

Clerics are presently strong in the pathfinder playtest, however after playing several of them throughout the doomsday dawn adventure as well as a few pfs modules; i kind of started to wonder about my choices in character creation as most of them turned out with very similar choices where i felt constricted for options: not because of lack of options which'll naturally improve with more content but instead because there was a lack of viable or worthwhile choices.

DISCLAIMER

Everything i wrote, i am doing out of my own perspective as someone who has been playing role playing games since early 2000's, i have done some homebrewing for my own games across various systems but that's about as close to game designing i have come, meaning it is completely possible my suggestions are over the top and not balanced but they would (hopefully) lead to a discussion that would (hopefully) lead to having options in the system that would at the very least be situationally useful to the point someone in a future game would feel like they had options and be willing to pick any of them up if the option would fit their concept.

Worst case scenario; incase developers would have no interest; it might provide a game master with some thoughts on homebrew options to allow for more variety for the class.

I'll start with domains, especially as they are essential to the cleric class as a whole and it'll assist me when i would be talking about feats in the future and their combo potential with some of the domain abilities as a result.

I will state the following as a general consensus for all domains and just look at the quality instead of also taking into account the feat cost for the second domain powers so just keep in mind that as long as the feat tax exist every 2nd domain ability is actually a rating lower unless mentioned otherwise.

I also have a strong suspicion that the domains were created before it was decided to only have them be available through a feat judging from the overall power level of them across the board as only a handful of them would actually be worth the investment for the benefit they provide when compared to feats in general.

I originally planned to add some color coding for whether or not something is amazing, good, situationally useful or just plain bad. I decided against it in the end as several of them were hard to rate considering combat vs skills vs roleplay opportunity being hard to balance in such a rating system.

This will be very wordy to provide as much feedback as i can muster. Sorry in advance!

Ambition (Zon-Kuthon)

Blind Ambition

BLIND AMBITION		POWER 1
Emotion Enchantment Mental	Casting ♦♦ Somatic Casting, ♦♦ Verbal Casting Range 30 feet; Targets one creature Duration 10 minutes	
You strengthen a target's ambition, increase its resentment of allies, and make it easier to turn. The effects depend on its Will save. Success Attempts to Coerce, Request, or use mental effects to convince the target to advance its own ambitions take half the usual circumstance penalties (or gain bonuses on the target's save) for being against the target's convictions or nature. Critical Success The target takes no effect. Failure Attempts to Coerce, Request, or use mental effects to convince the target to advance its own ambitions ignore any circumstance penalties (or bonuses on the target's save) for being against the target's convictions or nature, and they seem reasonable for effects like <i>suggestion</i>. Critical Failure The target is overcome with ambition, taking whatever actions would advance its own agenda over that of its allies, even without attempts to convince the target.		

It could be a save or die for an opponent, costing 2 actions and a spell point. However to gain any use out of this after using this power there are a fair amount of conditions to meet; namely you'll have to make the coerce, request or mental effect attempt in addition thus realistically costing 3 actions with 2 saving throws. Important to note is that the attempt can come from any person and doesn't stipulate it has to come from you. It also lasts for 10 whole minutes which might provide you with multiple opportunities of success on the following attempt for you and your party members especially as you wouldn't be taking any penalties anymore or at least reduced penalties depending on the save for this power.

The specifics are vague enough it won't force a GM to derail an entire game assuming they are creative enough because of the additional prerequisite of the party needing to be aware of the NPC's ambitions in order to even attempt it; although with enough time invested in researching the ambitions of a potential target, it could pay off in a large way if done so successfully.

I like the idea behind the ability and feel like it could really open up a new approach in more socially/subterfuge style game as an alternative way to deal with some lower level villain's henchmen or as a new source of information/other fringe benefits that could come from a player having this ability which is a huge plus in my book at least as it could provide some good story opportunity in the hands of a creative player. At the same time, i would say that depending on your GM and the story they wishes to present, and how freely they would be willing to divulge a character's ambition, this power could be valuable, usable or flat out worthless.

With the difficulty class of most checks scaling off levels and there being a minimalistic amount of ways to increase your success rates through feats and equipment, i would say it'll only be relevant against lower level encounters as if you would have penalties against equal or higher level targets, it is unlikely you would be successful regardless of your efforts in determining the targets ambition. You could attempt to go against the odds but that would be setting yourself up for failure, right? Maybe as a last ditch resort but would you want to invest in this domain over any others in that case? This means it's an ability that would be highly dependant on how your game and how the person running the game handles encounters and in the typical game will likely not see play.

I don't like the phrasing of this ability for the "failure" option on this particular effect which at first glance made me believe it would prevent circumstance penalties for reasonable requests with the listed example of the suggestion spell, but if they were reasonable then why would there be a circumstance penalty in the first place? There likely wouldn't be and thus this power would only have any relevance for critical failures which means its terrible. As such i am making the assumption that it wouldn't require something to be reasonable and aligned with the NPC's ambitions and prevent such penalties for sake of suggestion on a failure? Otherwise this entire ability would be redundant for the example listed in the first place. I don't know... maybe it is entirely irrelevant and i am making assumptions to avoid it being so with regards to the example listed in which case it's just bad.

Competitive Edge (2sp)

COMPETITIVE EDGE		POWER 2
Emotion Enchantment Mental	Casting	◆ Somatic Casting, ◆ Verbal Casting
	Duration	1 minute
	Your competitiveness drives you to better yourself against superior opposition. You gain a +1 conditional bonus to checks against a DC more than 11 greater than your total bonus before <i>competitive edge</i> ; this doesn't affect your DCs. For instance, if you attempt a check at a +10 against a DC of 22 or higher, you gain the bonus, but if the DC is 21 or lower, you don't.	

The only way you'll gain this ability is by picking up a feat as there is no other way of gaining the advanced domain ability which this would be, it costs 2 spell points, 2 actions and last for only a minute. It is situational when you can actually use it as it'll only do something if you require a roll of 12 on a flat d20 which means you'll increase your failure chance from 60% to 55% in the best case scenario, it also doesn't affect spell DC's and is personal only. In addition it's a conditional bonus of which there are several others in the system that aren't quite as restrictive. Is this worth it? I'd say no, there are much better options for domains AND feats.

If you would like a conditional bonus to checks seeing as only the highest one would apply anyway, you might as well pick up the guidance cantrip(+1), heroism(up to +3) or bit of luck(+1) from the luck domain to name a few that are all superior options in every conceivable way in addition to saving out that feat you would've had to invest to get this. Honestly, this is awful and that's being nice about it.

Domain Conclusion: I'm honestly disappointed as i believe the domain itself has a lot of potential to be story enhancing, at least more so than most. I was always a fan of the Ambitious trait in the original pathfinder but at least that could make the difference if you build a character for it assuming the campaign itself would cater to higher level social encounters and challenges, this just seems like a much, much worse version of that and very niche in its applicable use.

Suggestions: For the second ability, i believe increasing the number to a +2 for a single action or even a +3 while keeping the 2 actions would have me at least reconsider. The first ability is trickier but i think adding a small bonus in addition to negating the penalty would actually make it feel worthwhile.

Air (Gozreh, Rovagug)

Pushing Gust



Massive 500ft range and single action economy actually makes this very usable.

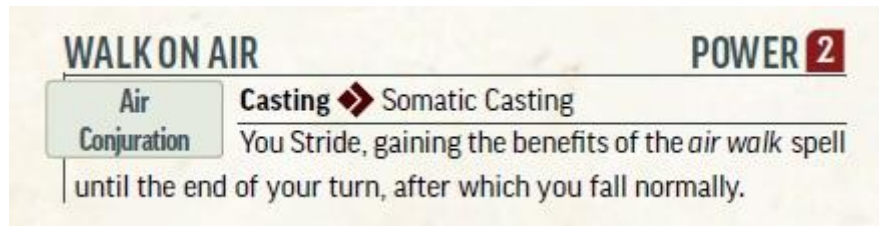
As it stands however, it is very reliant on a game master providing you with terrain to utilise such as lava pits, cliffs, holes and so on; or if you can utilise its combo potential with other spellcasters with regards to “enters the area” or “starts its turn” spells such as cloudkill, hypnotic pattern or entangle to name a few (although the list isn’t that much larger presently) which actually isn’t all too bad I suppose. It could also help you set up attacks of opportunities and even help your group avoid them. The only combo potential the cleric could have with itself spell wise would be the field of life spell(?) which isn’t all too great by itself to begin with and thus doesn’t really make it any better. I guess it could also be useful to deal with mounted characters considering its single target meaning the mount would be unaffected as the rider gets flung off.

I really like it for thematic reasons as it does seem very fitting for the air domain but I don’t quite understand several of its limitations: why does it need to be away from you as why can’t it be pushed in direction of you? Pushing enemies closer to your allies providing more combo potential with potential attacks of opportunities or even assisting in setting up flanks and so on. Even repositioning allies in a minor capacity towards you could be quite big for a class with healing capabilities adding quite a bit of flexibility. Why can’t it be used on unattended objects? Slamming a door shut and actions like that would make a great deal of sense for the air domain, I guess I could house rule it but I feel like it should just do that by default?

I’m also wondering why it has the limitation of your size or smaller; if you are large size through the enlarge spell does the wind suddenly become stronger, is that what is being implied here? That’s weird!

Overall it is a good ability even if it depends on a variety of circumstances such as party makeup.

Walk on air (1sp)



Alright, first of all let me say that the ability itself isn't bad. Single action to gain the benefit of walking on air as if it were solid ground, being able to ascend or descend at a maximum of a 45 degree angle for a full turn alongside a stride action for free; i would say that is actually pretty good as it can allow you to avoid quite a bit of typical issues featuring terrain or even enemy casters utilising zone controlling spells and the like. It is effectively gaining a fourth level spell at reduced duration and limit it to personal only, so at low level such as 4th which is the earliest you would be able to pick this up, it would be quite decent especially considering its cost. It doesn't scale however and eventually someone in the party would likely pick up a more lasting mobility spell which will make this feel like a poor investment when that arises.

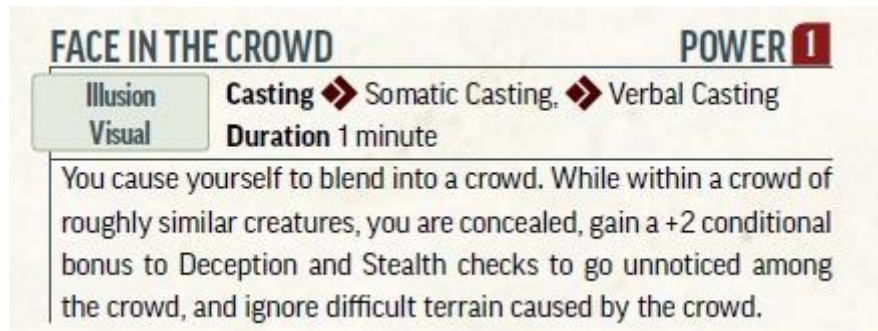
It also fits the theme and i do like it as a whole. However, do i like it enough to say i would invest a feat into this ability which will cost me spell points each time i wish to use it? I don't think so unless i happen to have a spare feat which would be rare for me personally at least as regardless of how many feats i would be gaining, i'll never have enough of them for some odd reason!

Domain Conclusion: I do believe some quality of life buffs could be offered to this domain as i already pointed out when discussing the abilities, but the overall theme and strength of the domain are just fine in my eyes. The beauty lies in its simplicity and potential fun factor when you do something awesome like throwing a BBEG off a cliff or moving him against the wall provoking attacks of opportunities and then having the archer using his bow critical specialization to pin him against it. It'd make for a good story when the stars do align.

Suggestion(for Gozreh): Maybe adding entangle to the spell list for the deity would actually be a nice small indirect buff as well. He does have nature as a domain as well so it wouldn't be too far of a stretch, right?

Cities (*Abadar, Cayden Cailean*)

Face in the crowd



I read this and immediately thought, why is this a power considering this should likely just occur by default when players utilise such tactics (with the exception of the ignoring of difficult terrain).

Even assuming that such modifiers shouldn't be offered for free for having the party utilise their heads under pressure; why is it personal only? Even if you can avoid being caught or detected by having this ability personally, your party won't be affected by that which would result in either a split party or the result of them being caught being that you would've used a spell point that in the end: didn't change anything but a wasted resource. Even if it would affect others, the person with poor dex because they are walking around in full plate with massive penalties likely wouldn't be saved by it in any case. The duration also is way too low considering its situational usefulness.

It'll likely not be coming up more than a handful of times throughout an entire game (if your lucky!) considering most adventures aren't taking place in cities and towns themselves, even if you did have a campaign that takes place in a city then how often do you believe a group of (assumedly good based on the deities) players would need to utilise these type of tactics and use them over other tactics?

The worst part about it is that it doesn't seem fitting the theme of either of the deities who have this domain in addition to the above.

I would suggest just completely revamping this particular ability as despite its name, it seems more fitting for a trickery or secrecy domain power in my eyes at least.

Watching the watchers (2sp)

WATCHING THE WATCHERS		POWER 2
Detection Divination	Casting 1 minute (Material, Somatic, Verbal); Requirements You are in a city.	
Duration 1 hour		
You tap into the pulse of the city and its wardens, gaining knowledge of their movements. You instantly learn the location of the nearest openly visible city guard activity within the city, outside the regular patrols and activities, and the spell ends. If the city guard isn't currently engaged in such an activity, the spell reports the next one that occurs during the duration and the spell ends.		

I would say this is more in line with what the cities domain likely should do in my eyes at least however... because of the “openly visible” activity phrase it is entirely redundant.

If you would be trying to pinpoint and deal with corrupted guard activity, they likely wouldn't be engaged in such activities while on guard in the first place and thus; would they still count as city guard activity? They likely also wouldn't be too open about such things unless the rulership would not care about their soldiers being involved in such. Which i suppose could be the case but it still feels very niche as its cities only which means those poor villages aren't even an area of concern for this ability. The only other use i could see for it is to precast it in an attempt to time a coordinated attack with the city guard and groups on multiple fronts, but there are way easier methods. At least the duration is sort of fixed with this one but considering how situational it is, why isn't it 24 hours?

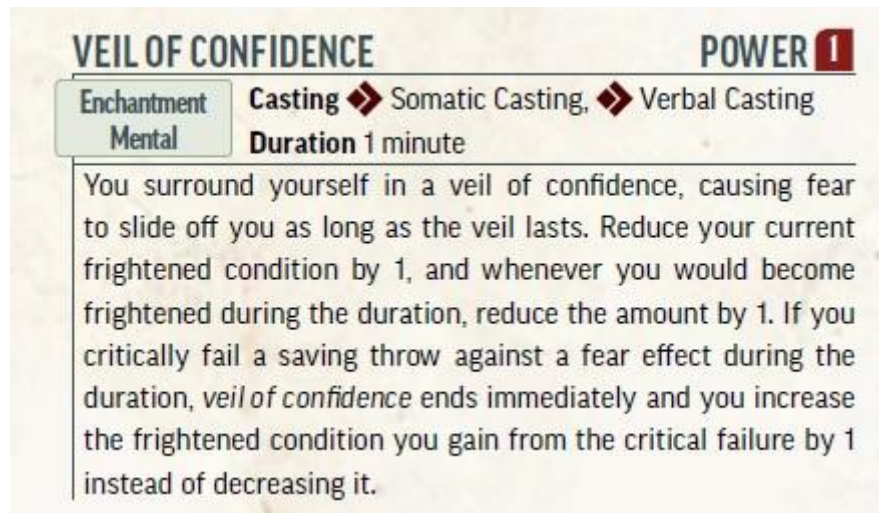
If i think about all of the campaigns i've played through in both d&d and pathfinder since 2001, i'm pretty sure i could count the number of situations where this ability could've been relevant on a single hand which would be assuming that it didn't state “openly visible activity”. It kind of reminds me of a cityscape ability which at least to me isn't a good thing.

Domain Conclusion: This is downright awful. I'll nominate it for a complete revamp because as it stands, it might as well not exist.

Suggestions: Something equivalent to bardic knowledge for anything society based? Bonuses on utilising the city for sake of shopping/selling or finding the right locations/people? Contacts? Gathering Information? Comprehend languages?

Favored terrain: Urban? Maybe even a bonus on any skill checks that would be taking place in the city as a reaction? Etc etc

Confidence (*Asmodeus, Gorum, Iomedae*)
Veil of confidence



This is a tough one actually as i feel it fits the theme, fear effects are common enough that having an ability to handle them on demand is a good thing, it can even be used proactive which i like. It costs 2 actions which is expensive as a cleric who typically lacks actions in most rounds as you have a large amount of responsibility in most groups, it is personal only and it has a massive downside on critical failures. I personally believe the downside on a critical failure isn't necessary and the ability would actually be good at that point.

Considering clerics get remove fear on their spell list and are typically the class that would help out the party with it, increasing your own odds in addition to a good wisdom makes me value it more so. I do think that being able to cast remove fear instead of a channel energy by investing a feat later on would make this quite a bit better but at the same time it would also have this domain power feel weaker but considering the frightened condition is a whole lot more terrifying in this edition. I believe this is fine whilst being on the low spectrum of a good ability.

Delusional Pride (2sp)

DELUSIONAL PRIDE		POWER 2
Emotion Enchantment Mental	Casting ♦♦ Somatic Casting, ♦♦ Verbal Casting Range 30 feet; Targets one creature Duration varies	
You supercharge the target's confidence, causing it to rationalize failures as sour grapes. It takes a -2 conditional penalty to skill checks to retry a task it attempted and failed during the duration. On its turn, it takes a -1 conditional penalty to attack rolls if it failed its first attack, or -2 if it failed both of its first two attacks. The duration depends on its Will save, and it's bolstered. Success The effect lasts for 1 round. Critical Success The target is unaffected. Failure The effect lasts for 10 minutes. Critical Failure The effect lasts for 24 hours.		

The phrasing of this ability is confusing and i had to read it a few times considering it is not a reactionary effect which would've made a whole lot more sense as then at least you would know what you invested those two action and spell points in considering it has the bolstered tag. It is a straight up gamble as it stands, you likely have better actions as a cleric and certainly have better debuffs on your spell list.

I like the theme behind this ability, i even like its effect for the most part and feel it could be a pretty decent debuff for beatstick type encounters but since it's a conditional penalty, there are much better options in the system as they are incredibly common. If it already missed two attacks then it would probably not be needed in the fight anyway is another thing to be mindful off, maybe it has some combo potential with debuffing a target when it will be swinging against a sensed or concealed target to help weaken it for future rounds but that is hard to predict.

That being said; i can't say it would be worthwhile with the overinflated statistics of encounters presently in the playtest which will on average have a monster hit ~50% of the time on its first and second strike anyway. I think if those odds would get downscaled a little bit then this ability could be usable.

Conclusion: I believe the theme came across really well here, it's less niche than most domains but still only situationally useful for the first ability. When the system becomes more balanced numbers wise the second ability could be utilised incase your group will be lacking conditional debuffs, it is a potentially decent domain in the right circumstances but there are better options available.

Suggestion: I would remove the critical failure aspect of the first ability, for the second ability i would make it a reaction. Clerics don't really get many reactions and i believe at that point; it would actually be quite interesting as at least you know why you would be attempting to use the ability in advance instead of it being a straight up gamble. With that being said if such a change would occur, the duration on failure and critical failure should become something like 2 rounds for failure and 1 minute for critical failure respectively.

Creation (*Shelyn, Torag*) Fabricate



Honestly, the idea behind this is perfectly fine. However with all of those limitations, i can't think of many (non-fluff based) items i would wish to create with this besides a 10-ft pole, hemp rope, sacks or something of the sort which are some of the items i would commonly purchase anyway to ensure i'd have them with me when adventuring and even more so when dungeon delving, assuming i could carry them of course. With the bulk system in place and overall carrying capacity having gone down, i suppose i can see the usefulness of this until the party has a bag of holding.

I personally would like to see this ability get an upgrade with more spell points invested to remove some of the limitations similarly to the ability that's to follow; it would be quite interesting if it could make larger bulk items or items with moving parts to create (for example); a functional ballista to fight the flying dragon or maybe a musical instrument that has moving parts and things of the sort. The reason i am

suggesting this is because at a certain point in the game which is relatively early sadly; the limitations just prevent it from being used at all which i think is a shame as i believe these type of effects to be incredibly fun to play around with.

In a strict raw game; despite liking the theme as a person, i probably would not pick this one up unless it was a one shot at low level or something because of its lack of scaling and limited usefulness due to the massive amounts of restrictions.

Artistic Flourish (2sp)

ARTISTIC FLOURISH		POWER 2
Transmutation	Casting 10 minutes (Material, Somatic, Verbal)	
Range touch; Targets one item or work of art		
Duration 24 hours		
You infuse the target with artisanal and artistic vision. Its quality increases to match your proficiency rank in Crafting, to a maximum of expert. The target is a beautiful and impressive piece for its new quality, but the effect is obviously temporary, so it can't be sold for more than normal. This doesn't allow you to use the target to Craft a magic item that requires the new quality or perform any other task requiring a permanent item of that quality.		
Heightened (4th) If you spend 1 additional Spell Point, the maximum quality increases to master.		
Heightened (8th) If you spend 2 additional Spell Points, the maximum quality increases to legendary.		

I like this. It's simple but functional and what you would want from a creation domain ability. That's what i would like to say but then it hit me as i realised that the heightened scaling is a bit slow at 7th level for master(3 spell points) and 15th level for legendary (4 spell points).

The most common application would be to assist in a skill challenge the party isn't typically investing heavily in such as disguise kits or climbing kits or anything of the sort however it would only really be relevant if you had the tools in the first place so why wouldn't you just buy better quality tools in the first place? The party likely has the funds to do so down the line as they aren't majorly expensive in any case.

And then i came to the realization after checking the tools in the pdf that none of the tools are of legendary make and thought; Hmmm... well at least once you eventually get to level 15, you could have a bonus +1-2 on the skills that have tools for them compared to those you could purchase which can be done on demand.

It costs you a feat and a good dose of spell points to use it, i would almost argue that it could be worth it with how high skill dc's are at the moment.

Conclusion: Fits the theme perfectly, i'm personally a sucker for this type of stuff. Whoever came up with it should receive some praise!

Suggestions: As stated in creation itself; the lack of scaling hurts the overall usefulness of this ability as it becomes irrelevant very early on in the game especially so in medium-heavy magic groups. I think some minor quality of life heightening similar to artistic flourish would be nice for it to at least allow some creative tinkering at times. Artistic flourish: i would like to see the heightening levels go down by 1-2 personally considering you would at least need to invest in the base kits for the ability to have any effect in the first place. Alternatively, being able to create toolkits or guides to have the same effect for skills which have no tools existing for them in the system could be something else that would be interesting, akin to 1st editions adventurer's chronicle's which personally speaking, i actually do miss.

Darkness (Zon-Kuthon)

Touch of shadows

TOUCH OF SHADOWS		POWER 1
Attack Evocation Shadow	Casting	◆ Somatic Casting
	Range	touch; Targets one creature
	You cloud your target's vision in swirling shadows with a melee touch attack. The effect depends on your attack roll.	
	Success	The target is dazzled for 1 round.
	Critical Success	The target is dazzled for 1 minute.
	Failure	The target is unaffected.

Dazzled renders targets Concealed if the affected creature only has sight as a precise sense, giving it a 25% miss chance on attacks which isn't bad. Something didn't quite feel right as i was reading this ability though and as i thought about it for about a minute, i came to the conclusion this would be more fitting for the light domain power thematically as i expected powers utilising darkness, shadows which would be allowing you to operate in such conditions which this power does not do. That would be more along the lines of expectancy when i was checking out the description of the darkness domain at least.

A round of dazzled on a success feels rather weak while the critical effect is decent enough i guess, i understand that the entire system has been downscaled but wouldn't you have better options in most instances for a single target, single action attack as a cleric?

I think i would much rather see this as a light power and have this be replaced with something like darkvision for a couple of minutes or enhancing it incase you would already have it by extending the range; which would be more thematically appropriate for the domain in my eyes. It would be useful in that instance given darkvision isn't everywhere anymore, that is in addition to making the next power more relevant with such an adjustment.

Darkened eyes (2sp)

DARKENED EYES		POWER 2
Darkness Transmutation	Casting ♦♦ Somatic Casting, ♦♦ Verbal Casting Range 60 feet; Targets one creature Duration 1 round or 1 minute	
You infuse a creature's vision with darkness depending on its Fortitude save. The target is bolstered.		
Success It loses darkvision and gains low-light vision for 1 round. If it didn't have darkvision, it loses low-light vision instead.		
Critical Success The creature is unaffected.		
Failure As success, but the effect last for 1 minute.		
Critical Failure As failure, but the target loses darkvision and low-light vision, and if it had neither, it's blinded for 1 minute.		

Removing senses from an enemy can be quite useful if your able to utilise those senses yourself; seeing as that would provide an advantage when those circumstances do come up. Fortitude saves are the superior saves for most creatures so there is that which should be mentioned but it isn't all too bad and it is quite fitting for the darkness domain.

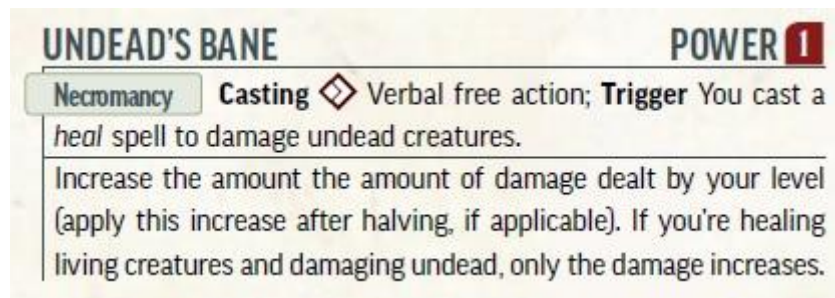
I'd personally add the dazzled condition on a success for a round to make it feel worthwhile in instances where such senses wouldn't necessarily do anything but all in all, i could see the abilities relevance assuming whoever is utilising this would have darkvision to utilise themselves. If they wouldn't have darkvision themselves then this wouldn't really do anything, right?

Conclusion: It currently lacks synergy, it doesn't feel great to pick up this domain as it stands and thematically speaking the first ability just does not seem to fit the fluff description of the darkness domain.

Suggestion: Have the first ability become a light domain power and replace this one with a darkvision effect similar to the darkvision elixir or even the darkvision spell including the scaling; both of which would result in the second power being more relevant and usable. I think adding the dazzled condition to a success would create an ability that would be useful even if such senses wouldn't be coming up as it would be a decent debuff at that point.

Death (Norgorber, Pharasma)

Undead's bane



The ability feels very generic as its just free damage to undead, niche as it won't do anything when there are no undead but its effect isn't that bad in an undead centric campaign although the scaling of it would likely do more earlier on rather so than later because of health pools across the levels.

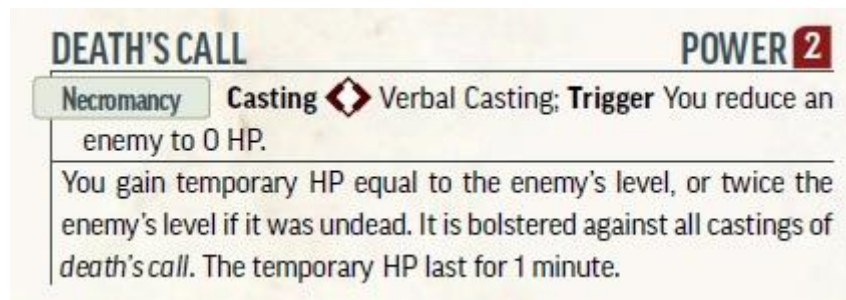
I won't complain although with disrupt undead being a cantrip and as such free and recastable all day long, it is likely at its best for a full round channel to provide some great AoE undead ability which means enough enemies in range when your turn starts considering you won't be moving with the full action channel, ideally even some split damage on your allies for optimum efficiency.

It does seem very fitting for pharasma fluff wise. For the negative channeling Norgorber to have this when his description has nothing to do with undead seems odd. I understand the idea behind Norgorber having the death domain as a deity based around murder and subterfuge but given what this ability does, it seems to be off and out of place unless i missed something about his lore surrounding undead between the editional shift.

In the previous edition; i believe a lot of deities were all about death which would be something to watch out for as more would be added over time as a large portion of them have no interest in dealing with undead and typically would be utilising them even.

I won't claim its great but it fulfills an anti-undead niche presently.

Death's call (1sp)



Gaining temporary hit points and twice as many against undead isn't actually too bad, who doesn't like some extra hit points after all. Clerics don't have all too many reactions, 1sp seems like an appropriate cost and it seems thematically appropriate with the domain.

The idea that you need to be the one dealing the killing blow is a bit unfortunate although i understand why it was done that way and don't feel like that should be removed without any sort of justification for it which could alter a perfectly fine ability otherwise. I suppose groups will just have to play around it a little bit to gain the most out of a cleric with this particular power.

Conclusion: It seems fitting for a Pharasma worshipper, the first ability does not seem to be fitting for a Norgorber worshipper though.

Suggestion: Well, i have two of them that would potentially work out for Norgorber worshippers and undead's bane.

1. Provide the same bonus on harm for those seeking to inflict death with undead's bane and have it be determined depending on the type of energy you are channeling, and rename the ability to adjust accordingly. "Death's embrace" or "Lay to rest" might be cool and appropriate? There is the concern this could provide bad touch clerics with too much damage potential but with the clarification it is an attack action to harm living creatures, i don't think it would be an issue personally.
2. Adjust Norgorbers domain to something else such as darkness as i don't think providing him with positive energy channeling would make sense at all. While you could just prepare heal spells as a negative channeling cleric; it would be unlikely you'd wish to utilise them for sake of killing undead with the current healing required especially so if you consider the more limited spell slots you have in a day. I don't know, maybe i'm just too old fashioned believing that domains should work together with the concepts provided by deities in terms of character creation.

Destruction (*Gorum, Nethys, Rovagug, Zon-Kuthon*)

Destructive Cry

DESTRUCTIVE CRY		POWER 1
Evocation	Casting ♦ Verbal Casting	
Requirements Your last action was a Strike that dealt damage.		
You shout of glory and deal additional damage equal to your level.		

Adding additional damage on a strike equal to your level isn't bad a triggered free action or even reaction, as a single action that has a prerequisite in hitting with a strike first however it seems downright weak and not particularly interesting on top of it.

That is my initial impression at least despite scaling damage being hard to come by, it doesn't really feel good or worthwhile as by striking and utilising this and thus giving up the majority of spellcasting potential as most spells are two actions, that is assuming you were already in range and didn't have to stride aswell to make use out of it in which case wouldn't you prefer to strike again for the odds of that critical in addition to higher base damage for a simple hit?

The name is a bit odd too unless the extra damage would be sonic, it isn't referenced so i assume the damage would be the same as the weapon damage type dealt?

Personally, i think other damage dealing domains (Fire & Earth both come to mind) or offensive cantrips through multiclassing wizard or human ancestry's adapted spell are already better choices then spending two actions on striking and using this ability as you'd be giving up the same amount of spell points with the other domains.

As a minor side note; it's an odd ability for a Nethys worshipper as its only on strikes instead of any damaging action which seems a bit contradictory to Nethys ideals being so magically oriented.

Destructive aura (2sp)

DESTRUCTIVE AURA		POWER 2
Evocation	Casting ♦ Somatic Casting, ♦ Verbal Casting	
Area	10-foot aura	
Duration	1 minute	
Reduce resistances of creatures in the aura (including you) by 1.		
Heightened (+2)	Reduce resistances by an additional 1.	

2 spell points, 2 actions, 10ft aura, 1 minute duration. Reducing resistances including your own by 1 with scaling up to 5 at 9th level spells.

I honestly like the idea behind an effect like this in the system although i believe numerically it's too weak as it stands after looking through the bestiary where creatures around 5th level often have 5-8 resistance, creatures around 10th often have 10-15 with creatures at 15th level or higher having 15-20.

That means about a 33(ish)% reduction on their resistances in the best case scenario but more often it would be lower than that, reducing resistances then will only be helpful if you have party members that favor those elements or weapon types without alternatives. It doesn't really do anything against immunities which is the disappointing part.

Conclusion: This feels weak as it stands. While i could get behind the theme, the execution is not quite there.

Suggestions: Honestly, destructive cry as it stands should likely at least be sonic based damage considering the name. It is awkward to balance and prevent it from being too good while also getting it to become usable because;

- 1) Adding the damage to spell effects would make it very potent for AoE effects such as flamestrike and harm (+heal vs undead) and the like, it would also make it a very potent multiclass option for casters although at the feat cost and considering its a Nethys domain, i think i would personally be okay with that as it would be hard in those instances to get both an offensive multiclass utilising this and a defensive one with fighter dedication at the same time and still have enough feats for your starting class considering the amount of feats casters get. It could also be only applied to one target incase of an AoE which would also fix the issue all together and probably add usefulness that way but it would still be pretty bad for martial inclined clerics which is who i assume this ability was meant for in the first place.

- 2) If it would be a strike adding this damage for 1 action then it would be amazing for practically any martial as a multiclass option. If it is two actions then it would still be pretty bad as it wouldn't have changed anything from the current, in fact it would actually be worse with less flexible action economy. It still wouldn't fit Nethys at all either in addition.
- 3) If it would be a buff that would apply half level (instead of full) to all strikes until the beginning of your next turn as at least it would feel less constricting and potentially better in case of Haste or Reaction attacks which can be built around and overall would make it better by a little bit. It still wouldn't fit Nethys in that case and probably be too common an option for multiclassing most martials.
- 4) Considering the above three; i would just adjust it to a sonic based attack scaling like fire ray(fire domain) or hurtling stone(earth domain) instead of leaving it as is or attempting to tweak this ability without creating imbalance. I believe that to be the best overall solution; in any case one that i could think of which wouldn't be discriminating against certain Deities while actually gaining an appropriate effect for the name.

Destructive aura either needs

- 1) Better scaling, maybe utilizing half level or interacting with immunities in some way.
- 2) Also including hardness (RIP shields and their "Shield Block" even more in that case) which would probably be my least favorite option.
- 3) More range. I'm a fan of this one personally, making a 30ft range aura with an effect like this would at least have it come up in certain group setups who don't have flexible damage types without requiring bad positions for your potential caster cleric. It still won't be great but could have some relevance when attempting to assist your group with offensive potential.

Dreams (*Desna*)

Sweet dreams

SWEET DREAMS		POWER 1
Enchantment Mental	Casting 1 minute (Material, Somatic, Verbal)	
	Range touch; Targets one willing sleeping creature	
Duration 8 hours		
You protect the target's dreams from malevolent influences and fill them with positive and restful images. The target gains a +4 conditional bonus to saves against magic that attacks their dreams, such as <i>nightmare</i> . As long as they aren't actively using their dreams, such as with <i>dream council</i> or <i>dreaming potential</i> , they also recover 1 additional Hit Point per level for their 8-hour rest.		

... are made of these ...

Unlike the song that i like, i can't say the same for this particular ability. Its effect seems very situational to be blunt, it's also a conditional bonus instead of a flat immunity to dream invading effects.

The extra healing benefit is a nice touch as it would result in (con mod+1)*level in total which unless a party was at death's door before resting would hardly ever come up. I don't like the idea that it can't interact with other dream based beneficial abilities as it means having both effects from this domain will force a choice, which considering its already very niche in applicability... feels quite horrendous.

If this effect would at least prevent the shelter/comfort penalty as well, i could see it fulfilling a niche.. If it would be allowing people to sleep in their armor without gaining the fatigued condition, it would also be serving its niche. Now i massively prefer the later as it would be something desirable that could be useful in more than just a handful of situations.

If it did all of these things then it would be alright as a domain choice for dungeon delving group where it would be unlikely your going to have a good night rests in any case and/or be able to handle the risk of not sleeping in armor which is too big a threat considering the system math.

As it stands, this ability is just bad.

Dreaming potential (3sp)

DREAMING POTENTIAL		POWER 2
Enchantment Mental	Casting 10 minutes (Material, Somatic, Verbal) Range touch; Targets one willing sleeping creature Duration 8 hours	
You draw the target into a lucid dream where it can explore the endless possibilities of its own potential within the ever-changing backdrop of its dreamscape. If it sleeps the full 8 hours uninterrupted, when it wakes, it counts as having spent a day of downtime retraining, though it can't use <i>dreaming potential</i> for any retraining that would require either an instructor or specialized knowledge it can't access within the dream.		

I started reading this and thought it pretty decent until i got to the part that stated "you can't do any retraining that would require an instructor or specialized knowledge". Retraining typically taking a week(a month for class features) meaning unless you used it for 7+ days, it doesn't actually do anything and prevents you from using your other domain feature at the same time; not that it's great in its current form. Even if you had multiple domains, you would have to wait until the end of the day in order to even use this one and it is rather expensive spell point wise.

If we assume ideal conditions where you have a lot of downtime between adventures where you want to have extra tools available against demons or undead for your cleric(s) then i suppose it could of relevance but for most classes retraining one thing won't really impact the situation that much.

The worst part about this ability is that you can't even use it on yourself to retrain as you could forever get rid of this domain power and likely be pleased with that retrain option.

Conclusion: Its very niche and doesn't even feel impactful in that niche.

Suggestions: I already added some options for sweet dreams in the ability but i'll rehash that by saying that if it would be dealing with unoptimized sleeping conditions or having additional benefits when sleeping that are common enough; it would help it at least fulfill its niche. For dreaming potential, if it would provide a week of downtime in one rest then i could see the merit and it being worth saving those spell points potentially, if it could bypass the need for instructors at least i could see its relevance as well. I understand the limitation of specialized knowledge being in place but i won't claim that i like it. I don't understand why multiple domain powers of the same domain can't be utilised simultaneously, it seems very counterproductive to take the second ability purely because of that reason alone.

Earth (*Abadar, Erastil, Rovagug, Torag*)

Hurling stone

HURLING STONE		POWER 1
Attack Earth Evocation	Casting ♦ Somatic Casting You evoke a magical stone and throw it. Make a ranged Strike with the rock weapon against a single creature within 60 feet. The stone deals bludgeoning damage equal to 1d10 plus your Strength modifier. Heightened (+2) The stone's base damage increases by 1d10.	

Single action, ranged attack with 60ft range. D10+Strength damage that gets heightened by an additional d10 with every 2 spell levels.

It isn't a touch attack unlike most offensive spells but i won't complain about that one considering it does what you would want it to do and its usable compared to most of the other options for domains, its consistent and it provides something the class typically lacks in the form of an offensive option that is rock solid.

The biggest issue i have is that it will make the cleric rather multiple attribute dependant; dexterity to hit, strength for damage, you still need wisdom for spell DC/Spell points, charisma for channel energy and that's not even considering constitution that no build really wants to skim on. Even without a high strength, the d10 on the damage makes it respectable in any case.

The fact it's an ability with scaling d10 damage and the fact it is a good multiclass option for other classes that lack good ranged options who wouldn't require charisma is what'll allow me to give this a passing grade.

Localized Quake (2sp)

LOCALIZED QUAKE		POWER 2
Earth Transmutation	Casting ♦ Somatic Casting, ♦ Verbal Casting Area 15-foot aura	
You shake the earth, and each enemy in the area standing on solid ground must succeed at a Reflex save or fall prone.		

2 Actions, 2 spell points, 15ft aura with a reflex save or prone.

This is just straight up good, 15ft aura isn't massive but its sizable enough considering the effect it could have on a typical encounter. It is great battlefield control and you only need two enemies to drop prone to break even action economy wise unless they would have kip-up or an equivalent monster effect.

Reflex being the weaker saves for most monsters according to the people who made the spreadsheet makes me really happy that this ability exists.

I wish it would add difficult terrain afterwards for thematic reasons but it would make it too good.

This is probably the first domain power where i would say that it is safely worth investing the feat in pretty much all the time.

Conclusion: This is just a good domain across the board, several deities get it so at least they'll have one good domain choice in this one.

Suggestions: None! If you would want to do a fanservice then adding wisdom to damage instead of strength for hurtling stone or adding difficult terrain on localized quake for thematic reasons would be nice but honestly: it doesn't need it.

Family (*Erastil, Lamashtu, Shelyn, Torag*)
Soothing Words

SOOTHING WORDS		POWER 1
Emotion Enchantment Mental	Casting	◆ Somatic Casting, ◆ Verbal Casting
	Range	30 feet; Targets one ally
	You attempt to calm the target by uttering soothing words. Attempt to counteract one emotion effect on the target.	

Seems alright. it costs 2 actions which i would argue is relatively expensive but when comparing to other counteract spells i suppose it is fine the way it is. It being 30 ft range for a single ally is fine as well. Being able to counteract an emotion effect can be very useful and it would be fitting for a relative to try and calm you down in dire circumstances when looking at my own family at least.

Seeing as domains are automatically heightened, it'll always be useful against lower level effects and give you a chance with a roll to attempt to undo the harm those emotion effects could have against more challenging foes of your level or above.

Fear more so then some enchantments can be found commonly in the bestiary and this would be a good way to combat it as a player character.

In the case of fear, remove fear is on the cleric spell list as an alternative if you don't go for this domain. If you plan to pick up the channeled succor feat; you can also undo curses, diseases, paralysis and restoration as well. That means between this domain and that feat you would be able to undo most conditions in the game without even casting a single spell. I'd say that's probably a good thing to have in any adventuring group.

Unity (2sp)

UNITY		POWER 2
Abjuration Fortune	Casting  Verbal reaction; Trigger You and one or more allies within range are targeted by a spell or ability that allows a saving throw.	
Range 30 feet		
You allow your allies within range to use your saving throw modifier instead of their own. Each ally decides individually which modifier to use.		

A solid reaction in the tight math system of pathfinder 2e. Being able to utilise a cleric's saving throws which typically are good because of their stat priorities including at least wisdom but often they aren't slouching on constitution and they could have respectable dexterity as well. You also can have advancements to your will saves as a cleric which could be helpful for classes that don't.

The downside is that you have to be caught in the area of effect to even use this, do you really want to be as the pivotal support of the group? I mean it's nice when it comes up naturally because you had to be in a position because you had to save your dying companions and the like but I'd prefer not having to roll my saving throws at all if possible. It's also better if the creature with a frightful aura would come to you rather than everyone individually going to it considering it only triggers when multiple people make the same saving throw, which might be a little bit odd at times to use in practice.

Let us look at a best case scenario example: at 20th level assuming wisdom > dexterity > constitution stat priority with heightened heroism(8th) wearing +5 potency (non clumsy) armor and a wisdom increasing headband while assuming you take divine will and lightning reflexes at one point with your class/general feats; you would be looking at +35(E)/35(E)/37(M) for saving throws which because of this ability you can share with your group on any AoE effect for 2 spell points.

The paladin wearing their clumsy +5 full plate with 12 dex could be gaining a whopping +7/8 to their reflex save by using your save modifier instead in those circumstances and that's not even your higher will saving throw!

To give you an idea about monsters of that level and their DC's which range between 38 to 42; with the highest DC in the bestiary book that I could find was DC46 AoE for a level 23 creature. That paladin certainly increased their odds significantly.

However the cleric effectively invested 3 feats (Lightning reflexes, divine will, enhanced domain), went a very specific stat build and sacrificed other clerical options to make this work while it still costs them 2 spell points out of their ~9 a day when they want to use it in circumstances where their group would be hit at the same time which isn't even guaranteed occurrence considering most groups position around AoE if able to. Is that worth it? I don't know but i'm gravitating towards no.

If you didn't go a dexterity build then i would say it isn't worth your consideration at all as then it loses a lot of value considering most builds i can think off that aren't odd pure fluff characters would not have as low a con/wis score by that level compared to the clumsy armor wearing paladin and thus you would get a lot less value out of this.

Conclusion: Not bad, not bad at all. The first ability likely will see a good amount of play and feel useful a good chunk of your playtime when you have the actions to utilise it. If you'll have people in your group wearing clumsy armor and have a dexterity based build yourself then i'd say unity is worth potentially considering for finesse/archer clerics. [Sadly, only one of the deities having this domain has a favored weapon matching that playstyle.]

Suggestions: I wish unity had the option to utilise other party members saving throws instead of just yours or had some interaction with evasion esque abilities or didn't require you to be a part of the aoe effect but there are way worse options out there so i guess i shouldn't complain about this one not having such an effect, right?

Fate (*Pharasma*)

Read fate

READ FATE		POWER 1
Divination Prediction	Casting 10 minutes (Material, Somatic, Verbal) Range 10 feet; Targets one creature other than you	
You attempt to learn more about the target's fate in the short term, usually within the next day for a creature living a fairly sedentary life, or the next hour or less for someone likely to have multiple rapid experiences of note, such as someone actively adventuring. You learn a single enigmatic word connected to the creature's fate that day. Fate is notoriously fickle and inscrutable, and the word isn't necessarily meant to be taken at face value, so the meaning is often clear only in hindsight. The GM rolls a secret DC 6 flat check (see page 292). If the creature's fate is too uncertain, or on a failed flat check, the spell results in the word "inconclusive." Either way, the creature is bolstered against <i>read fate</i>.		

Let me start by saying that i was always a big fan of augury and divination effects in pathfinder 1e and i like the ability thematically, however this ability brought back the same issue as those spells namely the inconclusive aspect which will more often than not be the result when you would actually wish to use this ability.

Wouldn't it be uncertain if the party decides to interact with fate? At least that would be the reasoning most game masters would be utilising in any case, or maybe that's just in my groups. If uncertain would mean "PC's actions excluded" then that would change things entirely which i assume would be the intended purpose although sadly enough it is unwritten when i really feel it should be to avoid misconceptions.

That being said; I do strongly feel that a flat 30% inconclusive chance is too high, there is no scaling here either which would reduce it as you grow in level unlike their pathfinder 1e predecessors. Maybe 5% less failure chance at level 5/10/15/20?

I also feel like it could do more than a single word that is enigmatic in nature. Why not a 5 second vision? A phrase? A feeling? An image? Maybe even multiple of these depending on the situation and its severity. I have no issues with it being vague but a single word is abysmal. After all if a player picked this up and they feel like it's worthwhile, it'll provide a game master with an extra way to introduce some plot as long as the character remains which is just a win-win for everyone.

Tempt fate (1sp)

TEMPT FATE		POWER 2
Divination Fortune	Casting  Somatic free action; Trigger You or an ally within range attempts a saving throw.	
Range 120 feet; Targets you or a willing ally in range		
If the triggering saving throw's result is a success, it counts as a critical success. If it's a failure, it counts as a critical failure, and the critical failure can't be reduced by abilities that usually reduce critical failure, such as improved evasion. If the triggering ability did not have both a critical success and critical failure condition, <i>tempt fate</i> fails and your Spell Point is refunded.		

I'm not sure how i feel about this one as it does exactly what the name implies but personally i would rarely tempt fate myself due to horrendous dice rolls when things matter. The math in the system will really make it an all in effect which i doubt will be alluring to many: including myself.

When you have nothing to lose and everything to gain however this could be quite good in those situations where you need something big to happen to avoid a TPK such as being at virtually no hit points and needing a critical success to avoid dying on a dragons breath when succeeding would result in you being able to revive your fallen companions and things like that. That'd be a good investment for 1 spell point.

I could also see it being utilised as a mini-curse fluff wise where your character is either amazing at something or doomed to fail in hilarious (and likely deadly) ways.

I suppose i should mention that there is a potential interaction where i'm not sure what the end result would be; namely how would it interact with the "Iron Medallion" trinket?

Which one would go off first would be the question here as the outcomes would change massively depending on the order as it could make this ability more risk free and potentially more usable as a low costed free action.

Conclusion: As it stands, its thematic but lacks practical application. The mixture of a high failure chance, neglectable benefit in a single word and lack of definition of what “uncertain” means really make the first ability questionable at best. The second ability is risk vs reward, although the risks are typically much greater then the reward which is just a large part of the system.

Suggestion: Read fate’s 30% failure chance should either be reduced as characters grow in level or be reduced by at least 10-15% by base because 30% is massive on something incredibly vague and very situationally relevant like the ability as its written now, i would rephrase it in such a way where uncertain means without influence by PC’s to assist game masters with the meaning or intent behind it. I’d also change it so that the result should be vague instead of limiting it to a single enigmatic word to allow it to be a story enhancing ability which was likely the intention behind its design.

I wouldn’t adjust tempt fate beyond including skill rolls in addition to saving throws as that would add a certain degree of fun factor i’d say considering i do think it fits perfectly with the theme but believe it only being usable on saving throws reduces its applicability and will just kill off characters a lot quicker because critical failures are a lot more harmful than critical successes being beneficial in most instances. I still am curious after the interaction with the iron medallion trinket.

Part 3 (Currently working on)

Family: Soothing Words, Unity(2) - done

Fate: Read Fate, Tempt fate(1) - done

Fire: Fire ray, Flame barrier(1)

Freedom: Unimpeded strike, Word of freedom(3)

Healing: Healer's blessing, Healing font(2)

Part 4

Indulgence: Enhance victuals, Take its course(2)

Knowledge: Lorekeeper's fortune, Know the enemy(1)

Light: Undead's bane, Dazzling Flash(2)

Luck: Bit of luck, Lucky break(3)

Magic: Divine Vessel, Mystic Beacon(1)

Part 5

Might: Athletic Exploit, Enduring Strength(2)

Moon: Moonlight glow, Moonbeam(2)

Nature: Skin of thorns, Nature's bounty(1)

Nightmares: Waking nightmare, Echoing nightmares(2)

Pain: Savor the sting, retributive pain(3)

Part 6

Passion: Charming touch, Captivating Adoration(2)

Perfection: Perfected mind, Perfected form(2)

Protection: Divine ward, protective aura(2)

Secrecy: Forced quiet, safeguard secret(3)

Travel: Agile feet, wanderer's guide(3)

Trickery: Sudden shift, Master's illusion(3)

Part 7

Truth: Ward of truth, glimpse the truth(3)

Tyranny: Touch of obedience, commanding lash(2)

Undeath: Unlife's blessing, touch of undeath(2)

Water: Tidal surge, downpour(2)

Wealth: Acquisitive Fortune, money talks(1)

Zeal: Weapon surge, prepare for battle(3)

Part 8

Level 1 & 4 feats.

Part 9

Level 8, 14 & 20 feats.