

Divine Might and Sacred Rites:

Iluzry's Guide to the Pathfinder 1e Omdura



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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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 (5/5):** Class defining. Taking them changes the game, or adds so much power it's insane not to.
- **Fantastic (4/5):** Incredibly solid, Not class breaking, but something that can add a fair bit of power and versatility to the character.
- **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):** Unhelpful. It probably doesn't...do much for you to pick these. Either they make your life slightly harder, or the bonuses just aren't very relevant to what you do.
- **Actively Bad (1/5):** God why. These options are the least helpful. They either are pointless, replaceable or completely outdated. These are abilities that will likely never be used and make you ask why they are there in the first place.
- **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

Okay raise your hand if you've never heard about this class? ...That many of you huh? Yeeeeeah that sounds about right. OKAY, let's do some history.

In 2017, Paizo participated in a kickstarter event from Stranger Comics for their new comic, Niobe, a coming of age story set in the world of Asunda (For all of my people looking for cool POC representation, I say check it out). Anyway, as part of their involvement, they created a simple pathfinder module that was included as an add-on and pledge level...which just so happened to include a new class. In fact, by all accounts, the final class of pathfinder.

Now, since this was made FOR stranger comics, even if paizo created it, a lot of people actually haven't ya know...seen what this class does, why it exists, or have any idea of where the idea or flavor comes from...because it comes from this one comic that not many people have heard of. It is TECHNICALLY first party, but personally I would consider this a 2nd Party Class, or 1.5 Party. Still, not worth banning.

So everyone caught up? Great. So let's talk about what the class actually does.

The Omdura is listed as a base class, but I think that is entirely bogus because its class features

are basically ripped straight from the **Paladin** and **Inquisitor**. Personally, **I consider it a hybrid class of the two**, but again, that's GM fiat, not RAW. Officially, if the inquisitor is the divine rogue, the paladin is the divine fighter, the warpriest is the divine magus, and the cleric is the divine wizard, you could consider the Omdura the Divine Bard. It has the same sort of AOE support kills, 1-6 casting, lots of class skills, and a lot of solid ways to engage. Is it worth using? Let's find out.

(Fun Drinking Game: Take 1 shot every time the word divine is used in this guide.)

Welcome to a Cracked Guide to PF1e

The Chassis

- **Hit Die - d8:** Standard for 2/3 casters, and mid in just about all ways. It's not bad but this is likely the most common dice around, and therefore, gets the average.
- **BAB - 3/4 (Medium):** Honestly? Even if this is the average for half casters, this is better for you because an omdura can mix it up a little, just like an inquisitor but does not need to be a gish proper. Rather, consider this like the bard, where fighting in combat is AN option, not the goal. This is the standard and we need to be bapping at standard. Luckily, we have some class abilities that will give us a hand with this.
- **Skills - 4+Int:** Honestly we don't get really a lot of reasons to invest in INT from this class, but as the sort of divine bard, I was really hoping to get more of these, especially since we don't get a versatile performance mimic or anything like that.
 - **Class Skills Worth Paying attention to:**
 - **Bluff:** Lying can be useful but is campaign dependent. Also helpful for feinting if you are into that sort of thing.
 - **Intimidate:** Intimidating people is useful, especially if you work with skill unlocks. You are a charisma based caster meaning that this will already be higher than normal, and with skill unlocks, you'll be frightening people in no time.
 - **Know. Arcana/Planes/Religion:** Knowing things continues to be useful.
 - **Non Class Skills Worth Paying Attention To:**
 - **Spellcraft:** A lot of neat feats, abilities and items take advantage of this skill, and being able to identify spells is super helpful.
 - **Perception:** Most rolled skill in the game, and you want to be good at this very badly.
- **(5/5) Saves - Good Fortitude/Will:** Now that's what I'm talking about! Sure, a Fireball is still a problem, but some of the most dangerous spells in Pathfinder hit your fort and will saves. Charm X, Cloudkill, Disintegrate, etc. You can heal from a Fireball. You can't really cure a Domination. This stops it before it becomes a problem. NICE.
- **Weapon And Armor Proficiencies:** Light armor, medium armor, Not-Tower Shields, simple weapons and the favored weapon of their Deity. This isn't the worst but far from the best as we are locked out of a lot of the really good martial weapons. At least we don't have to worry about spell failure...

Class Features

- **(3/5) Aura:** Okay this is...sorta whatever but it gets us access to [Sacred Summons](#) and a handful of other cleric specific abilities, so we'll take it for now.
- **(3/5) Detect Alignment:** Will this come in handy? Maybe at some point. For now, it's just a free way to find which of the villagers would be willing to kill a man for a klondike bar.
- **(4/5) Spellcasting [0-6, Spontaneous, Divine]:** So welcome to being a 2/3 caster! Again, the similarities with inquisitors are STRIKING...almost makes me want to check whose homework they were copying off of. That said, you have a limited number of spells known, and can choose them from the **Cleric** or **Inquisitor spell** lists, and if its own both, choose the lower. This feature is always useful, even if it's not the strongest here.
 - *For those who HAVEN'T read my sorcerer guide, here's some short pros and cons:*
 - **PRO:** Never have to prepare spells, usually more spells per day than prepared casters of the same type, and in this specific case, having access to two really solid spell lists.
 - **CON:** We have limited spells known, metamagic takes longer to apply, and we only get spells up to level 6.
 - **Q:** "Will you be providing a spell guide for this class too, like the Sorcerer?"
 - Spell List Reviews
 - **Inquisitor Spell List**
 - ☰ [The Inquisitor's Symposium Redux: A \(New\) Guide to the Pa...](#)
 - **Cleric Spell List**
 - ☰ [In Totality: The Ultimate Guide to Every Cleric, Oracle, and ...](#)
- **(5/5) Invocation:** *Ah, finally, our bardic performance mimic. Did I hear TEAM WIDE JUDGEMENTS???* At level 1, as a standard action you get a 30ft aura effect! If you are evil, you do profane bonuses, and if good sacred, and if neutral, pick one. You can use it a number of minutes per day equal to your level, which is a great duration, and you can swap invocations as a swift action, but doing that eats a minute of your invocation. Some of these invocations are stupid good, like giving free fast healing, or attack bonuses for the entire squad, free of charge! Moreover, since you can change them at will, and have access to all of the invocations, you will always have an option!
 - As you level up, you are able to call an invocation faster, becoming a move action at level 7 and a swift action at level 13 and...boy does this class need it.
 - **If you wanna have an idea of how useful each invocation is, here ya go:**
 - **Destruction:** Extra damage is extra damage, and applies to everyone!
 - **Healing:** Fast healing for the whole team WILL add up incredibly over time, and it scales????? Yes please. Iconic.
 - **Justice:** So very slow bonus to attack rolls, only going up once every 5 levels, but its a good default if you don't need anything else.
 - **Piercing:** 1+1/3 class level to overcome spell resistance for EVERYONE. Spell resistance is the bane of spellcasting, and this gives everyone spell penetration, greater spell penetration, and then more. Hell. Fucking. Yes.
 - **Protection:** Eh sort of a nothing bonus to AC, but its a sacred bonus so it should stack with everything?

the following special abilities: [brilliant energy](#), [defending](#), [flaming](#), [flaming burst](#), [keen](#), or [speed](#), plus 2 special abilities based on your alignment. It lasts for a minute per level, and you get 1 use of it at level 5, and additional use for every 4 levels after five eh.

- Note that this also fucks neutral people in general
- **(4/5) Commune:** Ask your DM questions every day just because you can. Knowing things is always useful.
- **(3/5) Improved Invocation:** So at level 11 you can use two invocations at once...**which is fantastic!** But the wording of it either **implies that you weren't supposed to get any bonuses before this...which would be ridiculous...or that now all of the bonuses you get from these two abilities are halved...which is giving you a debuff for leveling up.** Either way, you end up with only half bonuses whereas your party gets double full, which makes an otherwise amazing ability, much worse.
- **(4/5) Greater Divine Might (Ex):** At level 18...end game...we can FINALLY add our full level to damage and full charisma to attack with our divine might. Is this good? Yes obviously of course, major boost. Is it also way too late? God christ yes it is.
- **Capstone**
 - **(4/5) Greater Invocation:** So we get a third invocation, get the full bonus for this third one, and it lasts all day starting from when we wake up, in addition to our normal invocations. This is a pretty useful capstone just...not the most fun? Also I'm still a little sore about improved invocation.
 - **(5/5) With This Sword (Ex):** You gain a ~~Noble Phantasm~~ minor artifact!!! This is not only powerful, but also really really cool. Love that.
 - **(4/5) Won't Stay Dead (Ex):** Once per week, when you should lose, you don't.
 - **(5/5) Perfect Body, Flawless Mind (Ex):** Get 8 points that can be added to any ability score in any way. 5 to one, 3 to another. This is always helpful and people love free stats.
 - **(5/5) The Boss (Ex):** Get super leadership! Luckily everything else is so busted at this level, so this is fine.

Roles and Ability Scores

Now, it's sort of hard to talk about what ability scores you need without talking about what roles the Omdura can take. So first, let's cover the roles that they can take, and we'll choose abilities based on that. *Try to have a 16 in your main stat and a 14 in your secondary stat.* **All of the following reviews are for the Base Class, without any archetypes, multiclasses, or Prestige Classes which would augment their ability.**

(5/5) Hand of the Heavens (Support/Healer) [Cha >>> Con > Dex > Str & Wis & Int]

So you are a REALLY strong support. The invocation aura can help all of your team put the hurt on people, get nice bonuses and is so variable that you can always find a use for it. Moreover, with access to the cleric spell lists, lay on hands, and paladin mercies, you can remove most conditions, have buffs to spare and oodles upon oodles of ways to be a massive problem from the backline.

(4/5) Blighted Baron (Bad Touch) [Cha > (Str or Dex) & Con > Int & Wis]

So between Anti-paladin cruelties and the murderous spells that hide on the cleric spell list, you can ruin people's day as a debuffer. Since you will probably only be making one attack per round this way, you don't have to have the highest bab and can just buff the hell out of yourself...which you are good at and tap someone with a conductive cruel great sword that hits them with a Bestow Curse and just watch them cry.

(3/5) Holy Blade (Melee/Ranged Skirmisher) [Str or Dex > Con & Cha > Int & Wis]

So you don't get a lot of weapon proficiencies, and you don't have full bab, so you'll never be the best at this but you clearly have SOME ability to actually fight. Your class is delightfully feat agonistic for the most part, and being able to wear medium armor means that you can take a hit or two. With your neat buff spells, buff auras, not smite, and not magic sword, with a bit of work you can really be throwing your weight around. Better if you have a confirmed good weapon through your race or something.

(2.5/5) Jack of Any Trade (Everything Else)

So this class is very mid in a lot of ways. In that sense, you can probably get away with any roll for a short amount of time, but not necessarily better than any other class. You wanna be a skill monkey? You can probably take a spell for that. Do you want to be a diplomancer? Well you are charisma based, can probably work for that. Wanna be a tank? Well it won't be fun but you can take some feats and a spell or two to make you a bit more difficult to keep down. You won't be the BEST at anything, but you can do a little bit of everything.

Races

So here's the thing about races. Besides ya know, flavor for your campaign and your character... **they don't actually... matter. They are balls of stats and abilities, which is good!** *If you want to play a human fighter, but you want the elf stat block, really there isn't much reason to deny you because again...they are just stat balls.* If your dm doesn't let you split your flavor and your stats, that's fine!

So specifically for the omdura, we have a bit of a race problem because **a lot of your abilities are fairly race independent.** The class has no FCB listed, doesn't have many feats it needs, doesn't really make any choices, it just sorta gives you more things to do. As such, there are a rare few races that make it objectively better at what it does, so we really just have to consider which races are just...objectively good.

(6/5) Races

- **Munavri (+4 Dex, +2 CON/INT/WIS/CHA, -2 STR):** Way way way too many good stats. A little telepathy pushes it over the edge. Basically good for any class.
- **Drow Noble (+4 DEX, +2 INT/WIS/CHA, -2 CON):** REALLY REALLY GOOD SLA'S, Good stats, and Fantastic Spell Resistance.
- **Deep One Hybrid [Post Final Change] (+6 STR, -4 DEX, +8 CON, +2 WIS):** Dummy Strong Stats. So high in fact that it doesn't even really need a cool ability, this is just insane
- **Duergar Tyrants (+2 STR/WIS, +4 CON, -2 CHA):** Okay this gets a penalty to our main casting stat. WHY in the world would this be gamebreaking. Well we don't necessarily need a super high charisma to function, and what it lacks in charisma, it makes up for in Great stats, Amazing SLA's and Kineticist Abilities, GREAT Spell Resistance, and Great passive bonus to saves.

(5/5) Races

- **Samsaran (+2 INT/WIS, -2 CON) [Mystic Past Life]:** Here literally just for mystic past life, as it gives us access to spells from other divine lists, such as the Paladin or Ranger that can help make us even more of a threat. If you don't care much about your spells? Dip.
- **Shabti (+2 CON/CHA):** So they are outsiders with no penalties, and bonuses to two stats that we like and gets all knowledges as class skills. Not complex, just useful.
- **Kitsune (+2 DEX/CHA, -2 STR):** Great support race, You can afford a few Magical Tail feats to round out your abilities (remember, kitsune can always get 1/3 of a magical tail as an FCB). This isn't even bringing up the shapeshifting, which, let me tell you, WILL come in handy.
- **Aasimar:** Great stats, free skills, and a cool SLA (which if allowed, can be traded out for more charisma on the variant table. Option 90 for aasimars)
 - **Agathion-Blooded (+2 Con/Cha)**
 - **Angel-Blooded (+2 Str/Cha)**
 - **Azata-Blooded (+2 Dex/Cha)**

- **Variant Tieflings:** See Aasimar's, BUT option 9 for the extra charisma. You can also get a tail to pick up and hold things which can be super useful!
 - **Demon-Spawn (+2 STR/CHA, -2 INT)**
 - **Div-Spawn (+2 DEX/CHA, -2 INT)**
 - **Kyton-Spawn (+2 CON/CHA, -2 WIS)**
 - **Rakshasa-Spawn (+2 DEX/CHA, -2 WIS)**
- **Human (+2 ANY):** Hey you get any stat, more skills, and a feat. This isn't rocket science, unless you need something specific, this race will always be pretty good.
- **Half-Elf (+2 ANY):** Can get a free weapon proficiency, skill focus, can double up on its charisma with Kindred, or just enjoy the fact that it gets counted as a human or an elf...oh also paragon surge yeah, that spell is still a problem.
- **Half-Orc (+2 ANY):** Okay stats, more weapon proficiencies, and can pick up good +2 to all saves (with the fortune's favored trait + sacred tattoo racial trait) or just baby SR against divine spells (6+your level) which can be useful.

(4/5) Races

- Gets bonus to Charisma, a Physical Stat, and no physical stat penalty

(3/5) Races

- Gets bonus to Charisma or a Physical Stat with no penalty to cha

(2/5) Races

- Does not get penalty to Cha or Con

(1/5) Races

- Penalty to Charisma and nothing we care about.

Divine Infusions (Mercies & Cruelties)

Alright, so for some reason we get all of the Paladin Mercy's and Anti-paladin cruelties...which are pretty cool. Before I review everything though we should get a pretty good baseline on how everything works.

At Level 3 and every 3 levels after, you can choose either a Mercy or Cruelty, depending on whether you chose to use positive energy (lay on hands) or negative energy (touch of corruption). When you use your melee touch attack to either heal or harm a creature, you may apply Mercies or Cruelties that you currently know on top of whichever baseline effect it would have. As you level up you get access to more options that can be chosen from either side.

Type Specific Rules:

- **Mercy:** You may apply any and all mercy's that they know at once, and it has no save.
- **Cruelty:** You may only apply 1 cruelty that you know to any divine touch attack. The target must make a Fort Save (DC = 10+Lv+Cha). If they pass, they still take the touch damage, but ignore the effects of the Cruelty.

Okay that should cover the overview...let's get started.

Omdura Level	Mercy (Positive Energy)	Cruelty (Negative Energy)
3rd Level	<ul style="list-style-type: none"> ● Deceived: Not that useful, if you know the illusion is fake, you can give them a new save by just saying so really. ● Fatigued: Save your friendly barbarian from being tired! ● Riled: Save your friendly psychic caster from being unable to cast...sometimes? For some reason this excludes fear effects. Alternatively, tell the ragers to chill the heck out. ● Shaken: You get rid of shaken, which is annoying, but not like the death of you. Necessary for later ability. ● Sickened: You get rid of sickened, which is like shaken but because of your tummy. Necessary for later ability. 	<ul style="list-style-type: none"> ● Fatigued: Fort save or become fatigued. This would be fun but most of the things we want to fail this will have a good fort save. Remember, since this doesn't have a set duration, it means it works like normal fatigue, which means they can only remove it with rest...which they won't be getting :). ● Shaken: Fort save or become shaken for 1 round per level. This one is a little bit more fun as we can hit people with this that would often be good at will saves. ● Sickened: Same sort of issue as fatigued but without the same silly duration. Still, it gets us -2 to a lot of things people care about, and we can make it much worse later.

<p>6th Level</p>	<ul style="list-style-type: none"> ● Dazed: Undazing a target WILL save their life, guaranteed. We love this one. ● Diseased: This will almost never come up and is not worth one of your very few mercy slots. ● Enfeebled: Auto dispel any affects that are reducing a specific ability score. (i.e. if one effect targets STR and DEX and another targets CON and DEX you can dispel all effects targeting DEX automatically.) One of the few abilities that can dispel supernatural abilities. ● Haunted: Acts as protection from evil but only for the bonus saves against compulsion spells and immunity...which is like the best part of that spell. You won't always need it, but when you do, you'll be glad you took it. Or ya know, just take protection from evil...you have a good amount of spells. ● Staggered: Target is no longer staggered. Kinda meh at this level compared to others. ● Targeted: High DC sanctuary. Great for backliners, tricksters, or summoners who can force will saves on opponents to prevent themselves from getting hit. Also, remember, it's a supernatural ability, so it can't be dispelled. 	<ul style="list-style-type: none"> ● Dazed: Fort save or be Dazed for 1 round...which means you die. ● Diseased: Fort save or get AIDS. Generally not that strong. ● Staggered: Fort save or Staggered for rounds per level! Hey this is actually pretty nice, and if done well, can take someone out of a fight.
<p>9th Level</p>	<ul style="list-style-type: none"> ● Confused: Okay so getting out of confusion is great...but 	<ul style="list-style-type: none"> ● Cursed: Bestow curse is a NASTY spell and being able to

	<p>not common enough that i can rate this very highly.</p> <ul style="list-style-type: none"> ● Cursed: AYE remove curse. Not the best, but far from the worst. ● Exhausted*: No more exhaustion! This actually can super suck, so if you are getting hit by this a lot, use this one. IF not, you can probably skip it. ● Frightened: So this one is actually far more common to run into and have to deal with. You might have to chase your friend down, but they'll be happy that you did. ● Injured: AYE MORE FAST HEALING. Honestly, even if its only fast healing 3, its still extra healing that you don't have to keep track of! Woo! ● Nauseated: So nauseated is a NASTY debuff which there is almost NO way to cure normally. You probably won't regret getting this one. ● Poisoned: Yay no poison! This isn't a super powerful spell, but being able to neutralize poison effects and poisons in creatures can be useful. ● Restorative: Yay 1 standard action lesser restoration!!! Moreover, it requires enfeebled, which we also like! Woo!!! 	<p>bap people with it and potentially have it be impossible to dispel is PRICELESS. Ruin someone's whole career.</p> <ul style="list-style-type: none"> ● Exhausted: OOF this one actually does hurt. Anyone who fails their save is taking MASSIVE penalties that are basically permanent for the sake of any combat. ● Frightened: God this level is all bangers. Person is frightened for 1 round per two levels, which is more than enough to remove them from the fight. Remember, this isn't mind-effecting, it isn't a fear affect, or anything like that, just Fort Save or get rektd, SR nah. ● Nauseated: AGAIN ouchy ouch. The duration is super neutered but it doesn't need to be super long and this condition is SUPER hard to prevent or get around. ● Poisoned: Fort save or poison as the spell, so really it means that they take 1d3 Con damage, every round for up to 6 rounds. Each round they get a NEW fort save though, but that gets progressively harder as their con drops.
12th Level	<ul style="list-style-type: none"> ● Amputated: So regeneration is a good spell but how often do you have people losing 	<ul style="list-style-type: none"> ● Blinded: Blindness/deafness is a second level spell and is permanent.

	<p>organs or body parts? Hard to rate.</p> <ul style="list-style-type: none"> ● Blinded: Oh hey this is nice to be able to deal with. No longer blind! ● Deafened: No longer deaf. Less cool at this level but useful! ● Ensoircelled: Smack someone with spell magic and healing. Now, at level 12, we already have GREATER dispel flying around...but this is good for just getting someone out of a jam. ● Paralyzed: No more paralyzed. Definitely will save someone's life at least once. ● Petrified: Not uhh something that will come up the most, but when it does, you'll be happy I supposed. That said I think break enchantment would probably be better... ● Stunned: No more stunned. Will definitely save someone's life at least once. 	<ul style="list-style-type: none"> ● Deafened: Blindness/deafness is a second level spell and is permanent. ● Paralyzed: Fort save or be paralyzed for 1 round and just ya know...die. ● Stunned: Fort save or be Stunned for ¼ Lv rounds. Yeah no that's an insta kill.
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Archetypes

So normally, I don't review all of the archetypes...but there are literally only two of them and so I can't help but do just that because ya know, there are only two and both are equally important.

Also holy dunks, these guys still reviewed them. Love this team.

[Omdura Archetypes Alternative Review](#)

(2/5) **Arcane Exemplar** [The Not-Magus]

What you gain	What you lose
<ul style="list-style-type: none">● Magus Spellcasting: So you are now a charisma based, prepared, arcane caster using the magus spell list...which isn't a bad list but...you also now can't wear armor...● Spell Strike: Need this if you are going to be doing the gish thing but it's also a lot less good if you don't have spell combat.● Magus Arcana: These can be good, but really worth best with a base magus. Since you don't have arcane pool, you can't really boost your weapons and well...you are always going to be struggling a bit. Also things are still INT based???? Also you don't have magus arcana class feature...● Spell Recall: Sometimes you can get your spells back. Woo!	<ul style="list-style-type: none">● Divine Touch: This hurts a bit because lay on hands can be pretty cool, and has lots of feats...this was also one of the few things you could actually take feats for.● Divine Infusions: These are actually really cool and can be fairly useful so losing it for expensive arcanas isn't the best.● Divine Weapon: So you trade this for spell recall and really we should have gotten an arcane pool.
<p>Is it Worth it?: So like...you become a discount magus...so why not play a magus? No seriously. This doesn't have spell combat, so your action economy will suffer, you don't have an arcane pool and lost divine weapons, so your weapon isn't going to be as good, and you can't even wear light armor because you don't get any arcane armor things so...just...play a magus and do the same thing but objectively better.</p>	

(1/5) **Exemplar of War** [Spell-less Soul Slave]

What you gain	What you lose
<ul style="list-style-type: none">● Bonus Combat Feats: So bonus feats are good but...you trade all of your spells for them which basically makes you an objectively worse fighter or cavalier in most cases.● Chosen Warrior: So you get a bunch of chosen one feats, most of which aren't great. This isn't the worst thing but there is one that is kinda...broken? One of the few cases when having a 6/5 isnt a good thing.	<ul style="list-style-type: none">● SPELLS: This is mega death red because trading all of your spells for BONUS FEATS is TERRIBLE. Any one of those spells is worth a feat and you get a whole lot more than 6. AGH● Divine Infusions: These are still pretty good and losing them still doesn't feel great.
<p>Is it Worth it?: No it is not. It's really bad in general and replaces one of your best class features with something we frankly don't care too much about.</p> <p>Now I can't talk about this archetype without talking about Chosen Warrior and the feat Blessed by God and Dragon, which basically allows you to ignore level restrictions and cast 1 cleric spell a day via your god. If you multiclass into cleric, or something that casts specifically cleric spells, you can then casts 1 spell per day from as a cleric of your CHARACTER LEVEL +3 which means getting miracle at level 14. Is that amazing? Yes. Is that worth playing this character from levels 1-14.</p> <p>No...its not. This archetype is bad and we should feel bad.</p>	

Multiclassing

So as an omdura, you don't really like losing a lot of your levels, not really because of spellcasting but because you have a lot of level dependent class features. That said, losing one or two levels won't hurt too bad and you can get some pretty powerful features from it at the end of the day.

An important note is that the Omdura doesn't really NEED many feats to function, and doesn't have many feats that significantly augment its ability. You sorta get everything on the tin just for being there. This makes it a fantastic candidate for variant multiclassing, as it could use some variety, and doesn't lose much for indulging.

- **Standard**
 - **(5/5) Oracle [1 Lv Dip]**
 - Oracles are just amazing dipping classes in general. Great spell list, Revelations are busted, and your curses (which can be good) count your omdura levels as half oracle levels for the sake of progression. Honestly, never have a bad thing to say about them.
 - Oh and of course, if you dip oracle for **Exemplar of War/Blessed by God or Dragon Cheese**, I mean...I guess that can be fun? Sorta?
 - **(4/5) Paladin [2 Lv Dip]**
 - With two levels, you get MORE lay on hands (specifically a separate pool), a smite (which is just your divine might but objectively better attack bonuses and ac for worse damage boost), more weapon proficiencies (which we like) and divine grace for charisma to all saves. Neato!!!
 - **(4/5) Anti-Paladin [3 Lv Dip]**
 - I can see you wincing. *Hey Iluzry, isn't three levels pushing it a bit?* It is butttt it also gets us something unique and interesting: Aura of cowardice. We love fun aura effects, and this is one of the best in the game as it completely removed people's immunity to fear effects, making it easier to shut people down. Amazing for an intimidate build
 - Oh also you get plague bringer, so if you want to do a disease build with the [Urgathoa's Hunger Divine Fighting Technique](#), then like go nuts!
 - **(4/5) Swashbuckler [1 Lv Dip]**
 - Yay weapon proficiencies, deeds, and free weapon finesse! Lots of things here to like for strikers who just want to have a little bit more OOMPH in melee.
- Variant
 - **(4/5) Bard**
 - So we don't have a horrendous amount of skills so we actually benefit from bardic knowledge and versatile performance, and clearly, love more support abilities like inspire courage, which stack with our invocations! God's support is godly.

- **(5/5) Cavalier**
 - This is just a strong VMC in general. You get a KILLER smite in the form of challenge (definitely pick up the [Chain Challenge](#) feat), Order abilities can be really sweet, and tactician just lets you do MORE rad support work by tossing around teamwork feats for free.
- **(4/5) Magus**
 - Hey wanna be an actually good gish? Take the good gish VMC. We have swift action weapon boosting so you can full attack, magus arcana that doesn't trade away your mercys and spell strike that works fine. Honestly, better than playing an [Arcane Exemplar](#), and that on its own makes it worth choosing.
- **(3/5) Inquisitor**
 - If you want to make an intimidate build and get a few more personal buffs in, this isn't the worst option. You are charisma based and can ya know be a good debuffer. Nice pick up if you are stealing the antipaladin's vibe

Prestige Classes

So because you are a 2/3 caster, and you lose progression in almost all of your class features, the only prestige class that I can in good faith suggest to you is the **Evangelist** due to the potency of aligned class and how powerful deific boons can be. Gives you more skills, keeps all of your class abilities and lets you keep being the best support you can. Woo~

Feats

So as I've been saying elsewhere in the guide, you don't really have any feats that you NEED as an omdura, just feats that are ya know, nice and fun.

General Feats

- **(3/5) [Extra Invocation](#)**: You get two more minutes of invocation. Since you have to spend a minute to switch, you MIGHT take this, but really, you will probably always have enough to make it by.
- **(4/5) [Dreamed Secrets](#)**: Two wizard spells every day is basically always going to be useful to anyone who is a 2/3 caster or above. You don't need anything super high level or complicated, just picking up haste is super useful. Just make sure you don't fail those will saves.
- **(4/5) [Improved Initiative](#)**: Going first is amazing! It's a pretty solid bonus.
- **(5/5) [Wasp Familiar](#) / (5/5) [Improved Familiar](#)**: Familiars are tight! Enjoy having a better one than most!!!!!! Specifically take advantage of either the Mauler or Protector Familiar archetypes to give yourself a battle buddy, or more health! This only gets better if you get an improved familiar, which can get into all sort of mischief.
- **(3/5) [Toughness](#)**: Look it's not complex, but it helps. You don't have a lot of health and so having more, even just one per level, is nice.
- **(4/5) [Divine Interference](#)**: As an immediate action, burn a spell slot of 1st level or higher to force an enemy to reroll an attack within 30 ft with a penalty equal to the level of the spell sacrificed. Not a bad use of spells if you just wanna save someone from a crit every now and then.
- **(2/5) [Skill Focus](#) or [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.
 - If you want suggestions, [check out my sorcerer guide](#).

Combat Feats

- **(4/5) [Combat Reflexes](#)**: Extra attacks of opportunity! Extra smacks are extra smacks!!!
- **(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!
- **(5/5) Power Attack** or **(5/5) Piranha Strike** or **(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 / Manyshot**: Get more arrow attacks! These feats are part of why ranged can be such a powerful playstyle!!!
- **(?/5) Divine Fighting Techniques**: So basically your god teaches you a special kung fu style that lets you pop off even more than normal. I won't rate them all individually, but there are some serious contenders in there, like Desna, Serenae, and Gorum, with flavorful and powerful styles. Favorites below
 - **Serenae's Mercy**: Make all damage non-lethal and then get healed for it!
 - **Gorum's Swordsmanship**: Charging vital strike!
 - **Lamashtu's Carving**: Bleed damage and then stagger.
 - **Urgathoa's Hunger**: Get temp HP equal to damage you deal with scythe attack Wis times per day. Lasts for a minute
 - **Desna's Shoot Star**: Charisma to attack and damage with starknife

Lay on Hand Feats

- **(4/5) Fey Foundling**: +2 healing per die rolled on all magical healing is great, even if its only on us, and we enjoy the bonus against death saves, as they are like, deadly.
- **(3/5) Extra Lay on Hands**: You get more lay on hands. Woo!
- **(5/5) Hands of Valor**: Okay once per day you can basically give yourself or one of your teammates HEROISM which is SICK. Getting your full charisma bonus to attack is no laughing matter, and even if its once per day, you get to use it for a whole minute, which is more than enough to knock down a combat encounter.
- **(4/5) Channel Surge**: Okay so this one is BARELY blue and that's just because we value action economy here. Yes 1.5 is worse than just using Lay On Hands twice, but sometimes you need the juice, and you have a few uses to spare and not a lot of time.
- **(4/5) Word of Healing**: Heal at a 30 ft range as a standard action. Does half healing but applies all mercies, which can still save someone's life.
- **(1/5) Greater Mercy** / **(5/5) Ultimate Mercy**: So greater mercy is basically nothing and really isn't good by any stretch of the imagination buttt it is the pre-req for being able to bring people back to the dead, so ya know, we'll live. And so will everyone else.
- **(3/5) Improved Lay on Hands** / **(3/5) Ranged Lay on Hands**: Okay so improved lay on hands is just better Greater Mercy but we don't really need to take it to survive and ranged lay on hands is about even with words of healing BUT a standard action beats

out a full round action any day, and if we really need to get a ranged heal that bad, we can probably just get a reach rod or turn on our fast healing aura.

Equipment

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.**

So as per usual, instead of getting into the gritty details, I'll tell you about some standouts.

- **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](#)
 - [Magic Armor](#)
 - [Cloak of Resistance](#)
 - [Stat-boosting item \(Charisma and Con\)](#) (headbands for mental stats, belts for physical)
 - [Ring of Protection](#)
 - [Amulet of Natural Armor](#)
 - [Bag of Holding](#) / [Handy Haversack](#) / [Portable Hole](#)
- **Crystal of Healing Hands:** Pre-charged lay on hands. It takes a standard action to activate which I'm not a fan of, but occasionally it's nice to just let your team handle themselves and not burn your own actions.
- **Metamagic Rods:** Hey, its nice not to have to take the feats and really you'll only use a couple of these a few times a day. We shouldn't be trying to blast or save or suck people to death in most cases.
 - [Extend Spell](#)
 - [Reach Spell](#)
 - [Empower Spell](#)
- **Merciful Vambraces:** Versatile Mercy! Remember, you apply ALL mercies you know when you do lay on hands, so if you are a healer, this is a free 1 up. Good for getting picking up some extra goodness or just making sure you can make sure the wizard doesn't accidentally do something he'll regret post will save.

Optional Extra: Herald Rework

So after writing this guide, I felt inspired to make the kind of divine bard hybrid nonsense class that I'd like to play, and so, like a madwoman, I just fucking did I guess. If you aren't a fan of homebrew, and don't want to touch this with an 80ft pole, trust me, not offended. I just figured it was fun and wanted to make a class with a lot of the power of the omdura and a little bit more personality.

The Herald by IluzryMage