺ (air only), 8th—[whirlwind](#)⁺, 9th—[winds of vengeance](#)⁺.
 - **Domain Powers:**
 - **(1st) Wind Blast (Su):** Bull rush wind is better than lightning blast but still not great. Still you can get some use out of it moving people around.
 - **(6th) Electricity Resistance (Ex):** You have resist elements, which is usually better.
 - **Overview:**
 - Slightly better abilities for okay spells. Basically the most average.
-

(4/5) [Animal Domain](#)

- **Domain Spells:** 1st—[calm animals](#)⁺, 2nd—[hold animal](#)⁺, 3rd—[dominate animal](#)⁺, 4th—[summon nature's ally IV](#)⁺ (animals only), 5th—[beast shape III](#)⁺ (animals only), 6th—[antilife shell](#), 7th—[animal shapes](#)^{+E}, 8th—[summon nature's ally VIII](#)⁺ (animals only), 9th—☆[shapechange](#)⁺☆.
- **Domain Powers:**
 - **(1st) Speak With Animals (Sp):** Uhh you can speak with animals...but only a few times...yeah we can probably just pick up a better spell?
 - ☆**(4th) Animal Companion (Ex)**☆: OH AHAHAHA you just get an animal companion? At 4th level at that? Yeah okay its a few levels below you, doesn't matter, just take [Boon Companion](#) and then congrats, you now have a WHOLE OTHER CHARACTER SHEET. Animal companions are incredibly powerful and open up TONS of options for any kind of cleric so...yeah this is straight up amazing no question.
- **Special:**

- **Nature's Freedom (Feat):** Woodland stride is bad and therefore this is bad.
 - ☆**Spontaneous Nature's Ally**☆ (Feat): Oh hey one of the strongest class features that the druid has? Just being able to summon whatever? Great now we also have that class feature. And access to normal Summon Monster. Yeah this makes an already dumb domain even better somehow??? Take this as soon as you can.
 - **Command Animals (Feat):** Basically lets you charm animals with your channel energy. I don't think this will come up enough to be something super useful, but if you want to be the priestly piper, it IS an option.
 - **Overview:**
 - The Animal domain has always been one of the shining stars of the cleric class, and for good reason. While its spells can definitely use some work, getting access to beast shape, and shapechange is amazing, and getting an animal companion is ridiculously powerful as a boon and you get it at LEVEL FOUR.
-

(5/5) ☆**Feather Subdomain**☆ [Animal]

- **Domain Spells:** 1st—**calm animals**⁺, 2nd—**feather fall**⁺, 3rd—**fly**⁺, 4th—**summon nature's ally IV**⁺ (animals only), 5th—**beast shape III**⁺ (animals only), 6th—**mass fly**^{+E}, 7th—**animal shapes**^{+E}, 8th—**summon nature's ally VIII**⁺ (animals only), 9th—☆**shapechange**⁺☆.
- **Domain Powers:**
 - **(1st) Eyes of the Hawk (Ex):** Oh a racial bonus to perception, the most rolled skill, and a potential bonus to initiative in surprise rounds. Yeah that's REALLY Good as a first level power.
 - ☆**(4th) Animal Companion (Ex)**☆: OH AHAHAHA you just get an animal companion? At 4th level at that? Yeah okay its a few levels below you, doesn't matter, just take **Boon Companion** and then congrats, you now have a WHOLE OTHER CHARACTER SHEET. Animal companions are incredibly powerful and open up TONS of options for any kind of cleric so...yeah this is straight up amazing no question.
- **Overview:**
 - Trades our bad first level ability for a universally useful passive bonus, our bad second and third level spells for tools we will actually use and benefit from, and all we had to sacrifice was antilife shell...which is on our spell list. I think we have our first winner!!!!

(4.5/5) **Fur Subdomain** [Animal]

- **Domain Spells:** 1st—**magic fang**⁺, 2nd—**hold animal**⁺, 3rd—**beast shape I**⁺ (animals only), 4th—**summon nature's ally IV**⁺ (animals only), 5th—**beast shape**

III⁺ (animals only), 6th—[antilife shell](#), 7th—[animal shapes](#)^{+E}, 8th—[summon nature's ally VIII](#)⁺ (animals only), 9th—☆[shapechange](#)⁺☆.

- **Domain Powers:**

- **(1st) Predator's Grace:** Give yourself a minor speed buff as a swift action along with low light vision. The vision won't get much use, but having a bit more movement that stacks with others can come up. Not the best ability, but very far from the worse.
- ☆**(4th) Animal Companion (Ex)**☆: OH AHAHAHA you just get an animal companion? At 4th level at that? Yeah okay its a few levels below you, doesn't matter, just take [Boon Companion](#) and then congrats, you now have a WHOLE OTHER CHARACTER SHEET. Animal companions are incredibly powerful and open up TONS of options for any kind of cleric so...yeah this is straight up amazing no question.

- **Overview:**

- Still very strong in general, but predator's grace isn't the most useful, and while beast shape I has utility, we can probably do better. So like...still great because its still the animal domain, but maybe think about it.

(3.5/5) *Insect Subdomain* [Animal]

- **Requires Acolyte of Apocrypha trait**

- **Domain Spells:** 1st—[calm vermin](#)⁺, 2nd—[hold vermin](#)⁺, 3rd—[dominate vermin](#)⁺, 4th—[giant vermin](#), 5th—[vermin shape II](#)⁺, 6th—[antilife shell](#), 7th—[animal shapes](#)^{+E}, 8th—[summon nature's ally VIII](#)⁺ (1d3 [goliath stag beetles](#)), 9th—☆[shapechange](#)⁺☆.

- **Domain Powers:**

- **Replacement Power:** Domain spells affect vermins instead of animals, making them roll a fort save instead of a will save.
- **(1st) Exoskeleton:** Get enchantment bonus to your natural armor as a swift action for one round, along with some temp HP. I wish it lasted longer, but we technically don't get barkskin. That said, with the limited uses, and action cost, while its not terrible, its not amazing either.
- ☆**(4th) Animal Companion (Ex)**☆: OH AHAHAHA you just get an animal companion? At 4th level at that? Yeah okay its a few levels below you, doesn't matter, just take [Boon Companion](#) and then congrats, you now have a WHOLE OTHER CHARACTER SHEET. Animal companions are incredibly powerful and open up TONS of options for any kind of cleric so...yeah this is straight up amazing no question.

- **Overview:**

- Technically better first level ability but less ideal spells make this one sort of even out, if not feel a bit harder to use than the base animal domain in its own way. That said, it still holds most of what makes the domain good (i.e. the animal companion) and won't be a hindrance so...eh.

(3/5) Artifice Domain

- **Domain Spells:** 1st—[animate rope](#)⁺, 2nd—[wood shape](#)⁺, 3rd—[stone shape](#), 4th—[minor creation](#)⁺, 5th—[fabricate](#)⁺, 6th—[major creation](#)⁺, 7th—[wall of iron](#)⁺, 8th—[instant summons](#)⁺, 9th—☆[prismatic sphere](#)⁺☆
- **Domain Powers:**
 - **(1st) Artificiers Touch (Sp):** Way too niche. If you wanna break something, just hit it with a normal weapon, and if you wanna fix it, just prep the spells to do so.
 - **(8th) Dancing Weapon (Su):** Usually way too expensive to use, the main trick that this is useful for is taking a second weapon and having it fight for itself without any of the penalties or weirdness of TWF. Think about it as spiritual weapon 2. That said, this is great for melee types who want to up their damage for a little while!
- **Overview:**
 - Meh spells and generally Meh abilities make for a generally MEH domain. Wish it made you better at crafting or something instead of this...oh well.

(5/5) Alchemy Subdomain [Artifice / Magic]

- **Requires Acolyte of Apocrypha trait**
- **Domain Spells:** 1st—[animate rope](#)⁺, 2nd—[touch injection](#)⁺, 3rd—[stone shape](#), 4th—[amplify elixir](#)⁺, 5th—[fabricate](#)⁺, 6th—☆[delayed consumption](#)☆⁺, 7th—[wall of iron](#)⁺, 8th—[instant summons](#)⁺, 9th—☆[prismatic sphere](#)⁺☆
- **Domain Powers:**
 - ☆**(1st) Divine Alchemy (Su)**☆: AHA pseudo-extracts! Count as potions!!! That can be done on spells levels 1-6 as you level up!!! That's fantastic! Make sure to get [Accelerated Drinker](#) and probably one of the races that gets extra uses out of first level domain abilities!!! Seriously, being able to pass around some of your best buffs and having spells to make them EVEN BETTER is no joke. Yes, yes all the way yes.
 - **(8th) Dancing Weapon (Su):** Usually way too expensive to use, the main trick that this is useful for is taking a second weapon and having it fight for itself without any of the penalties or weirdness of TWF. Think about it as spiritual weapon 2. That said, this is great for melee types who want to up their damage for a little while! What brings it down mainly is the daily usage.
- **Overview:**
 - Somehow, somehow, this took a pretty meh domain that we wouldn't really care too much about and made it into an actually REALLY solid one

that I would love to play, by systematically getting rid of most of the worse parts. I'm a little upset with how good this is...

(4/5) *Construct Subdomain* [Artifice]

- **Domain Spells:** 1st—[animate rope](#)⁺, 2nd—[wood shape](#)⁺, 3rd—[stone shape](#), 4th—[minor creation](#)⁺, 5th—[fabricate](#)⁺, 6th—[major creation](#)⁺, 7th—☆[limited wish](#)⁺ ☆, 8th—☆[polymorph any object](#)⁺ ☆, 9th—☆[prismatic sphere](#)⁺ ☆
- **Domain Powers:**
 - **(1st) Artificiers Touch (Sp):** Way too niche. If you wanna break something, just hit it with a normal weapon, and if you wanna fix it, just prep the spells to do so.
 - **(8th) Animate Servant (Su):** So animate object is a good spell, and you get it a little bit early! Now this IS on your spell list which is less than ideal, but I would consider this VASTLY better than dancing so...yeah. Fun ability is fun!
- **Overview:**
 - Have you ever wanted to fuse domains? I kinda wish you could fuse this with the the alchemy subdomain to just become as gods. Anyway, what the construct domain lacks in raw power, it makes up for in BULLSHIT late game spells. Like insane ones??? Like I would take this subdomain just for the spells.

(2/5) *Industry Subdomain* [Artifice]

- **Requires Urban Acolyte trait**
- **Domain Spells:** 1st—[crafter's fortune](#)⁺, 2nd—[wood shape](#)⁺, 3rd—[stone shape](#), 4th—[minor creation](#), 5th—[fabricate](#)⁺, 6th—[major creation](#)⁺, 7th—[mage's magnificent mansion](#)⁺, 8th—[instant summons](#)⁺, 9th—[wooden phalanx](#)
- **Domain Powers:**
 - **(1st) Artificiers Touch (Sp):** Way too niche. If you wanna break something, just hit it with a normal weapon, and if you wanna fix it, just prep the spells to do so.
 - **(8th) Aura of Efficacy (Su):** Ehhh fatigue and exhaustion aren't around enough for the save bonus to really be useful??? Same with the equipment hardness...
- **Overview:**
 - Hilariously? A downgrade. Having a dancing weapon is much more useful than having this aura, and it get rid of prismatic sphere for some wood golems...who are weak to fire...as a ninth level spell. Yeah no.

(?/5) *Toil Subdomain* [Artifice]

- **Domain Spells:** 1st—[command](#), 2nd—[wood shape](#)⁺, 3rd—[stone shape](#), 4th—[minor creation](#)⁺, 5th—[waves of fatigue](#)⁺, 6th—[major creation](#)⁺, 7th—[waves of exhaustion](#)⁺, 8th—[instant summons](#)⁺, 9th—☆[prismatic sphere](#)⁺ ☆
- **Domain Powers:**
 - **(1st) Artificiers Touch (Sp):** Way too niche. If you wanna break something, just hit it with a normal weapon, and if you wanna fix it, just prep the spells to do so.
 - **(8th) Aura of Repetition (Su):** So will save or do the same thing as last round...generally. The problem is that this ability is a little GM fiat because well...its general! How does this apply to spells? Do I have to cast a spell in general, or try to cast the same one? If I can move can I do other things? What order do I have to repeat my actions in???
- **Overview:**
 - Hard to rate because aura of repetition is weird and even if it was god tier, you lose great spells for a weird ability so...eh???? Four at best, 1 at worst.

(1/5) *Trap Subdomain* [Artifice]

- **Requires Kobold Faith race trait**
 - **Domain Spells:** 1st—[animate rope](#)⁺, 2nd—[snare](#)⁺, 3rd—[improve trap](#), 4th—[minor creation](#)⁺, 5th—[fabricate](#)⁺, 6th—[major creation](#)⁺, 7th—[teleport trap](#)⁺, 8th—[instant summons](#)⁺, 9th—☆[prismatic sphere](#)⁺ ☆
 - **Domain Powers:**
 - **(1st) Artificiers Touch (Sp):** Way too niche. If you wanna break something, just hit it with a normal weapon, and if you wanna fix it, just prep the spells to do so.
 - **(8th) Supernatural Trap (Su):** So unless I missed something, most of these options seem less than good. Don't get me wrong, I get the appeal, and traps can be cool but...well most of these things are things you can just do better with the spells that you have.
 - **Overview:**
 - I think there are better ways to do this. Maybe just play a trap sorcerer?
-

(2/5) **Chaos Domain**

- **Domain Spells:** 1st—[protection from law](#), 2nd—[align weapon](#) (chaos only), 3rd—[magic circle against law](#), 4th—[chaos hammer](#), 5th—[dispel law](#), 6th—[animate objects](#), 7th—[word of chaos](#), 8th—[cloak of chaos](#), 9th—[summon monster IX](#) (chaos spell only)
 - **Domain Powers:**
 - **(1st) Touch of Chaos (Sp):** Melee touch attack or any rolls they make in the next round are with disadvantage. YIKES. No save, just a touch attack and for the next round you fuck them up. At higher levels, this effectively becomes a death sentence. Get a [conductive](#) reach weapon and ruin someone's day.
 - **(8th) Chaos Blade (Su):** Makes your blade hate law. Again...probably won't be fighting law too much. If you are specifically going against devils, sure, but its probably not going to be a thing very often.
 - **Special:**
 - **(Alt. 1st Level Power) Drunken Autonomy (Su) [Cayden Cailean Only]:** If you are hit by a compulsion, you can take the confused condition for a round, as if you were drunk. Doesn't last long, but there are times when being drunk is better than being mind controlled. Still...not a lot of them.
 - **Overview:**
 - So the main thing holding chaos back, hilariously, is its vendetta against law. In most games, you probably won't be fighting a ton of lawful creatures, and even if you are, alignment is a fickle thing! Obviously, if you are in an Anti-Law campaign, this becomes MUCH MORE POWERFUL.
-

(3/5) **Azata Subdomain** [Chaos/Good]

- **Domain Spells:** 1st—[expeditious retreat](#)⁺, 2nd—[align weapon](#) (chaos only), 3rd—[fly](#)⁺, 4th—[chaos hammer](#), 5th—[dispel law](#), 6th—[planar ally](#) (Azata Only), 7th—[word of chaos](#), 8th—[cloak of chaos](#), 9th—[summon monster IX](#) (chaos spell only)
- **Domain Powers:**
 - **(1st) Elysium's Call (Su):** Reroll charms and compulsions with a bonus and move a little easier in difficult terrain sometimes. These are all neat abilities separately, but together they still aren't the most powerful.
 - **(8th) Chaos Blade (Su):** Make your blade hate law. Again...probably won't be fighting law too much. If you are specifically going against devils, sure, but its probably not going to be a thing very often.
- **Overview:**
 - Worse starting ability with objectively better spells in the early game evens out to still being sorta meh, but on the better side of meh.

(1/5) *Demodand Subdomain* [Chaos/Evil]

- **Domain Spells:** 1st—[protection from law](#), 2nd—[align weapon](#) (chaos or evil only), 3rd—[magic circle against law](#), 4th—[chaos hammer](#), 5th—[dispel law](#), 6th—[corrosive consumption](#)⁺, 7th—[word of chaos](#), 8th—[cloak of chaos](#), 9th—[summon monster IX](#) (chaos spell only)
- **Domain Powers:**
 - **(1st) Faith Stealing Strike:** So first, the creature has to be able to cast divine spells...which there aren't a lot of. Then you have to HIT that creature, at their normal AC. And then they get to make a will save...and if they fail THAT save, then they can't spells...for one round....no.
 - **(8th) Chaos Blade (Su):** Makes your blade hates law. Again...probably won't be fighting law too much. If you are specifically going against devils, sure, but its probably not going to be a thing very often.
- **Overview:**
 - Worse abilities and about the same level of spell. HARDDd pass.

(3/5) *Demon Subdomain* [Chaos / Evil]

- **Domain Spells:** 1st—[doom](#), 2nd—[align weapon](#) (chaos only), 3rd—[rage](#)⁺, 4th—[chaos hammer](#), 5th—[dispel law](#), 6th—☆[planar binding](#)⁺☆ ([demons](#) only), 7th—[word of chaos](#), 8th—[cloak of chaos](#), 9th—[summon monster IX](#) (chaos spell only)
- **Domain Powers:**
 - **(1st) Fury of the Abyss (Su):** Give yourself a one round super boost to your weapon attack and damage rolls. At level 10, you are working with a +5 to attack and damage for a round, so for combat types? This is a goldmine. The AC penalty is nothing.
 - **(8th) Chaos Blade (Su):** Makes your blade hates law. Again...probably won't be fighting law too much. If you are specifically going against devils, sure, but its probably not going to be a thing very often.
- **Overview:**
 - On one hand we lose access to touch of chaos...but we get access to planar binding, one of the best spells in the game, and a nice melee option. So again, weird trade off, but we made out well I think.

(3.5/5) *Entropy Subdomain* [Chaos]

- **Domain Spells:** 1st—[entropic shield](#), 2nd—[align weapon](#) (chaos only), 3rd—[dispel magic](#), 4th—[chaos hammer](#), 5th—[confusion](#)⁺, 6th—[animate objects](#), 7th—[destruction](#), 8th—[cloak of chaos](#), 9th—[summon monster IX](#) (chaos spell only)
- **Domain Powers:**

- **(1st) Touch of Chaos (Sp):** Melee touch attack or any rolls they make in the next round are with disadvantage. YIKES. No save, just a touch attack and for the next round you fuck them up. At higher levels, this effectively becomes a death sentence. Get a [conductive](#) reach weapon and ruin someone's day.
- **(8th) Hasten To the End (Su):** I REALLY want this to be cool. Its not. Reducing the duration by one basically means you'll have to bap people caster level times before effects wear off, and there is very little chance that you are going to get some REAL use out of this outside of incredibly niche cases.
- **Overview:**
 - Okay so objectively useless 8th level ability in exchange for better spells. Once again, we are at meh, but at least this is liveable meh I think...

(4/5) *Protean Subdomain* [Chaos]

- **Domain Spells:** 1st—[lesser confusion](#)⁺, 2nd—[align weapon](#) (chaos only), 3rd—[displacement](#)⁺, 4th—[chaos hammer](#), 5th—[dispel law](#), 6th—[planar binding](#)⁺ ([proteans](#) only), 7th—[word of chaos](#), 8th—[cloak of chaos](#), 9th—[summon monster IX](#) (chaos spell only)
- **Domain Powers:**
 - **(1st) Touch of Chaos (Sp):** Melee touch attack or any rolls they make in the next round are with disadvantage. YIKES. No save, just a touch attack and for the next round you fuck them up. At higher levels, this effectively becomes a death sentence. Get a [conductive](#) reach weapon and ruin someone's day.
 - **(8th) Aura of Chaos (Su):** This ability is a motherfucker and I've seen it at work. All Enemies must declare an action and make a save. If you fail? You can't do your action. If you succeed? You HAVE to. This has a set list of actions allowed, and forcibly limits your options...because you can only do one. Evil. So Evil.
- **Overview:**
 - OKAY FINALLY something we can use. The spells are less than ideal but at least both of our abilities are very useful, we get access to displacement and planar binding is great!!! FINALLY!

(4/5) *Revelry Subdomain* [Chaos]

- **Domain Spells:** 1st—[protection from law](#), 2nd—[hideous laughter](#)⁺, 3rd—[good hope](#)⁺, 4th—[chaos hammer](#), 5th—[dispel law](#), 6th—[heroes' feast](#), 7th—[word of chaos](#), 8th—[irresistible dance](#)⁺, 9th—[summon monster IX](#) (chaos spell only)

- **Domain Powers:**
 - **(1st) Touch of Chaos (Sp):** Melee touch attack or any rolls you make in the next round are with disadvantage. YIKES. No save, just a touch attack and for the next round you fuck them up. At higher levels, this effectively becomes a death sentence. Get a [conductive](#) reach weapon and ruin someone's day.
 - **(8th) Intense Celebration (Su):** Double the duration of any spells that you cast that have a morale *effect*. As clerics, we have A LOT of those and this domain gives us more!!! Yeah we love this!!!
- **Overview:**
 - Much better abilities, GREAT buffing potential, and auto extend on a bunch of really good buffs? Hell yes, we love revelry. Get wild!!!!

(3.5/5) *Riot Subdomain* [Chaos]

- **Requires Urban Acolyte trait**
- **Domain Spells:** 1st—[protection from law](#), 2nd—[align weapon](#) (chaos only), 3rd—[magic circle against law](#), 4th—[confusion](#)⁺, 5th—[dispel law](#), 6th—[animate objects](#), 7th—[song of discord](#)⁺, 8th—[cloak of chaos](#), 9th—[symbol of strife](#)
- **Domain Powers:**
 - **(1st) Touch of Chaos (Sp):** Melee touch attack or any rolls they make in the next round are with disadvantage. YIKES. No save, just a touch attack and for the next round you fuck them up. At higher levels, this effectively becomes a death sentence. Get a [conductive](#) reach weapon and ruin someone's day.
 - **(8th) Aura of Bedlam (Su):** Okay so this one is the general Anticaster ability, which just makes it hard for them to do literally anything because everyone has to constantly make concentration checks. This applies to SLAs too, which is very fun.
- **Overview:**
 - Spells unfortunately do not come online until much later, even if your main abilities are pretty damn good at making casters cry and causing well...chaos!!!

(3.5/5) *Whimsy Subdomain* [Chaos]

- **Domain Spells:** 1st—[hideous laughter](#)^{+E}, 2nd—[align weapon](#) (chaos only), 3rd—[magic circle against law](#), 4th—[confusion](#)⁺, 5th—[dispel law](#), 6th—[cloak of](#)

[dreams](#)⁺, 7th—[word of chaos](#), 8th—[cloak of chaos](#), 9th—[summon monster IX](#)
(chaos spell only)

- **Domain Powers:**

- **(1st) Touch of Chaos (Sp):** Melee touch attack or any rolls they make in the next round are with disadvantage. YIKES. No save, just a touch attack and for the next round you fuck them up. At higher levels, this effectively becomes a death sentence. Get a [conductive](#) reach weapon and ruin someone's day.
- **(8th) Unexpected Whimsy (Su):** So the biggest issue here is that it only lasts for a single round, even if they can't act. Still, will save or fall over like a goofball isn't to be underestimated. Technically not mind affecting btw.

- **Overview:**

- Generally better ability but still not the best spells, that said, we can work with those. Moreover, with touch of chaos, we can usually make it harder for certain people to get past our saves anyway so...again not the best, but far from the worse.

(3.5/5) [Charm Domain](#)

- **Domain Spells:** 1st—[charm person](#)⁺, 2nd—[calm emotions](#), 3rd—[suggestion](#)⁺, 4th—[heroism](#)⁺, 5th—[charm monster](#)⁺, 6th—[geas/quest](#), 7th—[insanity](#)⁺, 8th—[demand](#)⁺, 9th—[dominate monster](#)⁺

- **Domain Powers:**

- **(1st) Dazing Touch (Sp):** Its daze and even if its for a round, there is no save, just an HD limit. So this basically makes it harder for mooks to do anything. Get yourself a conductive weapon and go to town.
- **(8th) Charming Smile (Sp):** So...scaling charm person....BUT for long rounds per level...ehh why don't we just wait a bit and cast charm monster which is just better.

- **Overview:**

- So the spells are okay if you just want to get to people but the powers....frankly I am being very generous with them in the long run.

(2/5) [Captivation Subdomain](#) [Charm]

- Requires the [Acolyte of Apocrypha](#) trait

- **Domain Spells:** 1st—[hypnotism](#)⁺, 2nd—[hypnotic pattern](#)⁺, 3rd—[suggestion](#)⁺, 4th—[rainbow pattern](#)⁺, 5th—[charm monster](#)⁺, 6th—[geas/quest](#), 7th—[insanity](#), 8th—[demand](#)⁺, 9th—[dominate monster](#)⁺
- **Domain Powers:**
 - **(1st) Dazing Touch (Sp):** Its daze and even if its for a round, there is no save, just an HD limit. So this basically makes it harder for mooks to do anything. Get yourself a conductive weapon and go to town.
 - **(8th) Entrancing Aura (Su):** So to understand why this is bad, you have to understand why fascinate as a condition is bad. Fascinate completely shuts down a character, making them unable to move and shit but...if a hostile creature APPROACHES not even does anything, they get a new save. If you do anything hostile INCLUDING CAST A SPELL not even an offensive one, it auto breaks. This means its incredibly hard to actually keep someone fascinated. Not to mention most abilities that do so are mind affecting. This fixes none of those problems.
- **Overview:**
 - Fascinate isn't amazing and its hard to use and while this is objectively better at it than it could be, it is just harder.

(3/5) *Love Subdomain* [Charm]

- **Domain Spells:** 1st—[charm person](#)⁺, 2nd—[enthrall](#), 3rd—[suggestion](#)⁺, 4th—[heroism](#)⁺, 5th—[charm monster](#)⁺, 6th—[geas/quest](#), 7th—[insanity](#)⁺, 8th—☆[euphoric tranquility](#)☆, 9th—[dominate monster](#)⁺
- **Domain Powers:**
 - **(1st) Adoration (Su):** Okay basically will save and undo one attack as an immediate action. Great way to block a few heavy hitting attacks to get yourself out of danger, but won't protect you from a full attack.
 - **(8th) Charming Smile (Sp):** So...scaling charm person....BUT for long rounds per level...ehh why don't we just wait a bit and cast charm monster which is just better.
- **Overview:**
 - Could be worse honestly. We get rid of some meh spells and bad powers so I honestly think this is an okay place to be for this domain.

(5/5) *Lust Subdomain* [Charm]

- **Domain Spells:** 1st—[charm person](#)⁺, 2nd—[touch of idiocy](#)⁺, 3rd—[suggestion](#)⁺, 4th—[confusion](#)⁺, 5th—[charm monster](#)⁺, 6th—[geas/quest](#), 7th—[insanity](#)⁺, 8th—[demand](#)⁺, 9th—[dominate monster](#)⁺
- **Domain Powers:**

- **(1st) Dazing Touch (Sp):** Its daze and even if its for a round, there is no save, just an HD limit. So this basically makes it harder for mooks to do anything. Get yourself a conductive weapon and go to town.
- **(8th) Anything To Please (Su):** So all of these options are hilarious and its basically a will save or get gimped. It IS mind affecting but that really only holds it back a little bit, and has very limited uses, but all of them are pretty impressive so...eh?
- **Overview:**
 - Okay I sit corrected. This is the best we are going to get. This is the go to enchantment cleric. IF you want to mess with the hearts and minds of the masses...heres how you do it.

(2/5) **Community Domain**

- **Domain Spells:** 1st—bless, 2nd—shield other, 3rd—prayer, 4th—imbue with spell ability, 5th—telepathic bond⁺, 6th—heroes' feast, 7th—refuge, 8th—cure critical wounds (mass), 9th—miracle.
- **Domain Powers:**
 - **(1st) Calming Touch (Sp):** Okay so on someone else, this might be nice but you are very likely not going to take nonlethal damage, and even if you did this is a tiny amount of healing. You have cure spells. Same with the conditions! We can just remove those with spells!!!
 - **(8th) Unity (Su):** So for a very few number of times per day, an ally can use your saves instead of their own so long as they are within 30 feet. Now this is a super useful ability, especially for will saves.
- **Overview:**
 - Okay so this would all be so much better...if all of these spells weren't basically already on your list and were also better spells? Also calming touch is bad. Why is so much of this bad. I want to help my community!

(1/5) **Cooperation Subdomain** [Community]

- **Domain Spells:** Domain Spells: 1st—borrow skill⁺, 2nd—share language, 3rd—coordinated effort⁺ (just take shared training), 4th—imbue with spell ability, 5th—telepathic bond⁺, 6th—heroes' feast, 7th—refuge, 8th—cure critical wounds (mass), 9th—miracle.
- **Domain Powers:**
 - **(1st) Synergistic Touch (Sp):** So there are two big problems with this. 1.) clerics don't get any teamwork feats and this doesn't give you one. 2.) you get shared training as a spell which is objectively better in every way.

- **(8th) Unity (Su):** So for a very few number of times per day, an ally can use your saves instead of their own so long as they are within 30 feet. Now this is a super useful ability, especially for will saves.
- **Overview:**
 - Give me teamwork feats damnit!!!!

(2/5) *Education Subdomain* [Community / Knowledge]

- **Requires Urban Acolyte trait**
- **Domain Spells:** Domain Spells: 1st—know the enemy, 2nd—fox's cunning⁺, 3rd—prayer, 4th—imbue with spell ability, 5th—telepathic bond⁺, 6th—battlemind link⁺, 7th—refuge, 8th—circle of clarity, 9th—miracle.
- **Domain Powers:**
 - **(1st) Calming Touch (Sp):** Okay so on someone else, this might be nice but you are very likely not going to take nonlethal damage, and even if you did this is a tiny amount of healing. You have cure spells. Same with the conditions! We can just remove those with spells!!!
 - **(8th) Teaching Moment (Su):** So the rerolls are REALLY good...but its completely random and that makes it fucking hard to use.
- **Overview:**
 - Bad spells and bad abilities make for a bad domain and I am upset with that.

(1/5) *Family Subdomain* [Community]

- **Domain Spells:** Domain Spells: 1st—bless, 2nd—calm emotions, 3rd—create food and water, 4th—imbue with spell ability, 5th—telepathic bond⁺, 6th—heroes' feast, 7th—refuge, 8th—cure critical wounds (mass), 9th—miracle.
- **Domain Powers:**
 - **(1st) Binding Ties (Su):** So the only time you should use this is if you are immune to the effect and its costs a standard action so why not just spend it casting a spell that can fix the problem?
 - **(8th) Unity (Su):** So for a very few number of times per day, an ally can use your saves instead of their own so long as they are within 30 feet. Now this is a super useful ability, especially for will saves.
- **Overview:**
 - Yeah no this is not good and gets worse spells so....yeah no don't.

(1/5) *Home Subdomain* [Community]

- **Domain Spells:** Domain Spells: 1st—[alarm](#)⁺, 2nd—[shield other](#), 3rd—[glyph of warding](#), 4th—[imbue with spell ability](#), 5th—[telepathic bond](#)⁺, 6th—[heroes' feast](#), 7th—[guards and wards](#)⁺, 8th—[cure critical wounds \(mass\)](#), 9th—[miracle](#).
 - **Domain Powers:**
 - **(1st) Calming Touch (Sp):** Okay so on someone else, this might be nice but you are very likely not going to take nonlethal damage, and even if you did this is a tiny amount of healing. You have cure spells. Same with the conditions! We can just remove those with spells!!!
 - **(8th) Guarded Hearth (Su):** Takes WAY too long to set up but once you do its REALLY good so...eh??? ITs hard to use but good for when you feel sieged.
 - **Overview:**
 - Yeah no this is not good and gets worse spells so....yeah no don't.
-

(3.5/5) *Darkness Domain*

- **Domain Spells:** 1st—[obscuring mist](#), 2nd—[blindness/deafness](#)^E (only to cause blindness), 3rd—[deeper darkness](#), 4th—[☆shadow conjuration](#)⁺☆, 5th—[summon monster V](#)⁺ (summons 1d3 shadows), 6th—[shadow walk](#)⁺, 7th—[power word blind](#)⁺, 8th—[☆shadow evocation \(greater\)](#)⁺☆, 9th—[☆shades](#)⁺☆
 - **Domain Powers:**
 - **(1st) Touch of Darkness (Sp):** Oh neat you get mass blur for your team. Sure it isn't amazing but it lasts for multiple rounds and actually is fun.
 - **(8th) Eyes of Darkness (Su):** Temporary see in darkness! Great for you! Hard for your team! Gotta be careful about how you use it.
 - **Special:**
 - **Blind Fight:** Get [Blind-Fight](#) as a bonus feat for free!
 - **Overview:**
 - Not bad in any one respect but also not really that amazing IMO.
-

(3/5) *Loss Subdomain* [Darkness]

- **Domain Spells:** 1st—[obscuring mist](#), 2nd—[blindness/deafness](#)^E (only to cause blindness), 3rd—[deeper darkness](#), 4th—[☆shadow conjuration](#)⁺☆,

5th—[enervation](#), 6th—[modify memory](#)⁺, 7th—[power word blind](#)⁺,
8th—☆[shadow evocation \(greater\)](#)⁺ ☆, 9th—[energy drain](#)

- **Domain Powers:**

- **(1st) Touch of Darkness (Sp):** Oh neat you get mass blur for your team. Sure it isn't amazing but it lasts for multiple rounds and actually is fun.
- **(8th) Aura of Forgetfulness (Su):** Okay so this is a REALLY cool idea in concept...but they get a will save to remember things, and its only for a few rounds, and the spell slots thing probably isn't going to be great because you'll probably need 4 fails just to get passed 1st level spells.

- **Overview:**

- Mmm Loss gets us slightly more meh abilities in exchange for some interesting items.

(3/5) *Moon Subdomain [Darkness]*

- **Domain Spells:** 1st—[faerie fire](#)⁺, 2nd—[blindness/deafness](#)^E (only to cause blindness), 3rd—[deeper darkness](#), 4th—[moonstruck](#)⁺, 5th—[summon monster V](#) (summons 1d3 shadows), 6th—[dream](#)⁺, 7th—[power word blind](#)⁺, 8th—☆[shadow evocation \(greater\)](#)⁺ ☆, 9th—☆[shades](#)⁺ ☆

- **Domain Powers:**

- **(1st) Touch of Darkness (Sp):** Oh neat you get mass blur for your team. Sure it isn't amazing but it lasts for multiple rounds and actually is fun.
- **(8th) Moonfire (Su):** Weak blast is weak and we don't fight werewolves often.

- **Overview:**

- So we got a really bad 8th level ability and mid level spells so it kinda evens out.

(3/5) *Night Subdomain [Darkness]*

- **Domain Spells:** 1st—[sleep](#)⁺, 2nd—[blindness/deafness](#)^E (only to cause blindness), 3rd—[deeper darkness](#), 4th—☆[shadow conjuration](#)⁺ ☆, 5th—[summon monster V](#) (summons 1d3 shadows), 6th—[nightmare](#)⁺, 7th—[power word blind](#)⁺, 8th—☆[shadow evocation \(greater\)](#)⁺ ☆, 9th—☆[shades](#)⁺ ☆

- **Domain Powers:**

- **(1st) Night Hunter (Su):** So I would absolutely have rated this as purple if it weren't for the fact that MOST creatures have darkvision. Not all, mind you, but most. That said, when you have darkness to work with and they CAN'T see you, then this is fantastic!

- **(8th) Eyes of Darkness (Su):** Temporary see in darkness! Great for you! Hard for your team! Gotta be careful about how you use it.
- **Overview:**
 - Siiiight samsies samsies. Good power and bad spells makes for a meh run.

(4/5) *Shadow Subdomain* [Darkness / Death]

- **Domain Spells:** 1st—[ray of enfeeblement](#)⁺, 2nd—[blindness/deafness](#)^E (only to cause blindness), 3rd—[deeper darkness](#), 4th—[phantasmal killer](#)⁺, 5th—[summon monster V](#) (summons 1d3 shadows), 6th—[shadow walk](#)⁺, 7th—[power word blind](#)⁺, 8th—[orb of the void](#), 9th—☆[shades](#)⁺ ☆
- **Domain Powers:**
 - ☆**(1st) Whispering Shadows (Su)**☆: Force reroll as an immediate action on a save or necromancy spell, no save! That is insane that you can use it 3+Wisdom times per day, that IS RIDICULOUS.
 - **(8th) Eyes of Darkness (Su):** Temporary see in darkness! Great for you! Hard for your team! Gotta be careful about how you use it.
- **Overview:**
 - Whispering Shadows is so good that it somehow brings the entire subdomain up because of just how silly powerful the ability is, and it has spells to support it.

(1/5) **Death Domain**

- **Domain Spells:** 1st—[cause fear](#), 2nd—[death knell](#), 3rd—[animate dead](#) or [speak with dead](#) [Pharasma], 4th—[death ward](#), 5th—[slay living](#), 6th—[create undead](#) or [antilife shell](#) [Pharasma], 7th—[destruction](#), 8th—[create greater undead](#) or [symbol of death](#) [Pharasma], 9th—[wail of the banshee](#)⁺
- **Domain Powers:**
 - **(1st) Bleeding Touch (Sp):** How did they make bleed less than bleed? No.
 - **(8th) Death's Embrace (Ex):** Okay so this doesn't take away your ability to heal from positive energy...but like do you need to be healed from negative? But its ONLY from channel negative energy, not from negative energy effects...so...not...great?
- **Special:**
 - **(Alt. 1st Level Power) Necrotic Tending [Urgathoa- Only]:** You either should have inflict light wounds, or this isn't really like a thing you should be caring about. This is not good!
- **Overview:**

- Almost all your spells are on list, aren't good or don't benefit from being in the domain slot and neither of your abilities are anything to write home about, even the ones you can trade in! This is uh...pretty bad.

(1/5) *Murder Subdomain* [Death]

- **Domain Spells:**
 - **Base:** 1st—cause fear, 2nd—death knell, 3rd—keen edge⁺, 4th—death ward, 5th—suffocation⁺, 6th—create undead or antilife shell [Pharasma], 7th—destruction, 8th—create greater undead or symbol of death [Pharasma], 9th—suffocation (mass)⁺
- **Domain Powers:**
 - **(1st) Bleeding Touch (Sp):** How did they make bleed worse than bleed? No.
 - **(8th) Killing Blow (Su):** Crit reliant, Small damage, Bleed Based, Few uses. Absolutely fucking not.
- **Overview:**
 - Slightly better spells for slightly worse abilities still does not a good domain make.

(1/5) *Plague Subdomain* [Death/Evil]

- **Requires Urban Acolyte trait**
- **Domain Spells:** 1st—ray of sickening, 2nd—death knell, 3rd—contagion, 4th—death ward, 5th—slay living, 6th—plague storm, 7th—destruction, 8th—horrid wilting⁺, 9th—wail of the banshee⁺
- **Domain Powers:**
 - **(1st) Bleeding Touch (Sp):** How did they make bleed worse than bleed? No.
 - **(8th) Touch of Virulence (Su):** Diseases don't come up very often and even with the spells you get, this isn't the way to build for it bb.
- **Overview:**
 - Diseases are bad and really hard to use and this hasn't changed anything~. Don't pick this one! Play an antipaladin!!!!

(2/5) *Psychopomp Subdomain* [Death/Repose]

- **Domain Spells:** 1st—cause fear, 2nd—death knell, 3rd—chain of perdition, 4th—death ward, 5th—slay living, 6th—planar ally (psychopomps only), 7th—destruction, 8th—trap the soul⁺, 9th—wail of the banshee⁺
- **Domain Powers:**
 - **(1st) Bleeding Touch (Sp):** How did they make bleed worse than bleed? No.

- **(6th) Spirit Touch (Su):** Ghost touch weapon. That's really it.
- **Overview:**
 - Our spells are slightly less mid and this is so far the best one but death is still bad and the reaper should be ashamed.

(3/5) *Shadow Subdomain* [Death/Darkness]

- **Domain Spells:**
 - **Base:** 1st—[ray of enfeeblement](#)⁺, 2nd—[death knell](#), 3rd—[animate dead](#), 4th—[phantasmal killer](#)⁺, 5th—[slay living](#), 6th—[create undead](#), 7th—[destruction](#), 8th—[orb of the void](#), 9th—[wail of the banshee](#)⁺
- **Domain Powers:**
 - **☆(1st) Whispering Shadows (Su)☆:** Force reroll as an immediate action on a save or necromancy spell! NO SAVE. It is insane that you can use it 3+Wisdom times per day.
 - **(8th) Death's Embrace (Ex):** Okay so this doesn't take away your ability to heal from positive energy...but like do you need to be healed from negative? But its ONLY from channel negative energy, not from negative energy effects...so...not...great?
- **Overview:**
 - Easily the best death domain if only because Whispering Shadows being as broken as it is. You have a LOT of necromancy spells that can take advantage of this, and really appreciate the forced save.

(1/5) *Undead Subdomain* [Death]

- **Domain Spells:**
 - **Base:** 1st—[cause fear](#), 2nd—[ghoul touch](#)⁺, 3rd—[animate dead](#), 4th—[enervation](#), 5th—[slay living](#), 6th—[create undead](#), 7th—[destruction](#), 8th—[create greater undead](#), 9th—[energy drain](#)
- **Domain Powers:**
 - **(1st) Death's Kiss (Su):** Oh wow now you can....uh...er...be hurt...by your own spells? Well only really for effects that hurt or heal based on positive or negative energy...so....eh...anti...enervation? Maybe? I've got nothing.
 - **(8th) Death's Embrace (Ex):** Okay so this doesn't take away your ability to heal from positive energy...but like do you need to be healed from negative? But its ONLY from channel negative energy, not from negative energy effects...so...not...great?
- **Overview:**
 - WHY DOESN'T THIS HELP YOU WITH UNDEAD????????????????????????????????

(2/5) Destruction Domain

- **Domain Spells:** 1st—true strike⁺, 2nd—shatter, 3rd—rage⁺, 4th—inflict critical wounds, 5th—shout⁺, 6th—harm, 7th—disintegrate⁺, 8th—earthquake, 9th—implosion
 - **Domain Powers:**
 - **(1st) Destructive Smite (Su):** So you get an okay melee attack with a little extra morale bonus so...its like cute? Not really hugely important but cute.
 - **(8th) Destructive Aura (Su):** Okay this is the EVERYONE DEATH AURA...which means your team too!!! Which is VERY SCARY!!! You probably shouldn't use this unless you KNOW you can win, or other people aren't making ANY attack rolls.
 - **Overview:**
 - Errr yeah probably not this one is also pretty bad. Destructive aura murders everyone, and destructive smite isn't really good enough for me to mention???
-

(2.5/5) Catastrophe Subdomain [Destruction]

- **Domain Spells:** 1st—true strike⁺, 2nd—gust of wind⁺, 3rd—call lightning⁺, 4th—inflict critical wounds, 5th—shout⁺, 6th—harm, 7th—control weather, 8th—earthquake, 9th—implosion
- **Domain Powers:**
 - **(1st) Destructive Smite (Su):** So you get an okay melee attack with a little extra morale bonus so...its like cute? Not really hugely important but cute.
 - **(8th) Deadly Weather (Su):** This is an amazing and versatile debuff...that doesn't last nearly long enough. You basically will be cycling between Howling Winds and Heavy Snow must rounds just because you can't have one effect go on for longer than that. Still its pretty solid.
- **Overview:**
 - Abilities are more consistent and your spells get a little better so I'd say its on the lower side of usable.

(2/5) Hatred Subdomain [Destruction]

- **Domain Spells:** 1st—murderous command, 2nd—wrathful mantle^E, 3rd—rage⁺, 4th—inflict critical wounds, 5th—shout⁺, 6th—harm, 7th—disintegrate⁺, 8th—earthquake, 9th—implosion
- **Domain Powers:**
 - **(1st) Destructive Smite (Su):** So you get an okay melee attack with a little extra morale bonus so...its like cute? Not really hugely important but cute.

- **(8th) Hateful Aura (Su):** So this is effectively only good to stop flanking unless you are consistently fighting like seal team 6. And even then, ST6 needs to fail a will save so this is much better in roleplay than it is for actual combat.
- **Overview:**
 - Mid but in a different way, its spells don't really improve what it does well.

(3/5) *Rage Subdomain [Destruction]*

- **Domain Spells:** 1st—[true strike](#)⁺, 2nd—[bull's strength](#), 3rd—[rage](#)⁺, 4th—[inflict critical wounds](#), 5th—[shout](#)⁺, 6th—[moonstruck](#)⁺, 7th—[disintegrate](#)⁺, 8th—[earthquake](#), 9th—[implosion](#)
- **Domain Powers:**
 - **(1st) Destructive Smite (Su):** So you get an okay melee attack with a little extra morale bonus so...its like cute? Not really hugely important but cute.
 - **(8th) Rage (Su):** a warrior cleric generally wants to cast some buffs then go hit things, unlike a Warpriest or Magus you can't cast and fight at the same time, so locking out your casting to fight better once the buffs are cast is usually fine. Now you can pick up any advanced rage powers but it makes for a nice little buff.
- **Overview:**
 - The rage domain is nice for melees but its terrible spells leave a bad taste in my mouth.

(1/5) *Torture Subdomain [Destruction]*

- **Domain Spells:** 1st—[true strike](#)⁺, 2nd—[pain strike](#)⁺, 3rd—[rage](#)⁺, 4th—[inflict critical wounds](#), 5th—[symbol of pain](#), 6th—[harm](#), 7th—[disintegrate](#)⁺, 8th—[demand](#)⁺, 9th—[implosion](#)
- **Domain Powers:**
 - **(1st) Painful Smite (Su):** If you plan on making a lot of intimidate checks, this could be interesting but I'd still suggest using cornugon smash or Enforcer instead.
 - **(8th) Destructive Aura (Su):** Okay this is the EVERYONE DEATH AURA...which means your team too!!! Which is VERY SCARY!!! You probably shouldn't use this unless you KNOW you can win, or other people aren't making ANY attack rolls.
- **Overview:**
 - Pain domain is a pain in the ass. No one was surprised. The damage it does to your spells is WAY too much and absolutely not worth taking.

(2.5/5) **Earth Domain**

- **Domain Spells:** 1st—[magic stone](#), 2nd—[soften earth and stone](#)⁺, 3rd—[stone shape](#), 4th—[spike stones](#)⁺, 5th—[wall of stone](#), 6th—[stoneskin](#)⁺, 7th—[elemental body IV](#)⁺ (earth only), 8th—[earthquake](#), 9th—[elemental swarm](#) (earth spell only)
 - **Domain Powers:**
 - **(1st) Acid Dart (Sp):** Bad attack is bad.
 - **(8th) Acid Resistance (Ex):** Okay so acid damage is one of the rarest damage types, therefore resistance to acid damage is comparably worse. So...less than ideal!!!!
 - **Special:**
 - **Energy Channel [Acid]** (Feat): For combat clerics this is actually really solid. 3 attacks with effectively +Lvl in energy damage is really useful, and it stacks with everything, on top of being a swift action. It's dependent on the element used obviously, but a solid option
 - **Overview:**
 - So your spells are actually pretty good...if it wasn't for your garbage domain abilities, you might actually have something worth talking about there!!!
-

(3/5) **Caves Subdomain [Earth]**

- **Domain Spells:** 1st—[magic stone](#), 2nd—[create pit](#)⁺, 3rd—[spiked pit](#)⁺, 4th—[spike stones](#)⁺, 5th—[wall of stone](#), 6th—[hungry pit](#), 7th—[elemental body IV](#)⁺ (earth only), 8th—[earthquake](#), 9th—[elemental swarm](#) (earth spell only)
- **Domain Powers:**
 - **(1st) Acid Dart (Sp):** Bad attack is bad.
 - **(8th) Tunnel Runner (Su):** Spider Climb on stone surfaces and if you are underground, you also get bonuses to initiative and stealth. If you are doing a lot of diving into dungeons, this is an amazing ability!!! For most of us though, its just okay.
- **Overview:**
 - Good spells, and good for underground games, but ya know, you do what you gotta do.

(2/5) **Metal Subdomain [Earth]**

- **Domain Spells:** 1st—[magic stone](#), 2nd—[heat metal](#)⁺, 3rd—[stone shape](#), 4th—[spike stones](#)⁺, 5th—[wall of stone](#), 6th—[wall of iron](#)⁺, 7th—[elemental body IV](#)⁺ (earth only), 8th—[iron body](#)⁺, 9th—[elemental swarm](#) (earth spell only)
- **Domain Powers:**

- **(1st) Metal Fist (Su):** THIS IS BAD. JUST TAKE A LEVEL IN UNCHAINED MONK.
- **(8th) Acid Resistance (Ex):** Okay so acid damage is one of the rarest damage types, therefore resistance to acid damage is comparably worse. So...less than ideal!!!!
- **Overview:**
 - Ability tradeoff isn't worth it, even if it does get you access to some good late game spells.

(2/5) *Petrification Subdomain [Earth]*

- **Domain Spells:** 1st—[magic stone](#), 2nd—[soften earth and stone](#)⁺, 3rd—[stone shape](#), 4th—[calcific touch](#)⁺, 5th—[stoneskin](#)⁺, 6th—[flesh to stone](#)⁺, 7th—[elemental body IV](#)⁺ (earth only), 8th—[statue](#)⁺, 9th—[elemental swarm](#) (earth spell only)
- **Domain Powers:**
 - **(1st) Fossil Form (Su):** Okay the hardness is OKAY but not worth being staggered!
 - **(8th) Acid Resistance (Ex):** Okay so acid damage is one of the rarest damage types, therefore resistance to acid damage is comparably worse. So...less than ideal!!!!
- **Overview:**
 - I REALLY wish the abilities were better because the spell access is fantastic.

(2/5) *Radiation Subdomain [Earth]*

- **Domain Spells:** 1st—[magic stone](#), 2nd—[defoliate](#)⁺, 3rd—[stone shape](#), 4th—[blight](#)⁺, 5th—[wall of stone](#), 6th—[stoneskin](#)⁺, 7th—[elemental body IV](#)⁺ (earth only), 8th—[horrid wilting](#)⁺, 9th—[elemental swarm](#) (earth spell only)
- **Domain Powers:**
 - **(1st) Radiating Touch (Su):** Okay so will save or sicken for anything in melee with you. Niceu! Shame it doesn't last too long...
 - **(8th) Acid Resistance (Ex):** Okay so acid damage is one of the rarest damage types, therefore resistance to acid damage is comparably worse. So...less than ideal!!!!
- **Overview:**
 - Unless you are planning on fight A LOT of plants this subdomain is not really what we want to go with I don't think.

(3/5) Evil Domain

- **Domain Spells:** 1st—[protection from good](#), 2nd—[align weapon](#) (evil only), 3rd—[magic circle against good](#), 4th—[unholy blight](#), 5th—[dispel good](#), 6th—[create undead](#), 7th—[blasphemy](#), 8th—[unholy aura](#), 9th—[summon monster IX](#) (evil spell only)
 - **Domain Powers:**
 - **(1st) Touch of Evil (Sp):** So this is a no save touch ability for sicken...which on its own isn't amazing. What IS amazing is that it FORCES the creature to count as good for the duration, making all of your evil spells WAY more effective!!! So much so that without touch of evil, the entire domain spell list sort falls apart. Conductive weapon pls!!!!
 - **(8th) Scythe of Evil (Su):** Hey so unholy weapon is usually not amazing but if you have a way to force a creature to count as good, it gets a LOT BETTER.
 - **Overview:**
 - Touch of Evil is the MVP because it lets us wield our wide array of anti alignment spells and abilities against randos! Getting the ability to force someone into a specific alignment is a massive boon for clerics.
-

(3/5) *Cannibalism Subdomain [Evil]*

- **Domain Spells:** 1st—[magic fang](#)⁺, 2nd—[enemy's heart](#), 3rd—[magic fang \(greater\)](#)⁺, 4th—[unholy blight](#), 5th—[dispel good](#), 6th—[create undead](#), 7th—[blasphemy](#), 8th—[unholy aura](#), 9th—[summon monster IX](#) (evil spell only)
- **Domain Powers:**
 - ☆**(1st) Consume The Enemy (Su)☆**: OKAY so eating people gives you a KILLER buff to spell DC and is basically favored snackage!!! Lots of uses, and minutes per half level is actually amazing boon. Shame it had to trade out touch of evil...
 - **(8th) Scythe of Evil (Su):** Hey so unholy weapon is usually not amazing but if you have a way to force a creature to count as good, it gets a LOT BETTER.
- **Overview:**
 - Best with a domain that lets you mess around with animals or animal forms to take better advantage of the magic fang, but yikes consume the enemy is so good. So good that I almost forget that it took away our ability to force other people to count as good. Almost.

(3/5) *Corruption Subdomain [Evil]*

- **Domain Spells:** 1st—[protection from good](#), 2nd—[suggestion](#)^{+E}, 3rd—[magic circle against good](#), 4th—[unholy blight](#), 5th—[dispel good](#), 6th—☆[bestow curse](#)

(greater)^E☆, 7th—[blasphemy](#), 8th—[unholy aura](#), 9th—[summon monster IX](#) (evil spell only)

- **Domain Powers:**

- **(1st) Touch of Evil (Sp):** So this is a no save touch ability for sicken...which on its own isn't amazing. What IS amazing is that it FORCES the creature to count as good for the duration, making all of your evil spells WAY more effective!!! So much so that without touch of evil, the entire domain spell list sort falls apart. Conductive weapon pls!!!!
- **(8th) Spark Malfeasance (Su):** Range touch or...sickened? At this level is pretty sad.

- **Overview:**

- WOW okay the ability is worse but the spells you get access to are actually kinda nice!!! Still gotta get better.

(3/5) *Daemon Subdomain [Evil]*

- **Domain Spells:** 1st—[cause fear](#), 2nd—[align weapon](#) (evil only), 3rd—[vampiric touch](#)⁺, 4th—[unholy blight](#), 5th—[dispel good](#), 6th—[planar binding](#)⁺ ([daemons](#) only), 7th—[blasphemy](#), 8th—[unholy aura](#), 9th—[summon monster IX](#) (evil spell only)

- **Domain Powers:**

- **(1st) Touch of Evil (Sp):** So this is a no save touch ability for sicken...which on its own isn't amazing. What IS amazing is that it FORCES the creature to count as good for the duration, making all of your evil spells WAY more effective!!! So much so that without touch of evil, the entire domain spell list sort falls apart. Conductive weapon pls!!!!
- **(8th) Whispering Evil (Su):** Sigh. Fascinate is really really hard to pull off and this doesn't help any way.

- **Overview:**

- Slightly better spells but ability is still kinda meh.

(1/5) *Demodand Subdomain [Evil / Chaos]*

- **Domain Spells:** 1st—[protection from good](#), 2nd—[align weapon](#) (Chaos or evil only), 3rd—[magic circle against good](#), 4th—[unholy blight](#), 5th—[dispel good](#), 6th—[corrosive consumption](#)⁺, 7th—[blasphemy](#), 8th—[unholy aura](#), 9th—[summon monster IX](#) (evil spell only)

- **Domain Powers:**

- **(1st) Faith Stealing Strike:** So first, the creature has to be able to cast divine spells...which there aren't a lot of. Then you have to HIT that creature, at their normal AC. And then they get to make a will save...and if they fail THAT save, then they can't spells...for one round....no.

- **(8th) Scythe of Evil (Su):** Hey so unholy weapon is usually not amazing but if you have a way to force a creature to count as good, it gets a LOT BETTER.
- **Overview:**
 - Without touch of evil to force alignment, most of your other spells become basically useless and you don't really get anything to make up for that so...trash it is.

(2/5) *Demon Subdomain* [Chaos / Evil]

- **Domain Spells:** 1st—[doom](#), 2nd—[align weapon](#) (evil only), 3rd—[rage](#)⁺, 4th—[unholy blight](#), 5th—[dispel good](#), 6th—☆[planar binding](#)⁺ ☆ ([demons](#) only), 7th—[blasphemy](#), 8th—[unholy aura](#), 9th—[summon monster IX](#) (evil spell only)
- **Domain Powers:**
 - **(1st) Fury of the Abyss (Su):** Give yourself a one round super boost to your weapon attack and damage rolls. At level 10, you are working with a +5 to attack and damage for around, so for combat types? This is a goldmine. The aC penalty is nothing.
 - **(8th) Scythe of Evil (Su):** Hey so unholy weapon is usually not amazing but if you have a way to force a creature to count as good, it gets a LOT BETTER.
- **Overview:**
 - Planar binding is an amazing spell and fury of the Abyss is an insane boost for martials...and you still probably have better options!!!!

(2/5) *Devil Subdomain* [Evil / Law]

- **Domain Spells:** 1st—[command](#), 2nd—[align weapon](#) (evil only), 3rd—[suggestion](#)⁺, 4th—[unholy blight](#), 5th—[dispel good](#), 6th—☆[planar binding](#)⁺ ☆ ([devils](#) only), 7th—[blasphemy](#), 8th—[unholy aura](#), 9th—[summon monster IX](#) (evil spell only)
- **Domain Powers:**
 - **(1st) Hell's Corruption (Su):** -2 to saves and worse skill checks. Not a terrifying penalty but one that matters.
 - **(8th) Scythe of Evil (Su):** Hey so unholy weapon is usually not amazing but if you have a way to force a creature to count as good, it gets a LOT BETTER.
- **Overview:**
 - Fairly meh all the way down besides planar binding, so SKIP!

(2/5) *Fear Subdomain* [Evil]

- **Domain Spells:** 1st—cause fear, 2nd—align weapon (evil only), 3rd—scare⁺, 4th—fear⁺, 5th—dispel good, 6th—create undead, 7th—blasphemy, 8th—unholy aura, 9th—summon monster IX (evil spell only)
- **Domain Powers:**
 - **(1st) Touch of Evil (Sp):** So this is a no save touch ability for sicken...which on its own isn't amazing. What IS amazing is that it FORCES the creature to count as good for the duration, making all of your evil spells WAY more effective!!! So much so that without touch of evil, the entire domain spell list sort falls apart. Conductive weapon pls!!!!
 - **(8th) Feed on Fear (Su):** So its extra baby damage, with limited use. Ehhh nahh we can just hit them again. Too weak and not often enough to be worth anything.
- **Overview:**
 - Better ways to do fear effects, talk to the dread! This ain't gonna cut it chief.

(3/5) *Kyton Subdomain* [Evil / Law]

- **Domain Spells:** 1st—delay pain^E, 2nd—instrument of agony, 3rd—agonize, 4th—unholy blight, 5th—symbol of pain, 6th—create undead, 7th—blasphemy, 8th—unholy aura, 9th—summon monster IX (evil spell only)
- **Domain Powers:**
 - **(1st) Touch of Evil (Sp):** So this is a no save touch ability for sicken...which on its own isn't amazing. What IS amazing is that it FORCES the creature to count as good for the duration, making all of your evil spells WAY more effective!!! So much so that without touch of evil, the entire domain spell list sort falls apart. Conductive weapon pls!!!!
 - **(8th) Pain is Power (Su):** So after taking damage you can attempt a sorta difficult concentration check as an immediate action. IF you DO you get the benefits of blessings of fervor for a few rounds which...actually is really good! As you level up, this check gets easier, and you get more uses so like yeah, this is GREAT for warrior clerics
- **Overview:**
 - So the powers are great but the spells are bad SO we are set back in neutral....AGAIN!!!! Luckily bad spells are much easier to make up for than bad powers.

(1/5) *Plague Subdomain* [Evil / Death]

- **Domain Spells:** 1st—ray of sickening, 2nd—align weapon (evil only), 3rd—contagion, 4th—unholy blight, 5th—dispel good, 6th—plague storm, 7th—blasphemy, 8th—horrid wilting, 9th—summon monster IX (evil spell only)

- **Domain Powers:**
 - **(1st) Touch of Virulence (Su):** Diseases don't come up very often and even with the spells you get, this isn't the way to build for it bb.
 - **(8th) Scythe of Evil (Su):** Hey so unholy weapon is usually not amazing but if you have a way to force a creature to count as good, it gets a LOT BETTER.
- **Overview:**
 - Diseases still not good and losing touch of evil makes the whole thing worse.

(2/5) *Sahkil Subdomain [Evil]*

- **Domain Spells:** 1st—protection from good, 2nd—haunting mists⁺, 3rd—magic circle against good, 4th—they know⁺, 5th—dispel good, 6th—phobia⁺, 7th—blasphemy, 8th—unholy aura, 9th—summon monster IX (evil spell only)
 - **Domain Powers:**
 - **(1st) Touch of Paranoia (Su):** So the real benefit is denying the benefit of buff spells that only affect allies. If your DM is one that tends to play smart, this can be a major boon but otherwise... well you probably won't get much out of it.
 - **(8th) Scythe of Evil (Su):** Hey so unholy weapon is usually not amazing but if you have a way to force a creature to count as good, it gets a LOT BETTER.
 - **Overview:**
 - How did this make a better fear domain than fear? Still even with the good spells, it barely holds itself up.
-

(3/5) Fire Domain

- **Domain Spells:** 1st—burning hands⁺, 2nd—produce flame⁺, 3rd—fireball⁺, 4th—wall of fire⁺, 5th—fire shield⁺, 6th—fire seeds⁺, 7th—elemental body IV⁺ (fire only), 8th—incendiary cloud⁺, 9th—elemental swarm⁺ (fire spell only)
- **Domain Powers:**
 - **(1st) Fire Bolt (Sp):** Bad attack is bad.
 - **(6th) Fire Resistance (Ex):** Okay so fire resistance that evolves into immunity is actually not half bad to have constantly, as a lot of monsters like fucking around with fire. It's just a good damage type. STILL you do have resist energy, which will scale faster, but at least this will help you manage the most common one so you can focus on resisting others.
- **Special:**

- **Energy Channel [Fire]** (Feat): For combat clerics this is actually really solid. 3 attacks with effectively +Lvl in energy damage is really useful, and it stacks with everything, on top of being a swift action. It's dependent on the element used obviously, but a solid option
 - **Overview:**
 - As with the other elemental domains, the outcome is overall fairly mid because you always have bad attack bad, and some resistance that is okay with all of the elemental spells they could think of. Still upset we don't get scorching ray!!!!
-

(3.5/5) *Arson Subdomain [Fire]*

- **Domain Spells:** 1st—[burning hands](#)⁺, 2nd—[flaming sphere](#)⁺, 3rd—[fireball](#)⁺, 4th—[wall of fire](#)⁺, 5th—[flame strike](#), 6th—[fire seeds](#)⁺, 7th—[delayed blast fireball](#)⁺ (fire only), 8th—[incendiary cloud](#)⁺, 9th—[elemental swarm](#)⁺ (fire spell only)
- **Domain Powers:**
 - **(1st) Call Fire (Su):** WOW somehow this is worse than bad attack bad.
 - **(6th) Fire Resistance (Ex):** Okay so fire resistance that evolves into immunity is actually not half bad to have constantly, as a lot of monsters like fucking around with fire. Its just a good damage type. STILL you do have resist energy, which will scale faster, but at least this will help you manage the most common one so you can focus on resisting others.
- **Overview:**
 - Okay so while its pretty piss poor for abilities, it actually makes for a REALLY solid fire blaster with all of the spells you get access to! Take a level of crossblooded sorc and enjoy the infinite spoils for war and destruction!!!

(4/5) *Ash Subdomain [Fire]*

- **Domain Spells:** 1st—[burning hands](#)⁺, 2nd—[produce flame](#)⁺, 3rd—[fireball](#)⁺, 4th—[wall of fire](#)⁺, 5th—[fire shield](#)⁺, 6th—[fire seeds](#)⁺, 7th—[disintegrate](#)⁺ (fire only), 8th—[incendiary cloud](#)⁺, 9th—[fiery body](#)⁺ (fire spell only)
- **Domain Powers:**
 - **(1st) Fire Bolt (Sp):** Bad attack is bad.
 - **(8th) Wall of Ashes (Su):** Okay coming back to this with more experience, I can definitely see why this is a fantastic ability. Massive wall, scaling blind, reveals invisible creatures, minutes per day (which means basically every cleric level = 1 fight in most cases. Sure it can't hurt anyone but its a major pain in the ass to deal with! Only problem is that its a fort save.
- **Overview:**

- So I won't sit here and say this is one of the BEST domains, but it is a solid one for most games.

(3.5/5) *Smoke Subdomain* [Fire]

- **Domain Spells:** 1st—[burning hands](#)⁺, 2nd—[pyrotechnics](#)⁺, 3rd—[stinking cloud](#)⁺, 4th—[wall of fire](#)⁺, 5th—[fire shield](#)⁺, 6th—[fire seeds](#)⁺, 7th—[elemental body IV](#)⁺ (fire only), 8th—[incendiary cloud](#)⁺, 9th—[elemental swarm](#)⁺ (fire spell only)
 - **Domain Powers:**
 - **(1st) Cloud of Smoke (Su):** Eh I mean you get a tiny cloud that you can basically drop on someone and annoy them for a round. The penalty isn't massive but in the early game it'll be a nice way to harass.
 - **(6th) Fire Resistance (Ex):** Okay so fire resistance that evolves into immunity is actually not half bad to have constantly, as a lot of monsters like fucking around with fire. Its just a good damage type. STILL you do have resist energy, which will scale faster, but at least this will help you manage the most common one so you can focus on resisting others.
 - **Overview:**
 - So you basically end up trading damage for debuffing which is also something the cleric loves to do. Not the strongest but it trades out your worst ability and the spells you get are pretty okay. Not a bad pick at all.
-

(4/5) *Glory Domain*

- **Domain Spells:** 1st—[shield of faith](#), 2nd—[bless weapon](#), 3rd—[searing light](#), 4th—[holy smite](#), 5th—[righteous might](#), 6th—[undeath to death](#), 7th—[holy sword](#)⁺, 8th—[holy aura](#), 9th—☆[gate](#)⁺☆
- **Domain Powers:**
 - **(1st) Touch of Glory (Sp):** Uh you get your level on a charisma check, which is great for like, planar binding, or if you REALLY need to make sure your bard passes. Still, if you aren't in an intrigue campaign, it'll get much less use. Also good for channel energy!!!
 - **(8th) Divine Presence (Su):** Oh hey SCALING sanctuary is actually REALLY annoying because you can use any non attack spells...so buffing, battlefield control, summoning are all on the table while making it REALLY hard to hit you as they have to KEEP rolling will saves. Great way to be a pain in a fight.
- **Special:**

- **Channel Energy Boost:** You increase the DC to harm undead creatures with positive energy by 2!! Won't come up often, but when it does, that little DC boost will matter!!!
 - **Overview:**
 - So a lot of the spells are good based but that's fine because you will usually be fighting evil creatures, and overall, this is a GREAt kit for either a warrior cleric or a support cleric, and you can switch between which you need based on how you want to handle the situation.
-

(3.5/5) *Chivalry Subdomain [Glory]*

- **Domain Spells:** 1st—[remove fear](#), 2nd—[bless weapon](#), 3rd—[heroism](#)⁺, 4th—[holy smite](#), 5th—[righteous might](#), 6th—[heroism, greater](#)⁺, 7th—[holy sword](#)⁺, 8th—[holy aura](#), 9th—[☆gate](#)⁺☆
- **Domain Powers:**
 - **(1st) Bolstering Touch (Sp):** Yeahhh no fear doesn't come around enough for this to be useful.
 - **(8th) Divine Presence (Su):** Oh hey SCALING sanctuary is actually REALLY annoying because you can use any non attack spells...so buffing, battlefield control, summoning are all on the table while making it REALLY hard to hit you as they have to KEEP rolling will saves. Great way to be a pain in a fight.
- **Overview:**
 - MUCH worse first level ability but pretty good spells that fill in the work for us and lean us more into a buffing role. Not too bad?

(4/5) *Heroism Subdomain [Glory]*

- **Domain Spells:** 1st—[shield of faith](#), 2nd—[bless weapon](#), 3rd—[heroism](#)⁺, 4th—[holy smite](#), 5th—[righteous might](#), 6th—[heroism, greater](#)⁺, 7th—[holy sword](#)⁺, 8th—[holy aura](#), 9th—[☆gate](#)⁺☆
- **Domain Powers:**
 - **(1st) Touch of Glory (Sp):** Uh you get your level on a charisma check, which is great for like, planar binding, or if you REALLY need to make sure your bard passes. Still, if you aren't in an intrigue campaign, it'll get much less use. Also good for channel energy!!!
 - **(8th) Aura of Heroism (Su):** Oh hey you just give everyone heroism as a swift action. That's...REALLY good! Really no question about it!!!!
- **Overview:**
 - So with this you can lean more into being a battler as you no longer have to worry about sanctuary and can buff your entire team so...yeah this is a really solid domain in my eyes.

(4/5) *Honor Subdomain [Glory]*

- **Domain Spells:** 1st—[shield of faith](#), 2nd—[zone of truth](#), 3rd—[searing light](#), 4th—[holy smite](#), 5th—[righteous might](#), 6th—[geas/quest](#), 7th—[holy sword](#)⁺, 8th—[holy aura](#), 9th—☆[gate](#)⁺ ☆
- **Domain Powers:**
 - **(1st) Honor Bound (Su):** Being able to reroll your own saves makes you basically guaranteed to undo them and giving other people extra saves is also fucking fantastic. The only downside is that its ONLY for a round.
 - **(8th) Divine Presence (Su):** Oh hey SCALING sanctuary is actually REALLY annoying because you can use any non attack spells...so buffing, battlefield control, summoning are all on the table while making it REALLY hard to hit you as they have to KEEP rolling will saves. Great way to be a pain in a fight.
- **Overview:**
 - You now reveal the truth and keep people to their word. Not much better but not much worse in my opinion.

(2.5/5) *Hubris Subdomain [Glory / Nobility]*

- **Domain Spells:** 1st—[shield of faith](#), 2nd—[bless weapon](#), 3rd—[searing light](#), 4th—[hollow heroism](#)⁺, 5th—[righteous might](#), 6th—[undeath to death](#), 7th—[greater hollow heroism](#)⁺, 8th—[holy aura](#), 9th—[overwhelming presence](#)
- **Domain Powers:**
 - **(1st) Touch of Glory (Sp):** Uh you get your level on a charisma check, which is great for like, planar binding, or if you REALLY need to make sure your bard passes. Still, if you aren't in an intrigue campaign, it'll get much less use. Also good for channel energy!!!
 - **(6th) Divine Demand (Su):** This gamble IS NEVER worth it. If you just get a bad roll you just lose all of your shit and have to spend a full round action to get it back...ALSO it doesn't scale!!! NO! HELL NO!
- Special:
 - **Channel Energy -> Intimidate:** You don't get the DC boost against undead, but do get intimidate as a class skill.
 - **Alt Domain Spells:** If you are evil, replace the domain spells [bless weapon](#) and [holy aura](#) with [aid](#) and [unholy aura](#) respectively
- **Overview**
 - You lose a LOT and honestly the only thing keeping you from going immediately into the trash in your spells!!! And even those got worse!!!!

(4/5) *Legend Subdomain [Glory]*

- **Requires Acolyte of Apocrypha trait**

- **Domain Spells:** 1st—[shield of faith](#), 2nd—[aid](#), 3rd—[contagious zeal](#), 4th—[righteous vigor](#), 5th—[righteous might](#), 6th—[unshakable zeal](#)⁺, 7th—[holy sword](#)⁺, 8th—[holy aura](#), 9th—☆[gate](#)⁺☆
 - **Domain Powers:**
 - **(1st) Touch of Glory (Sp):** Uh you get your level on a charisma check, which is great for like, planar binding, or if you REALLY need to make sure your bard passes. Still, if you aren't in an intrigue campaign, it'll get much less use. Also good for channel energy!!!
 - **(8th) Witness The Legend (Su):** So this eats at your touch of glory uses which sucks but being able to throw around immediate action bonuses to saves and attacks is REALLY nice and makes you a solid debuffer. Very few uses and the bonuses to don't really scale, but its a nice trick to be able to pull out.
 - **Special:**
 - **Channel Bonus -> Heroic Boons:** In campaigns that use the optional hero point system, you gain [Hero's Fortune](#) as a bonus feat. Otherwise, you gain [Marked for Glory](#) as a bonus feat, even if you do not meet its prerequisites.
 - **Alt Domain Spells:** If you are [evil](#), replace the domain spells [holy smite](#), [holy sword](#), and [holy aura](#) with [unholy blight](#), [unholy sword](#), and [unholy aura](#) respectively
 - **Overview:**
 - Honestly? I think this would pair GREAT with [Revelry](#) from the chaos domain as it provides a LOT of morale bonuses that you can take advantage of. That beside, its got a solid kit that I can't really argue with.
-

(3/5) [Good Domain](#)

- **Domain Spells:** 1st—[protection from evil](#), 2nd—[align weapon](#) (good only), 3rd—[magic circle against evil](#), 4th—[holy smite](#), 5th—[dispel evil](#), 6th—[blade barrier](#), 7th—[holy word](#), 8th—[holy aura](#), 9th—[summon monster IX](#) (good spell only)
- **Domain Powers:**
 - ☆**(1st) Touch of Good (Sp)**☆: Scaling Sacred bonus to attacks rolls, skill checks, ability checks and saves! Turn someone into superman for one round. Sacred bonuses are REAL hard to come by so this basically stacks with everything!!!
 - **(8th) Holy Lance (Su):** Oh neat getting access to holy weapon is really nice because you will be fighting mostly evil and neutral things. Not amazing, but it's a bit of extra damage
- **Overview:**

- It's...aLRIGHT. It could be better and that's not really an issue. Touch of good does its job, and holy lance isn't bad by any means, just isn't the best in the world. The spells are alright, if only because you tend to fight evil a lot of, but still not the best.

(2/5) *Agathion Subdomain* [Good]

- **Domain Spells:** 1st—[shield of faith](#), 2nd—[align weapon](#) (good only), 3rd—[tongues](#), 4th—[holy smite](#), 5th—[dispel evil](#), 6th—[planar ally](#) ([agathions](#) only), 7th—[holy word](#), 8th—[holy aura](#), 9th—[summon monster IX](#) (good spell only)
- **Domain Powers:**
 - ☆(1st) **Touch of Good (Sp)** ☆: Turn someone into superman for one round. Sacred bonuses are REAL hard to come by so this basically stacks with everything!!!
 - (8th) **Protective Aura (Su)**: So the biggest issue is that the deflection bonuses and resistance bonuses are the same bonus types as the BIG 7, and it doesn't scale more to out compete them...which is unfortunate. Moreover, protection from evil isn't the best when you have...magic circle against evil.
- **Overview:**
 - So yeah the spells that you get basically directly counter your ability and planar ally isn't really good because the DM gets to pick your monster.

(4/5) *Archon Subdomain* [Good / Law]

- **Domain Spells:** 1st—[divine favor](#), 2nd—[align weapon](#) (good only), 3rd—[prayer](#), 4th—[holy smite](#), 5th—[dispel evil](#), 6th—[planar ally](#) ([archons](#) only), 7th—[holy word](#), 8th—[holy aura](#), 9th—[summon monster IX](#) (good spell only)
- **Domain Powers:**
 - ☆(1st) **Touch of Good (Sp)** ☆: Turn someone into superman for one round. Sacred bonuses are REAL hard to come by so this basically stacks with everything!!!
 - (8th) **Aura of Menace (Su)**: No save aura of "be-worse-at-things". The standouts here are -2 to AC and SAVES which basically makes it easier for your entire team to fuck up your enemies. Now it's a small debuff and only rounds per level, but still aces.
- **Overview:**
 - So a little better than the base, if only because the aura of menace WILL be a pain in the ass no matter how you use it. If only it had better spells, it'd have it made.

(3.5/5) *Azata Subdomain* [Good / Chaos]

- **Domain Spells:** 1st—[expeditious retreat](#)⁺, 2nd—[align weapon](#) (good only), 3rd—[fly](#)⁺, 4th—[holy smite](#), 5th—[dispel evil](#), 6th—[planar ally](#) (Azata Only), 7th—[holy word](#), 8th—[holy aura](#), 9th—[summon monster IX](#) (good spell only)
- **Domain Powers:**
 - **(1st) Elysium's Call (Su):** Reroll charms and compulsions with a bonus and move a little easier in difficult terrain sometimes. These are all neat abilities separately, but together they still aren't the most powerful.
 - **(8th) Holy Lance (Su):** Oh neat getting access to holy weapon is really nice because you will be fighting mostly evil and neutral things. Not amazing, but it's a bit of extra damage
- **Overview:**

(3.5/5) *Friendship Subdomain* [Good]

- **Domain Spells:** 1st—[protection from evil](#), 2nd—[shield other](#), 3rd—[magic circle against evil](#), 4th—[holy smite](#), 5th—[telepathic bond](#)⁺, 6th—[blade barrier](#), 7th—[holy word](#), 8th—[holy aura](#), 9th—[summon monster IX](#) (good spell only)
- **Domain Powers:**
 - **(1st) Powerful Bond (Su):** So assuming you share a language with a homie, you can just establish a telepathic link with an ally. Pass secret information to the leader or do some back room talk. Nothing says you can't burn multiple uses just to establish a whole system with your team for a minute. I actually think this is an incredibly useful ability, especially if you are ruling you don't need to stay within 60 feet (which says nothing about the link breaking so...)
 - **(8th) Holy Lance (Su):** Oh neat getting access to holy weapon is really nice because you will be fighting mostly evil and neutral things. Not amazing, but it's a bit of extra damage
- **Overview:**
 - If you want a telepathy domain, this is a good one for that!! That said, your abilities don't necessarily get stronger but your spells do get sorta middled out so...well...do what you will with this.

(2.5/5) *Redemption Subdomain* [Good]

- **Domain Spells:** 1st—[protection from evil](#), 2nd—[qualm](#)⁺, 3rd—[magic circle against evil](#), 4th—[forced repentance](#)⁺, 5th—[atonement](#), 6th—[blade barrier](#), 7th—[holy word](#), 8th—[holy aura](#), 9th—[summon monster IX](#) (good spell only)
- **Domain Powers:**
 - ☆**(1st) Touch of Good (Sp)**☆: Turn someone into superman for one round. Sacred bonuses are REAL hard to come by so this basically stacks with everything!!!

- **(8th) Aura of Sanctification (Su):** So if you are taking this domain...you are obviously good, which means you can't take advantage of the dope good hating abilities that you would use this on. So this is bad because most creatures don't have alignment shit.
 - **Overview:**
 - Spells are meh and so are the abilities.
-

(1/5) **Healing Domain**

- **Domain Spells:** 1st—[cure light wounds](#), 2nd—[cure moderate wounds](#), 3rd—[cure serious wounds](#), 4th—[cure critical wounds](#), 5th—[breath of life](#), 6th—[heal](#), 7th—[regenerate](#), 8th—[cure critical wounds \(mass\)](#), 9th—[heal \(mass\)](#)
 - **Domain Powers:**
 - **(1st) Rebuke Death (Sp):** The worst healing known to man. Nope.
 - **(8th) Healer's Blessing (Su):** OKAY EMPOWERED HEALING FINALLY SOMETHING WE CAN ACTUALLY USE.
 - **Special:**
 - **(1st) Exorcise Haunt (Sp) (Replaces Rebuke Death) [Irori]:** Don't fight haunts enough for this to be something we give a fuck about.
 - **Overview:**
 - Okay so I'm going to be very straightforward with you all. This is bad. This is very bad. Why? Because we already HAVE all the cure spells. Even an evil cleric has access to every cure spell. What's worse is that good clerics or those who channel positive energy can cast them sPONTANEOUSLY! SO THIS IS JUST A WASTE.
-

(2.5/5) **Medicine Subdomain [Healing]**

- **Requires Acolyte of Apocrypha trait**
- **Domain Spells:** 1st—[diagnose disease](#), 2nd—☆[placebo effect](#) ☆, 3rd—[cure serious wounds](#), 4th—[cure critical wounds](#), 5th—[breath of life](#), 6th—[heal](#), 7th—[regenerate](#), 8th—[cure critical wounds \(mass\)](#), 9th—[heal \(mass\)](#)
- **Domain Powers:**
 - **(1st) Blessed Surgery (Su):** Okay advantage on your heal skill rolls is actually really cool if you are building into [Signature Skill \(Heal\)](#). No joke, definitely worth stealing for that, like for say if you are an evil cleric you wants to be able ot heal people.
 - **(8th) Healer's Blessing (Su):** OKAY EMPOWERED HEALING FINALLY SOMETHING WE CAN ACTUALLY USE.
- **Overview:**

- So its funny that this actually gives us more unique and interesting healing abilities than the best domain, but placebo effect is a MONSTER of a spell and blessed surgery is actually pretty neat!

(2.5/5) *Restoration Subdomain* [Healing]

- **Domain Spells:** 1st—[cure light wounds](#), 2nd—[remove disease](#), 3rd—[cure serious wounds](#), 4th—[neutralize poison](#), 5th—[break enchantment](#), 6th—[heal](#), 7th—[regenerate](#), 8th—[cure critical wounds \(mass\)](#), 9th—[heal \(mass\)](#)
- **Domain Powers:**
 - **(1st) Restorative Touch (Su):** Okay so shaken and sickened are whatever but getting rid of Staggered or dazed always matters!
 - **(8th) Healer's Blessing (Su):** OKAY EMPOWERED HEALING FINALLY SOMETHING WE CAN ACTUALLY USE.
- **Overview:**
 - Okay so restorative touch is a pretty solid ability if it weren't for the shit spells!

(1/5) *Resurrection Subdomain* [Healing]

- **Domain Spells:** 1st—[cure light wounds](#), 2nd—[cure moderate wounds](#), 3rd—[cure serious wounds](#), 4th—[cure critical wounds](#), 5th—[raise dead](#), 6th—[heal](#), 7th—[resurrection](#), 8th—[cure critical wounds \(mass\)](#), 9th—[true resurrection](#)
 - **Domain Powers:**
 - **(1st) Rebuke Death (Sp):** The worst healing known to man. Nope.
 - **(8th) Gift of Life (Su):** So this is temp revive for a half second at a critical moment, which is nice but like...you are the cleric! If you expect people to die you probably already have a spell for that! Also even if you heal them, after this effect ends...THEY JUST DIE AGAIN????
 - **Overview:**
 - How is this domain bad at the oNE THING they are supposed to be doing? I dunno the healer domain just has it rough.
-

(4/5) Knowledge Domain

- **Domain Spells:** 1st—[comprehend languages](#), 2nd—[detect thoughts](#)⁺, 3rd—[speak with dead](#), 4th—[divination](#), 5th—[true seeing](#), 6th—[find the path](#), 7th—[legend lore](#), 8th—☆[discern location](#)☆, 9th—[foresight](#)⁺
- **Domain Powers:**
 - **(1st) Lorekeeper (Sp):** Okay as a cleric you do not have many int skills at all, and this is just FREE KNOWING THINGS that you can use WHENEVER.

Seriously this basically gets you all of the knowing skills at once and is kinda a godsend. I mean in this case, it literally is.

- **(6th) Remote Viewing (Sp):** So you can only be sneaky for a few rounds but as a cleric this gets us sneaky shit we did not have access to previously as an SLA! Being able to take a look even for a round into places you shouldn't is a nice trick to pull out, or listen in on conversations that are none of your business. Especially when no one can notice how you are doing it....
 - **Special:**
 - **Class Skills:** You get all knowledges as class skills! Woo!
 - **Disconcerting Knowledge (Feat):** Demoralize with info! This will be harder for you to use and in general we don't want to use a standard action for our intimidates!!!
 - **Overview:**
 - Okay so what makes this a solid domain isn't really any specific power but rather than in general, knowing things is useful and you are much better at knowing things than the average cleric.
-

(4/5) *Aeon Subdomain* [Knowledge]

- **Domain Spells:** 1st—[sanctuary](#), 2nd—[detect thoughts](#)⁺, 3rd—[speak with dead](#), 4th—[divination](#), 5th—[telepathic bond](#)⁺, 6th—☆[planar binding](#)⁺☆ ([aeons](#) only), 7th—[legend lore](#), 8th—☆[discern location](#)☆, 9th—[foresight](#)⁺
- **Domain Powers:**
 - **(1st) Lorekeeper (Sp):** Okay as a cleric you do not have many int skills at all, and this is just FREE KNOWING THINGS that you can use WHENEVER. Seriously this basically gets you all of the knowing skills at once and is kinda a godsend. I mean in this case, it literally is.
 - **(6th) Void Form (Su):** Immune to crits and a growing deflection bonus to AC. Now remember that deflection bonuses don't stack with your ring of protection, which makes this worse, but its still not a BAD ability.
- **Overview:**
 - Great off list spells and a pretty good ability keeps this at about the same rating.

(3/5) *Education Subdomain* [Knowledge / Community]

- **Domain Spells:** 1st—[know the enemy](#), 2nd—[fox's cunning](#)⁺, 3rd—[speak with dead](#), 4th—[divination](#), 5th—[true seeing](#), 6th—[battlemind link](#)⁺, 7th—[legend lore](#), 8th—[circle of clarity](#), 9th—[foresight](#)⁺
- **Domain Powers:**
 - **(1st) Lorekeeper (Sp):** Okay as a cleric you do not have many int skills at all, and this is just FREE KNOWING THINGS that you can use

WHENEVER. Seriously this basically gets you all of the knowing skills at once and is kinda a godsend. I mean in this case, it literally is.

- **(8th) Teaching Moment (Su):** So the rerolls are REALLY good...but its completely random and that makes it fucking hard to use.
- **Overview:**
 - Overall teaching moment is a fun ability but a little harder to use than I'd like with far too few uses. Whats more, the spells that are offered are either already on your list or not that helpful, besides battlemind link.

(4/5) *Espionage Subdomain* [Knowledge / Trickery]

- **Requires Urban Acolyte trait**
- **Domain Spells:** 1st—comprehend languages, 2nd—anonymous interaction⁺, 3rd—speak with dead, 4th—zone of silence⁺, 5th—true seeing, 6th—find the path, 7th—legend lore, 8th—☆mind blank⁺☆, 9th—foresight⁺
- **Domain Powers:**
 - **(1st) Deep Cover (Su):** So this is neat...but we would probably be better off with a hat of disguise at this rate if people can get passed it with a will save. That said, they work well together, as this basically lets you COUNTER other intelligence skills with this false guise. So you don't actually use it for the disguise itself, but rather, as a means to trick people who think they can see through you.
 - **(6th) Remote Viewing (Sp):** So you can only be sneaky for a few rounds but as a cleric this gets us sneaky shit we did not have access to previously as an SLA! Being able to take a look even for a round into places you shouldn't is a nice trick to pull out, or listen in on conversations that are none of your business. Especially when no one can notice how you are doing it....
- **Overview:**
 - So all jokes aside, this is actually a KILLER domain for intrigue and well...espionage! Being able to trick other peoples information and supply your own is fantastic and the spells you get make you that much more slippery!!!

(4/5) *Memory Subdomain* [Knowledge]

- **Domain Spells:** 1st—comprehend languages, 2nd—memory lapse⁺, 3rd—speak with dead, 4th—divination, 5th—true seeing, 6th—modify memory⁺, 7th—legend lore, 8th—moment of prescience⁺, 9th—foresight⁺
- **Domain Powers:**
 - **(1st) Recall (Su):** So getting to retry knowledge checks with a bonus is...something that is very useful if you NEED to get this right. Basically, most people will appreciate this at least a little bit.

- **(6th) Remote Viewing (Sp):** So you can only be sneaky for a few rounds but as a cleric this gets us sneaky shit we did not have access to previously as an SLA! Being able to take a look even for a round into places you shouldn't is a nice trick to pull out, or listen in on conversations that are none of your business. Especially when no one can notice how you are doing it....
- **Overview:**
 - Honestly not my favored one but its okay with fucking with memory. IT doesn't lose anything in particular, I just don't see that it goes ENOUGH into memory fuckery.

(5/5) *Thought Subdomain* [Knowledge]

- **Domain Spells:** 1st—[comprehend languages](#), 2nd—[detect thoughts](#)⁺, 3rd—[seek thoughts](#)⁺, 4th—[divination](#), 5th—[telepathic bond](#)⁺, 6th—[find the path](#), 7th—[legend lore](#), 8th—☆[mind blank](#)⁺☆, 9th—[foresight](#)⁺
- **Domain Powers:**
 - **(1st) Lorekeeper (Sp):** Okay as a cleric you do not have many int skills at all, and this is just FREE KNOWING THINGS that you can use WHENEVER. Seriously this basically gets you all of the knowing skills at once and is kinda a god send. I mean in this case, it literally is.
 - **(8th) Read Minds (Su):** Ah mass mind reading with scaling will save to detect thoughts! Honestly this can be really powerful in social campaigns or even just in crowds to gather lots of information from a room. Even with rounds per level, knowing the thoughts of the entire kings council is dope as hell, especially as a supernatural ability.
- **Overview:**
 - OKAY this is what im talking about going all in on reading peoples minds. Seek thoughts its just detect thoughts but better and so is read minds and you get access to blank minds.

(2.5/5) [Law Domain](#)

- **Domain Spells:** 1st—[protection from chaos](#), 2nd—[align weapon](#) (law only), 3rd—[magic circle against chaos](#), 4th—[order's wrath](#), 5th—[dispel chaos](#), 6th—[hold monster](#)⁺, 7th—[dictum](#), 8th—[shield of law](#), 9th—[summon monster IX](#) (law spell only)
- **Domain Powers:**

- **(1st) Touch of Law (Sp):** So okay the way I read this, you touch a person and that person can then agree to have ALL of their rolls be an 11. Now. This means if they are optimized, they will basically never have to worry which is amazing!!! This also means that if you aREN'T optimized for something, you have no chance of getting a lucky roll...but in general removing luck from the equation is good just...be careful who you touch.
 - **(8th) Staff of Order (Su):** Axiomatic is...okay! More useful than chaos but less than evil.
 - **Overview:**
 - Like most alignments, it kinda feels just...mid? Probably gets better as we go along, and most enemies are chaotic or evil but still, not the most fun to work with.
-

(3.5/5) *Archon Subdomain* [Law / Good]

- **Domain Spells:** 1st—[divine favor](#), 2nd—[align weapon](#) (law only), 3rd—[prayer](#), 4th—[order's wrath](#), 5th—[dispel chaos](#), 6th—[planar ally](#) ([archons](#) only), 7th—[dictum](#), 8th—[shield of law](#), 9th—[summon monster IX](#) (law spell only)
- **Domain Powers:**
 - **(1st) Touch of Law (Sp):** So okay the way I read this, you touch a person and that person can then agree to have ALL of their rolls be an 11. Now. This means if they are optimized, they will basically never have to worry which is amazing!!! This also means that if you aREN'T optimized for something, you have no chance of getting a lucky roll...but in general removing luck from the equation is good just...be careful who you touch.
 - **(8th) Aura of Menace (Su):** No save aura of "be-worse-at-things". The standouts here are -2 to AC and SAVES which basically makes it easier for your entire team to fuck up your enemies. Now its a small debuff and only rounds per level, but still aces.
- **Overview:**
 - So a really strong ability brings this up a little but not enough to make a significant difference!! Serious this domain needs some help.

(3.5/5) *Devil Subdomain* [Law / Evil]

- **Domain Spells:** 1st—[command](#), 2nd—[align weapon](#) (law only), 3rd—[suggestion](#)⁺, 4th—[order's wrath](#), 5th—[dispel chaos](#), 6th—☆[planar binding](#)⁺ ☆ ([devils](#) only), 7th—[dictum](#), 8th—[shield of law](#), 9th—[summon monster IX](#) (law spell only)
- **Domain Powers:**
 - **(1st) Hell's Corruption (Su):** -2 to saves and worse skill checks. Not a terrifying penalty but one that matters.
 - **(8th) Staff of Order (Su):** Axiomatic is...okay! More useful than chaos but less than evil.

- **Overview:**
 - Okay so getting access to planar binding for devils is HUGE same with suggestion and overall this helps raise the bar!!! The abilities are kinda meh but we can wroll with that.

(3/5) *Inevitable Subdomain [Law]*

- **Domain Spells:** 1st—[protection from chaos](#), 2nd—[align weapon](#) (law only), 3rd—[command undead](#)⁺, 4th—[order's wrath](#), 5th—[command \(greater\)](#), 6th—☆[planar binding](#)⁺☆ ([inevitables](#) only), 7th—[dictum](#), 8th—[shield of law](#), 9th—[summon monster IX](#) (law spell only)
- **Domain Powers:**
 - **(1st) Command (Su):** So no SR and scaling dc. Now you can't target a creature more than once per day and it only works for a round, but for a first level ability, getting to boss people around ain't so bad. Now it is not an SLA of command...you are giving them an order LIKE command. So argument for it not to have the language dependent or mind effecting tags imo.
 - **(8th) Staff of Order (Su):** Axiomatic is...okay! More useful than chaos but less than evil.
- **Overview:**
 - So if you go with my interpretation of the command ability (basically that you just get the effects of command and that it doesn't actually count as the spell) then this is a solid means to control others with the divine power of law. Also...it gets command undead for some reason. Great spell for necromancers. Why???

(2/5) *Judgement Subdomain [Law]*

- **Domain Spells:** 1st—[protection from chaos](#), 2nd—[castigate](#)⁺, 3rd—[magic circle against chaos](#), 4th—[rebuke](#)⁺, 5th—[mark of justice](#), 6th—[hold monster](#)⁺, 7th—[dictum](#), 8th—[shield of law](#), 9th—[summon monster IX](#) (law spell only)
- **Domain Powers:**
 - **(1st) Chastisement (Su):** This is a tiny tiny bonus that does not scale. Cry.
 - **(8th) Staff of Order (Su):** Axiomatic is...okay! More useful than chaos but less than evil.
- **Overview:**
 - Works really well if you are for some reason fighting your own church but otherwise? A bit to mid too really get the most out of.

(3/5) *Kyton Subdomain* [Law / Evil]

- **Domain Spells:** 1st—[delay pain](#)^E, 2nd—[instrument of agony](#), 3rd—[agonize](#), 4th—[order's wrath](#), 5th—[symbol of pain](#), 6th—[hold monster](#)⁺, 7th—[dictum](#), 8th—[shield of law](#), 9th—[summon monster IX](#) (law spell only)
- **Domain Powers:**
 - **(1st) Touch of Law (Sp):** So okay the way I read this, you touch a person and that person can then agree to have ALL of their rolls be an 11. Now. This means if they are optimized, they will basically never have to worry which is amazing!!! This also means that if you aREN'T optimized for something, you have no chance of getting a lucky roll...but in general removing luck from the equation is good just...be careful who you touch.
 - **(8th) Pain is Power (Su):** So after taking damage you can attempt a sorta difficult concentration check as an immediate action. IF you DO you get the benefits of [blessings of fervor](#) for a few rounds which...actually is really good! As you level up, this check gets easier, and you get more uses so like yeah, this is GREAT for warrior clerics
- **Overview:**
 - Your abilities get MUCH better but your spells get fairly worse so uh...yeah it evens out I suppose?

(2/5) *Legislation Subdomain* [Law / Rune]

- **Requires Urban Acolyte trait**
- **Domain Spells:** 1st—[forbid action](#), 2nd—[align weapon](#) (law only), 3rd—[magic circle against chaos](#), 4th—[order's wrath](#), 5th—[greater forbid action](#), 6th—[hold monster](#)⁺, 7th—[dictum](#), 8th—[shield of law](#), 9th—[mass hold monster](#)⁺
- **Domain Powers:**
 - **(1st) Prohibition (Su):** Okay so this is SPECIFICALLY LANGUAGE PENDANT and well this damage is kinda whatever so...no this is bad.
 - **(8th) Staff of Order (Su):** Axiomatic is...okay! More useful than chaos but less than evil.
- **Overview:**
 - Unfortunate that prohibition does not have good wording at all and is not a good ability in general

(3/5) *Loyalty Subdomain* [Law]

- **Domain Spells:** 1st—[remove fear](#), 2nd—[align weapon](#) (law only), 3rd—[magic circle against chaos](#), 4th—[order's wrath](#), 5th—[command \(greater\)](#), 6th—[hold monster](#)⁺, 7th—[dictum](#), 8th—[shield of law](#), 9th—[summon monster IX](#) (law spell only)
- **Domain Powers:**

- **(1st) Touch of Loyalty (Su):** Okay you make it harder for people to charm, compulse, or fear your friends for a bit. It has an INSANE duration. For clerics, we don't really particularly worry too much about this
 - **(8th) Staff of Order (Su):** Axiomatic is...okay! More useful than chaos but less than evil.
- **Overview:**
 - Nothing special??? Like not anything really good.

(3.5/5) *Slavery Subdomain* [Law]

- **Domain Spells:** 1st—[charm person](#)⁺, 2nd—[align weapon](#) (law only), 3rd—[magic circle against chaos](#), 4th—[order's wrath](#), 5th—[☆dominate person](#)⁺ ☆, 6th—[hold monster](#)⁺, 7th—[dictum](#), 8th—[binding](#)⁺, 9th—[summon monster IX](#) (law spell only)
- **Domain Powers:**
 - **(1st) Touch of Law (Sp):** So okay the way I read this, you touch a person and that person can then agree to have ALL of their rolls be an 11. Now. This means if they are optimized, they will basically never have to worry which is amazing!!! This also means that if you aREN'T optimized for something, you have no chance of getting a lucky roll...but in general removing luck from the equation is good just...be careful who you touch.
 - **(8th) Master's Yoke (Su):** Okay so Dominate monster, the 9th level spell, but with no SR. Yes it has none of the duration, and yes its language based but we can cast tongues. And sure they can choose to ignore you...but they take 2 con damage and are staggered. This can either shut down a person in a fight or get you new allies and its really fucky so...yeah this is a GREAT pick up.
- **Overview:**
 - So actually really powerful abilities along with pretty good spells. I can't believe I have to say slavery is good as a black woman. This is awful. How dare you pathfinder?

(4/5) *Sovereignty Subdomain* [Law]

- **Domain Spells:** 1st—[protection from chaos](#), 2nd—[castigate](#)⁺, 3rd—[magic circle against chaos](#), 4th—[order's wrath](#), 5th—[mass castigate](#)⁺, 6th—[hold monster](#)⁺, 7th—[dictum](#), 8th—[shield of law](#), 9th—[overwhelming presence](#)
- **Domain Powers:**
 - **(1st) Touch of Law (Sp):** So okay the way I read this, you touch a person and that person can then agree to have ALL of their rolls be an 11. Now. This means if they are optimized, they will basically never have to worry which is amazing!!! This also means that if you aREN'T optimized for

something, you have no chance of getting a lucky roll...but in general removing luck from the equation is good just...be careful who you touch.

- **(8th) Demand Subjugation (Sp):** So its lesser geas on anyone you leave alive as an SLA. meaning as a standard action. STILL LASTS DAYS PER LEVEL. And you can use it a number of times per day equal to 3+Wis??? At 16 they don't even get a save, so like...this is VERY powerful. How is this slavery++
- **Overview:**
 - Okay the spells are sorta meh but FUCK demand subjugation is REALLY good imo. I could be entirely wrong and be missing something and it sucks but being able to recruit an army of people who have been cursed by you seems really good. The biggest issue seems to be taht they need to be your hit dice or lower....

(3/5) *Tyranny Subdomain* [Law]

- **Domain Spells:** 1st—[command](#), 2nd—[align weapon](#) (law only), 3rd—[bestow curse](#), 4th—[order's wrath](#), 5th—[dispel chaos](#), 6th—[hold monster](#)⁺, 7th—[symbol of persuasion](#), 8th—[shield of law](#), 9th—[summon monster IX](#) (law spell only)
- **Domain Powers:**
 - **(1st) Touch of Law (Sp):** So okay the way I read this, you touch a person and that person can then agree to have ALL of their rolls be an 11. Now. This means if they are optimized, they will basically never have to worry which is amazing!!! This also means that if you aREN'T optimized for something, you have no chance of getting a lucky roll...but in general removing luck from the equation is good just...be careful who you touch.
 - **(8th) Tyrannical Strike (Su):** So this is nice and no SR, and as far as commands go its cool buuuuut you don't get a super long duration or a lot of uses. So its good but not...aamzing?
- **Overview:**
 - Okay so at least tyranny is kinda lame. Not all fucked up things get to be good.

(5/5) ☆*Liberation Domain*☆

- **Domain Spells:** 1st—[remove fear](#), 2nd—[remove paralysis](#), 3rd—[remove curse](#), 4th—☆[freedom of movement](#)☆, 5th—[break enchantment](#), 6th—☆[dispel magic \(greater\)](#)☆, 7th—[refuge](#), 8th—☆[mind blank](#)⁺☆, 9th—[freedom](#)⁺
- **Domain Powers:**
 - ☆ **(1st) Liberation (Su)☆** : OH wow SU freedom of movement that can just happen immediately whenever you need it to. This is so dumb. At level one???

This is so dumb??? One of the best spells in the game FROM LEVEL ONE! IT IS IMMEDIATE??? AHHHHH

- **(8th) Freedom's Call (Su):** Oh now now your ENTIRE TEAM gets to just be immune to whatever. No joke, a lot of these conditions can be encounter enders and you can just... decide people are no longer affected. NOW...they are only SUPPRESSED! Which is very important...but this is still hilariously powerful.
 - **Special:**
 - ☆**Liberation Channel**☆ (Feat) [Cayden Cailean Only]: Oh if people get healed by your channel, they ALSO get freedom of movement. Tag this with variant channeling for some very very silly effects.
 - **Overview:**
 - Easily one of, if not the best domains in the game with a combination of pretty solid spells with AMAZING GAMECHANGING domain abilities. Anyone would enjoy liberation. Combine liberation with feather domain? You have a god walking.
-

(4.5/5) *Freedom Subdomain* [Liberation]

- **Domain Spells:** 1st—sanctuary, 2nd—remove paralysis, 3rd—remove curse, 4th—☆freedom of movement☆, 5th—plane shift, 6th—☆dispel magic (greater)☆, 7th—refuge, 8th—☆mind blank⁺☆, 9th—freedom⁺
- **Domain Powers:**
 - **(1st) Freedom (Sp):** So you can basically touch a creature as a standard action and give it a reroll...using a swift action. Now this sucks if you happen to be under an effect that takes your actions but its still like...not bad! Just no liberation ya know?
 - **(8th) Freedom's Call (Su):** Oh now now your ENTIRE TEAM gets to just be immune to whatever. No joke, a lot of these conditions can be encounter enders and you can just... decide people are no longer affected. NOW...they are only SUPPRESSED! Which is very important...but this is still hilariously powerful.
- **Overview:**
 - Not a bad domain at all! Just ya know...not the base liberation domain. So its still really good.

(3.5/5) *Revolution Subdomain* [Liberation]

- **Domain Spells:** 1st—remove fear, 2nd—enthrall, 3rd—remove curse, 4th—☆freedom of movement☆, 5th—break enchantment, 6th—symbol of persuasion, 7th—refuge, 8th—☆mind blank⁺☆, 9th—freedom⁺
- **Domain Powers:**
 - ☆ **(1st) Liberation (Su)**☆ : OH wow SU freedom of movement that can just happen immediately whenever you need it to. This is so dumb. At

level one??? This is so dumb??? One of the best spells in the game FROM LEVEL ONE! IT IS IMMEDIATELY??? AHHHHH

- **(8th) Powerful Persuader (Su):** Okay so free action advantage on diplomacy or intimidate checks. Amazing ability...for not us because remember, we don't have that many skill points.
- **Overview:**
 - Aghh it was perfect and you trample on it. If you want to do revolution, get something from chaos!!!

(4/5) Self-Realization Subdomain [Liberation / Strength]

- **Requires Acolyte of Apocrypha trait**
- **Domain Spells:** 1st—remove fear, 2nd—remove paralysis, 3rd—remove curse, 4th—☆paragon surge☆⁺ (always matches your actual race), 5th—break enchantment, 6th—primal scream⁺, 7th—transformation⁺, 8th—☆mind blank⁺☆, 9th—freedom⁺
- **Domain Powers:**
 - **(1st) Perfected Form (Su):** Scaling save bonus is V nice and getting the morale bonus for beating the saves is also fun.
 - **(8th) Freedom's Call (Su):** Oh now now your ENTIRE TEAM gets to just be immune to whatever. No joke, a lot of these conditions can be encounter ends and you can just... decide people are no longer affected. NOW...they are only SUPPRESSED! Which is very important...but this is still hilariously powerful.
- **Overview:**
 - Okay so losing liberation REALLY hurts but GOD we get PARAGON SURGE? THAT ALWAYS WORKS???? HELL THE FUCK YEAH!!!

(4/5) Luck Domain

- **Domain Spells:** 1st—true strike⁺, 2nd—aid, 3rd—protection from energy, 4th—☆freedom of movement☆, 5th—break enchantment, 6th—mislead⁺, 7th—spell turning⁺, 8th—moment of prescience⁺, 9th—miracle
- **Domain Powers:**
 - ☆**(1st) Bit of Luck (Sp)**☆: Oh hey advantage on everything for a round. That is hilariously insanely powerful. Yes we want this. This is honestly a great reason to get a race that gets you extra uses as an FCB.
 - **(6th) Good Fortune (Ex):** So great ability but god you get like nO uses. That like really really blows.
- **Overview:**
 - Okay one of the best first level abilities in the game and some pretty solid spells! Not a bad pick up but could be better...

(4/5) *Curse Subdomain* [Luck]

- **Domain Spells:** 1st—[bane](#), 2nd—[aid](#), 3rd—[bestow curse](#), 4th—☆[freedom of movement](#)☆, 5th—[break enchantment](#), 6th—[eyebite](#)⁺, 7th—[spell turning](#)⁺, 8th—[moment of prescience](#)⁺, 9th—[miracle](#)
- **Domain Powers:**
 - **(1st) Malign Eye (Su):** Standard action -2 to all saves for a minute or until they hit you, no save! Yeah this is pretty fucking solid, but I wish the penalty scaled more...
 - **(6th) Good Fortune (Ex):** So great ability but god you get like nO uses. That like really really blows.
- **Overview:**
 - Still solid if slightly worse than the base luck domain. Being offensive is just harder in pathfinder, especially with debuffs.

(5/5) *Fate Subdomain* [Luck]

- **Domain Spells:** 1st—[true strike](#)⁺, 2nd—[augury](#), 3rd—[borrow fortune](#)⁺, 4th—☆[freedom of movement](#)☆, 5th—[break enchantment](#), 6th—[mislead](#)⁺, 7th—[spell turning](#)⁺, 8th—[moment of prescience](#)⁺, 9th—[miracle](#)
- **Domain Powers:**
 - ☆**(1st) Bit of Luck (Sp)**☆: Oh hey advantage on everything for a round. That is hilariously insanely powerful. Yes we want this. This is honestly a great reason to get a race that gets you extra uses as an FCB.
 - **(8th) Tugging Strands (Su):** Okay so forcing a reroll before the result is revealed can actually be really strong especially on an enemy. Unfortunately you get like no uses of this, so it makes it much hard.
- **Overview:**
 - So somehow this is also fairly offensive but tugging strands just gets SO few uses.

(4/5) *Imagination Subdomain* [Luck]

- **Domain Spells:** 1st—[silent image](#)⁺, 2nd—[minor image](#)⁺, 3rd—[major image](#)⁺, 4th—☆[freedom of movement](#)☆, 5th—[dream](#)⁺, 6th—[mislead](#)⁺, 7th—[spell turning](#)⁺, 8th—[moment of prescience](#)⁺, 9th—[miracle](#)
- **Domain Powers:**
 - ☆**(1st) Bit of Luck (Sp)**☆: Oh hey advantage on everything for a round. That is hilariously insanely powerful. Yes we want this. This is honestly a great reason to get a race that gets you extra uses as an FCB.

- **(6th) Haze of Daydreams (Su):** So fascinated is just REALLY hard to keep on because if anything even vaguely potentially threatening happens they get a new save and that really blows.
- **Overview:**
 - So you get a REALLY meh late game ability but fuck you get really good spells, most of which off list and the few that are on list are also good so like....I don't know what to say about this its frustrating.

(5/5) Madness Domain

- **Domain Spells:** 1st—confusion (lesser), 2nd—touch of idiocy⁺, 3rd—rage⁺, 4th—confusion⁺, 5th—nightmare⁺, 6th—phantasmal killer⁺, 7th—insanity⁺, 8th—scintillating pattern⁺, 9th—weird⁺
- **Domain Powers:**
 - ☆**(1st) Vision of Madness (Sp)**☆: HAHAAHAHAHA! Okay okay this is one of my favorite abilities, just personally. Give them a boost to skill checks and HALF YOUR CLERIC LEVEL penalty to saves and attack rolls. No save! Conductive weapons love this and sure it only lasts three rounds but this will RUIN a person. Somehow competes with both bit of luck AND liberation.
 - Special mentions to worshipers of Tsukiyo, whose 2nd tier evangelist boon **Collective Vision (Su)** lets you do this at a range and to multiple people for a single use...yeah.
 - **(8th) Aura of Madness (Su):** No SR scaling confusion that only impacts enemies and is a horrific destructive spell. Seriously what the fuck is going on? Yes it ends when they leave and YES if they succeed their save their they are immune...but i'd like to mention that if they DON'T succeed and leave, they have to deal with it again.
- **Overview:**
 - So while you spells are garbo...we can kinda work around spells. Those domain abilities are absolutely fucking insane and really are terrifying as you grow in power.

(4/5) Insanity Subdomain [Madness]

- **Domain Spells:** 1st—confusion (lesser), 2nd—touch of idiocy⁺, 3rd—rage⁺, 4th—moonstruck⁺, 5th—nightmare⁺, 6th—phantasmal web⁺, 7th—insanity⁺, 8th—scintillating pattern⁺, 9th—weird⁺
- **Domain Powers:**

- **(1st) Insane Focus (Su):** Okay so this is a nice bonus to saves for a minute and immunity to confusion is...alright. Nothing her is bad its just...not as good.
- **(8th) Aura of Madness (Su):** No SR scaling confusion that only impacts enemies and is a horrific destructive spell. Seriously what the fuck is going on? Yes it ends when they leave and YES if they succeed their save their they are immune...but i'd like to mention that if they DON'T succeed and leave, they have to deal with it again.
- **Overview:**
 - So this is still a mind fucky subdomain and its REALLY good but its also a lot of mind affecting and you traded out visions of madness...so.

(3.5/5) *Nightmare Subdomain* [Madness]

- **Domain Spells:** 1st—[confusion \(lesser\)](#)⁺, 2nd—[touch of idiocy](#)⁺, 3rd—[rage](#)⁺, 4th—[phantasmal killer](#)⁺, 5th—[nightmare](#)⁺, 6th—[cloak of dreams](#)⁺, 7th—[insanity](#)⁺, 8th—[scintillating pattern](#)⁺, 9th—[weird](#)⁺
- **Domain Powers:**
 - **(1st) Fearful Touch (Su):** So a shorter acting, less powerful, less useful visions of madness? Thats what it seems like...I mean the main benefit is that it STRIPS immunity, which is something that is rare!!! Still...it only lasts for a round. You'd probably be better off playing an antipaladin or just casting [Draconic Malice](#)
 - **(8th) Aura of Madness (Su):** No SR scaling confusion that only impacts enemies and is a horrific destructive spell. Seriously what the fuck is going on? Yes it ends when they leave and YES if they succeed their save their they are immune...but i'd like to mention that if they DON'T succeed and leave, they have to deal with it again.
- **Overview:**
 - Okay so fearful touch just isn't really that good in comparison to visions of madness and yes I know, we want to rate it on its own merit but part of its merit is the fact that you lose access to that ability so...yeah sorry bud.

(3/5) *Truth Subdomain* [Madness]

- **Requires Acolyte of Apocrypha trait**
- **Domain Spells:** 1st—[confusion \(lesser\)](#)⁺, 2nd—[touch of idiocy](#)⁺, 3rd—[wall of nausea](#)⁺, 4th—[confusion](#)⁺, 5th—[contact other plane](#)⁺, 6th—[litany of madness](#)⁺, 7th—[insanity](#)⁺, 8th—[scintillating pattern](#)⁺, 9th—[weird](#)⁺
- **Domain Powers:**
 - **☆(1st) Vision of Madness (Sp)☆:** HAHAAHAHAHA! Okay okay this is one of my favorite abilities, just personally. Give them a boost to skill checks and HALF YOUR CLERIC LEVEL penalty to saves and attack

rolls. No save! Conductive weapons love this and sure it only lasts three rounds but this will RUIN a person. Somehow competes with both bit of luck AND liberation.

- Special mentions to worshipers of [Tsukiyo](#), whose 2nd tier evangelist boon **Collective Vision (Su)** lets you do this at a range and to multiple people for a single use...yeah.
- **(8th) Dawning Realization (Su)**: Okay...so you are telling me...that I use MY ability...and then I DAZE STAGGER AND THEN CONFUSE MYSELF????? I dont care what happens to the enemy, there is NOTHING that is worth taking a mess of status effects to the face.
- **Overview:**
 - You have one of the best abilities in the game and I still honestly cannot convince you to take this subdomain because you just lose soooo much.

(3/5) [Magic Domain](#)

- **Domain Spells:** 1st—[identify](#)⁺, 2nd—[magic mouth](#)⁺, 3rd—[dispel magic](#), 4th—[imbue with spell ability](#), 5th—[spell resistance](#), 6th—[antimagic field](#)^E, 7th—[spell turning](#)⁺, 8th—[protection from spells](#)⁺, 9th—☆[mage's disjunction](#)⁺ ☆
- **Domain Powers:**
 - **(1st) Hand of the Acolyte (Su)**: So you make a single attack at a range using wisdom. This is uh...well not like super amazing because its a single attack. We can do better than just hitting someone from far way.
 - **(8th) Dispelling Touch (Sp)**: Dispel magic (Which we do have) but as a touch attack with VERY few uses. We get more spells than we do this....
- **Overview:**
 - Magic domain opens up with two pretty mid powers and after having amazing domain after amazing domain, is actually very disappointing. Lets see if we can fix that.

(5/5) ☆[Alchemy Subdomain](#)☆ *[Magic / Artifice]*

- **Requires [Acolyte of Apocrypha](#) trait**
- **Domain Spells:** 1st—[identify](#)⁺, 2nd—[touch injection](#)⁺, 3rd—[dispel magic](#), 4th—[amplify elixir](#)⁺, 5th—[spell resistance](#), 6th—☆[delayed consumption](#)☆⁺, 7th—[spell turning](#)⁺, 8th—[protection from spells](#)⁺, 9th—☆[mage's disjunction](#)⁺ ☆
- **Domain Powers:**
 - ☆**(1st) Divine Alchemy (Su)**☆: AHA pseudo-extracts! Count as potions!!! That can be done on spells levels 1-6 as you level up!!! That's fantastic! Make sure to get [Accelerated Drinker](#) and probably one of the races that gets extra uses out of first level domain abilities!!! Seriously,

being able to pass around some of your best buffs and having spells to make them EVEN BETTER is no joke. Yes, yes all the way yes.

- **(8th) Dispelling Touch (Sp):** Dispel magic (Which we do have) but as a touch attack with VERY few uses. We get more spells than we do this....
- **Overview:**
 - Okay wow so this replaces all of our weakness spells with really theme appropriate spells that are all good, more off list, and replaces our worst ability with an AMAZINGLY INSANE first level ability.

(3/5) *Arcane Subdomain [Magic]*

- **Domain Spells:** 1st—[magic aura](#)⁺, 2nd—[magic mouth](#)⁺, 3rd—[dispel magic](#), 4th—[arcane eye](#)⁺, 5th—[spell resistance](#), 6th—[analyze dweomer](#)⁺, 7th—[spell turning](#)⁺, 8th—[protection from spells](#)⁺, 9th—☆[mage's disjunction](#)☆
- **Domain Powers:**
 - **(1st) Arcane Beacon (Su):** Okay so this is a +1 to DC...for...arcane casters. For one turn...you...you are a divine caster. So. This is uh...yeah lets not.
 - **(8th) Dispelling Touch (Sp):** Dispel magic (Which we do have) but as a touch attack with VERY few uses. We get more spells than we do this....
- **Overview:**
 - Good spells, meh abilities, makes for a no no time.

(3/5) *Divine Subdomain [Magic]*

- **Domain Spells:** 1st—[identify](#)⁺, 2nd—[bless water](#), 3rd—[dispel magic](#), 4th—[imbue with spell ability](#), 5th—[cleanse](#), 6th—[antimagic field](#)^E, 7th—[resurrection](#), 8th—[protection from spells](#)⁺, 9th—[miracle](#)
- **Domain Powers:**
 - **(1st) Divine Vessel (Su):** Baby bonus whenever you are the target of a divine spell! Now its a baby bonus for babies but its like...not the worst?
 - **(8th) Dispelling Touch (Sp):** Dispel magic (Which we do have) but as a touch attack with VERY few uses. We get more spells than we do this....
- **Overview:**
 - Okay well...not much different than how we started, just with different spells that are kinda the same level of mostly mid.

(3.5/5) *Rites Subdomain [Magic]*

- Requires Acolyte of Apocrypha trait

- **Domain Spells:** 1st—[sanctify corpse](#), 2nd—[magic mouth](#)⁺, 3rd—[dispel magic](#), 4th—[imbue with spell ability](#), 5th—☆[permanency](#)⁺☆, 6th—[antimagic field](#)^E, 7th—[spell turning](#)⁺, 8th—[binding](#)⁺, 9th—☆[mage's disjunction](#)⁺☆
- **Domain Powers:**
 - **(1st) Enduring Ritual (Su):** Eh so you can make things last like a tiny bit longer for duration wise, for long spells. Now nothing says you can't do this multiple times for a spell so...its actually not half bad for keeping lonnnng spells running a bit longer when you don't feel like fucking around with it. Hours per level and days per level spells will really appreciate this.
 - **(8th) Dispelling Touch (Sp):** Dispel magic (Which we do have) but as a touch attack with VERY few uses. We get more spells than we do this....
- **Special:**
 - **Material Components:** Reduce cost of material components by 20% for Rites domain spells or casting permanency on any domain spell.
- **Overview:**
 - So it only is a little bit better but I do think enduring ritual and the material component discount pushes it over a little bit.

(5/5) ☆[Nobility Domain](#)☆

- **Domain Spells:** 1st—[divine favor](#), 2nd—[enthrall](#), 3rd—[magic vestment](#), 4th—[discern lies](#), 5th—[command \(greater\)](#), 6th—[geas/quest](#), 7th—[repulsion](#), 8th—[demand](#)⁺, 9th—[storm of vengeance](#)
- **Domain Powers:**
 - **(1st) Inspiring Word (Sp):** OH its baby heroism. We like baby heroism! That's really good actually and we will use this often like basically forever.
 - **(8th) Leadership (Ex):** Okay so its [Leadership](#)...which means this gets really weird REALLY quickly. You get a bunch of followers to do your bidding, a cohort that is near your level and a lot of other just tricks and options. Leadership is dumb. This ability is dumb. If your DM hasn't banned it already, this is fucking hilarious.
- **Special:**
 - **(8th) Romance Beyond Death (Su) (Replaces Leadership) [Naderi]:** Hm so this is lame. ITs just command undead but if they died romantically or tragically its slightly better...so not better than leadership.
- **Overview:**
 - OKAY so leadership and heroism. Not uh...really a way to top that. That's just amazing. The spells are OKAY and thats fine because its literally just baby heroism and leadership and thats all it needs to be.

(4/5) *Aristocracy Subdomain* [Nobility]

- **Domain Spells:** 1st—[divine favor](#), 2nd—[enthrall](#), 3rd—[enter image](#), 4th—[discern lies](#), 5th—[command \(greater\)](#), 6th—[geas/quest](#), 7th—[repulsion](#), 8th—[demand](#)⁺, 9th—[overwhelming presence](#)
- **Domain Powers:**
 - **(1st) Noble Visage (Su):** Get bonus to social checks against people like you. Thank you. Anyway this is really meh because its basically favored enemy but for social stuff.
 - **(8th) Leadership (Ex):** Okay so its [Leadership](#)...which means this gets really weird REALLY quickly. You get a bunch of followers to do your bidding, a cohort that is near your level and a lot of other just tricks and options. Leadership is dumb. This ability is dumb. If your DM hasn't banned it already, this is fucking hilarious.
- **Overview:**
 - I'm so upset that this thing has an incredibly mid meh first level ability and underwhelming spells and its STILL A solid choice because it GIVES YOU FUCKING LEADERSHIP. AGH.

(3/5) *Hubris Subdomain* [Nobility / Glory]

- **Requires Acolyte of Apocrypha trait**
- **Domain Spells:** 1st—[divine favor](#), 2nd—[enthrall](#), 3rd—[magic vestment](#), 4th—[hollow heroism](#)⁺, 5th—[command \(greater\)](#), 6th—[geas/quest](#), 7th—[greater hollow heroism](#)⁺, 8th—[demand](#)⁺, 9th—[overwhelming presence](#)
- **Domain Powers:**
 - **(1st) Inspiring Word (Sp):** OH its baby heroism. We like baby heroism! That's really good actually and we will use this often like basically forever.
 - **(6th) Divine Demand (Su):** This gamble IS NEVER worth it. If you just get a bad roll you just lose all of your shit and have to spend a full round action to get it back...ALSO it doesn't scale!!! NO! HELL NO!
- **Special:**
 - **Alt Domain Spells:** If you are evil, replace the domain spells [bless weapon](#) and [holy aura](#) with [aid](#) and [unholy aura](#) respectively
- **Overview:**
 - HAHA you traded a literal army for a chance to lose your own spells gambling. Noooooope.

(5/5) ☆*Leadership Subdomain*☆ [Nobility]

- **Domain Spells:** 1st—[bless](#), 2nd—[enthrall](#), 3rd—[prayer](#), 4th—[discern lies](#), 5th—[command \(greater\)](#), 6th—☆[brilliant inspiration](#)⁺☆, 7th—[repulsion](#), 8th—[demand](#)⁺, 9th—[storm of vengeance](#)
- **Domain Powers:**

- **(1st) Inspiring Command (Su):** So you get to empower more people and they get bonuses to AC and skill checks but it only lasts for one round. The language dependent and mind affecting don't matter as much because its a buff ability with your party. But its basically as good as inspiring word.
- **(8th) Leadership (Ex):** Okay so its [Leadership](#)...which means this gets really weird REALLY quickly. You get a bunch of followers to do your bidding, a cohort that is near your level and a lot of other just tricks and options. Leadership is dumb. This ability is dumb. If your DM hasn't banned it already, this is fucking hilarious.
- **Overview:**
 - Basically just an alternate to the base nobility domain!

(3/5) *Martyr Subdomain* [Nobility]

- **Domain Spells:** 1st—[divine favor](#), 2nd—[shield other](#), 3rd—[magic vestment](#), 4th—[discern lies](#), 5th—[command \(greater\)](#), 6th—[sacrificial oath](#)⁺, 7th—[repulsion](#), 8th—[demand](#)⁺, 9th—[storm of vengeance](#)
- **Domain Powers:**
 - **(1st) Inspiring Word (Sp):** OH its baby heroism. We like baby heroism! That's really good actually and we will use this often like basically forever.
 - **(8th) Sacrificial Bond (Su):** Okay so great now we have the damage....but it can't be reduced...and we also take the effects...why is this...better?????
- **Overview:**
 - Okay being a martyr is not good, its just not. Win damn you!!!! Rise above! Don't take this L just cuz!

(1.5/5) *Plant Domain*

- **Domain Spells:** 1st—[entangle](#)⁺, 2nd—☆[barkskin](#)⁺☆, 3rd—[plant growth](#)⁺, 4th—[command plants](#)⁺, 5th—[wall of thorns](#)⁺, 6th—[repel wood](#)⁺, 7th—[animate plants](#)⁺, 8th—[control plants](#)⁺, 9th—[shambler](#)⁺
- **Domain Powers:**
 - **(1st) Wooden Fist (Su):** This is bad. I don't care if its a free action, or that it gets you a bonus on damage rolls. This is bad. If you want to be unarmed, dip un-monk or brawler.
 - **(8th) Bramble Armor (Su):** Okay if they hit you, they take...baby damage. Like REALLY baby damage. Also if you are getting hit enough for this to even vaguely matter? You are dead.

- **Special:**
 - **Command Plants (Feat):** Okay the general problem with most plant based control spells is that there just aren't that many plant creatures for you to control. Just in general. So its not really useful to pick up.
 - **Wild Growth Channel (Feat):** So this isnt...horrible but just not ideally worded, especially when you have entangle already????
 - **Nature's Freedom (Feat):** Woodland stride is bad and therefore this is bad.
 - **☆Spontaneous Nature's Ally☆ (Feat):** Oh hey one of the strongest class features that the druid has? Just being able to summon whatever? Great now we also have that class feature. And access to normal Summon Monster. Yeah this makes an already dumb domain even better somehow??? Take this as soon as you can.
 - **Overview:**
 - Ah yes the second druid domain...that is the polar opposite in quality like seriously this is really really bad. Lets hope it gets better as we go along at least...
-

(2/5) *Decay Subdomain [Plant]*

- **Domain Spells:** 1st—entangle⁺, 2nd—☆barkskin⁺☆, 3rd—contagion, 4th—poison, 5th—wall of thorns⁺, 6th—harm, 7th—animate plants⁺, 8th—control plants⁺, 9th—shambler⁺
- **Domain Powers:**
 - **(1st) Wooden Fist (Su):** This is bad. I don't care if its a free action, or that it gets you a bonus on damage rolls. This is bad. If you want to be unarmed, dip un-monk or brawler.
 - **(8th) Aura of Decay (Su):** Okay so the strength penalties are great! And we have tools to keep people in our death auras. One issue...it also applies to allies? It's also a bit slow. So...yeah kinda dangerous to use.
- **Overview:**
 - Okay so this one is....slightly better? Still bad tho.

(3/5) *Growth Subdomain [Plant]*

- **Domain Spells:** 1st—enlarge person⁺, 2nd—☆barkskin⁺☆, 3rd—plant growth⁺, 4th—command plants⁺, 5th—righteous might, 6th—repel wood⁺, 7th—animate plants⁺, 8th—control plants⁺, 9th—shambler⁺
- **Domain Powers:**
 - **(1st) Enlarge (Su):** Swift action ENBIGGENATE! Which okay thats actually a really cool ability that melee casters love! Sweet!!!!
 - **(8th) Bramble Armor (Su):** Okay if they hit you, they take...baby damage. Like REALLY baby damage. Also if you are getting hit enough for this to even vaguely matter? You are dead.

- **Overview:**
 - So again, enlarge is a GREAT domain ability...its just a shame it came on a less than ideal domain. Ooof.

(3.5/5) *Leshy Subdomain [Plant]*

- **Domain Spells:** 1st—tree shape⁺^E, 2nd—☆barkskin⁺☆, 3rd—plant growth⁺, 4th—command plants⁺, 5th—commune with nature⁺, 6th—repel wood⁺, 7th—animate plants⁺, 8th—control plants⁺, 9th—shambler⁺
- **Domain Powers:**
 - **(1st) Leshy Caller (Sp):** So you can swap out domain spells for leshy!! Are leshy amazing? No. IS getting free summons really good ON TOP of getting another ability? Yes yes it is. It should be noted that you also get access to the spontaneously nature's ally feat, so this can basically just give you more stuff to summon in general.
 - **(8th) Bramble Armor (Su):** Okay if they hit you, they take...baby damage. Like REALLY baby damage. Also if you are getting hit enough for this to even vaguely matter? You are dead.
- **Overview:**
 - So getting to trade your less than stellar spells for summoning little dudes absolutely helps tons! Especially since you can really LEAN into summoning and even make your shitty leshy useful monsters!

(1/5) *Thorns Subdomain [Plant]*

- **Domain Spells:** 1st—thorn javelin⁺, 2nd—☆barkskin⁺☆, 3rd—plant growth⁺, 3rd—thorny entanglement⁺, 4th—thorn body⁺, 6th—repel wood⁺, 7th—animate plants⁺, 8th—control plants⁺, 9th—shambler⁺
- **Domain Powers:**
 - **(1st) Cruel Thicket (Su):** Any creature includes you. That's all.
 - **(8th) Bramble Armor (Su):** Okay if they hit you, they take...baby damage. Like REALLY baby damage. Also if you are getting hit enough for this to even vaguely matter? You are dead.
- **Overview:**
 - Yeaaaah still the plant domain, not really anything we can do to fix that it seems.

(3/5) Protection Domain

- **Domain Spells:** 1st—[sanctuary](#), 2nd—[shield other](#), 3rd—[protection from energy](#), 4th—[spell immunity](#), 5th—[spell resistance](#), 6th—[antimagic field](#)^E, 7th—[repulsion](#), 8th—☆[mind blank](#)⁺☆, 9th—☆[prismatic sphere](#)⁺☆
 - **Domain Powers:**
 - **(1st) Resistant Touch (Sp):** You give SOMEONE ELSE your resistance bonus for a minute. This is bad. YOU likely won't have a cloak of resistance (because you don't need one) but your non protection cleric allies WILL. And the bonuses don't stack. So...in the long run this will do nothing. Trade it out at your earliest convenience.
 - **(8th) Aura of Protection (Su):** So the deflection bonus is probably going to be lower than rings of protection and the energy resistance is going to be really baby until at least level 14 so...yeah not...amazing? This domain would be MUCH better if it didn't go up against the Big 7
 - **Special:**
 - ☆**Resistance Bonus**☆: So basically you get a free cloak of resistance that scales over the course of your career. No seriously, its a +1 resistance bonus, and another 1 for every 5 levels...which is to all saves and is constant, and is just a function of the domain, not like a supernatural ability or something. So yeah thats amazing.
 - **Overview:**
 - So the resistance bonus that protection provides is its claim to fame but the overall problem with the domain is the types of its bonus. I very much agree with allerseelen on this one: if we changed the types to sacred or profane, this would be one of the strongest domains in the game.
-

(3.5/5) Defense Subdomain [Protection]

- **Domain Spells:** 1st—[shield](#)⁺, 2nd—☆[barkskin](#)⁺☆, 3rd—[protection from energy](#), 4th—[spell immunity](#), 5th—[spell resistance](#), 6th—[antimagic field](#)^E, 7th—[deflection](#)⁺, 8th—☆[mind blank](#)⁺☆, 9th—☆[prismatic sphere](#)⁺☆
- **Domain Powers:**
 - ☆**Resistance Bonus**☆: So basically you get a free cloak of resistance that scales over the course of your career. No seriously, its a +1 resistance bonus, and another 1 for every 5 levels...which is to all saves and is constant, and is just a function of the domain, not like a supernatural ability or something. So yeah thats amazing.
 - **(1st) Deflection Aura (Su):** ONCE per day you can make an aura of deflection. At lower levels, this will be nice but as you get higher....well I can't really say this will be worth it. Still, technically, better than resistance touch.
 - **(8th) Aura of Protection (Su):** So the deflection bonus is probably going to be lower than rings of protection and the energy resistance is going to

be really baby until at least level 14 so...yeah not...amazing? This domain would be MUCH better if it didn't go up against the Big 7

- **Overview:**

- So usually I don't show it but I think the resistance bonus is important enough to mention here because you get GOOD spells and the bonus on its own is really helpful its just the abilities are...less so.

(3.5/5) *Fortifications Subdomain [Protection]*

- **Requires Urban Acolyte trait**
- **Domain Spells:** 1st—hold portal, 2nd—shield other, 3rd—protection from energy, 4th—spell immunity, 5th—wall of stone, 6th—antimagic field^E, 7th—repulsion, 8th—☆mind blank⁺☆, 9th—prismatic wall⁺
- **Domain Powers:**
 - ☆**Resistance Bonus**☆: So basically you get a free cloak of resistance that scales over the course of your career. No seriously, its a +1 resistance bonus, and another 1 for every 5 levels...which is to all saves and is constant, and is just a function of the domain, not like a supernatural ability or something. So yeah thats amazing.
 - **(1st) Sheltering Walls (Sp):** Small bonus to defense for a short amount of time. Should be specifically mentioned that this covery EXPLICITLY does not block AoOs. At least it stacks with everything tho.
 - **(8th) Aura of Protection (Su):** So the deflection bonus is probably going to be lower than rings of protection and the energy resistance is going to be really baby until at least level 14 so...yeah not...amazing? This domain would be MUCH better if it didn't go up against the Big 7
- **Overview:**
 - Again this is like...okay and anything is better than the base but not by much!

(3/5) *Purity Subdomain [Protection]*

- **Domain Spells:** 1st—protection from chaos/evil/good/law, 2nd—shield other, 3rd—remove blindness/deafness, 4th—spell immunity, 5th—atonement, 6th—antimagic field^E, 7th—repulsion, 8th—☆mind blank⁺☆, 9th—☆prismatic sphere⁺☆
- **Domain Powers:**
 - ☆**Resistance Bonus**☆: So basically you get a free cloak of resistance that scales over the course of your career. No seriously, its a +1 resistance bonus, and another 1 for every 5 levels...which is to all saves and is constant, and is just a function of the domain, not like a supernatural ability or something. So yeah thats amazing.

- **(1st) Resistant Touch (Sp):** You give SOMEONE ELSE your resistance bonus for a minute. This is bad. YOU likely won't have a cloak of resistance (because you don't need one) but your non protection cleric allies WILL. And the bonuses don't stack. So...in the long run this will do nothing. Trade it out at your earliest convenience.
- **(8th) Purifying Touch (Su):** So this is REALLY good if you are just being hit with a bunch of effects, or those that can't be dispelled! That said, you don't get many uses, which is a shame.
- **Overview:**
 - Purifying touch is just not good enough to make up for everything but it is a useful ability. Wish it got more off list spells though.

(4/5) *Solitude Subdomain* [Protection]

- **Domain Spells:** 1st—[sanctuary](#), 2nd—[silence](#), 3rd—[protection from energy](#), 4th—[detect scrying](#)⁺, 5th—[mirage arcana](#)⁺, 6th—[antimagic field](#)^E, 7th—[repulsion](#), 8th—☆[mind blank](#)⁺☆, 9th—[create demiplane \(greater\)](#)
- **Domain Powers:**
 - ☆**Resistance Bonus**☆: So basically you get a free cloak of resistance that scales over the course of your career. No seriously, its a +1 resistance bonus, and another 1 for every 5 levels...which is to all saves and is constant, and is just a function of the domain, not like a supernatural ability or something. So yeah that's amazing.
 - **(1st) Taboo (Su):** Okay so if someone hits you they get cursed with bad saves...and you have some MONSTER debuffs. Combine this with a real bad variant channel and ruin someone immediately. Only problem? You lose your resistance bonus for the duration....so just make sure you buy a cloak of resistance, just in case.

Also lmao, nothing says you can't do this to multiple people if they hit you.

- **(8th) Aura of Protection (Su):** So the deflection bonus is probably going to be lower than rings of protection and the energy resistance is going to be really baby until at least level 14 so...yeah not...amazing? This domain would be MUCH better if it didn't go up against the Big 7
- **Overview:**
 - Okay taboo actually being pretty good JUST BARELY enough to be worth picking up for anyone. N33TS for the win.

(2/5) Repose Domain

- **Domain Spells:** 1st—deathwatch, 2nd—gentle repose, 3rd—speak with dead, 4th—death ward, 5th—slay living, 6th—undeath to death, 7th—destruction, 8th—waves of exhaustion⁺, 9th—wail of the banshee⁺
 - **Domain Powers:**
 - **(1st) Gentle Rest (Su)*:** So this is GREAT against undead, utterly meh against anything alive...which is most enemies.
 - **(8th) Ward Against Death (Su)*:** Its literally aura of death ward. The spell. You have this spell. Again if you are fighting undead? This is ideal. Otherwise its kinda whatever? Energy and death effects ARE powerful but...well they likely wont be the most common.
 - **Special:**
 - **(8th) Exorcism of Undeath (Su) (Replaces Ward Against Death) [Pharasma]:** Mmm nope too narrow. Don't get me wrong, we aren't a fan of possession but like...we have other things to use against it. Also doesn't beat out ward against death so...nope.
 - **Overview:**
 - Okay so this domain is about fighting undead. You take this domain if you are in a campaign focused around **fighting the undead**. If you do so, it immediately shoots up to 5/5. Otherwise its pretty mid and frankly, we could do better.
-

(2./5) Ancestors Subdomain [Repose]

- **Domain Spells:** 1st—deathwatch, 2nd—gentle repose, 3rd—speak with dead, 4th—rest eternal, 5th—slay living, 6th—geas/quest, 7th—destruction, 8th—waves of exhaustion⁺, 9th—wail of the banshee⁺
- **Domain Powers:**
 - **(1st) Gentle Rest (Su)*:** So this is GREAT against undead, utterly meh against anything alive...which is most enemies.
 - **(8th) Speak with Dead (Su):** You know we have this spell right? Like we don't need this. I mean they don't get a save which is great but like...yeah you probably aren't gonna use this too much?
- **Overview:**
 - Yeaaaah no again, if we against undead and lots of corpses, this is great! Otherwise not our best work.

(2.5/5) Psychopomp Subdomain [Repose / Death]

- **Domain Spells:** 1st—deathwatch, 2nd—gentle repose, 3rd—chain of perdition, 4th—death ward, 5th—slay living, 6th—planar ally (psychopomps only), 7th—destruction, 8th—trap the soul⁺, 9th—wail of the banshee⁺
- **Domain Powers:**

- **(1st) Gentle Rest (Su)***: So this is GREAT against undead, utterly meh against anything alive...which is most enemies.
 - **(6th) Spirit Touch (Su)**: Ghost touch weapon. That's really it.
- **Overview:**
 - Slightly better than trash but not by much.

(3/5) Souls Subdomain [Repose]

- **Domain Spells:** 1st—[deathwatch](#), 2nd—[gentle repose](#), 3rd—[animate dead](#) or [speak with dead](#), 4th—[death ward](#), 5th—[slay living](#), 6th—[antilife shell](#), 7th—[destruction](#), 8th—[waves of exhaustion](#) ⁺, 9th—[trap the soul](#) ⁺
- **Domain Powers:**
 - **(1st) Touch the Spirit World**: OH its basically just ghost touch but its lasts a while. neat!
 - **(8th) Ward Against Death (Su)***: Its literally aura of death ward. The spell. You have this spell. Again if you are fighting undead? This is ideal. Otherwise its kinda whatever? Energy and death effects ARE powerful but...well they likely wont be the most common.
- **Overview:**
 - Solidly the best repose subdomain if only because the abilities are okay sometimes and when they come up you'll love them.

(?/5) Rune Domain

- **Domain Spells:** 1st—[erase](#) ⁺, 2nd—[secret page](#) ^{+E}, 3rd—[glyph of warding](#), 4th—[explosive runes](#) ⁺, 5th—[planar binding \(lesser\)](#) ⁺, 6th—[glyph of warding \(greater\)](#), 7th—[instant summons](#) ⁺, 8th—[symbol of death](#), 9th—[teleportation circle](#) ⁺
- **Domain Powers:**
 - **(1st) Blast Rune (Sp)**: BAD ATTACK CONTINUES TO BE BAD!!!
 - **(8th) Spell Rune (Sp)**: So can this be ANY cleric spell, even ones I don't have prepared, so long as I CAN cast it? Or do I cast a spell to add it to the rune? What is the cast time? Do I just use the standard action? Can i attach geas to one of these runes as a standard????? This ability has kinda wonky wording. If I can just attach any spell to it, then I can have a neat buff station for allies, which is very nice for touch spells. Otherwise its kinda useless so...yeah...
- **Special:**
 - **Scribe Scroll**: You get scribe scroll as a bonus feat! This is actually incredibly useful for us clerics, who can just jot down all of our expensive "I'll absolutely need this one day" spells and then never have to prepare them again! Woo!!!
- **Overview:**

- Its too niche and spell runes makes no sense. Until I can figure out if spell runes is godly or trash, I can't really rate this domain because its so fucking wonky!!!!

(1/5) *Language Subdomain [Rune]*

- **Domain Spells:** 1st—[comprehend languages](#), 2nd—[share language](#), 3rd—[tongues](#), 4th—[explosive runes](#)⁺, 5th—[telepathic bond](#)⁺, 6th—[glyph of warding \(greater\)](#), 7th—[instant summons](#)⁺, 8th—[symbol of death](#), 9th—[teleportation circle](#)⁺
- **Domain Powers:**
 - **(1st) Blast Rune (Sp):** BAD ATTACK CONTINUES TO BE BAD!!!
 - **(6th) Rune Shift (Sp):** You can change where the rune goes...this is bad because blast rune is bad.
- **Overview:**
 - Just take scribe scroll as a normal feat and pick a domain that actually does something worth caring about.

(?/5) *Legislation Subdomain [Rune / Law]*

- **Domain Spells:** 1st—[forbid action](#), 2nd—[secret page](#)^{+E}, 3rd—[glyph of warding](#), 4th—[explosive runes](#)⁺, 5th—[greater forbid action](#), 6th—[glyph of warding \(greater\)](#), 7th—[instant summons](#)⁺, 8th—[symbol of death](#), 9th—[mass hold monster](#)⁺
- **Domain Powers:**
 - **(1st) Prohibition (Su):** Okay so this is SPECIFICALLY LANGUAGE PENDANT and well this damage is kinda whatever so...no this is bad.
 - **(8th) Spell Rune (Su):** The base ability is awful BUT when used in place of spell runes, this can become a POTENT deterrent. You cast a spell? Get blown up. You try to leave? Get locked down. The problem is, its still as confusing as spell runes. Can I use spells with longer cast times than a standard action? Do they have to be spells I prepared? Can I do it from a scroll? If we assume its any spell, this can get nutty but...I dunno? It just seems odd.
- **Overview:**
 - Seriously, have no idea how to rate this because prohibition + spell runes = ???

(2/5) *Wards Subdomain [Rune]*

- **Domain Spells:** 1st—[arcane lock](#)^{+E}, 2nd—[secret page](#)^{+E}, 3rd—[glyph of warding](#), 4th—[dimensional anchor](#), 5th—[planar binding \(lesser\)](#)⁺, 6th—[guards](#)

[and wards](#)⁺, 7th—[instant summons](#)⁺, 8th—[symbol of death](#), 9th—[teleportation circle](#)⁺

- **Domain Powers:**

- **(1st) Blast Rune (Sp):** BAD ATTACK CONTINUES TO BE BAD!!!
- **(6th) Warding Rune (Su):** So you don't really get that many uses and they have to step on your rune and the rune actually has to hurt them which is a lot of pieces that have to fall into place...Or just pick up another domain that gets you a sanctuary ability.

- **Overview:**

- AGain, because blast runes is bad, everything else kinda just follows that.
-

(3.5/5) [Scalykind Domain](#)

- **Domain Spells:** 1st—[magic fang](#)⁺, 2nd—[animal trance](#), 3rd—[magic fang \(greater\)](#)⁺, 4th—[poison](#), 5th—☆[animal growth](#)⁺ ☆ (reptiles only), 6th—[eyebite](#)⁺, 7th—[creeping doom](#)⁺ (takes the form of Diminutive-sized snakes), 8th—[animal shapes](#)⁺ (reptiles only), 9th—☆[shapechange](#)⁺ ☆

- **Domain Powers:**

- **(1st) Venomous Stare (Sp):** Fascinated is STILL a really rough condition to use because it basically gets popped by anything and the nonlethal damage is basically useless! NO!
- **(4th) Serpent Companion (Ex):** OH RAD WE GET A CONSTRICTOR COMPANION AT LEVEL -2!!! Not as good as the animal domain one with unrestricted access but still a pretty damn good pick up. The viper isn't really worth it but otherwise, this gold!!!

- **Overview:**

- Okay so it is a solid if not a bit lesser comparison to the infamous animal domain. I wish venomous stare was a little less garbage but hey at least we have a place where we can start from!
-

(2.5/5) [Dragon Subdomain](#) [Scalykind]

- **Domain Spells:** 1st—[magic fang](#)⁺, 2nd—[animal trance](#), 3rd—[draconic reservoir](#)⁺, 4th—[dragon's breath](#)⁺, 5th—[animal growth](#)⁺ (reptiles only), 6th—[form of the dragon I](#)⁺, 7th—[creeping doom](#)⁺ (takes the form of Diminutive-sized snakes), 8th—[animal shapes](#)⁺ (reptiles only), 9th—☆[shapechange](#)⁺ ☆

- **Domain Powers:**
 - **(1st) Venomous Stare (Sp):** Fascinated is STILL a really rough condition to use because it basically gets popped by anything and the nonlethal damage is basically useless! NO!
 - **(4th) Dragonbreath (Su):** Sooo we get a blast that doesn't do a huge amount of damage that we can only use a few times per day? I mean this is one of the best blast abilities I've seen...and its still not that great.
- **Overview:**
 - So it really blows that the abilities you get suck because the dragon subdomain actually gets pretty damn good spells. Still losing your companion REALLY hurts because half of your spells specifically rely on you having one to be relevant.

(4/5) *Saurian Subdomain* [Scalykind]

- **Domain Spells:** 1st—[magic fang](#)⁺, 2nd—[animal trance](#), 3rd—[magic fang \(greater\)](#)⁺, 4th—[summon nature's ally IV](#)⁺ ([deinonychus](#) or [pteranodon](#) only), 5th—[beast shape III](#)⁺, 6th—[eyebite](#)⁺, 7th—[summon nature's ally VII](#)⁺ ([brachiosaurus](#) or [tyrannosaurus](#) only), 8th—[animal shapes](#)⁺ (reptiles only), 9th—☆[shapechange](#)⁺☆
- **Domain Powers:**
 - **(1st) Venomous Stare (Sp):** Fascinated is STILL a really rough condition to use because it basically gets popped by anything and the nonlethal damage is basically useless! NO!
 - **(4th) Dinosaur Companion (Ex):** So DINOSAURS are incredibly powerful companions and are ABSOLUTELY worth taking at all times. I would still suggest boon companion, even if you only lose two level, but like...dinos do not fuck around.
- **Overview:**
 - Okay this is a domain I can confidently suggest to just about anyone, even if it seems kinda silly. WHY are dino related things so powerful in pathfinder????

(4/5) *Venom Subdomain* [Scalykind]

- **Domain Spells:** 1st—[magic fang](#)⁺, 2nd—[pernicious poison](#)⁺, 3rd—[magic fang \(greater\)](#)⁺, 4th—[poison](#), 5th—☆[animal growth](#)⁺☆ (reptiles only), 6th—[cloudkill](#)⁺, 7th—[creeping doom](#)⁺ (takes the form of Diminutive-sized snakes), 8th—[animal shapes](#)⁺ (reptiles only), 9th—☆[shapechange](#)⁺☆
- **Domain Powers:**
 - **(1st) Venomous Saliva (Su):** Ahem...as the person who wrote the alchemist guide, I can say you'll likely need a lot more than this to make

your poison totally viable, and whats worse, is that you don't have poison use or immunity. That said, its not...the worse just could be significantly better.

- **(4th) Serpent Companion (Ex):** OH RAD WE GET A CONSTRICTOR COMPANION AT LEVEL -2!!! Not as good as the animal domain one with unrestricted access but still a pretty damn good pick up. The viper isn't really worth it but otherwise, this gold!!!
- **Overview:**
 - So you get a constrictor snake, and some neat poison abilities that while not great, are better than what we had so...yeah i call this an absolute win.

(3/5) **Strength Domain**

- **Domain Spells:** 1st—[enlarge person](#)⁺, 2nd—[bull's strength](#), 3rd—[magic vestment](#)⁺, 4th—[spell immunity](#), 5th—[righteous might](#), 6th—[stoneskin](#)⁺, 7th—[grasping hand](#)⁺, 8th—[clenched fist](#)⁺, 9th—[crushing hand](#)⁺
- **Domain Powers:**
 - **(1st) Strength Surge (Sp):** So the attack bonuses are like okay but again...enhancement bonuses. Your weapons. I mean sure it'll be nice sometimes but usually it'll feel kinda redundant. That said, at higher levels, you'll be able to shoot your attack through the moon for a round and that's hilarious (weapon enhancement bonuses don't go beyond +5)
 - **(8th) Might of the Gods (Su):** Again...enhancement bonus to strength score...ya know...like bulls strength. The spell you get. Now don't get me wrong, adding your ENTIRE CLERIC LEVEL to your strength is hilarious, no doubt, but also...its only for strength checks and skill checks...both of which are a bit niche to use a whole power on.
- **Overview:**
 - Okay spells and bad abilities make an okay domain. Lets try for better. We want to be gods of STRENGTH not just punch bois.

(2/5) **Competition Subdomain** [Strength]

- **Requires Urban Acolyte trait**
- **Domain Spells:** 1st—[jump](#)⁺, 2nd—[bull's strength](#), 3rd—[greater animal aspect](#)⁺, 4th—[spell immunity](#), 5th—[righteous might](#), 6th—[greater heroism](#)⁺, 7th—[grasping hand](#)⁺, 8th—[clenched fist](#)⁺, 9th—[crushing hand](#)⁺
- **Domain Powers:**
 - **(1st) Athletic Exploit (Su):** So this makes you better at sports. Which is great...except for the fact that we are a full caster and probably have way

more ways around most of these checks than we know what to do with so...eh???????????

- **(8th) Might of the Gods (Su):** Again...enhancement bonus to strength score...ya know...like bulls strength. The spell you get. Now don't get me wrong, adding your ENTIRE CLERIC LEVEL to your strength is hilarious, no doubt, but also...its only for strength checks and skill checks...both of which are a bit niche to use a whole power on.
- **Overview:**
 - If you are doing a sports anime campaign, this will be a godsend. Otherwise? Maybe don't!

(2.5/5) *Ferocity Subdomain* [Strength]

- **Domain Spells:** 1st—[enlarge person](#)⁺, 2nd—[bull's strength](#), 3rd—[rage](#)⁺, 4th—[spell immunity](#), 5th—[righteous might](#), 6th—[bull's strength \(mass\)](#)⁺, 7th—[grasping hand](#)⁺, 8th—[clenched fist](#)⁺, 9th—[crushing hand](#)⁺
- **Domain Powers:**
 - **(1st) Ferocious Strike (Su):** So being able to just activate this whenever you do an attack is actually great and It overlaps less! Unfortunately you don't get enough uses for the damage it outputs.
 - **(8th) Might of the Gods (Su):** Again...enhancement bonus to strength score...ya know...like bulls strength. The spell you get. Now don't get me wrong, adding your ENTIRE CLERIC LEVEL to your strength is hilarious, no doubt, but also...its only for strength checks and skill checks...both of which are a bit niche to use a whole power on.
- **Overview:**
 - Worse spells for a same-ish power is a not a good tradeoff.

(2/5) *Fist Subdomain* [Strength]

- **Domain Spells:** 1st—[true strike](#)⁺, 2nd—[bull's strength](#), 3rd—[magic fang \(greater\)](#), 4th—[force punch](#)⁺, 5th—[righteous might](#), 6th—[stoneskin](#)⁺, 7th—[grasping hand](#)⁺, 8th—[clenched fist](#)⁺, 9th—[crushing hand](#)⁺
- **Domain Powers:**
 - **(1st) Wooden Fist (Su):** IT WAS BAD FOR THEM ITS BAD FOR YOU STOP IT!
 - **(8th) Might of the Gods (Su):** Again...enhancement bonus to strength score...ya know...like bulls strength. The spell you get. Now don't get me wrong, adding your ENTIRE CLERIC LEVEL to your strength is hilarious, no doubt, but also...its only for strength checks and skill checks...both of which are a bit niche to use a whole power on.
- **Overview:**

- Yeah no, give us improved unarmed strike you numbs or get out of here!!!!

(3/5) *Resolve Subdomain* [Strength]

- **Domain Spells:** 1st—[bless](#), 2nd—[bull's strength](#), 3rd—[magic vestment](#)⁺, 4th—[spell immunity](#), 5th—[righteous might](#), 6th—[heroes' feast](#), 7th—[grasping hand](#)⁺, 8th—[clenched fist](#)⁺, 9th—[crushing hand](#)⁺
- **Domain Powers:**
 - **(1st) Strength Surge (Sp):** So the attack bonuses are like okay but again...enhancement bonuses. Your weapons. I mean sure it'll be nice sometimes but usually it'll feel kinda redundant. That said, at higher levels, you'll be able to shoot your attack through the moon for a round and that's hilarious (weapon enhancement bonuses don't go beyond +5)
 - **(8th) Bestow Resolve (Su):** Okay so I am not a huge fan of temp HP but it does make a little less damage that someone else has to take in the long run. Good thing to do right before a fight.
- **Overview:**
 - Worse spells, better powers, back to round one....

(3.5/5) *Self-Realization Subdomain* [Strength / Liberation]

- **Domain Spells:** 1st—[enlarge person](#)⁺, 2nd—[bull's strength](#), 3rd—[magic vestment](#)⁺, 4th—☆[paragon surge](#)☆⁺ (always matches your actual race), 5th—[righteous might](#), 6th—[primal scream](#)⁺, 7th—[transformation](#)⁺, 8th—[clenched fist](#)⁺, 9th—[crushing hand](#)⁺
- **Domain Powers:**
 - **(1st) Perfected Form (Su):** Scaling save bonus is V nice and getting the morale bonus for beating the saves is also fun.
 - **(8th) Might of the Gods (Su):** Again...enhancement bonus to strength score...ya know...like bulls strength. The spell you get. Now don't get me wrong, adding your ENTIRE CLERIC LEVEL to your strength is hilarious, no doubt, but also...its only for strength checks and skill checks...both of which are a bit niche to use a whole power on.
- **Overview:**
 - So probably the best version of strength just for the general person. Good bonuses to saves against some annoying things even if they dont come up very often, and REALLY potent spells in paragon surge and primal scream.

(2/5) Sun Domain*

- **Domain Spells:** 1st—endure elements, 2nd—heat metal⁺, 3rd—searing light, 4th—fire shield⁺, 5th—flame strike, 6th—fire seeds⁺, 7th—sunbeam⁺, 8th—☆sunburst⁺☆, 9th—☆prismatic sphere⁺☆
 - **Domain Powers:**
 - **(1st) Sun's Blessing (Su)*:** Okay so if you are fighting undead, this is insanely good and basically smites the shit out of them. Otherwise ya know, useless.
 - **(8th) Nimbus of Light (Su)*:** So the auto undead damage and light is great but what really sells it is definitely the auto dispel. No check, no roll, no save, if it has a darkness descriptor it is automatically dispelled when entering your bright ball!!! So great against darkness and undead....
 - **Overview:**
 - Okay this is very much another “if you are fighting undead” domains. IF you are going up against undead, this rating absolutely skyrockets and it pairs very well with the repose domain. If you aren't...well....probably not worth it.
-

(2/5) Day Subdomain [Sun]

- **Domain Spells:** 1st—endure elements, 2nd—continual flame^E, 3rd—daylight, 4th—fire shield⁺, 5th—flame strike, 6th—fire seeds⁺, 7th—sunbeam⁺, 8th—☆sunburst⁺☆, 9th—☆prismatic sphere⁺☆
- **Domain Powers:**
 - **(1st) Sun's Blessing (Su)*:** Okay so if you are fighting undead, this is insanely good and basically smites the shit out of them. Otherwise ya know, useless.
 - **(8th) Day's Resurgence (Su):** Okay so you can spend 10 minutes to pretend like you rested for a night...but only for saves and health. So kinda meh??? I mean sure saves us some CLW, Lesser Restoration, or dealing with exhaustion right but I don't think its super great.
- **Overview:**
 - Slightly better and slightly worse. Again kinda feels like a merry go round.

(3/5) Light Subdomain [Sun]

- **Domain Spells:** 1st—faerie fire⁺, 2nd—heat metal⁺, 3rd—daylight, 4th—fire shield⁺, 5th—flame strike, 6th—fire seeds⁺, 7th—sunbeam⁺, 8th—☆sunburst⁺☆, 9th—☆prismatic sphere⁺☆
- **Domain Powers:**
 - **(1st) Blinding Flash (Su):** SOLAAAAAAAAAAR
FLAREEEEEEEEEEEEEEEEEEEEE!!! So this can be nice to just annoy

mob and blind is a good condition, even if it doesn't last too long. That said, fort saves are less than ideal.

- **(8th) Nimbus of Light (Su)***: So the auto undead damage and light is great but what really sells it is definitely the auto dispel. No check, no roll, no save, if it has a darkness descriptor it is automatically dispelled when entering your bright ball!!! So great against darkness and undead....
- **Overview:**
 - Better than the base and that's really all we care about!!!!

(4/5) *Revelation Subdomain* [Sun]

- **Domain Spells:** 1st—[detect secret doors](#)⁺, 2nd—[see invisibility](#)⁺, 3rd—[banish seeming](#)^{+E}, 4th—[fire shield](#)⁺, 5th—[flame strike](#), 6th—[fire seeds](#)⁺, 7th—[sunbeam](#)⁺, 8th—☆[sunburst](#)⁺☆, 9th—☆[prismatic sphere](#)⁺☆
- **Domain Powers:**
 - **(1st) Guided Eyes (Su)**: Perception as a class skill and you get a +4 to find something hidden or look through a disguise...which is most of what perception is used for! Neat!
 - **(8th) Nimbus of Light (Su)***: So the auto undead damage and light is great but what really sells it is definitely the auto dispel. No check, no roll, no save, if it has a darkness descriptor it is automatically dispelled when entering your bright ball!!! So great against darkness and undead....
- **Overview:**
 - Okay DISTINCTLY better than the base. This is something we can actually work with, getting around illusory shenanigans and auto dispel darkness!!! Just barely a solid pick, especially with some of the spells it gets.

(1.5/5) *Thirst Subdomain* [Sun]

- **Domain Spells:** 1st—[endure elements](#), 2nd—[heat metal](#)⁺, 3rd—[cup of dust](#)⁺, 4th—[fire shield](#)⁺, 5th—[flame strike](#), 6th—[fire seeds](#)⁺, 7th—[sunbeam](#)⁺, 8th—☆[sunburst](#)⁺☆, 9th—[horrid wilting](#)⁺
- **Domain Powers:**
 - **(1st) Wilting Glare (Su)**: Anti plant or water thing attack! The damage is kinda nothing and fatigue isn't good enough to get this out of the can.
 - **(8th) Withering Nimbus (Su)**: It's like Nimbus of light but now it's against plants and water things...which you tell me how many of those you tend to fight? At least undead are a pretty common enemy type...
- **Overview:**
 - How did they make something that was already not great, definitely worse? Absolutely not.

(5/5) Travel Domain

- **Domain Spells:** 1st—longstrider⁺, 2nd—locate object^E, 3rd—fly⁺, 4th—☆dimension door⁺☆, 5th—teleport⁺, 6th—find the path, 7th—☆teleport (greater)⁺☆, 8th—phase door⁺, 9th—astral projection⁺
- **Domain Powers:**
 - **(1st) Agile Feet (Su):** As a free action you ignore difficult terrain and don't get any penalties for moving through it for a round. Actually really nice, as difficult terrain can be really annoying and having movement locked down sucks.
 - ☆**(8th) Dimensional Hop (Sp)☆:** OH HEY NOT ONLY CAN YOU GET YOURSELF INTO POSTION BUT YOU CAN MOVE TEAMMATES??? Yes I absolutely will burn 60 of my 80 feet per day to teleport the fighter into melee. YES PLEASE!!!
- **Special:**
 - **Base Speed:** Increase your base speed by 10 feet. Just...yeah okay great! Stacks with everything!
- **Overview:**
 - IMO the travel domain has an insane spell list. I haven't seen so many bangers on one list and the only thing that takes away its star is that agile feet is good but not like amazing. Thats it! Its still one of the best domains, if only to get LOTS of movement options. 10/10, would uber again.

(5/5) Exploration Subdomain [Travel]

- **Domain Spells:** 1st—expeditious retreat⁺, 2nd—locate object^E, 3rd—fly⁺, 4th—locate creature⁺, 5th—teleport⁺, 6th—find the path, 7th—☆teleport (greater)⁺☆, 8th—phase door⁺, 9th—world wave⁺
- **Domain Powers:**
 - **(1st) Door Sight (Su):** Touch a door and look on the other side. Fun for espionage and avoiding some traps. Gets a lot of uses and makes a wonderful scouting tool!
 - ☆**(8th) Dimensional Hop (Sp)☆:** OH HEY NOT ONLY CAN YOU GET YOURSELF INTO POSTION BUT YOU CAN MOVE TEAMMATES??? Yes I absolutely will burn 60 of my 80 feet per day to teleport the fighter into melee. YES PLEASE!!!
- **Overview:**
 - So the spells are slightly worse and the ability I consider slightly better but its really a toss up. I'd say this goes down JUST a bit but is still a GREAT pickup.

(3.5/5) *Portal Subdomain* [Travel]

- **Domain Spells:** 1st—[open and shut](#)⁺, 2nd—[knock](#)⁺, 3rd—[urban step](#)⁺, 4th—☆[dimension door](#)⁺☆, 5th—[teleport](#)⁺, 6th—[find the path](#), 7th—☆[teleport \(greater\)](#)⁺☆, 8th—[phase door](#)⁺, 9th—[astral projection](#)⁺
- **Domain Powers:**
 - **(1st) Sacred Threshold (Su):** Bless a door to give teammates temp HP And make it harder to force it open! Not a lot on either and its a bit too niche.
 - ☆**(8th) Dimensional Hop (Sp)☆:** OH HEY NOT ONLY CAN YOU GET YOURSELF INTO POSTION BUT YOU CAN MOVE TEAMMATES??? Yes I absolutely will burn 60 of my 80 feet per day to teleport the fighter into melee. YES PLEASE!!!
- **Special**
 - **Travel as One (Replaces Base Speed):** When you teleport with spells, treat your CL as 3 higher for the amount of people you bring and get some temp hp to help balance of mishaps. Neat little boost!
- **Overview:**
 - Ehh a bit niche. Portal games can be fun but you'd probably be better off with the base domain.

(5/5) *Trade Subdomain* [Travel]

- **Domain Spells:** 1st—[floating disk](#)⁺, 2nd—[locate object](#)^E, 3rd—[fly](#)⁺, 4th—☆[dimension door](#)⁺☆, 5th—[overland flight](#)⁺, 6th—[find the path](#), 7th—☆[teleport \(greater\)](#)⁺☆, 8th—[phase door](#)⁺, 9th—☆[gate](#)⁺☆
- **Domain Powers:**
 - **(1st) Silver-tongued Hagglers (Su):** So while I love this power as a player, I have to remind you that as a cleric, you basically have no skill ranks and this can't really take the MOST advantage of this, which is a bother. That said, if you want to use the few meager ranks you have to be a socialite, please, don't let me dissuade you!
 - ☆**(8th) Dimensional Hop (Sp)☆:** OH HEY NOT ONLY CAN YOU GET YOURSELF INTO POSTION BUT YOU CAN MOVE TEAMMATES??? Yes I absolutely will burn 60 of my 80 feet per day to teleport the fighter into melee WITH ME. YES PLEASE!!!
- **Overview:**
 - You are probably all wondering why I rate floating disk so highly? The spell itself is meh but what makes it amazing is the [Magic Trick](#) Feat, specifically, for the low low price of ranks in fly (Which you can abandon after you meet the prereqs) you can cover around on your speedy disk and eventually do a littly flying trick!!! Otherwise, this domain still gets really good spells and really good abilities so...yeah it keeps its title.

(4/5) Trickery Domain

- **Domain Spells:** 1st—disguise self⁺, 2nd—☆invisibility⁺ ☆, 3rd—nondetection⁺, 4th—confusion⁺, 5th—false vision⁺, 6th—mislead⁺, 7th—screen⁺, 8th—invisibility (mass)⁺, 9th—☆time stop⁺ ☆
- **Domain Powers:**
 - **(1st) Copycat (Sp):** You create a double as a move action that last for rounds her level. Now is this good? Yes a mirror double is great...but once it gets hit you have to spend another move action to make another one. As a caster, its good to keep up, but the reason mirror image is amazing is the fact that we get A LOT OF THEM.
 - **(8th) Master's Illusion (Sp):** So veil is great ut veil also lasts for hours per level and this lasts a few rounds, which is enough to get you into some trouble but probably not enough to get you out.
- **Special:**
 - **Class Skills:** You get Bluff, Disguise, and Stealth as class skills. Woo! Shame we don't ya know, have skill ranks.
 - **(1st) Deceptive Reprieve (Sp) (Replaces Copycat) [Asmodeus]:** Basically gives people a new will save if they were mind controlled. A bit niche for my tastes and gives them penalties after.
- **Overview:**
 - Not a bad domain but a bit harder for a cleric to use in some cases. It gets good spells but a lot of them are anti scry and while copycat is useful, master illusion is a bit difficult to pull off imo. Let's see if the subdomains can give us a boost!!!

(4/5) Ambush Subdomain [Trickery]

- **Requires Kobold Faith race trait**
- **Domain Spells:** 1st—alarm⁺, 2nd—☆invisibility⁺ ☆, 3rd—nondetection⁺, 4th—confusion⁺, 5th—illusory wall⁺, 6th—veil⁺, 7th—screen⁺, 8th—invisibility (mass)⁺, 9th—☆time stop⁺ ☆
- **Domain Powers:**
 - **(1st) Chameleon Aspect (Su):** So for caster types and archers this is actually really amazing!!! Getting 50% miss chance against anyone far away for a few rounds is really strong, especially as a first level ability. The main issue is that you don't get it for many rounds, but hey, thats what FCBs are for. AND ITS A SWIFT ACTION!!!
 - **(8th) Master's Illusion (Sp):** So veil is great but veil also lasts for hours per level and this lasts a few rounds, which is enough to get you into some trouble but probably not enough to get you out.

- **Overview:**
 - I Maybe not the best domain but kobolds finally have something to write home about. Chameleon aspect is a pretty strong power, if a bit hamstrung, and you still do get impressive spells for being a cheeky bastard.

(4.5/5) *Deception Subdomain* [Trickery]

- **Domain Spells:** 1st—[disguise self](#)⁺, 2nd—☆[mirror image](#)⁺ ☆, 3rd—[nondetection](#)⁺, 4th—[confusion](#)⁺, 5th—[false vision](#)⁺, 6th—[mislead](#)⁺, 7th—☆[project image](#)⁺ ☆, 8th—[invisibility \(mass\)](#)⁺, 9th—☆[time stop](#)⁺ ☆
- **Domain Powers:**
 - **(1st) Sudden Shift (Sp):** Fun repositioning tool that can be done as an immediate action!!! If you plan to be in melee alot, this is a great option!
 - **(8th) Master's Illusion (Sp):** So veil is great but veil also lasts for hours per level and this lasts a few rounds, which is enough to get you into some trouble but probably not enough to get you out.
- **Overview:**
 - Yes we lose invisibility. YES that is a bummer but we get mirror image which is one of the best defensive spells in the game, and project image, the greatest in scumbag caster technology, and a fun movement tool. Oh yeah. It's all coming together.

(4/5) *Espionage Subdomain* [Trickery / Knowledge]

- **Requires Urban Acolyte trait**
- **Domain Spells:** 1st—[disguise self](#)⁺, 2nd—[anonymous interaction](#)⁺, 3rd—[nondetection](#)⁺, 4th—[zone of silence](#)⁺, 5th—[false vision](#)⁺, 6th—[mislead](#)⁺, 7th—[screen](#)⁺, 8th—☆[mind blank](#)⁺ ☆, 9th—☆[time stop](#)⁺ ☆
- **Domain Powers:**
 - **(1st) Deep Cover (Su):** So this is neat...but we would probably be better off with a hat of disguise at this rate if people can get passed it with a will save. That said, they work well together, as this basically lets you COUNTER other intelligence skills with this false guise. So you don't actually use it for the disguise itself, but rather, as a means to trick people who think they can see through you.
 - **(8th) Master's Illusion (Sp):** So veil is great but veil also lasts for hours per level and this lasts a few rounds, which is enough to get you into some trouble but probably not enough to get you out.
- **Overview:**
 - Okay if you are trying to go FULL disguise, this is the way to go full disguise. If someone tries to magic their way past your disguise, you push

them back. You can disguise all your friends and are really hard to get past. So like...yeah fun stuff!!!

(3.5/5) *Greed Subdomain* [Trickery]

- **Domain Spells:** 1st—[disguise self](#)⁺, 2nd—[masterwork transformation](#)⁺, 3rd—[nondetection](#)⁺, 4th—[confusion](#)⁺, 5th—[false vision](#)⁺, 6th—[guards and wards](#)⁺, 7th—[screen](#)⁺, 8th—[create demiplane](#), 9th—☆[time stop](#)⁺☆
- **Domain Powers:**
 - **(1st) More for Me (Su):** Steal beneficial spell effects! Woo! Okay so as spellcasters become more and more common, this becomes better and better (Especially if you say it works for SLA's which I think it should) Now! You'll need some spellcraft to keep this rocking but otherwise, great pickup!
 - **(8th) Master's Illusion (Sp):** So veil is great but veil also lasts for hours per level and this lasts a few rounds, which is enough to get you into some trouble but probably not enough to get you out.
- **Overview:**
 - So we love the ability but we straight up lose out on better spells which kinda hits the ratings where it hurts!

(3/5) *Innuendo Subdomain* [Trickery]

- **Domain Spells:** 1st—[sow thought](#)⁺, 2nd—☆[invisibility](#)⁺☆, 3rd—[suggestion](#)⁺, 4th—[confusion](#)⁺, 5th—[false vision](#)⁺, 6th—[suggestion \(mass\)](#)⁺, 7th—[screen](#)⁺, 8th—[invisibility \(mass\)](#)⁺, 9th—☆[time stop](#)⁺☆
- **Domain Powers:**
 - **(1st) Fool's Privilege (Su):** So as a swift action you can basically negate a failed check and try again like it was no big deal! The issue here, of course, is that we as clerics, do not have a lot of skill ranks, and aren't the best at using them, and this does not get a lot of uses per day so...yeah....
 - **(8th) Master's Illusion (Sp):** So veil is great but veil also lasts for hours per level and this lasts a few rounds, which is enough to get you into some trouble but probably not enough to get you out.
- **Overview:**
 - So we get a lot of neat spells but our abilities are kinda meh and more about commanding people so... can't really vouch for this one as a cleric.

(3.5/5) *Thievery Subdomain* [Trickery]

- **Domain Spells:** 1st—[disguise self](#)⁺, 2nd—☆[invisibility](#)⁺☆, 3rd—[locate object](#), 4th—[confusion](#)⁺, 5th—[false vision](#)⁺, 6th—[mislead](#)⁺, 7th—[ethereal jaunt](#)⁺, 8th—[invisibility \(mass\)](#)⁺, 9th—☆[time stop](#)⁺☆
- **Domain Powers:**
 - **(1st) Copycat (Sp):** You create a double as a move action that last for rounds her level. Now is this good? Yes a mirror double is great...but once it gets hit you have to spend another move action to make another one. As a caster, its good to keep up, but the reason mirror image is amazing is the fact that we get A LOT OF THEM.
 - **(8th) Thief of the Gods (Su):** Okay so when you roll disable device or sleight of hand, you can roll twice and take the highest. You get...an okay amount of uses. Would be GREAT on a rogue or something. Not on a cleric who can barely make room for knowing their own religion....
- **Overview:**
 - So this one deeply upsets me on a personal level because trickery is good! Really good! In fact all it would need to be in the hall of fame is a really solid 8th level ability, and maybe one or two more good spells. Thats it! So if we have one subdomain that replaces the 8th level ability with a pretty good one, and gets us some spells, ITD BE PERFECT. And the only one that comes close....gets us a skill ability. Ya know. The one place we suck.

(5/5) ☆[Void Domain](#)☆

- **Domain Spells:** 1st—[feather fall](#)⁺, 2nd—[levitate](#)⁺, 3rd—[fly](#)⁺, 4th—[planar binding \(lesser\)](#)⁺, 5th—[overland flight](#)⁺, 6th—[planar binding](#)⁺, 7th—☆[reverse gravity](#)⁺☆, 8th—[planar binding \(greater\)](#)⁺, 9th—[interplanetary teleport](#)
- **Domain Powers:**
 - **(1st) Guarded Mind (Ex):** +2 to saves against mind affecting. This is good and constant but it doesnt scale and its only mind effecting so...only so high I can rate it!
 - **(8th) Part The Veil (Su):** So okay this is actually a really funny ability because as a cleric you have A LOT of bad touch abilities to tank peoples will saves and just stack confusion on top like an asshole. Like a lot. So you can actually super abuse this and you get uses equal to half your class level which is really good for an 8th level ability!!!
- **Overview:**
 - Forget everything I Said about travel. Forget everything I Said about any of the other lists? This? This is the most stacked domain list. Almost every single spell

is off list, and with exception of levitate, range from powerful to incomprehensibly game fucking. Getting FULL UNRESTRICTED ACCESS to planar binding is not to be trifled with. Not even slightly. Everything else? Candy. It gets 5/5 just from the sheer power of that list and the fact that part the veil is pretty good.

(5/5) *Dark Tapestry Subdomain* [Void]

- **Domain Spells:** 1st—[feather fall](#)⁺, 2nd—[summon monster II](#), 3rd—[fly](#)⁺, 4th—[planar binding \(lesser\)](#)⁺, 5th—[summon monster V](#), 6th—[planar binding](#)⁺, 7th—[insanity](#)⁺, 8th—[planar binding \(greater\)](#)⁺, 9th—[interplanetary teleport](#)
- **Domain Powers:**
 - **(1st) It Came from Beyond (Su):** One per day you can give a summoned monster the advanced creature template. Is this a good ability? Absolutely. But you get one use per day and can only apply it to one monster and GOD that hurts.
 - **(8th) Part The Veil (Su):** So okay this is actually a really funny ability because as a cleric you have A LOT of bad touch abilities to tank peoples will saves and just stack confusion on top like an asshole. Like a lot. So you can actually super abuse this and you get uses equal to half your class level which is really good for an 8th level ability!!!
- **Overview:**
 - So while we don't lose some of our best of the best spells, we do lose overland flight and reverse gravity for summon monster and insanity, which hurts a little bit. That said, I would still take this over most domains anyway.

(4.5/5) *Isolation Subdomain* [Void]

- **Domain Spells:** 1st—[feather fall](#)⁺, 2nd—[levitate](#)⁺, 3rd—[fly](#)⁺, 4th—[crushing despair](#), 5th—[overland flight](#)⁺, 6th—[wall of force](#)⁺, 7th—☆[reverse gravity](#)⁺☆, 8th—[prismatic wall](#)⁺, 9th—[interplanetary teleport](#)
- **Domain Powers:**
 - **(1st) Guarded Mind (Ex):** +2 to saves against mind affecting. This is good and constant but it doesnt scale and its only mind effecting so...only so high I can rate it!
 - **(8th) Aura of Isolation (Su):** Mind effecting emotion effect that causes them to be move as if difficult terrain around you and can't flank. Only works on enemies which is nice, but you do NOT get a lot of rounds at all. No save! Its a shame it just doesn't last very long.
- **Overview:**
 - So isolation is a very pretty downgrade. Don't get me wrong! It's a very good domain by all means! But we trade out all of our access to planar binding (what i would consider one of the top 5 spells in the game, put

there with simulacrum and miracle) for spells that are GREAT...but not planar binding. ITs really fucked because again, its a GREAT domain just..it was better.

(5/5) ☆Stars Subdomain☆ [Void]

- **Domain Spells:** 1st—[feather fall](#)⁺, 2nd—[hypnotic pattern](#)⁺, 3rd—[fly](#)⁺, 4th—[planar binding \(lesser\)](#)⁺, 5th—[overland flight](#)⁺, 6th—[planar binding](#)⁺, 7th—[sunbeam](#)⁺, 8th—[planar binding \(greater\)](#)⁺, 9th—[meteor swarm](#)⁺
- **Domain Powers:**
 - **(1st) Guarded Mind (Ex):** +2 to saves against mind affecting. This is good and constant but it doesnt scale and its only mind effecting so...only so high I can rate it!
 - **☆(8th) The Stars Are Right (Su)☆:** So spontaneous casting stars domain spells is actually really nice, like spontaneous casting fly...or planar binding. OR SUNBEAM!!!! This becomes EVEN SILLIER if you have a way of swapping some of your stars spells. “But Iluzry” you say, “This only works when we can see the stars!!!” You are right...Just cast [skyshroud](#). Its on your spell list. You’re welcome :3.
- **Overview:**
 - Losing levitate doesn’t really matter, sunbeam is only a little worse than reverse gravity and both have their uses and by the time you can even cast meteor swarm you can bind a solar to be your best friend. THE ONLY reason I’d tell you NOT to take this domain is if you plan to take the Stargazer Prestige class. Otherwise...absolutely god please yes.

(4/5) [War Domain](#)

- **Domain Spells:** 1st—[magic weapon](#), 2nd—[spiritual weapon](#), 3rd—[magic vestment](#), 4th—[divine power](#), 5th—[flame strike](#), 6th—[blade barrier](#)⁺, 7th—[power word blind](#)⁺, 8th—[power word stun](#)⁺, 9th—[power word kill](#)⁺
- **Domain Powers:**
 - **(1st) Battle Rage (Sp):** Solid untyped damage that lasts the whole round. Great to tag your favorite melee brute with before sending them off to maul your enemies to death. Shame its a standard action though.
 - **(8th) Weapon Master (Su):** As a swift action you can get the use of a combat feat and you can swap it every time you use the ability! Hell yeah, baby martial flexibility! Blind Fight for invisible foes, combat reflexes, style feats, maneuver feats, Dedicated adversity YOU GOT IT!!!! Make sure you take dirty fighting to get a lot of prereqs out of the way, and combat stamina to get a little extra out of every feat, but that besides? Go buck wild!

- **Overview:**
 - So this is the Warrior Cleric domain. If you are a warrior cleric? You are probably taking this domain. Weapon master is an AMAZING ability and this whole thing would likely be higher...if most of your spells weren't already on your list.
-

(2/5) *Blood Subdomain* [War]

- **Domain Spells:** 1st—[magic weapon](#), 2nd—[spiritual weapon](#), 3rd—[vampiric touch](#)⁺, 4th—[divine power](#), 5th—[wall of thorns](#)⁺, 6th—[blade barrier](#)⁺, 7th—[inflict serious wounds \(mass\)](#), 8th—[power word stun](#)⁺, 9th—[power word kill](#)⁺
- **Domain Powers:**
 - **(1st) Battle Rage (Sp):** Solid untyped damage that lasts the whole round. Great to tag your favorite melee brute with before sending them off to maul your enemies to death. Shame its a standard action though.
 - **(8th) Wounding Blade (Su):** BLEED IS BAD. Now this increases the bleed each turn but if they are healed at all it neutralizes it and takes a while for it to stack up. You aren't going to have a LOT of attacks likely so...not ideal.
- **Overview:**
 - NOPE just straight downgrade. We lose our amazing ability for worse abilities and our spells (besides wall of thorns) kinda just take a dive so....nah.

(3.5/5) *Duels Subdomain* [War]

- **Requires Urban Acolyte trait**
- **Domain Spells:** 1st—[magic weapon](#), 2nd—[warding weapon](#)⁺, 3rd—[magic vestment](#), 4th—[divine power](#), 5th—[dance of a hundred cuts](#)⁺, 6th—[blade barrier](#)⁺, 7th—[power word blind](#)⁺, 8th—[dance of a thousand cuts](#)⁺, 9th—[power word kill](#)⁺
- **Domain Powers:**
 - **(1st) Divine Challenge (Su):** So swift action we get a tiny bonus to ac and a sizeable blonus to bluff against your opponents. This is again, really sad, because WE ARE NOT GOOD AT SKILL STUFF!!! Plus feinting doesn't really benefit us as a non sneak attack class.
 - **(8th) Weapon Master (Su):** As a swift action you can get the use of a combat feat and you can swap it every time you use the ability! Hell yeah, baby martial flexibility! Blind Fight for invisible foes, combat reflexes, style feats, maneuver feats, Dedicated adversity YOU GOT IT!!!! Make sure you take dirty fighting to get a lot of prereqs out of the way, and combat stamina to get a little extra out of every feat, but that besides? Go buck wild!
- **Overview:**

- So better spells yes! Divine challenge is still less helpful than battle rage was though. At least we could bap our friends with that!!!

(5/5) **Tactics Subdomain** [War]

- **Domain Spells:** 1st—[magic weapon](#), 2nd—[aid](#)⁺, 3rd—[magic vestment](#), 4th—[divine power](#), 5th—[command \(greater\)](#)⁺, 6th—[blade barrier](#)⁺, 7th—[power word blind](#)⁺, 8th—[planar ally \(greater\)](#), 9th—[power word kill](#)⁺
- **Domain Powers:**
 - ☆(1st) **Seize The Initiative (Su)**☆: HAHAAAAHA okay so advantage on initiative rolls. For combat? Yeah yeah this is fucking amazing and makes sure that either you are always going first, or one of your teammates do. THIS is an ability that any caster wants to have. Strike first, strike fast.
 - (8th) **Weapon Master (Su)**: As a swift action you can get the use of a combat feat and you can swap it every time you use the ability! Hell yeah, baby martial flexibility! Blind Fight for invisible foes, combat reflexes, style feats, maneuver feats, Dedicated adversity YOU GOT IT!!!! Make sure you take dirty fighting to get a lot of prereqs out of the way, and combat stamina to get a little extra out of every feat, but that besides? Go buck wild!
- **Overview:**
 - Okay well if you are going to be a martial cleric? This is how. Seize the initiative means you will always go first and weapon master means you'll always have the right feat for the job, which is great for clerics because we usually don't get bonus feats. Sure the spells don't look amazing, but they'll carry you through. Go forth and conquer!!!!

(3/5) **Water Domain**

- **Domain Spells:** 1st—[obscuring mist](#), 2nd—[fog cloud](#)⁺, 3rd—[water breathing](#), 4th—[control water](#), 5th—[ice storm](#)⁺, 6th—[cone of cold](#)⁺, 7th—[elemental body IV](#)⁺ (water only), 8th—[horrid wilting](#)⁺, 9th—[elemental swarm](#)⁺ (water spell only)
- **Domain Powers:**
 - (1st) **Icicle (Sp)**: Say it with me kids. "Bad attack is bad!"
 - (6th) **Cold Resistance (Ex)**: Cold is the second most common damage type so we like this! That said, still not the best defense.
- **Special:**
 - **Energy Channel [Cold]** (Feat): For combat clerics this is actually really solid. 3 attacks with effectively +Lvl in energy damage is really useful, and it stacks with

everything, on top of being a swift action. It's dependent on the element used obviously, but a solid option

- **Overview:**

- As per usual, the elemental domains are OKAY! Nothing crazy, nothing horrible, just livable and thats fine.
-

(3/5) *Floatsam Subdomain* [Water]

- **Domain Spells:** 1st—[obscuring mist](#), 2nd—[make whole](#), 3rd—[water breathing](#), 4th—[control water](#), 5th—[major creation](#), 6th—[animate objects](#), 7th—[elemental body IV](#)⁺ (water only), 8th—[horrid wilting](#)⁺, 9th—[elemental swarm](#)⁺ (water spell only)
- **Domain Powers:**
 - **(1st) Icicle (Sp):** Say it with me kids. “Bad attack is bad!”
 - **(6th) Sift (Su):** Only use I think it worth is pulling out some low level scrolls every day just for the party to keep. Get your low level niche spells and just keep it as is. That said, its an incredibly versatile ability...that I can't really get the most use out of imo. This is more of a “hammerspace gacha” technique than anything.
- **Overview:**
 - Floatsam has the potential to be powerful but is very much capped by its cost, its uses and the fact that whatever you get vanishes after 24 hours. It'll come in handy (like summoning the key to the manor that was locked) but its kinda hard to work around because of it.

(4/5) *Flowing Subdomain* [Water]

- **Domain Spells:** 1st—[obscuring mist](#), 2nd—[cat's grace](#)⁺, 3rd—[water breathing](#), 4th—☆[freedom of movement](#)☆, 5th—[ice storm](#)⁺, 6th—[fluid form](#)⁺, 7th—[elemental body IV](#)⁺ (water only), 8th—☆[mind blank](#)⁺☆, 9th—[elemental swarm](#)⁺ (water spell only)
- **Domain Powers:**
 - **(1st) Go with the Flow (Su):** Either suppress feat affects or negate morale bonuses, this is actually a pretty solid ability if you know what you are doing! No real save either so we take those.
 - **(6th) Cold Resistance (Ex):** Cold is the second most common damage type so we like this! That said, still not the best defense.
- **Overview:**
 - Better abilities, better spells, overall this is a straight upgrade. Is this...potentially...a elemental subdomain worth using? I think it might be!

(3.5/5) *Ice Subdomain [Water]*

- **Domain Spells:** 1st—[obscuring mist](#), 2nd—[fog cloud](#)⁺, 3rd—[water breathing](#), 4th—[control water](#), 5th—[ice storm](#)⁺, 6th—[cone of cold](#)⁺, 7th—[freezing sphere](#)⁺ (water only), 8th—[horrid wilting](#)⁺, 9th—[polar ray](#)⁺
- **Domain Powers:**
 - **(1st) Icicle (Sp):** Say it with me kids. “Bad attack is bad!”
 - **(8th) Body of Ice (Su):** So Immunity to cold straight up beats resistance and DR/- is really good, even if its only a tiny amount. We take extra fire damage, but that just means like...either have resistance to fire or dont pop this around fire people. EASY!
- **Overview:**
 - Okay so this is the blaster one! If you want to be an ice blaster, this one gives you a lot of ice blasting spells!! Cold and stuff!!! Still not amazing but hey it does its job!!!

(3/5) *Oceans Subdomain [Water]*

- **Domain Spells:** 1st—[obscuring mist](#), 2nd—[slipstream](#)⁺, 3rd—[water walk](#), 4th—[control water](#), 5th—[ice storm](#)⁺, 6th—[cone of cold](#)⁺, 7th—[elemental body IV](#)⁺ (water only), 8th—[horrid wilting](#)⁺, 9th—[tsunami](#)⁺
- **Domain Powers:**
 - **(1st) Surge (Su):** So this is okay and will always be just okay because you cant really buff it and thats just how all combat maneuver abilities are.
 - **(6th) Cold Resistance (Ex):** Cold is the second most common damage type so we like this! That said, still not the best defense.
- **Overview:**
 - Its just okay and thats all you need to know.

(3/5) *Rivers Subdomain [Water]*

- **Domain Spells:** 1st—[hydraulic push](#)⁺, 2nd—[slipstream](#)⁺, 3rd—[water breathing](#), 4th—[control water](#), 5th—[elemental body II](#), 6th—[fluid form](#)⁺, 7th—[elemental body IV](#)⁺ (water only), 8th—[horrid wilting](#)⁺, 9th—[elemental swarm](#)⁺ (water spell only)
- **Domain Powers:**
 - **(1st) Current Flow (Su):** Increase my land speed my 10 feet is a neat ability...but you could just...go travel domain. No seriously its right there. Great spells. Gets this as just a side bonus. And constant too! No abilities needed. I’m just saying.
 - **(6th) Cold Resistance (Ex):** Cold is the second most common damage type so we like this! That said, still not the best defense.
- **Overview:**

- Again just so painfully meh toast okay ya know? Thats the biggest issue is that the first few levels are pretty bad, and while it gets good spells later, they start out mostly bad and the abilities aren't great either.

(1.5/5) Weather Domain

- **Domain Spells:** 1st—obscuring mist, 2nd—fog cloud⁺, 3rd—call lightning⁺, 4th—sleet storm⁺, 5th—ice storm⁺, 6th—control winds⁺, 7th—control weather, 8th—whirlwind⁺, 9th—storm of vengeance
 - **Domain Powers:**
 - **(1st) Storm Burst (Sp):** BAD ATTACK IS BAD GODDAMN YOU
 - **(8th) Lightning Lord (Sp):** So call lightning is a really weak attack spell, it has SR and is overall just like not ideal? So this is also bad. Because its just call lightning.
 - **Overview:**
 - The only thing keeping this domain out of the trash is the spells and even then not by much.
-

(2/5) Monsoon Subdomain [Weather]

- **Domain Spells:** 1st—obscuring mist, 2nd—fog cloud⁺, 3rd—hydraulic torrent⁺, 4th—control water, 5th—fickle winds, 6th—control winds⁺, 7th—control weather, 8th—whirlwind⁺, 9th—storm of vengeance
- **Domain Powers:**
 - **(1st) Storm Burst (Sp):** BAD ATTACK IS BAD GODDAMN YOU
 - **(8th) Refreshing Rain (Su):** Okay so we don't get many uses but getting rid of nauseated and exhausted is nice! That said, we don't get many uses and we are the cleric...so condition removal probably wasn't going to be that big of an issue.
- **Overview:**
 - So in exchange for a slightly usable ability we kinda torpedo our favorite spells.

(1/5) Seasons Subdomain [Weather]

- **Domain Spells:** 1st—goodberry⁺, 2nd—fog cloud⁺, 3rd—call lightning⁺, 4th—blight⁺, 5th—ice storm⁺, 6th—control winds⁺, 7th—control weather, 8th—☆sunburst⁺☆, 9th—storm of vengeance
- **Domain Powers:**

- **(1st) Untouched by the Seasons (Su):** Okay endure elements is something we can already do so...okay? Won't come up often though...
- **(8th) Lightning Lord (Sp):** So call lightning is a really weak attack spell, it has SR and is overall just like not ideal? So this is also bad. Because its just call lightning.
- **Overview:**
 - As much as I want to like this, it kinda comes too little too late.

(1/5) *Storms Subdomain* [Weather]

- **Domain Spells:** 1st—[obscuring mist](#), 2nd—[fog cloud](#)⁺, 3rd—[call lightning](#)⁺, 4th—[sleet storm](#)⁺, 5th—[call lightning storm](#)⁺, 6th—[sirocco](#)⁺, 7th—[control weather](#), 8th—[whirlwind](#)⁺, 9th—[storm of vengeance](#)
 - **Domain Powers:**
 - **(1st) Storm Burst (Sp):** BAD ATTACK IS BAD GODDAMN YOU
 - **(6th) Gale Aura (Su):** So you are a creature...so you can't five foot step. Nor can any of your allies so this can royally fuck your team if you aren't careful. That said it also makes it harder to get to you. So ya know...take some lose some.
 - **Overview:**
 - Abilities are double edged and the spells get worse!!! NOPE!!!!
-

Variant Channeling

So before we get into what makes the best variant channeling, let's talk about the feature. Basically when you make a cleric, you can decide whether you want normal channeling, which heals people, or VARIANT channeling, which is this neat little subsystem where you can channel bizarre powers based on your patron's divine portfolio and domains.

If you choose variant channeling, positive or negative, in effect you heal or hurt half as much, but also get a unique rider effects. It still counts as channeling for basically all purposes, just a tradeoff of straight healing or for weaker healing with some tricks.

Uses the same action and CHA based DC as normal channeling. If your target makes its will save it's unaffected (but the damage is not reduced), any bonuses/penalties are sacred or profane depending on whether you heal or harm and **FINALLY bonuses or penalties start at +1/-1 and go up/down by 1 for every 5 class levels you have.**

Rating Based

- **Potency:** Is the effect something significant? Is it something other features don't give us easily?
- **Duration:** How long does it last?
- **Niche:** Is this something I can make use of every day or every combat!

All Variant Channeling

Got it? Good.

- Air/Sky/Wind Channeling
 - **(3/5) Heal:** Baby bonuses to fly/acrobatics and saves against wind/air abilities. Too situational
 - **(3/5) Harm:** Will save or penalty to ranged attacks and halved speeds if they are moving towards you. This is actually pretty nice.
- Ale/Wine Channeling
 - **(3/5) Heal:** Ignore nauseated and sickened, and ability drain from poisons but only for a turn. Again, useful but a bit situational.
 - **(5/5) Harm:** Will save or nauseated for a round. It's not long but nauseated is a pain in the ass condition, and it's a WILL save, not fort. OH yeah we love this.
- Art/Music Channeling
 - **(2/5) Heal:** Bonuses to perform and saves against illusions, sonic and language dependent abilities. If you are constantly fighting bards, it's a must have, otherwise, eh.
 - **(5/5) Harm*:** Penalty to saves against illusions, sonic, and language dependent...for ONE MINUTE. Wow. If you have a bard or are an illusion focused cleric? **This is AMAZING.** If you do not or are not, you may skip.

- Battle/Wrath Channeling
 - **(4/5) Heal:** Bonus to weapon damage and to confirm crits. Everyone likes this, because everyone wants to do more damage. Its not a LOT more damage, but it counts!
 - **(1/5) Harm:** Your enemies deal less weapon damage, but enemies usually have lots of ways to hurt you and this requires them to fail a save so...a lot less good.
- Beauty/Love/Lust Channeling
 - **(3/5) Heal:** Baby bonus charms, fascination, and hotness for a MINUTE. That bumps it up one just because even though its not common, its long lasting.
 - **(5/5) Harm*:** Penalty against charm/fascinate for a minute. If you are building into charming people, this is a godsend. **Otherwise, skip!**
- Bravery/Valor Channeling
 - **(4/5) Heal:** AYE ac bonus until end of next turn, and bonus to attack rolls for allies that make a charge if your allies aren't getting hit by fear affects. If they are, they can roll to shake them off! Great opener!!!!
 - **(?/5) Harm:** Works like normal channel so...eh?
- City Channeling
 - **(4/5) Heal:** No jokes! Bonus to attack rolls when flanking and ac when being flanked for a turn! Not bad at all!
 - **(5/5) Harm:** ALL THREATENED AREAS ARE NOW DIFFICULT TERRAIN until the start of your next turn. Also they get penalties to trying to move through these squares. GOD this can be a massive pain in the ass.
- Contracts/Oaths Channeling
 - **(1/5) Heal:** Get a baby bonus against compulsions until the end of next turn. WAY too situational. Pass.
 - **(5/5) Harm*:** Are you going to be hitting people with compulsions a lot? Great take this. **Otherwise skip.**
- Darkness Channeling
 - **(1/5) Heal:** You get low light vision, then darkvision. You have spells for this.
 - **(4/5) Harm*:** So you actually CAUSE darkness. This can actually be a really strong debuff if your team works around it, and can be done as a move action. Now...with [selective channeling](#) you can just choose creatures to be unaffected. Congrats your team now gets full cover in darkness.
- Death Channeling
 - **(1/5) Heal:** Stabilization (lame) and bonus against death effects. If you are fighting liches, this can be good, but otherwise, meh.
 - **(3/5) Harm:** Stabilization penalty (lame) and channel penalty to healing INCLUDING FAST HEALING AND REGENERATION? Most people don't have more than regeneration 5 so this is actually really neat. ITS situational but DAMN, this can be really fun late game and make enemies much less survivable.
- Destruction Channeling
 - **(1/5) Heal:** We can just hit it harder.
 - **(1/5) Harm:** We can just hit it harder.

- Disease Channeling
 - ☆(5/5) Heal ☆: Ability score healing...that's....Actually pretty good!!! Amazing even! Restoration is usually expensive, and takes a while and you often have a lot of channels to go around. Um. Yeah actually this is terrific!
 - (4/5) Harm: Sickened and eventually you hit people with aids. Not bad, but not amazing either. Still a -2 to most things though.
- Dreams Channeling
 - (1/5) Heal: If you are sleeping you get chance to unsleep, or get some bonus checks to perception...that said sleeping gives you a very hefty penalty. I wouldn't.
 - (5/5) Harm*: Penalty to perception checks and saves against exhaustion, fatigue, and sleep. Do you plan on throwing around a lot of sleep effects? Great, those are usually fight enders. **Otherwise, skip!**
- Duty Channeling
 - (4/5) Heal*: Bonuses on AoOs, bullrush, and disarm. If you are building for those, great! If not! SKIP
 - (1/5) Harm: Ehhh probably not worth it. Not going to hurt enough to matter.
- Earth Channeling
 - (1/5) Heal: OH hey its baby DR adamantine. Now to be clear, this is baby DR, and it only lasts until the end of your next turn. VERY BABY DR.
 - (5/5) Harm: FUCK YOU DIFFICULT TERRAIN FOR A MINUTE! Also, I can use selective channel so my party is fine and you all are fucked! HA!
- Envy Channeling
 - (2/5) Heal: Get a baby bonus to being a bastard.
 - ☆(5/5) Harm ☆: Okay so this is actually a HILARIOUS anti caster and well...anti a lot of people ability because next turn, if they fail, they HAVE to use their turn to do a steal combat maneuver. Which costs a standard action. And Provokes an AoO. This is mind-effecting compulsion but this is like...waste their time central lmao. EVEN IF THEY STEAL SOMETHING, THEY STILL AREN'T DOING SOMETHING MORE DANGEROUS.
- Farming Channeling
 - (1/5) Heal*: Ignore fatigue for a minute! **Recycling Barbarians, eat your hearts out and play to the god of farming for level 1 cycling nonsense.** Everyone else? Suffer I guess. Heals half as much on not plants.
 - (4/5) Harm: Hurts plants more, and people are fatigued as if starving. Fatigued isnt that bad, but they can only be fatigued after they eat, and if you hit them with it again before they can cure their starvation, they become exhausted.
- Fate Channeling
 - (1/5) Heal: Okay baby bonus on next...readied action...before next turn...mmm nope.
 - (1/5) Harm: Baby penalty on ability and skill checks. Still probably no.

- Fire Channeling
 - **(1/5) Heal:** Heals fire people better...or just take normal channeling and heal everyone.
 - **(1/5) Harm:** Hurts cold people better and if you fail your save, people catch fire....mmm definitely not.
- Flying Creatures? Channeling
 - **(1/5) Heal:** Bonus to fly checks and baby bonus to fly speed that does not scale
 - **(1/5) Harm:** Penalty to fly checks and baby penalty to fly speed that does not scale.
- Forge Channeling
 - **(3/5) Heal:** Metal armor gets a baby bonus to AC until the end of next turn.
 - **(1/5) Harm:** Hurt metal more. Nah.
- Freedom Channeling
 - **(4/5) Heal:** Bonuses against being grappled, entangled, paralyzed or slowed...but it has no duration. So you just...have these permanently I guess, which is pretty good all things considered. These are really annoying conditions
 - **☆(5/5) Harm☆:** Supernatural Scaling slow until end of your next turn against anyone who fails their save. VERY nice. One of the best debuffs in the game.
- Hunting Channeling
 - **(3/5) Heal:** Bonus on ranged attacks until the end of the next turn. Eh a bit niche for me but if you have an archer party.
 - **(1/5) Harm:** Anti-Anti-Tracking ability. Yeah not...great...
- Journeys Channeling
 - **(3/5) Heal:** Eh, nice for trying to avoid big hits but thats about it.
 - **(3/5) Harm:** Great but not as good as Freedom or Earth.
- Justice/Law Channeling
 - **(5/5) Heal*:** Oh wow a range of buffs for lawful creatures from attack, perception and all saves until the end of next turn!!! If you are in a mainly lawful party, this is SUPER useful. **If not well...skip.**
 - **(?/5) Harm:** Painful Zone of Truth. Okay so you do have to do damage to do this...but its funny ability. That said, this is mainly a Roleplay spell, so I can't really suggest for or against it fully.
- Knowledge Channeling
 - **(1/5) Heal:** Aye bonuses to knowledge and perception. Still these are skill bonuses, baby ones, and don't last a while. Not worth.
 - **(2/5) Harm:** Okay so its int damage, which might fuck up a wizard or two but int doesnt really do much and if they succeed their save, they just negate the damage so....meh actually.
- Luck Channeling
 - **(4/5) Heal:** Wow I love giving my team bonuses on important rolls that they get to pick from saves to attacks. Sure its only for one, but this is super useful for just any round.

- ☆(5/5) Harm☆: HAHAAHAHAHAHAHAHAHAHAHAHA - *deep breath* AHA oh yeah okay this is our first uh best in show just because its evil eye and its funny. Its literally a penalty to everything they care about that turn, from saves to attacks. Stacks with basically everything.
- Madness Channeling
 - (3/5) Heal: Bonuses against...madness effects? Its confusion, insanity...but also rage and...similar effects? So I'm going to say emotion and confusion effects. Not bad, but can be niche.
 - ☆(5/5) Harm☆: Will save or be confused. No SR. Technically not mind affecting. Just make your save or catch this L and keep catching it likely. Yeah. Remember...this can apply to anyone who is hurt by your negative energy and fails their save.
- Magic Channeling
 - (4/5) Heal: Baby bonus to CL checks is still a bonus and everything helps when trying to break past SR or dispelling things!
 - (4/5) Harm: AHhh there we go. Will save or be forced to make concentration checks to use spells OR SLA's until the end of next turn. That can actually come in huge if used properly but does have a lot of randomness to it.
- Monster Channeling
 - (1/5) Heal: healing effect is enhanced for aberrations, dragons, magical beasts, and monstrous humanoids. Lamé. Just take normal healing.
 - (5/5) Harm*: Harder to hit or hurt summoned/called creatures. If you are a summoner, this is great as it's harder to hurt your meet shields and it has no duration so its just forever I guess.
- Monuments Channeling
 - (3/5) Heal: Bonus on saves against speed reduction or ability damage abilities for a minute. Not bad, but its probably better to just get diseases to get rid of it as you go along.
 - (5/5) Harm: STAGGER for a turn. Is this really good? Yes. Is it worse than slow? Also yes. Still really good.
- Moonlight Channeling
 - (2/5) Heal: Low light vision is nothing and its light dependent...
 - (2/5) Harm: Dazzled is nothing and its light dependent....
- Murder Channeling
 - (1/5) Heal: This is gambling on a bleed effect. No.
 - (1/5) Harm: So look...this is a SMOL amount of bleed and if they have any magical healing it just goes away. IT doesnt stack and doesnt do a HUGE amount of damage. Just hit them with more.
- Nature Channeling
 - (1/5) Heal: Heals animals and fey better. Not worth.
 - (1/5) Harm: Hurts animals and fey better. Not Worth.

- Nightmares Channeling
 - **(3/5) Heal:** Bonus against charm and compulsion and saves for a minute. Meeh is okay.
 - **(5/5) Harm*:** Channel penalty against fears and phantasms. Are you making fear?
- Ocean/Sea/Water Channeling
 - **(1/5) Heal:** Water stuff. Maybe don't.
 - **(1/5) Harm:** Hurts water stuff. Maybe Don't
- Pain Channeling
 - **(1/5) Heal:** Bonus against pain effects for a minute. There aren't a lot of those.
 - **(3/5) Harm:** Everyone sickened and eventually one guy nauseated isn't bad...uuuuut we can definitely do better.
- Poison Channeling
 - **(2/5) Heal:** Bonus against poisons. Its okay.
 - **(3/5) Harm:** Hey just hold this con damage for me. Its a poison effect but also that's really funny. IT doesn't scale in damage, which is a shame.
- Protection Channeling
 - **(4/5) Heal:** Just flat AC bonus until the end of your next turn. Really nice, even if the bonus is small, its just...bonus to AC!!!
 - **☆(5/5) Harm☆:** WAIT AC PENALTIES???? WORD???????????? TO MULTIPLE ENEMIES? Yeaaaah, even until next turn, this is REALLY useful.
- Revenge/Vengeance Channeling
 - **(1/5) Heal:** Just take normal channel.
 - **(3/5) Harm:** Penalty to attack rolls until the end of next turn. Probably not as useful as the other options and they still have to fail the save.
- Rulership Channeling
 - **(5/5) Heal*:** Bonus to DC for charm and language dependent until the next turn. Do you or your team do these a lot? Great then take this. **Otherwise SKIP**
 - **(6/5) Harm:** Will save or Dazed. They just lose their turn. This is horrific and makes us rethink about whether or not this will be allowed at all.
- Secrets Channeling
 - **(4/5) Heal:** Bonus to Divination DCs. Are you spamming Divination? Great then we love this though divination has less DC dependent combat spells.
 - **(3/5) Harm:** Penalty against divination for a minute after you bap them. Again, not as much divination spells, but its good.
- Self-Perfection Channeling
 - **☆(5/5) Heal☆:** Just IGNORE a condition. FUCKING HELL this is powerful. Yes its only until end of next turn but a lot of conditions can be fucked over in that time and rounds are not long. This is DUMMY powerful, from level 1.
 - **(3/5) Harm:** Make it harder for people to recover from conditions. Ehhhh less ideal because we need them to fail in the first place.
- Sexuality Channeling
 - **(1/5) Heal:** Baby skill bonus is for babies.

- **(5/5) Harm***: HEY ARE YOU BUILDING AROUND CHARM AND FASCINATE? YES? GREAT! **Not then skip.**
- Slavery/Tyranny Channeling
 - **(3/5) Heal***: Ignore Fatigue and exhaustion for a minute. Still a niche but ya know barbarians happy.
 - **(5/5) Harm***: PENALTY AGAINST COMPULSION/STUN/PAIN SPELLS. DO YOU CAST THESE SPELLS ALOT???? You know the drill.
- Strategy Channeling
 - **(4/5) Heal***: Aid another builds, rejoice, as you get yet another way to make your bonus hella bonus. Otherwise, meh!
 - **(5/5) Harm**: Will save or just NO AoO's which is funny as FUCK. Just get rid of the whole mechanic all together. Free movement is free Lmao.
- Strength Channeling
 - **(4/5) Heal**: Okay great for melee and throne builds because bonuses to attack but not long lasting.
 - **(3/5) Harm**: Ah yes baby penalties to strength stuff! Not super strong.
- Sun Channeling
 - **(2/5) Heal**: Light powers and very mid defenses
 - **(1/5) Harm**: DAZZLED IS NOTHING and the main people who could be light blinded CANT be hurt by negative energy.
- Trickery Channeling
 - **(1/5) Heal**: Baby skill bonuses, SKIP!
 - **(1/5) Harm**: Baby skill penalties, Skip!
- Undeath Channeling
 - **(1/5) Heal**: Just take normal channel.
 - **(1/5) Harm**: Doesn't actually work!
- Weapons Channeling
 - **(3/5) Heal**: Attack bonuses....with your favored weapon. Just that weapon. *Sigh* Good if you are on your own, or have a team build but like...otherwise` very unreliable for team play.
 - **(3/5) Harm**: Damage to attack rolls and damage for a turn but its not much and only on manufactured weapons.
- Weather Channeling
 - **(2/5) Heal**: Saves against windy, shocky, boomy stuff. Is okay but niche.
 - **(2/5) Harm**: Half damage is sonic...but you do half damage so it's definitely not worth it.

Cleric Spells & Spellcasting

So Cleric spells are super important and cool and you have to choose between them which is a massive pain in the ass day by day. Now normally I'd leave you out to dry, and be happy about it but someone loved all of you and APPARENTLY WROTE A GUIDE TO EVERY SINGLE GOD DAMN SPELL. ALL OF THEM.

So ya know...thanks to you all who did that, I would have never given them anything otherwise. Go internet!!!

Review of Every Spell:

☰ In Totality: The Ultimate Guide to Every Cleric, Oracle, and Warpriest Spell in Pathfinder

Review of All of the Good Spells:

☰ Analysis Paralysis: All the Good Spells from the Cleric, Oracle, and Warpriest Spell Lists i...



“This is gunna hurt you A LOT more than its gunna hurt me buster!”

~ Marut Parthan, Cleric of Zuradayn

Archetypes

Alright if you are reading this guide, you should know how I do things by now. I will not be reviewing every archetype, only the ones I think are worth talking about. This doesn't mean all of the rest of them are awful, just that I don't really think they are worth drawing attention to.

All Archetypes Review:  Cleric

(3.5/5) Blossoming Light [SHINE BRIGHT!!!]

What you gain	What you lose
<ul style="list-style-type: none">• Luminous Font: Okay so you are now the god of channeling. Your channeling can hit more, you get more than everyone and its bright as fuck. You channel so fucking hard.	<ul style="list-style-type: none">• Must be good: This is nothing• No Armor or Shields at all: Okay this actually blows because you lose all of your shit if you even think about putting on armor which...well in pathfinder thats very scary.• No Domain Slots: OUCHY OUCH domain spells are BEAUTIFUL and add a lot of variety to several domains.
<p>Overview: So you have decided that you want to channel positive energy VERY offensively for some reason. Good for you! I do not suggest this path but if you have to go about it, or just happen to be in a very evil campaign and that's working out for you, here's your archetype.</p>	

(5/5) ☆Divine Paragon☆ [Cleric++]

What you gain	What you lose
<ul style="list-style-type: none">• ☆Deific Obedience☆: So okay instead of getting domain powers in one of your domains, you get your deities Deific Obedience. Way Early. Also you get to pick which ones you want and swap as desired. YEAH.• Divine Brand: You now have more aura!	<ul style="list-style-type: none">• One Set of Domain Powers: So normally I'd be VERY upset...but there are a lot of domains with pretty great spells and terrible abilities that you can now trade out for dope ass boons.
<p>Overview: So this, in my eyes, is the cleric alternate! Honestly it just opens up more options, gives you more versatility and more abilities, and all you lose is domain abilities...which is just great. More options, more power, and all you have to do is just be MORE CLERIC!!!</p> <p>Read This: On Bended Knee: A Guide to Pathfinder's Obedience Feats</p> <p>Have fun!</p>	

(5/5) Ecclesitheurge [Theomancy]

What you gain	What you lose
<ul style="list-style-type: none"> • Blessing of the Faithful (Su): EH baby bonuses that can be extended for multiple rounds! Not bad! • Domain Mastery: There are plenty of domains with GREAT abilities and mediocre spells! FREE VERSATILITY! Hell sometimes you just need the right spell for the day! • Bonded Holy Symbol (Su): So unlike a wizard, you have access to your ENTIRE spell list and you don't get any bonus feats so this is actually super helpful! 	<ul style="list-style-type: none"> • No Armor or Shields: AGH that's frustrating as hell but this is the caster class. • 3rd Level Channel Energy: Eh this is sorta nothing.
<p>Overview: Sooooo this is just spell versatility and going full caster cleric route! This expands your access to domain spell lists (which means the more domains you have access to the more versatility you get day by day) while letting you enjoy your fantastic abilities!!! It also lets you get all of the great spells of otherwise bad domains without having to take their powers. If you don't intend on going the warrior path, this is a fucking monster.</p>	

(3.5/5) Elder Mythos Cleric [Voice of the Void]

What you gain	What you lose
<ul style="list-style-type: none"> • Forbidden Mind: Baby bonus to knowing things, especially when its about your gods. • Unhinged Mind: You use charisma now! Charisma for spells, channeling, everything...even your will save!!!! There are a lot of feats and abilities that scale off of charisma, so you can get a real benefit from leaning into this. • Maddening Gaze: A few times per day, hit people will will save or be confused+take wisdom damage. If you make your save...be sickened anyway. Not many uses though. 	<ul style="list-style-type: none"> • Alignment: CE/CN only. This is kinda nothing. Also you have to worship one of the Great Old Ones • Domains: Only get one and it has to be Madness/Chaos/Void. Luckily...those are actually pretty good domains. Getting one still blows though. • Mind affecting penalties: You take a -2 to savages against mind affecting (which can be offset by void domain) and auto fail saves against confusion with CLs higher than your character lvl. Oof! • Channel is now weird: So you lose some channel energy and it now just hates anything made of flesh, living or otherwise. Also its no longer positive or negative....
<p>Overview: Okay if I'ma be real? This isn't a good archetype. It isn't. I'd say its a channelers paradise BUT they make your channel fucky wucky and now most of your best abilities don't</p>	

work!!! Sure there are other things we can use it on, but its also a fort save! That sucks!!!! So why take it? You take it if you want to play a charisma based cleric. Thats it! Which sounds dumb but it actually matters. What charisma mystic theurge? This is how. You want to be a face cleric for some reason? This is a better bet.

(5/5) ☆Herald Caller☆ [Evoker of Avatars]

What you gain	What you lose
<ul style="list-style-type: none"> ● MORE SKILLS: 4+INT! Look look this is actually kinda a godsend for clerics. We need more skills. This is free skills. Yes. God please yes. ● ☆Call Heralds (Su)☆: Okay so this is...hilariously strong. You basically get "spontaneous summon monster" class feature...which is one of the best spells in the game you can now pull out of your ass basically whenever!!!! ● Divine Heralds (Su): So your summons can all talk to you (meaning they can take complex commands) AND always count as being in channel range...which matters a lot for variant channeling. That or they can be specifically excluded, which is also good. ● Mighty Heralds: OH amazing bonus feats! For the low low price of free!!!! 	<ul style="list-style-type: none"> ● No Medium Armor or Shields: Again they keep taking our shit. At least they let us keep light armor! That said, we are going caster if we take this archetype so the attack penalties might not matter... ● One Domain: Okay so we lose a domain, which is huge, but at least we get something in exchange that matters! ● Restricted Summons: You can only summon creatures within one alignment move of your deity or of the same subtype. This is a bit frustrating but workable.
<p>Overview: So it looks like you lose a lot but I consider this archetype "The Summoning Domain." Your domain spells are all summon monsters, and your first level ability is basically Call heralds and Divine Heralds, and your 4th level ability is mighty heralds. This is a PRETTY fucking strong domain, especially since you get access to SACRED summons. So spontaneous summons, free feats, summons that can talk, and all it costs me is a few options and a domain that probably wouldn't be as good? Yeah I'll make that trade.</p> <p>Oh also I get more skills! Just take Sacred Summons and Summon [Alignment] Monster and enjoy being one of the best summoners in the game, bar none.</p>	

(4.5/5) **Separatist** [Divine Denomination]

What you gain	What you lose
<ul style="list-style-type: none"> • ☆Forbidden Rites☆: BASICALLY you can choose a domain that is NOT on your deities domain list. Just the one. Still if you want a wild combination, and your DM is being a hardass, this is powerful! 	<ul style="list-style-type: none"> • No Favored Weapon: uhhh fine okay! Just means you get your proficiencies some other way. • Level Debuff: you count as cleric level -2 for your new domain abilities. This is...sad but not unreasonable??? Also doesn't apply to your spells so...yay!
<p>Overview: So If your DM is being a hardass about which domains your gods offer and/or variant channeling, this is AN AMAZING archetype that gives you a lot more flexibility to just steal all of the 5/5 domains. That said...if your DM is just cool with you getting the domains you want then...well...you are fine? You don't actually lose that much! So I'd say, its a great pick up, just not necessary.</p>	

(5/5) **☆Varisian Pilgrim☆** [Holy Helper]

What you gain	What you lose
<ul style="list-style-type: none"> • ☆Caravan Bond (Su)☆: YOU CAN USE YOUR ABILITIES ON TEAMMATES AS IF THEY WERE YOURSELF! USE A MOVE ACTION TO TELEPORT ALLIES FROM RANGE! PROVIDE BUFFS! GIVE SHADOW CLONES! This is incredibly powerful and changes a lot of domain skills. • Blessing of the Harrow (Su): Cool you get a little harrow trick. Nice! Yay baby bonuses 	<ul style="list-style-type: none"> • Restricted Domain: One of your domains HAS to be Chaos, Community, Liberation, Luck, Travel, or Weather. Notice that three of these are amazing...and you just need to pick one. Yeah. Thats fine. • No Medium Armor Proficiency: GDI
<p>Overview: Okay so this is seriously like the easiest trade in the world???? Like no question. Alright? Focus with me. You keep both domains. Your only losses are your medium armor proficiency (which you don't lose features for ignoring), and in exchange you get to use your abilities on your allies from a range. The war domain suddenly can smack feats onto your combat classes, or have the kyton domain activate on your bloodrager. Why not give all your skill abilities to the investigator and rogue? The possibilities are endless!!!</p> <p>If you aren't using deific obedience, or being a summoning cleric, you should consider being a Varisian Pilgrim! Think of it as just...a better support cleric?</p>	

(5/5) ☆Idealist☆ [Unlimited Faith Works]

What you gain	What you lose
<ul style="list-style-type: none"> ● Planar Bond: Okay so on top of whatever else you could spontaneously cast? You can now cast three more spells based on your bonded plane. Straight upgrade. ● ☆Invoke Realm (Su): <i>*I am the bone of my sword....*</i> <p>Congrats! You now have a reality marble that drops a version of your deities plane. Basically within it, you get your realms gravity/alignment/magic traits. There isnt really a save for this, it just happens and people have to deal. THIS can be INSANELY powerful if used correctly. If your deity or idea involves a dead magic plane....you might be able to drop an antimagic field at level 1. Yeah. Think about that.</p>	<ul style="list-style-type: none"> ● Channeling no long heals or harms: OH BOO HOO I can only MANIPULATE REALITY with it now. Shame.
<p>Overview: Okay so the idealist offers, imo, a massive buff to channel energy at its base and something more thematic to clerics connections with their gods in the form of invoke realm, which lets you just pull part of your deities reality into existence. This is kinda the most cleric thing I can imagine and I would be so heartbroken if I had to get you to choose between this and a lot of the other cleric archetypes....its a good thing I don't have to do that!</p> <p>This shit stacks with ☆Varisian Pilgrim☆, ☆Herald Caller☆, OR ☆Divine Paragon☆! Honestly unless you are trying to use variant channeling, or build around channeling the normal way, there is no reason not to be an Idealist cleric. Its stronger, easier and overall will probably feel way more cool in the long run, way earlier on for what is basically no cost.</p>	

(3.5/5) Evangelist [Spread The Gospel]

What you gain	What you lose
<ul style="list-style-type: none"> ● Sermonic Performance (Su): You get bardic performance basically! So all the rules for that? Apply here! There are a lot of ways to make bardic performances amazing...and we will get to that. ● New Spontaneous Spells: So I appreciate a lot of these for being off list and there are some legitimately useful 	<ul style="list-style-type: none"> ● No Armor or Shields: AGain they keep taking our shit. ● One Domain: Okay so we lose a domain, which is huge and annoying. Seriously ouch every time. ● No Spontaneous Inflict or Cure: This can be more painful than it looks when you REALLY need some healing ASAP

<p>ones along with some pretty eh okay ones. So not a perfect batch but far from the worst.</p>	<ul style="list-style-type: none"> ● Channeling Dice: Really? Haven't we lost enough.
<p>Overview: So basically you are trading a domain for bardic performance. If you REALLY like bardic performance and what it offers, sure go ahead, take this. That said, I'd rather just summon a lilend azata with herald caller than go through this hullabaloo.</p>	

Multiclassing

So you are a cleric, and therefore an almighty full caster of unspeakable power. So like with all full casters, **we are not going to spend more than a single level multiclassing**. That said, clerics are pretty customizable, so there are a lot of basic multiclassing you can do to get the most out of them!!!

Technically none of them can get 5/5 because really, a cleric can easily go without multiclassing at all, and in most cases, doesn't really care!

- (4.5/5) **Unchained Monk**
 - So monks get us a whole MESS of stuff. Improved Unarmed Strike, Flurry of blows, Stunning fist (A touch attack that scales with your character level and wisdom!), another combat feat, AND Wisdom to AC (when unarmored). These make great defenses for more caster focused clerics (like ecclesiasticals) and provide a bounty of abilities for more melee focused clerics. Without losing any bab!!!
- (4.5/5) **Dual Cursed Oracle**
 - So charisma to AC isn't as attractive to non-elder mythos clerics. HOWEVER, just misfortune is a crazy powerful ability, as its uses seem to be limited per individual, not per day or rounds. Sure you get cursed, but a lot of curses actually come with benefits themselves and one of them upgrades itself at half proficiency. Strong pickup for all caster types I think. Just make sure you choose the right mystery, and take Extra Revelation...and a ring of revelations while you are at it.
- (4.5/5) **Fighter [Warrior Clerics]**
 - Pretty straightforward here. Multiclassing into fighter gets us a bonus combat feat, armor proficiencies and weapon proficiencies, so if you wanted to play a warrior cleric, but either didn't have what you wanted, or those got traded away by your archetype, congrats, you can now fight with the best of them.
- (4/5) **Crossblooded Sorcerer [Caster Clerics]**
 - Are you planning on being a blaster? Congrats! This makes your blaster damage go through the roof! There are also a lot of other weird bloodline abilities (like phoenix) that you can have fun with as a cleric so ya know...if you wanna get weird with spells, this is a fun way to do so.
- (3.5/5) **Brawler [Warrior Clerics]**
 - Improved unarmed strike, and martial flexibility! Really those are the big pulls here. Sure it gets full bab and all that but it doesn't really provide anything else super interesting or helpful for the cleric. Just weird feats!

Variant Multiclassing

Okay so as a cleric, we have a lot of feats that we WANT but not a lot that we NEED. So we can actually get away with this in most cases, because unless you are going archery (you mad person...), you can probably lose a few and be fine. So lets see which ones are worth the cost!!!

- (5/5) **VMC Wizard**
 - Okay so this one is just a bit for everyone because the Wizard VMC is the one that keeps on giving! You get a **Familiar**, which are fantastic, a **first level school power** (that scales with your level) and an **Arcane Discovery** (Which can be insane). Seriously ANY cleric could get a kick out of this in some way!
 - **My School Picks:**
 - **☆Void☆**: Scaling bonus against saves and debuff effect!
 - **Divination (Foresight)**: Get a scaling bonus to initiative and reroll shenans.
 - **Conjuration (Teleportation)**: Swift Action Teleports that function like dim door and increased summon duration.
 - **Evocation (Admixture)**: Energy type manipulation for blasters!
- (4/5) **VMC Sorcerer**
 - So we want to put some points into charisma if we are channeling, but if you hate that, and don't want to have to put anything into charisma, and want to enjoy the benefits of a sorcerer bloodline, HERE YA GO! Get the good shit early, and bloodlines can be VERY powerful. Still don't get the bloodline arcana though...
 - **Read This:** [Unlimited Mageworks: Iluzry's Sorcerer Guide](#)
- (4/5) **VMC Cavalier [Warrior Clerics]**
 - I have said it many times, but VMC Cavalier is basically the best one. For warrior clerics, it provides a powerful and continuous scaling boost to damage (which if combined with [Chain Challenge](#), which you will be taking, lasts a while.). Not only that, depending on the order you take, you can get access to evasion, sneak attack, ground bonuses and much much more.
 - My favorite Domains for the cleric would probably be [Order of the Blossom](#) for the debuff to saves, and [Order of the Star](#), to superpump your channeling.
 - Also Tactician can be really cool if used correctly, that said, you DO have shared training, which takes some of the wind out of its sails.

Prestige Classes

Okay we need to have a talk. So the cleric can actually multiclass pretty well after level 8! Your domain slots and spells grow with her spell levels, so anything that progresses her spells will progress her domains. That means, so long as your cleric abilities don't NEED to rely on your cleric level too much, we can get out scot free.

SPECIAL NOTE: A lot of domains, especially the good ones, are locked behind gods. Normally, I wouldn't mention this, but it is important to note as a cleric, that technically, you are expected to worship ONE god. Now...personally I think this is silly but I get it for mechanical balance reasons. That doesn't mean I like it.

So because of RAW, I will be listing the god associated with the prestige class. **I would say to DM's, you should be flexible here.** If your player is worshiping a god with the same vibe, let them take the prestige class. If your DM is being a hardass, obviously a lot of these become inaccessible, but just...I dunno...be cool? I'll be rating this prestige classing with the understanding that you are not going to be an ass about this.

Full Progression

- (6/5) ☆**Stargazer**☆ (Pulura)
 - Any one who has read my guides knows what I shill for the stargazer. You get full spell progression and a lot of neat abilities. For everyone else? This is just really good. For the Cleric? It is godly beyond reason.
 - **To sum up you get:**
 - **4+Int Skills:** Oh thank heavens.
 - **FULL SPELL PROGRESSION:** We love our magic so getting more of it without worry is kinda exactly what we need.
 - **A familiar:** which are always amazing. Sure it doesnt have the highest level but there are ways around that, and frankly, it doesn't need to. [Read the guide I wrote on why.](#)
 - **Witch and Shaman Heaven Hexes:** That includes amazing hexes like FLIGHT and HEAVENS LEAP
 - **THE STARS DOMAIN:** one of the best domains in the game, in ADDITION to any domains you already had. IN ADDITION! YOU GET A THIRD DOMAIN!!! AND ITS ONE OF THE BEST ONES????
 - **☆Stacking Cleric Levels☆:** Your stargazer level progressives all of your domain abilities AND if you take *The Mother* Sidereal Arcana, it also scales your channel positive energy.
 - **Coat of Many Stars + Star Chart Revelations:** Free magical armor and commune. OH and your cleric level? Stacks for the purposes of this progression. Thats right, your cleric levels are JUST as good as oracle levels here.
 - **A BUNCH OF OTHER SHIT:** Sidereal arcana are really really good, and give you a smattering of other awesome abilities.
 - **Every cleric should be putting at the very least 3 levels into this** to get a bonus domain. Every single one. No questions. If you need to beg your DM to get access, then it'll have been well worth it!!!

- (5/5) [Veiled Illusionist](#) [Trickery / Imagination Clerics]
 - You wanna become a god-tier illusionist? Congrats, the heavens bless you! This gets you access to more illusion spells, powerful veils and lots of disguises. You even get tricks to bypass spell resistance, though, for most of the best races that shouldn't be too much of a problem.
 - Does not progress domains or channeling, so choose carefully!!!

-1 Level Spell Progression

If you are taking these, you have to take [Favored Prestige Class](#) and [Prestigious Spellcaster](#) if you can. If you can't, then just don't multiclass any further and you should be okay with sorc progression.

- (5/5) [Dawnflower Anchorite](#) (Saranae)
 - Use the power of the sun to beat the shit out of evil dudes! Now it says you can only use it outside...but skyshrout basically counts as being able to see the sun, so I think you can cheese your way to having up more often. This baby bonus applies to attack, damage and even SPELL DCS. Thats fantastic!
 - You can also take Focused Class Feature to scale your domains and channeling so...no real loss there!!!
 - Honestly? If you just want to use the power of the sun to beat up evil dudes, this is a simple prestige class, that progresses everything that matters to you and lets you do just that while supporting your team. Wonderful!
- (5/5) ☆[Agent of the Grave](#)☆ [Necromancers]
 - Necromancy central right here. Gives you free desecrate, useful off list spells, MORE undead you can control, and nondetection. If you are a necromancer, you've gotta take this prestige class. Period!
- (4.5/5) [Tattooed Mystic](#) [4 Levels]
 - So this is a surprisingly powerful prestige class that doesn't get a lot of talk, mainly because of how far it sets back your spellcasting or feats.
 - Still, the Mystic Tattoo ability "[Binding Trine](#)" allows you to take an immediate action to seal away spells that you failed your save against, and can absolutely save your life. It has no daily use limit, and the DC for the skill check isn't even that hard.
 - Suppressing a dangerous spell for even 4 rounds is incredibly powerful in combat, especially for spells up to 5th level. Hence, if you are doing this, you should probably take Binding Trine twice and leave back to being a cleric.
- (4/5) [Mystic Theurge](#)
 - So clerics, being a class that gets access to their entire spell list passively, make great theurges, so you just need to find out what you want to pair it with for maximum spell power.
 - Read These:
 - [Iluzry's Mini-Mystic Theurge Guide](#)
 - [DeathlessOne's Art of Theurgy](#)

Feats

So usually I just list things willy nilly but an important note is that a lot of the best feats require you to worship a specific god or goddess and thus, I have to rate them KNOWING that they lock you out of other REALLY good feats which is very sad for me.

General Feats

- (5/5) ☆ [Divine Interference](#) ☆: Forcing rerolls on attack, even if its once per turn, by just burning a spell slot? At later levels, spending a first level spell slot to undo a crit is a STEAL. This will save so many lives and be useful every single combat, all of the time.
- (5/5) ☆ [Emergency Attunement](#) ☆: Hey most of your spells are abjuration or transmutation! SPECIAL MENTION goes out to [Paragon Surge](#), [Invoke Deity](#), and [Spell Immunity](#), the latter of which goes from being [mid at best](#) to being [UNREPENTANTLY ANNOYING](#). You have too many spells that can take advantage of this to not take this feat. Yes its a skill check. YES its worth it.
- (5/5) ☆ [Dreamed Secrets](#) ☆ (Worship Great Old Ones/Outer Gods): SO you do have to worship space motherfuckers for this but if you are willing to do so (And probably rock with the void and madness domains which are amazing) then you should ABSOLUTELY be taking this because its just free spells from the wizard. Powerful. Versatile. And off list! Do it!
- (5/5) ☆ [Experimental Spellcaster \(Undeath\)](#) ☆ [Necromancers Only]: Okay so for you necromancers out there, here is your PSA. Undeath is a wordpsell that works just like animate undead, except it has no expensive component, and you get it at 2nd level. For necro's, this is a must have. For everyone else? [Skip](#).
- (5/5) [Wasp Familiar](#) (Worship Calistria): Oh a flying greensting familiar? You shouldn't have! Thats bonuses to initiative, perception, and much much more! What's better is that clerics actually don't have that many ways to get a familiar, so this is just so incredibly handy! And all you have to do is worship the Savored Sting!!!
 - **Don't know what to do with them? Read This:**
 - ☰ [The Mage's Menagerie: Iluzry's Familiar Guide](#)
- (5/5) [War Blessing](#): So this is no joke, it's hilariously powerful. Some minor blessings basically mimic domain powers (like liberation or trickery) and are incredibly useful! Getting MORE domain powers in exchange for a feat is something that is entirely worth doing, so long as your deity offers not garbage blessings.
- (5/5) [Wander's Fortune](#): If you didn't pick up the liberation domain for some reason (seriously why not?), just take this instead!!! Freedom of movement is really strong!
- (4/5) [Magic Trick](#): So you should definitely not think of magic trick as one feat but rather a collection of feats that all augment different spells, giving you more spell options. Each spell has its own set of tricks, and so long as you meet the pre-reqs, they are all open to you, and can COMPLETELY change how you interact with said spells. While I have to rate each trick list independently,
 - [Fireball](#): You know it, you love it, its fireball. So why is this purple? Well because if you use the cluster bomb trick, you half the radius in exchange for removing the dice cap...without raising the level of the spell. That's insanely powerful and that's

just one trick. If you combine it with concentrated fire, each individual fireball goes from being 2d6 to 3d6, which is basically the same as empower, but instead it basically becomes a single target attack...which ya know, is still really ouch. If you get a [Rod of Widen Metamagic](#), this can get even more nutty. Sculpt flames also makes it so that you never have to worry about hitting your friends again. So...yeah just make sure to put points into spellcraft (which you should be doing anyway) and get [Selective Spell](#).

- **Obscuring Mists:** Oh hey a spell we have that can fuck with people! This one can do all sorts of things from set up difficult terrain, make walls, cause anyone who passes through to STILL treat everyone with concealment, follow you around...it REALLY turns obscuring mist into a powerhouse spell!!! Combine with [Ashen Path](#) and a [Saltspray ring](#), and you can give your enemy a special kind of hell for the low low cost of a first level spell!!!
- **Daylight:** Blades of Light is a pretty nice damage boost that should stack with most other buffs and lasts for rounds per level! If you can afford it, Barrier of light will come in handy for the occasional blind!
- **(4/5) Flickering Step:** If you didn't pick up the Travel Domain for some reason (SERIOUSLY??? Why not????), just take this instead!!! Dimension door is really strong!
- **(4/5) Knowledgeable Spellcaster:** Okay so this one is hilariously powerful because in exchange for a knowledge roll, you can get +3 to overcoming SR and then when you have 10 ranks, its +5. That beasts out and stacks with spell penetration and all you have to do is be decent at knowing things. 1000% worth it. Unfortunately, you don't have a lot of skills so like....harder to use and we have a LOT of boosts to SR from FCB.
- **(4/5) Improved Initiative:** Initiative wins fights, and this gets us more initiative! Why not go for it!!!
- **(3/5) Skill Focus or (3/5) Exotic Heritage:** Both of these are Meh feat tax pre-reqs that you need to get to the actually juicy stuff. You take the skill you need to get into the bloodline you want.
 - **(3/5) Eldritch Heritage / (5/5) Improved / (3/5) Greater:** So in effect, you get bloodline powers! Sorcerer bloodlines can be incredibly impactful, and if chosen wisely, can completely change how a character plays. The first feat gets you the 1st level power, the second gets you the 3rd or 9th (both of which can often be devastatingly powerful) and the third gets you the 15th level power, but you'll rarely go that far. You should easily meet the pre-reqs so its really about what power you want!
 - If you want suggestions, [check out my sorcerer guide](#).

Combat Feats

All ratings assume you are trying to be a warrior type cleric. If you care less about being in the heat of battle, obviously they may be rated lower.

- **(?/5) Divine Fighting Techniques**: So basically your god teaches you a special kung fu style that lets you pop off even more than normal! Note that clerics in particular can switch out their first level power for the Divine Fighting Style of the god they worship, which means you can get rid of bad powers for neat fighting techniques if you have the right god. Rating obviously limited to who you are worshiping though.
- **(5/5) Ironbound Master (Worship Gorum) / (4/5) Advanced Armor Training**: So basically you get access to armor training like a fighter but your level is 4 lower..but it still SCALES like a fighter so it gives you access to advanced armor training for free. And then you can also take advanced armor training as a feat. YEAHHH if you worship Gorum and intend to be a melee cleric, this is a no brainer.
- **(3/5) Channel Smite / (3.5/5) Guided Hand**: Use wisdom for attack rolls with deities favored weapon!!! This is assuming you don't worship Ersatil for her blessing and your DM will not let you take the guided enchantment since its from 3.5. That said, while nice, its not strictly necessary, as clerics can get away with having a lower wisdom in exchange for strength.
- **(4/5) Combat Stamina**: his basically opens up [a wild subsystem](#) for dozens upon dozens of combat feats and makes a whole mess of them significantly better. And if you dont care about that, the base system just lets you ADD NUMBERS to your attack rolls, so ya know...that's pretty damned good. **For War Clerics this is a ☆Must Have☆**, as it boosts all of the feats you'll be getting from your definitely-not-martial flexibility.

Melee Combat

- **(5/5) ☆Power Attack☆ or (5/5) ☆Piranha Strike☆**: Do you plan to be in combat...at all? Take one of these three feats. Why? They are the three **scaling** damage feats in the game. Yes thats right. Scaling. Most pathfinder feats give you a static bonus at best, much less get better as you level up! **If you are in combat, you are taking one of these!!!! No questions!!!!**
- **(5/5) Blessed Hammer (Worship Torag)**: Spellstrike with a hammer!! As the cleric you have a LOT of bad touch spells, and I do mean A LOT so being able to do a touch attack with your big dangerous weapon is excellent, especially if you have one that lets you get more than one hit in!
- **(5/5) Weapon Finesse**: Let's you use dex to attack. Do you intend to do that? Then boom this is your feat.
 - **Weapon Focus / Fencing Grace or Starry Grace or Slashing Grace**: If you do dex to attack, these are dex to damage and you love them, but the feat tax sucks. You either take this or agile.
 - **Dervish Dance**: Okay does the same thing as the above feats but guess what? Less feat tax, yay!

- (4/5) **Combat Reflexes**: Hey reach cleric was amazing for years, its still amazing now. AoOs are plentiful and our victory is nigh.

Ranged Combat

- (5/5) ☆**Deadly Aim**☆: Do you plan to be in combat...at all? Take one of these three feats. Why? They are the three **scaling** damage feats in the game. Yes thats right. Scaling. Most pathfinder feats give you a static bonus at best, much less get better as you level up! **If you are in combat, you are taking one of these!!!! No questions!!!!**
- (3/5) **Point Blank Shot** / (5/5) ☆**Precise Shot**☆: **Are you doing ranged combat? Yes? Then these feats are your prerequisites. You WILL be taking them.** Point blank shot is just connected to too many ranged feats. Consider it your Spell Focus as it were.
 - (5/5) **Clustered Shots**: Getting to add all of your damage BEFORE dr is amazing.
 - (5/5) ☆**Rapid Shot**☆ / **Manyslot**: Get more arrow attacks! These feats are part of why ranged can be such a powerful playstyle!!!

Summoning & Calling Feats

Clerics actually make pretty solid summoners, especially herald callers. I'll be stealing some of these reviews from here: [Why work when others can do it for you - a guide to Summoning](#) , because its just a great guide!

- (3/5) **Spell Focus (Conjuration)** : Kinda a whatever feat that is unfortunately the pre-req to a lot of other ones. The best conjuration spells don't often have heavy saves attached to them, so this is...nice but probbbbbly less than ideal for us.
 - (5/5) ☆**Augmented Calling**☆: The Oft forgotten Sister of Augmented summoning, augmented calling lets you summon a whooping 2 more HD of a specific subtype of outsider. That may not SOUND like a lot but each HD you get access to gives you dozens of new choices that you didn't have before, so this is a godsend. I suggest Angels/Devils/Demons because they are very common, but Elementals/Azata/Archons aren't a bad pick either!!!!
 - (5/5) ☆**Augmented Summoning**☆: +4 to strength and con of EVERYTHING that we summon. This is THE summoning pre-buff and everything beyond this is gravy because this boosts their damage and health! All summoners should have this, if not as a pre-req for even greater power, just because it is an easy and powerful buff for everything.
 - (5/5) ☆**Evolved Summon Monster**☆: Adaptability on the fly is one of the hallmarks of monster summoners - and this kicks it up to the next level. A free bite is an excellent combat default for monsters, or Sticky for your grappler1 or 1d4+1 options.s - but at the right time Climb, Swim,

Pull, Push, Resistance, or even Skilled are incredible. And you can stock up on multiples of this feat for more flexibility or combat power. Note that by RAW your summons don't possess limbs as an evolution and therefore don't qualify for claws (although can get extra attacks from a bite or tentacles) - summon monster guide

- (5/5) ☆**Superior Summons**☆: When you summon multiple monsters, summon an extra one. A 50% increase in the strength of summoning monsters 1 level lower than your maximum can be awesome. More guys is more actions!!! - summon monster guide
- (5/5) ☆**Sacred Summons**☆: If you are summoning creatures whose alignment subtype or normal subtype match your aura (i.e. your deities alignment), you can summon them as a standard action instead of a full round action! For herald callers, this is a dream because they were restricted in what they could call anyway, and this just makes it even easier to become a terror. You are one of the only people who CAN take this feat. Do it!
- (5/5) ☆**Summon Good Monster**☆: Okay so congrats, you now have a wealth of incredibly powerful monsters, that have unique abilities and are harder to kill. If you are a good aligned summoner, you absolutely want to pick this up, as soon as you can.
- (5/5) **Versatile Summon Monster**: At first blush the Celestial (and Fiendish) template does more damage and has better DR. But the key to an outstanding summoner is knowing how to exploit versatility; not all foes are evil (or good - especially for Evil summoners) and this feat brings options in spades. **Aerial and Fiery** are always good pickups for both damage and giving ground creatures a fly speed.
- (5/5) **Summon Guardian Spirit**: Really powerful, really weird, and very customizable, especially once you start adding in versatile summon monster, evolved summon monster and augmented summoning.
- (4/5) **Summon Evil Monster**: another way to get access to summons-as-standard-actions, one of the holy grails of Summoners - but they don't get to act the turn you bring them out. Which is annoying - and what you summon fast is mostly outsiders, meaning few beatsticks. You probably need to combine it with Sacred Summons (for speed) and Evolved Summoned Monster (for additional attacks).
- (3.5/5) **Summon Neutral Monster**: So its not that the feat is necessarily bad, its just that it offers the least variety of monsters and can't really get as many benefits. That said, the counter poised template works wonders on smaller beasts.

Metamagic Feats

Metamagic is basically magic that impacts other magic. This section will not only be metamagic feats themselves, but feats that impact or interact with metamagic feats. When you use a metamagic feat with a spell, it forces that spell to use a higher level spell slot. To indicate HOW MUCH HIGHER of a spell slot, I'll just have a little parenthesis i.e. **Murder Spell (+2)**.

Legend

- SpLvl Discounts:** Feats that lower the spell level boost for metamagic
- Rider Effects:** Metamagic feats that add additional effects to affected by a spell
- Spell Modifiers:** Change the statistics of a spell (duration/range/dice rolled/etc)
- Defense Breakers:** Bypasses the defense of a target or makes it easier for spell to stick.

- SpLvl Discounts
 - **(6/5) Sacred Geometry:** Free metamagic. FREE METAMAGIC. Combined with the right metamagic feats, this ability is downright godly, the qualifications are dirt easy and you can make every spell unstoppable. Why don't most people take it! Well all of that horrible math of course! [If only someone had made an online easily accessible and useful calculator...hint...hint!](#)
 - **(5/5) Spell Perfection:** More free metamagic! Very late game, but its incredibly useful, and all that it asks from you is that you take more metamagic! Can do!!! (Also remember that it doubles ANY other feat based numerical bonuses. Caster level, DC, anything.) This is the capstone for any blaster
 - **(4/5) Additional Traits (Magical Lineage, Wayang Spellhunter):** Pick spells (either any one or one that is level 3 or below) And reduce the spell level raise by one per trait! You can even use both of these traits on the same spell if you really want to push it up!!!
- Rider Effects
 - **(5/5) Dazing Spell (+3):** If someone is damaged by your spell, they are dazed for a number of rounds equal to the spells original level. This automatically wins fights. Makes a great option for your sacred geometry feats.
 - **(4/5) Cherry Blossom Spell (+3):** Suddenly turns spells that do a tiny bit of hard to avoid damage into terrors as they keep hitting your enemies with massive stat drain! Even if the spell has a save, even if they succeed that save, if they take damage, they are taking this effect, and this can quickly drain a being if you target the right stats.
- Spell Modifiers
 - **(1/5 or 6/5) Ascendant Spell (+5):** Basically turns a normal spell into a mythic spell! Mythic spells are incredibly powerful, and are worth investing in, if you can find a way around the +5 spell level boost. So basically, check out the Discounts and highly consider using it with sacred geometry.
 - **(5/5) ☆Quickened Spell (+4)☆:** Your spell goes from a full round action or a standard action to a swift action, meaning you can two spells in one turn. Great for getting useful low level buffs in late game, or smacking someone with with

extra problems. Action economy is king. Another GREAT use of spell level discounts.

- **(5/5) ☆Extend Spell (+1)☆**: Doubles duration of spell! Simple, safe and there are lots of buffs (and debuffs) that would absolutely benefit from this. Yes please.
- **(5/5) ☆Reach Spell (+1-3)☆**: Increase the range of your spells! The more you increase the range, the higher you raise the spell level. The cleric has way too many touch spells, and really, a few close spells that could use a better range.
- **(4/5) Empowered Spell (+2)**: So what's important about empower is that it doesn't ONLY apply to damage: any random numbers get multiplied. Yes that means is great for damage, but it also impacts things like the number of negative levels enervation gives people, or the number of monsters summoned by a lower level summoned monster!
- **(4/5) Maximize Spell (+3)**: See everything I said for empowered spell! Second verse, same as the first!!!! Its just better for being consistent rather than just getting a bigger number.
- **(4/5) Heightened Spell (+?)**: Raise the level of a spell to whatever you like and alter its statistics accordingly. Basically have it be treated as whatever spell level you heightened to! This can make it have higher DCs, make it harder to dispel, and so on and so forth.
- **Defense Breakers**
 - **(5/5) Persistent Spell (+2)**: Save Breaker! Great for when you REALLY need this game ending spell to stick.
 - **(4/5) Piercing Spell (+1)**: SR Breaker! Treat SR as 5 lower when rolling for spell resistance! Even though clerics are A LOT better when dealing with SR with outsiders, not all clerics will be taking the human FCB and not all monsters you fight will be outsiders. This is a good pickup if you run into either issue.
 - **(3/5) Studied Spell (+2)**: Energy Resistance/Damage Resistance Breaker! Now normally this feat is amazing and I would rate it as such but...clerics don't have a lot of blasting spells, and don't have a lot of skill points to use on the various knowledges that could take advantage of this feat.

Channel Energy Feats

I'm rating these spells off the assumption that you are going to be mainling either base channel energy or variant channel energy, if not both.

Categories are

-Modifiers: Things that change the statistics of channel energy (Channel bigger, longer)

-Rider Effects: Additional effects that impact people affected by channel energy

-Alternated Uses: Feats that let you use your channel energy to perform unique abilities

- Modifiers

- (5/5) ☆**Selective Channel**☆: Being able to exclude enemies from healing and exclude allies from negative channeling is kinda the first thing you want to be able to do, so as to ya know, not cause collateral damage. Pick up ASAP.
- (5/5) ☆**Versatile Channeler**☆: AHAHA this is why neutral clerics are the best. Getting access to the other side of channel energy also gets you access to the other side of variant channeling and opens up even more options combine with extra variance to get a new trick.
- (5/5) ☆**Quick Channeling**☆: Channel quicker! Burns through your uses, but hey, action economy matters!
- (5/5) **Extra Variance**: HEY MORE VARIANT CHANNELS! There are a lot of good ones so if you are leaning into this, I would absolutely suggest taking this feat to get access to some of the other cool options. Great candidate for paragon surge feat!!
- (5/5) **Improved Channel** or (5/5) **Ability Focus (Channel Energy)**: Both of them do the same thing, raise the DC of our channel by 2! If we are building into channel energy, you will want one or the other, if not both, because we want our tricks to STICK. So pls take.
- (4/5) **Extra Channel**: Sweet we get more! If this is our main form of interacting with the game, then fuck yeah, you probably need it.
- (4/5) **Channel Variance**: Basically you can switch between normal channel and variant channel 3 times per day, so if you want to channel normally, you can! I say this is a good pick up for people who want to do the most, but really, in most cases, you can probably skip it if you already have variant channel energy. Good for clerics who just want a fun trick to pull out every now and then though
- (3/5) **Channel Ray**: So if you are trying to single target people with your channel, this does that and gives you a free DC boost while hitting touch AC! IT has insane range so its great for being a way to snipe creatures that would be outside of your channel distance and hit them with all sorts of nasty effects..
- (3/5) **Alignment channel**: If you find yourself up against a specific type of outsider often, this can be worth it, but its a bit too situational otherwise.
- (2/5) **Channel Smite [Negative Energy Channelers]**: Your channel can now be used to bap people! Great for bad touch clerics who want to hit people with lots of dice. That said, in most ways its really only good for negative energy melee channelers anyway, and is generally considered a worse channel energy.

- Rider Effects

- (5/5) ☆[Fateful Channel](#)☆ (Worship Pharasma): Within a number of rounds...JESUS this is terrifyingly powerful. Getting advantage after every channel positive energy? Combine this with some variant channel buffs and you will literally be unstoppable. I pray for the GM that has to go up against this.
- (5/5) [Beacon of Hope](#) (Worship Milani): Oh wow good hope on positive energy channels! A great way to lead into any combat IMO and a stealer buff. Great way to start out!
- (5/5) [Shatter Resolve](#) (Worship Urgathoa): So a -2 might not look like much but when combined with variant channeling (Diease) that stacks to make a -4 against most opponents for a single failed save....that SMARTS. Real bad.
- (4/5) [Channel Discord](#) (Worship Demon Lords): So this is pretty late game but song of discord is a fun kinda of confusion in which people must use the WORST and most devastating option. Good for being a problem.
- (4/5) [Hellish Shackles](#) (Worship archdevil / infernal duke / malbranche / whore queen): Off thats a rider. Honestly I think this is pretty important and a great way to lock down multiple fiends if you do it correctly!!! Dimensional anchor really can become very useful at level 10, and prevent pesky wizard types from getting away or going to other planes for help!
- (3/5) [Clarifying Channel](#) (Worship Shelyn): Anti mind control channel. A little too situational for me but if that comes up a lot, sure go for it.

- Alternate Uses

- (5/5) ☆[Divine Barrier](#)☆ (Worship Aspu): WOW Aspu followers eating good! Improved evasion against AOE elemental effects. This is an amazing use of your channel energy and will absolutely save so many lives. Yeah take it. NOW!
- (5/5) ☆[Channel Hate](#)☆ (Worship Gyronna): So I know this is meant to be used on the enemy but this is an INSANE buff for one of your allies, especially a melee brawler, as it basically gives you greater rage but without any of the drawbacks. Even if its a bit late game, Its absolutely worth
- (5/5) [Channel Revival](#): Honestly great to have on hand if no one prepared breath of life for the day and you just don't feel like doing it yourself. Probably something everyone should pick up, just in case. Also works at the range of your channel energy! Score!!!
- (5/5) [Command Undead](#) [Necromancers]: Oh hey commanding more undead! If you are into taht sorta thing this is another way to do that!!! Yay!!!
- (4.5/5) [Deific Essence](#) [Requires Alignment Channel]: Versatile and powerful buff that depends on your deities domains. You can also pass that buff onto one of your teammates! Great pickup if you are willing to deal with its prereq
- (4/5) [Reactive Healing](#): IF you'd be knocked out, you can immediately spend some channel to not die! Adds some real survivability to frontline melees, even if you don't dive any further, because so long as you have channels, you can probably stay up a bit longer.
- (5/5) [Bless Equipment](#) [Warrior Clerics]: On command bane is very powerful and part of what makes the inquisitor a dangerous class. You can get that as a

feat (though with worse action economy. It's basically free damage so, I think its worth considering.

- **(4/5) [Improved Bless Equipment](#) [Warrior Clerics]:** Makes it cheaper to bless your equipment and lets you put two blessings on at once. That said, you likely won't use that too often
 - **(3.5/5) [Greater Bless Equipment](#) [Warrior Clerics]:** Doubling the duration and letting you bless two different things is good...but by now we are three feats down, so unless you are LOVING this we should probably start looking elsewhere.

Healing Feats

- **(5/5) ☆[Healer's Touch](#)☆:** Maximize all your healing spells! There's a way to give some oomph to your builds!!! I would say any healer should try and get this if you want to support your team, because you only get progress taken by DEALING damage. And clerics have plenty of ways to ruin the lives of others without dealing 1 hp themselves.
- **(4.5/5) [Talmandor's Lifting](#):** So the wording on this is WEIRD but my current idea is that it eats up the swift action of whomever you heal automatically. NOW that does kinda suck, but I think we'd both agree that we prefer to lose a swift action than our characters, yeah? Great pre-buff for the party if you are going into difficult content to just negate a bunch of effects before they even happen!
- **(3/5) [Glorious Heat](#) (Worship Saranae):** Basically infinite out of combat healing if you get a fire orison. If you are having issues with that for some reason, then this is worth picking up! That said...you ARE the cleric.

Traits

Usually I don't list these because I think they feel kinda whatever as a system, but I think a few are very relevant to how you build your clerics and what they can do and I didn't really have anywhere else to put them so...first time for everything! Trait review go!

- (5/5) ☆[Fate's Favored](#)☆: Godsend for clerics specifically. Between Divine Favor/Divine Power/Prayer and so on, we get a lot of luck bonuses, and this just makes all of them stronger! Yes.
- (5/5) ☆[Finding Your Kin](#)☆: We are low on skills and brawlers could use more HP. This is great for everyone, and you are included in that.
- (5/5) [Heirloom Weapon](#) [Warrior Clerics]: Gets you a free weapon proficiency! Consider clerics don't get access to a lot of weapons, and that you usually only need one, if your god DOESNT give you the weapon you want, you'll be taking this and loving it.
- (5/5) [Sacred Conduit](#) [Channel Clerics]: +1 to Channel DC. If you are minmaxing channel, you want this! Its more DC!!!!
- (3/5) [Exalted of Society](#): Get one extra channel. It aint much, but if you are doing channels and you happen to have a trait slot open, why not?
- (4/5) [Magical Lineage](#): Makes metamagic cost one less spell level for single spell. Find something that is your signature and abuse it to high heaven!
- (4/5) [Lessons of Chaldira](#) (Worships Chaldira): Aka, second chance one per day, if you were going to fail a save, you reroll it. Always good to have in your back pocket.
- (4/5) [Wisdom in the Flesh](#) (Worship Irori): Wisdom based acrobatics sounds nice! Not a bad trick at all.
- (4/5) [Reactionary](#): +2 to initiative. Solid for just about anyone.

cEquipment

SO reader I am going to level with you. **I HATE EQUIPMENT SHOPPING.** I hate it, I hate it, I hate it. Least favorite part of character creation. There is too much equipment in the game, and too many ways it can be used, and it's EXHAUSTING. So I refused to tell you all of the best things. Luckily, someone else has done all the work for me. **So if you want to know what the best gear is, read [The Armamentarium](#), a guide written by Allerseelen.**

Also check out [Improving your class with items](#) and [Item Master List](#) for an even wider selection. These people have done the work, check them out.

THE BIG SEVEN

Basically, the seven items the game is expecting you to get and something to hold everything else. Can be replaced by the [Automatic Bonus Progression System](#), but if not, here they are:

- [Magic Weapon](#)
 - ☆[Guided Weapon Enchantment](#)☆: Oh hey wisdom to attack and damage. If you aren't a warrior cleric but want to be able to hit things every now and then, not a bad pickup!
 - ☆[Conductive Weapon Enchantment](#)☆: HEY you have a lot of really deadly and powerful touch abilities depending on your domain! This is worth taking if you are planning on using those!
 - [Grayflame Weapon Enchantment](#): This one is just kinda dope for both sides. Burn one channel energy to raise your enhancement bonus by 1, deal 1d6 more damage and have your weapon count as aligned AND a different metal. JESUS this is nice for a +1.
 - [Wizards Hook](#) - **4310 gp**: Can use the hook to give +4 bonus to touch attacks and +1 to the dc of touch spells, on top of the fact that it's a weapon...which means you can also attach conductive to it to make the pain even worse!!! Cheap and easy pick up for touch masters.
 - [Channeler's Aspergillum](#) (**36,305 gp**) - Can either blap people with holy water for Cure light wounds or increase effective channel level by 2 a few times a day. Not super powerful but a nice touch.
- [Magic Armor](#)
- [Cloak of Resistance](#)
- Stat-boosting item (headbands for mental stats, belts for physical)
- [Ring of Protection](#)
- [Amulet of Natural Armor](#)
- [Bag of Holding](#) / [Handy Haversack](#) / [Portable Hole](#)

Domain Items

- ☆[Icon of Aspects](#)☆ - **5,500 gp**: Oh you can just steal abilities from other domains that are associated with your deity...wait...WHAT? YOU CAN WHAT? THAT'S INSANE???? AND YOU CAN DO THAT EVERYDAY??? So you mean I can trade out my GARBAGE BAD ABILITY that I get on most of my domains for A SUPER MEGA

AWESOME GOOD ONE and just...DO THAT???? WHAT? Okay well congrats, every cleric now needs to get this, what the hell.

- **☆The Forbidden Name☆ (Rune Domain) - 20,175 gp**: This is also a casting item but overall just makes the rune domain much strong being able to use all of your subdomain abilities on your blast runes, trigger your blast runes from your body, not just the ground, and also make explosive runes and glyph of warding more usable by the same token. So basically, if you are taking the Rune Domain, you are taking this.
- **Pyxes of Redirected Focus - 1,000 gp**: Okay similar to the icon but not AS broken. That said, its super cheap, and its nice to be able to pluck the best spells from whatever lists you want to use.
- **Headband of Fortune's Favor (Luck Domain) - 7,700 gp**: +1 to all saves and extends duration of luck based abilities! Unfortunately competing with one of the big six for your headband slot! Talk to your GM about maybe having this take up a different form?

Casting Items

- **Candle of Invocation - 8400gp**: So this item perplexes me. First of all...Im assuming its a consumable and after the 4 hours it burns, its just like...done. They don't make it clear. Going with that definition, its still insane, giving a cleric access to higher level spells, and having the potential to use GATE of all things to call in truly insane favors. Yes that's nearly 10K gp for four hours. Yes you absolutely want it. Just know that this is somehow NERFED from 3.5. *Shudders*
- **Metamagic Rods - Varies**: Lets you do metamagic a few times a day based on its version. IF you want to know which rods are worth using, just visit the [metamagic feat section](#) and look for those.
- **Magician's Hat - 20,000gp**: Spontaneously shift metamagics from spell to spell three times per day. Sure there is a limit but this item helps deal with the randomness of the day.
- **Incense of Meditation - 4,900 gp**: Okay for one day all of your spells are MAXIMIZED!!!! I would say have one of these on hand, just for major boss battles, especially in the end game, but for your day to day, this is a little overkill.
- **Pearls of Power - Varies**: Extra spells are extra spells. You'll always want a couple at higher levels, but really you take them when you want them.
- **Ring of Curing -10,000gp**: Level dependent bonuses go up by two for the sake of healing. A bit expensive for my tastes given the effects but it applies to all of your spells constantly, so I can't call it worthless.

Summoning Items

- **Visage of the Bound - 22,900gp** So rules as written, this is broken, pure and simple. There are plenty of monsters you can summon with SLAs that are insane, and being able to take advantage of that increased versatility is great.
 - Now there can be the argument made that you shouldn't be able to use the summon monster's teleportation abilities because they are not able to, as an effect of summon monster, but if that was the case, why mention that you specifically can't summon other creatures (which is also

included in summon monster). I think you can probably teleport. So yeah, this is busted, enjoy stealing the powers of god and anime.

- (also remember if they are yours, they will be using YOUR charisma modifier and YOUR caster level, both of which may be better than the monsters...just a thought.)

- **☆Caller's Feather☆ - 2000gp**: Oh just by holding this feather you can call +2HD worth of outsiders with planar binding...of any type...and it stacks with augmented calling...Saranae help me I'm feeling faint...take this and go!
- **☆Rod of Giants Summoning☆ - Varies**: Must have for most summoners as it applies the GIANT template to monsters which can make your bruisers a whole lot scarier. Should be in every summoners back pocket and upgraded at every opportunity.
- **Varisian Idol (Idolis) - 75 gp**: Aka, a summoners idol gives our summoners +2 HP per HD they have and that will make them a little beefier. Combine that with summon good monster, and they will be a pain in the ASS to kill. Stock up on a few of these just in case you need to throw out some heavy hitters.
- **Cauldron of Overwhelming Allies - 4,500 gp**: When you want to make your DMs life hell and spam the battle field extra hard, this is your tool for the job! Sure its a once per day thing, but its fun to win like that.
- **Suzerain Scepter - 20,000gp**: Anything you summon gets bless, also if you have leadership (Nobility Domain...) you get double the followers, also you can cast good hope ALSO its bonus is one higher for anyone that serves you. I'm surprised it doesn't do your taxes with all of that.

Channel Energy Items

- **☆Malleable Symbol☆ - 10,000gp**: Okay now your channel has become a proper blast! You have bursts, you have lines, you have cones! This is wild that you now have this far more controllable tool. Combine with a ring of perfected life for some truly crazy synergy.
- **Ring of perfected life - 9,000gp**: It gives a lot of small bonuses but they are hard to come by and add up. Swift action channeling once a day, +5 to your radius and getting one more person out make this worth taking if we are going to be a channel manin.
- **Ghost Vision Gloves - 4,000gp**: Super undead murder mode. IF you are in a mainly undead campaign, this is what you will use to destroy the big bad by snipping him for like 5d12+your mom+ratio+kysagain+godandanime damage. IF you aren't fighting undead super often? Skip!
- **Daylight Diadem - 20,000gp**: Okay at the cost of one of your four flowers, you can expand the range of your channel positive energy to 60 feet. That on its own is kinda insane, as a 120ft diameter explosion of power is going to get everything and then some. Also you can spend all of your flowers to make an area of true sunlight that gives everyone good aligned weapons and 1d6 anti evil damage. Frankly? That's ridiculous and really fun.
- **☆Death Warden's Bandolier**: This is the "fuck you undead" bell collection that makes undead hate themselves for being near you. You can either make their lives a little harder, hit them with much stronger channel energy, or force them to be physical and

continue to make their lives hell. Obviously, if you aren't fighting undead often, you can skip...but if you ARE you should be taking this.

- **Phylactery of Negative Channeling / Positive Channeling*** - **11,000gp**: Both of them do the same thing, +2d6 damage to living creatures and healing to undead and vice versa NOW if they add +2d6 for the purpose of feat access, then they are really good, as they get us a lot of feats 4 levels earlier than we should be able to get them. Otherwise? Is okay.
 - **Uplifting Boots** - **11,000gp**: Oh hey burn my channel energy for air walk? Honestly not a bad choice at all. That said, unlike lets day, a paladin, you actually HAVE air walk on your spell list.
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Thank you for Reading!!!

