

Pathfinder Playtest

Cleric Domains & Deities

Ratings

Red is bad

Orange is okay

Green is good

Blue is great

Some domain powers and domains are useful strictly as “extra spell point” feats. As a rule of thumb, 2 spell points for a class feat is **passable** and 3 spell points for a class feat is actually **decent**. I will rate the powers themselves, but I will make a separate note where the power or domain might actually be worth taking just for the SP.

Domains

Ambition

Blind Ambition: this ability suffers on so many different angles. Like all spells the fact that you’re casting it is nearly impossible to conceal, and that makes it incredibly challenging to deliver this power. However, the power just eliminates circumstance penalties, so you still need to succeed the skill check afterwards. *And* those penalties are entirely at GM discretion, so it’s entirely possible that a GM might not even apply any such penalties and the ability is useless. Overall this is an incredibly circumstantial ability with an indeterminate effect and relatively high risk to use.

Competitive Edge (2): this is just a vastly inferior version of inspire competence that costs spell points instead of being at-will. Multiclass bard if you want that, don’t waste your time with this domain.

Air

Pushing Gust: this is a circumstantially useful ability due to its convenient 1 action casting time, but barring a critical success its effect is extremely subtle and requires something to combo it with to have any appreciable effect. Overall it’s a niche option.

Walk on Air (1): although the action economy of this ability is very appealing, the duration is simply a dealbreaker.

Cities

Face in the Crowd: as with many other “subtlety” spells, I must reiterate: *magic is obvious* in Pathfinder 2nd edition. When you activate this ability you’re creating a giant “here I am” fireworks display. The very act of casting this spell defeats its purpose.

Watching the Watchers (2): In addition to being hyper-specific, the spell is woefully vague. What is an “openly visible city guard activity”? You’d have to be an extremely specific kind of campaign to pick this power up, and even then you and the GM will likely need to talk to figure out what the heck this power actually does.

Confidence

Veil of Confidence: the 2-action cost, self-target limitation, and the rather horrific effect it incurs if you critically fail a save all keep down what might otherwise have been a solid ability.

Delusional Pride (2): a conditional penalty that only applies if the target has already attempted and failed the action for the turn is woefully specific. In a game where pretty much nothing stacks, this is just a poor ability to spend feats and spell points on.

Creation

Fabricate: this is basically the prestidigitation cantrip from PF1, except it’s not as versatile, costs spell points to activate, and doesn’t last as long. In a word, terrible.

Artistic Flourish (2): this ability upgrades the target item to a higher quality temporarily, but it’s not *really* a quality increase so it doesn’t actually work like a higher quality item in some situations. Combined with its long casting time, these restrictions make it a poor choice of a feat.

Darkness

Touch of Shadows: the only saving grace for this power is that it costs 1 action. Requiring a melee touch attack to deliver and only lasting for one round limits its applicability. Fortunately the effect is fairly decent.

Darkened Eyes (2): welcome to another entry in the list of “spells that are completely useless if the target doesn’t critically fail their save”. Save yourself the feat.

Death

Undead’s Bane: free action bonus damage on the one spell you cast more than all others combined, and to top it off it’s untyped damage so you can stack it with other abilities. This is a great power.

Death’s Call (1): not terrible for an emergency top-up if your cleric is being focused, but it’s also not particularly great value compared to other healing abilities.

Destruction

Destructive Cry: while it's not a lot of damage, it is guaranteed damage when you pull it off.

Destructive Aura (2): this ability is only really useful if your party members use lots of different damage types with their attacks, potentially meaning that an enemy can apply their resistances multiple times per attack. Otherwise this isn't so great, as the amount it reduces resistances by isn't very much.

Dreams (spell points)

Sweet Dreams: this power basically has one and only one use: giving you a bonus on your saves against the nightmare spell. It's so comically overspecialized as to be puzzling. The additional healing is rather useless, since *you're a cleric* and you have way better means of healing.

Dreaming Potential (3): this ability literally doesn't function as written. The ability only works for retraining that does not require an instructor, but retraining usually requires an instructor. What retraining doesn't require an instructor? Who knows, it's one of those nebulous "GM decides" non-rules, so without a psychic link to your GM's mind, it's impossible to know what - if anything - this power actually does for you.

Earth

Hurling Stone: this ability is fairly decent at low levels, giving you a nifty ranged attack that hits harder than any weapon would, and with only 1 action. This is actually pretty usable even on a class that is usually not dex-invested. Unfortunately its accuracy falls behind the curve since it doesn't gain potency boosts and that's a problem on a class that isn't usually dex-invested. At higher levels this power basically can't hit squat.

Localized Quake (2): knocking enemies prone is a great way to debuff them for allies, and also costs them an action to get back up on their turn. Overall this is a solid power.

Family

Soothing Words: this is one of those powers that's actually pretty good... in the rare circumstances where it actually comes up.

Unity (2): this power can be very helpful for allies with poor will saves, allowing the whole party to potentially benefit from your will saving throw against an area of effect spell or power. This power can vary in usefulness depending on the party; if everyone has strong will saves it's not as useful.

Fate

Read Fate: this power might be better with a masterful GM, but it's just far too limited and cryptic to be useful at most tables. The GM is limited to giving you only a single word as part of your cryptic attempt to read fate, and even then it has a 25% chance to fail.

Tempt Fate (1): this ability is so horrifically double-edged that it's basically never worth using. Tempting fate is as bad an idea as it sounds.

Fire

Fire Ray: this is basically just a cantrip, except you have to pay spell points to use it.

Flame Barrier (1): this is a passable reaction, letting you block a relatively small amount of fire damage. However, the amount blocked is a bit too small given you had to pay both a feat and a spell point to do it.

Freedom

Unimpeded Stride: while it won't always be relevant, when it is this ability lets you ignore problematic impediments and simply walk right over them.

Word of Freedom (3): this power is a double-edged sword; on the one hand it costs an excessive 3 spell points to cast, making it something you'll rarely call upon, but on the other hand it gives 3 extra spell points when you take the feat, which can potentially fuel your more general powers. Overall it's a mixed bag with enough going for it to come out green.

Healing

Healer's Blessing: a solid buff to your healing, exactly what you'd expect to get from the healing domain.

Healing Font (2): two spell points to cast a spell heightened to your highest spell level is excellent; far better than most spell point powers. And the spell in question happens to be the heal spell, which is the best spell.

Indulgence

Enhance Victuals: while nice for roleplaying purposes, the power's usefulness is highly suspect. Even its ability to counteract poisons has a serious flaw: you have no way of knowing whether it succeeded.

Take its Course (2): used as a debuff against enemies this effect is just way too circuitous. Used as a buff for allies, you've got better options as a cleric.

Knowledge

Lorekeeper's Fortune: essentially true strike for knowledge and perception checks. It's not a bad option, but it is a bit lackluster for a spell point ability.

Know the Enemy (1): it's never a good sign when a class feat is outclassed by a skill feat, much less when it costs spell points and provokes attacks of opportunity to activate it.

Light

Undead's Bane: this is the same power that the death domain gets, and it's just as good.

Dazzling Flash (1): very solid area of effect debuff; the blinded effect is unfortunately too short duration to actually matter, but the dazzle lasts long enough to severely hamper enemies in combat.

Luck

Bit of Luck: this is an excellent power that allows you to retroactively fix failed rolls, while also tipping you off to the exact DC. The problem it faces is, as usual, conditional bonuses don't stack. As a result it can easily be made useless if you have a bard in the party. It also cannot save you from critical failures.

Lucky Break (3): Lucky Break can literally save your life. Sadly it can't save you from natural 1's, which knocks it down from what might otherwise be a blue rating.

Magic

Divine Vessel: this is just a drastically inferior version of Bit of Luck.

Mystic Beacon (1): while not as terrible as some other powers here, the effect is too modest for paying a feat, an action, and a spell point for.

Might

Athletic Exploit: this power largely neuters itself by costing an action to cast and only lasting until the end of your turn. This means you could have just taken an extra stride action instead of activating the ability, completely negating its move speed bonus.

Enduring Might (2): although a bit on the pricey side, this is a usable power for blocking damage. Against enemies that deal multiple types of damage resistance can apply more than once.

Moon

Moonlight Glow: despite its cool description, what this power actually does is ludicrously underwhelming: a +1 circumstance bonus to perception checks to seek magical writing in the area.

Moonbeam (2): this power is only marginally stronger than a cantrip, costs 2 spell points, and has serious accuracy issues because clerics cannot invest heavily in having a strong ranged touch attack. Not worth picking up.

Nature

Skin of Thorns: this power is a bit too weak for its many downsides, and as a result you're often going to be in a position where you have better things to spend your actions on and cannot activate it. It's not useless, but it is very unimpressive.

Nature's Bounty (1): this power is seriously outclassed by alternatives; skills, spells, and other powers all do its job much better. In a vacuum it might be useful, but there are so many better alternatives it's not worth your time.

Nightmares

Waking Nightmare: this power is counter-intuitive; it's actually a *buff*, not a debuff. It has equal chances of providing a bonus as a penalty, which makes it a big roulette wheel with no particular odds for and against you. However, penalties don't stack, so if you target an ally who is already affected by a debuff then you have nothing to lose in the roll. Technically speaking it can also work as a debuff in the same fashion, but debuffs tend to be much more common than buffs among monsters. This is a cheeky if situational power.

Echoing Nightmares (2): the nightmare domain is big on these roulette effects that can backfire harshly on you. As a result you can only ever use this power against enemies you're confident have poor will saves, as otherwise the risks are just too high.

Pain (spell points)

Savor the Sting: an attack roll *and* a saving throw means the odds of this power working are slim, and being a 2-action power with an attack roll is always awkward.

Retributive Pain (3): this power would actually be pretty decent if it didn't have that whopping 3 SP price tag attached to it. The ability to deal damage with a reaction is something very few characters get, and certainly not with this kind of reliability. Sadly the SP cost really holds it back as an option.

Passion

Charming Touch: it's basically the charm spell as a 1 SP power, except with shorter duration. Sadly it suffers the same problem as all non-combat spells in this edition: spellcasting is nearly impossible to conceal and this makes it very difficult to find a situation where it will work. This makes it a very situational spell, and something you'd much rather have someone prepare as a spell than to have as a spammable power.

Captivating Adoration (2): again, the bane of all non-combat spells: spellcasting is *really* obvious. You can't just cast a spell in the middle of the party since everyone knows you're casting spells, and the short duration makes it hard to set up beforehand.

Perfection

Perfected Mind: although it's overly specific, a reroll against nasty effects can be very helpful. The one big catch is that any mental effect that prevents you from casting or taking actions will also prevent you from activating this ability.

Perfected Form (2): while reroll effects are good, this one is *so incredibly specific* that it's rarely going to come up.

Protection

Divine Ward: the amount of damage diverted is shockingly small; this would be a weak power even if it completely blocked the damage rather than merely redirected it.

Protective Aura (2): against enemies with multiple types of damage the resistance bonus can add up, but the actual amount resisted isn't particularly large and the 3 actions to activate it are onerous.

Secrecy

Forced Quiet: this is another one of those weird powers that is actually more useful as a buff than a debuff, since it's one of the few methods of reliably hiding verbal casting components! The power very specifically doesn't interfere with spellcasting, but does prevent the target from being heard by anyone more than 10 feet away. Used in its intended manner, this power is **terrible**; it only works against one target, and only if they're within 30 feet, and only if they fail their save, and even then targets listening for it can attempt a perception check against the spell's DC, and even then it's a spell so it's obvious to observers that you cast it. That's way too many points of failure on something that is incredibly situational to begin with. On a target who willingly accepts the effects as a benefit, however, it's superb.

Safeguard Secret (3): this power is **excellent** for an intrigue campaign. A +4 bonus with indefinite duration is solid. It's a bit expensive and circumstantial for a more general campaign where it won't come up very often, but increasing your SP pool by 3 makes up for that downside by letting you spam other powers more freely on a daily basis.

Travel

Agile Feet: this value of this power depends on how much your GM likes difficult terrain, because letting you ignore difficult terrain is pretty much all it does. Typically, this is going to be highly situational but useful when it does come up.

Wanderer's Guide (3): hey, do you like paying a class feat and 3 SP for a power that's inferior to what you can do with a trained skill? No? Okay then.

Trickery

Sudden Shift: it's niche, but it can help set up for flanking combos with allies in a pinch.

Master's Illusion (3): this is basically a multi-target version of a 1st level spell with reduced duration. This is actually not bad as an emergency ploy, and seeing as you can pick it up just for the extra SP it's a perfectly respectable choice.

Truth (spell points)

Word of Truth: while it's easy to contrive situations where this could be helpful, how many times has this come up in your campaigns? It also runs into a simple logical problem: if the target doesn't trust you to begin with, why would they trust your magic?

Glimpse of Truth (3): the incredibly short duration limits the usefulness of this power, but if you need to handle invisibility it can save you.

Tyranny

Touch of Obedience: this is a solid option for shutting down casters; 1 action melee touch is definitely doable.

Commanding Lash (2): while this is significantly better than the spell due to its lower action requirements, it's still a relatively weak effect and for 2 SP is a bit overpriced.

Undeath

Unlife's Blessing: as it currently stands this power is useless for PC's, as there are no options to be an undead creature or to have undead allies. For undead antagonists, however, it's a solid way to get a bit of extra healing going.

Touch of Undeath (2): this power essentially shuts down the target's ability to receive healing from positive energy. This is absolutely *brutal* if used against PC's, as a rather significant proportion of a typical party's durability comes from the cleric. However, it's pretty much useless against monsters since healing powers are relatively rare and where they do exist often aren't based on positive energy.

Water

Tidal Surge: this is a situational power; it can be somewhat useful if you have allies with abilities that can combo with it, but for the most part it's not worth bothering with.

Downpour (2): this is one of those weird powers that works in a completely counterintuitive way. The downpour conceals creatures inside of its effect, but you can still see creatures on the other side clearly and take no penalty to attack them. This

weirdness makes it hard to rate, as actually using it requires carefully taking advantage of its precise effects... and once you start breaking down things like how different effects like screening stack it's... well, suffice to say your GM will probably hate you for using this.

Wealth

Acquisitive Fortune: This is actually pretty decent if you're working a day job, since it will make your odds of a critical failure very low. This improves your overall income, which can then be diverted towards better equipment. Of course, this power is completely useless in adventures where you don't have ample downtime. In addition the power is rather poorly suited for a cleric, as all profession checks are currently intelligence-based.

Money Talks (1): this allows you to convert gold pieces directly into material components for a spell, meaning you don't have to preemptively buy expensive material components. The problem is expensive material components are so rare as to be essentially non-existent in this edition.

Zeal

Weapon Surge: a 1-action power that increases both your chance to hit and damage, a perfect filler option for a front-line cleric. The one caveat is that it becomes completely useless at 20th level because it doesn't work with +5 weapons for some unfathomable reason.

Prepare for Battle (3): although the effect isn't bad it is subtle, and at 3 SP it's ludicrously overpriced. Fortunately that makes it great fodder for fueling the much better Weapon Surge power.

Deities

Abadar

Anathema: engage in banditry or piracy, steal, undermine a law-abiding court

Channel: positive or negative

Skill: Society

Weapon: Crossbow

Domains: Cities, Earth, Travel, Wealth

Spells: Illusory Object (1), Creation (4), Magnificent Mansion (7)

With a mediocre selection of spells and domains and a poor favored weapon, Abadar is a disappointing choice of deity. While you could try to use the deadly simplicity feat with his crossbow, the reload time makes it of questionable value compared to spending a general feat on proficiency in a better weapon.

Asmodeus

Anathema: break a contract, free a slave, insult Asmodeus's pride

Channel: negative

Skill: Deception

Weapon: Mace

Domains: Confidence, Fire, Trickery, Tyranny

Spells: Charm (1), Suggestion (4), Misperception (6)

Asmodeus has little going for him, with a lackluster list of domains, being locked into negative channeling, and having a poor favored weapon. Just about the only thing he has going for him is the charm spell, but due to spellcasting nerfs it's little better than a heavily invested diplomacy skill anyways.

Calistria

Anathema: become too consumed by love or a need for revenge, let a slight go unanswered.

Channel: positive or negative

Skill: Deception

Weapon: Whip

Domains: Pain, Passion, Secrecy, Trickery

Spells: Charm (1), Enthrall (3), Misperception (6)

Calistria is a solid choice for an intrigue-based campaign, with an excellent bonus skill, some decent utility domains and utility spells. She offers nothing of value in combat, however, and her anathema can be a bother.

Cayden Cailean

Anathema: abide slavery, be mean or standoffish when drunk

Channel: positive

Skill: Athletics

Weapon: Rapier

Domains: Cities, Freedom, Indulgence, Might

Spells: Fleet Step (1), Touch of Idiocy (2), Hallucination (5)

Cayden has a very easy anathema to avoid and a pretty good spell list, but his weapon just isn't very useful to clerics due to having both small damage dice and ineligible for deadly simplicity. His domain list is passable, overall making him an unattractive deity in spite of some good points.

Desna

Anathema: cause fear or despair, cast nightmare or corrupt dreams

Channel: positive

Skill: Acrobatics

Weapon: Starknife

Domains: Dreams, Luck, Moon, Travel

Spells: Sleep (1), Glitterdust (2), Fly (4)

How the mighty have fallen; one of the most powerful and well-rounded deities of PF1 is now a shadow of her former self, with only one good domain, one good deity spell, and one of the nastier anathemas. Desna's anathema is one of the few that actually hurts you in combat, since the demoralize action is one of the best at-will debuffs in the game for charisma-based characters. However, you're not allowed to cause fear, and demoralization is a fear effect. The only reason to take Desna is if you absolutely must have the Luck domain.

Erastil

Anathema: abandon your home in its time of need, choose yourself over your community, tarnish your reputation, tell lies

Channel: positive

Skill: Survival

Weapon: Longbow

Domains: Earth, Family, Nature, Wealth

Spells: True Strike (1), Wall of Thorns (3), Tree Stride (5)

Erastil is a powerful but high-maintenance deity. His anathema can be hard to work around since it pretty much rules out any use of deception, his longbow pretty much requires you to multiclass Fighter for the point blank shot feat, and his domain list is passable. However, a True Strike boosted Longbow is an absolutely incredible combo and carries this deity all on its own.

Gorum

Anathema: kill prisoners or surrendering foes, prevent conflict through negotiation, win a battle through underhanded tactics or indirect magic

Channel: Positive or Negative

Skill: Athletics

Weapon: Greatsword

Domains: Confidence, Destruction, Might, Zeal

Spells: True Strike, Enlarge, Weapon Storm

Gorum is one of the best deities in the game mechanically, but is saddled with one of the worst anathemas out there. You're basically required to be axe-crazy, sabotaging attempts to solve problems diplomatically, and that might not win you many friends. With that said, what he offers is truly exceptional; True Strike and Zeal domain with a Greatsword favored weapon come together to make easily the best martial cleric option.

Gozreh

Anathema: bring civilization to intrude upon the wilds

Channel: positive

Skill: Survival

Weapon: Trident

Domains: Air, Nature, Travel, Water

Spells: Gust of Wind (1), Lightning Bolt (3), Control Water (5)

Gozreh is fairly mediocre across the board, with forgettable spells and domains, and a merely okay weapon. He does make up for it with an anathema that's basically non-existent for a typical adventurer, but he's a passable choice overall.

Iomedae

Anathema: abandon a companion in need, dishonor yourself, refuse a challenge from an equal

Channel: positive

Skill: Intimidate

Weapon: longsword

Domains: Confidence, Might, Truth, Zeal

Spells: True Strike (1), See Invisibility (2), Fire Shield (4)

Iomedae is very similar to Gorum, in that she grants the Zeal domain with the True Strike spell which is pretty much ideal for a front-liner. The difference is that she has a

much less problematic anathema in exchange for a passable favored weapon. If you're willing to pick up feats for a better weapon selection, Iomedae is an excellent choice.

Irori

Anathema: repeatedly fail to maintain self-control

Channel: positive or negative

Skill: Athletics

Weapon: fist

Domains: Knowledge, Might, Perfection, Truth

Spells: Jump, Haste (3), Stoneskin (4)

Irori has a terrible list of domains and a favored weapon that isn't worth your time. However, this isn't necessarily a terrible option as the anathema is easily the least intrusive of any deity and the haste spell is one of the best buffs in the game. Irori works best if you're multiclassing into another class to gain access to a different list of powers.

Lamashtu

Anathema: attempt to cure a madness or deformity, provide succor to Lamashtu's enemies (such as Desna)

Channel: Positive or Negative

Skill: Survival

Weapon: Falchion

Domains: Family, Might, Nightmares, Trickery

Spells: Magic Fang, Animal Form, Nightmare

Although Lamashtu is an average deity by comparison to most of the roster, she is far and away the best deity pick for an evil-aligned cleric who is not undead. She is the only option for evil clerics who offers positive channeling, and her anathema is surprisingly mild. It's just a shame her spell and domain list is so poor.

Nethys (high levels) (low levels)

Anathema: pursue mundane paths over magical ones

Channel: Positive or Negative

Skill: Arcana

Weapon: Staff

Domains: Destruction, Knowledge, Magic, Protection

Spells: mage hand (0), magic missile (1), magic mouth (2), levitate (3), blink (4), prying eye (5), wall of force (6), warp mind (7), maze (8), disjunction (9)

The big attraction Nethys has to offer is his spell list, but all the good options are clustered towards the higher levels. The lower-level options are quantity over quality, which is of questionable value. However, he has another great gem: a staff as a favored weapon. This offers Nethys clerics the option to use deadly simplicity to boost the damage of staves, which is something unique you can't get anywhere else.

Nethys has a problematic anathema. The simple fact is that spellcasters in this edition have fewer spell slots and less potent spells, and as such *need* to supplement with mundane options. A strict interpretation of this anathema could gimp you.

Norgorber

Anathema: allow your true identity to be connected with your dark leadings, share a secret freely, show mercy

Channel: negative

Skill: stealth

Weapon: shortsword

Domains: death, secrecy, trickery, wealth

Spells: illustory disguise (1), invisibility (3), phantasmal killer (4)

Norgorber suffers a whole host of problems; an anathema that's hard to work with, negative channeling, a useless favored weapon, a skill that is useless for clerics, and a spell list that really leaves much to be desired. Norgorber can be functional in a pinch in a more intrigue-focused campaign, but he's more of a liability than he's worth.

But perhaps worst of all is his inability to utilize the death domain. In Pathfinder 1st edition, Pharasma suffered because the death domain erred more towards evil gods and thus didn't suit her very well. Now that the death domain has been redesigned for Pharasma, gods like Norgorber are stuck with a death domain that simply does not work with negative channeling.

Pharasma

Anathema: create undead, desecrate a corpse, rob a tomb

Channel: positive

Skill: medicine

Weapon: dagger

Domains: death, fate, healing, knowledge

Spells: mindlink (1), ghostly weapon (3), phantasmal killer (4)

With a lightweight and manageable anathema, an ideal skill, and a great list of domains, the fact that Pharsma gives nothing of value in terms of weapon or spells can be overlooked.

Rovagug

Anathema: create something new, let material ties restrain you, torture a victim or otherwise delay its destruction.

Channel: negative

Skill: athletics

Weapon: greataxe

Domains: air, destruction, earth, zeal

Spells: burning hands, enlarge, disintegrate

Rovagug has one thing going for him: a great favored weapon with the zeal domain. Other than that he's a trainwreck with arguably the worst anathema, a completely useless list of spells, and being forced into negative channeling. If you want to be an axe-crazy chaotic evil cleric, just worship Gorum instead.

Sarenrae

Anathema: create undead, fail to strike down evil, lie, succumb to darkness

Channel: positive

Skill: medicine

Weapon: scimitar

Domains: fire, healing, light, truth

Spells: burning hands (1), fireball (3), wall of fire (4)

Sarenrae has some of the best domains, but is tempered by the fact that her favored weapon and spells offer little of value. Her anathema is also one of those difficult ones that prevents you from lying, which is irritating when (as a healer cleric) you will likely have the highest charisma in the party and be the party face.

Shelyn

Anathema: destroy works of art or allow one to be destroyed except to save a life or in pursuit of greater art, refuse to accept surrender.

Channel: positive

Skill: crafting or performance

Weapon: glaive

Domains: creation, family, passion, protection

Spells: color spray (1), enthrall (3), creation (4)

In a vacuum nothing about Shelyn is terrible, but nothing she does fits well with the cleric. Her domains are lackluster, the glaive has lots of abilities but none of which suit the cleric, and the craft skill is a powerful skill that's tied to the cleric's dump stat. She does have a solid anathema and spell list, but her domains are unimpressive.

Torag

Anathema: show mercy to the enemies of your people, tell lies or cheat someone, intentionally create inferior craftwork.

Channel: positive

Skill: crafting

Weapon: warhammer

Domains: creation, earth, family, protection

Spells: mindlink (1), earthbind (3), creation (4)

Another axe-crazy god, this one with the added twist that you have to be completely honest about the fact that you're axe-crazy. Unlike the other axe-crazies, he has nothing useful to offer to counteract that downside. While he's usable in a campaign that keeps to strict black-and-white morality, the moment moral nuance shows its face you're going to have a very difficult time balancing the requirements of a lawful good alignment with an axe-crazy code of conduct.

Urgathoa (living) (undead)

Anathema: deny your appetites, destroy undead, sacrifice your life

Channel: negative

Skill: intimidation

Weapon: scythe

Domains: indulgence, magic, might, undeath

Spells: goblin pox (1), ghoulisn cravings (2), mask of terror (7)

Urgathoa is practically useless for a living cleric, with only a good favored weapon and skill to offer. For undead cleric, however, her undeath domain is excellent and her negative channeling ceases to be a problem and becomes a boon. Her anathema does have a rather big flaw: the inability to destroy undead. This works somewhat better if your GM accepts self-defense as an excuse, but as written it's a very big hamstring.

Zon-Kuthon

Anathema: create permanent or long-lasting sources of light, provide comfort to those who suffer.

Channel: negative

Skill: intimidation

Weapon: spiked chain

Domains: ambition, darkness, destruction, pain

Spells: phantom pain (1), wall of thorns (3), shadow walk (5)

His anathema is easy enough for an evil character to satisfy, his spells are decent, and he offers a good skill, but those domains are pretty terrible and being stuck with negative channeling just sucks. Overall he's just another evil deity held back by the fact that the heal spell is simply better than the harm spell.