

d20
system™

Exorcist

Power Classes



The Power Classes III *Exorcist*

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INTRODUCTION

The exorcist is a protector and guardian against the influence of supernatural creatures upon mortals. He focuses the power of his faith towards rooting out the monsters that would prey on common folk, toying minds and bodies with their unholy powers of domination and possession. He is an expert on rituals that protect people and places from these creatures, and his faith and conviction allow him to detect the traces of their passing in order to expel them back from whence they came.

Most exorcists wander the land, seeking out the influence of their targets, spending some time in every settlement listening for rumours and tales of haunted places, following secretly on any lead about people behaving strangely or changing their personality overnight. They seldom reveal their profession until they are sure that their talents are needed. Other exorcists remain in their temples like clerics and paladins, waiting for the call to duty. In the end, the exorcist is a person willing to face terrible dangers, exposing body and soul to the powers of the supernatural so that his fellows may sleep well at night.

USING POWER CLASSES

This is the third book of the Power Class series from Mongoose Publishing. Designed to be seamlessly slotted into any fantasy-based d20 system game, each of these mini-supplements introduce an entirely new core character class, adding a whole new dimension to campaigns. Players will find full details on how to use the new character class, greatly increasing the wealth of options they are presented with by the core rulebooks, while Games Masters may revel in the wide variety of new classes they have at their disposal for non-player characters in their campaigns. Each Power Class booklet can provide hours of gaming enjoyment at an all new low cost.

Any player intending to play an exorcist character should read through this booklet thoroughly so as to be familiar with all the rules required, referring to *Core Rulebook I* whenever directed by the text. In particular, special note should be made of the many new class features which will have a direct impact on the capabilities of any exorcist character in the game.

EXORCIST

Adventures: Exorcists embark on adventures that will pit them against the supernatural and willingly follow any lead. They relate to people well and gain their trust while gathering information about a quarry, and have no qualms when mingling with high society to thwart a vampire's plot or heading deep into the wilderness to drive out an evil fey who is causing wild beasts to attack the innocent. Some exorcists will charge gold for their services, becoming mercenaries if their deity allows. Others perform their duties selflessly and trust divine providence to feed and equip them, claiming the loot of defeated creatures only if they are sure that it does not belong to the victims.

Characteristics: Exorcists are agents of the divine whether they like it or not. They are often ordained priests of their church and thus able to wield divine magic in the form of spells. However, they eschew some of their spellcasting power to focus on the ability to channel their will against invading creatures, they turn undead as any cleric, but they fine-tune this power so that they can hold the monsters in place by sheer will, and later learn to extend this ability to other supernatural creatures like elementals, fey and outsiders.

Alignment: Most exorcists tend to look out for their fellows, as their profession generally asks for no small amount of self-sacrifice. This outlook leans them towards the service of good. As they value freedom, they tend more towards the chaotic end of the ethical spectrum, although this is left to each individual's personal beliefs, as a lawful exorcist believes that the order of things is for people to act on their own accord without manipulation from supernatural sources.

Being servants of a deity however, exorcists tend to follow their divine patron's alignment up to one step removed. This means that if the exorcist serves a lawful neutral deity he can be true neutral, lawful good or lawful evil, but not chaotic neutral, as chaotic is two steps removed from the lawful element of the alignment.

Religion: Exorcists follow the tenets of their patron deity, and some of them are even part of the church hierarchy. The place he holds within that hierarchy depends on each exorcist's inclinations, although most prefer to be assigned to the field to carry out their deity's work than be sequestered away in a temple. Good deities have more exorcists among their priesthood than those of other alignments, as they are more concerned about the safety of mortals in general. Curiously, exorcists are more abundant in human religions than among those of the rest of the races. It could be a mere matter of numbers, but many argue that the common folk of the rest of the races have better defences against supernatural influence, and thus humans trust in the zeal of a few to carry out the mission of protection.

Background: Exorcists are often part of a religion's priesthood before beginning their training as exorcists.

Some of them begin their careers voluntarily, while those who show the necessary force of personality are assigned by their superiors. Like clerics, exorcists can join the clergy as adults or be trained for the part since from childhood, depending on how their religion functions.

Many exorcists are highly motivated because of some personal tragedy in their past, such as losing a loved one to the machinations of a vengeful ghost. Such persons are driven by the desire to make things right for others as they could not for themselves, joining the clergy in hopes of finding a way to protect people or exact their revenge.

Races: Although human exorcists are more numerous, other races also see their fair share of supernatural meddling. Elven exorcists are not as common given the propensity of the race towards arcane pursuits, which are effective against the supernatural. Dwarven priesthood trains many exorcists where they are close to underground terrors, and their lawful lifestyle lends itself well to the willpower required from exorcists. Gnomes and halflings become exorcists motivated by their love of freedom and sense of community, but many lack the discipline to follow through the training and become clerics to their joyful deities.

GAME RULE INFORMATION

Exorcists have the following game statistics:

Abilities: Wisdom determines how powerful a spell an exorcist can cast, how many spells the exorcist can cast per day and how hard they are to resist. To cast a spell, an exorcist must have a Wisdom score of 10 + the spell's



level. An exorcist receives bonus spells based on Wisdom. The Difficulty Class of a saving throw against an exorcist's spell is 10 + the spell's level + the exorcist's Wisdom modifier. Wisdom also aids the exorcist to discern and detect the traces of supernatural meddling as well as helping him deal with people. His strength of personality is equally important, as Charisma directly affects his ability to freeze, turn and exorcize the creatures he pursues. Exorcists trust in their ability to ward off supernatural creatures, but need high Strength and Constitution when battling mortal pawns.

Alignment: Varies by deity, although most tend to be good. An exorcist's alignment must be within one step of his deity's.

Hit Die: d6

Class Skills

The exorcist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Innuendo (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Sense Motive (Wis), Scry (Int, exclusive skill), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in *Core Rulebook I* for skill descriptions.

Skill Points at First Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the exorcist.

Weapon and Armour Proficiency: Exorcists are proficient with all simple weapons. Exorcists are proficient with light and medium armour, but not with shields. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells: An exorcist casts divine spells. An exorcist may prepare and cast any spell on the cleric spell list, provided he can cast spells of that level. The Difficulty Class for a saving throw against an exorcist's spell is 10 + the spell's level + the exorcist's Wisdom modifier. Each exorcist must choose a time at which he must spend an hour each day in quiet contemplation or supplication to regain his daily allotment of spells. Time spent resting has no effect on whether an exorcist can prepare spells.

In addition to his standard spells, an exorcist gets one domain spell of each spell level, starting at 1st. When an exorcist prepares a domain spell, it must come from one of his two domains. Unlike clerics, exorcists cannot spontaneously trade their prepared spells for curing spells.

Deity, Domains, and Domain Spells: When your character becomes an exorcist, you may choose to have your character serve a specific deity. The exorcist's deity

influences his alignment, what magic he can perform, his values, and how others see him.

Choose one from among the deity's domains and one from the Exorcist Domains found on page 7 for your exorcist's domains. You can only select an alignment domain (such as Good) for your exorcist if his alignment matches that domain.

Each domain gives your exorcist access to a domain spell at each spell level, as well as a granted power. Your exorcist receives the granted powers of all domains selected. With access to two domain spells at a given spell level, an exorcist prepares one or the other each day. If a domain spell is not on the Cleric Spells list, an exorcist can only prepare it in his domain slot.

Conviction: An exorcist applies his Charisma modifier (if positive) as a bonus to all Will saving throws. In addition, he has an extra +2 divine bonus against mind-affecting spells and spell-like abilities.

Discern Intrusion: The exorcist is trained to notice the fine changes in behaviour patterns that plague victims of mind-affecting abilities as well as the signs of alien control. At first level, whenever he is faced with a person or creature of suspicious behaviour, the exorcist may roll a Sense Motive check against a DC equal to 10 + the character level or Hit Dice of any controlling or possessing creature. The exorcist adds his class level as an insight bonus to this check and, if successful, determines that the target creature is not quite itself. In the case of possession, the controlling creature adds its own Bluff ranks to the check's Difficulty Class. At this level, the exorcist cannot recognise what the influence actually is.

On achieving 5th level and after realising a target creature is affected, the exorcist may now identify the source of the control. The exorcist may know that the creature is affected via the Discern Intrusion ability or any other means, including being tipped off by a reliable source. The character can roll a Knowledge (arcana) check with a DC equal to 10 + the character level or Hit Dice of any controlling or possessing creature. The exorcist adds his class level as an insight bonus to this check and, for every five points the check result exceeds the DC, the player can ask one question about the controlling effect. Valid questions include the nature of the effect (divine or arcane), its type (spell or spell-like ability) and any personal information about who is responsible for the effect (its HD or level, class, race, ability scores, etc, but not location, who is it working with, and so on).

At 10th level, the exorcist's mystical senses have developed to such degree that he can use the victim as a scrying device to track down the current location of the possessing or controlling creature. This works exactly like the *scrying* spell, and the victim gives the exorcist the +10 bonus for having a connection to the creature. The creature can roll its own Scry or Intelligence check to notice it is being scried upon, opposed by the exorcist's own Scry result, although the creature will not know that he is using one of its victims unless it has some means to

scry back. Unlike true *scrying*, the exorcist cannot cast any spell through the connection.

At 15th level, the exorcist has learned to use his scrying ability to its utmost potential. He can now emulate the effects of *greater scrying* with a Scry check, with the victim as a focus and the controlling creature responsible as a subject. Not only is he able to cast all the spells under *greater scrying*'s description through the connection, but also channel any and all of his exorcist abilities.

Turn Undead: Like good-aligned clerics, the exorcist has the supernatural ability to turn undead. Evil exorcists cannot rebuke such creatures, but turn them as well. A cleric may attempt to turn or rebuke undead a number of times per day equal to three plus his Charisma modifier.

Wards and Benedictions: The exorcist can channel his turning ability through more media than his holy symbol. He can store his divinely inspired will in simple wards and circles that he can leave in place or anoint on a victim's body to strengthen his turning power and ensure that all evil influence is driven out. By investing a number of turning attempts inside a focus or a person, the exorcist achieves a number of different effects. Each turning attempt is considered spent until the desired effect goes off or the exorcist cancels the ward or benediction. Even if a day passes where the exorcist replenishes his number of turning attempts per day, the one he has invested in the ward is considered to be already spent. An exorcist can hold the effects of a ward or benediction in place for as many days as he has levels. Once that time passes, the ward or benediction wears off and he recovers the invested amount of turning attempts. See the details of the different wards and benedictions possible detailed on p11.

Turning Hold: As an option, a 2nd level exorcist may use his turning abilities to paralyze targets instead of driving them away. This ability works like the *hold monster* spell except that it is not a mind-affecting effect and targets any one creature subject to the exorcist's turning ability, including undead. The exorcist makes an opposed Will save against the target. This ability bypasses any Spell Resistance but undead can add their own Turn Resistance as a bonus to their Will save. This is a supernatural ability that uses one turning attempt.

Extra Turning: At 4th level and any level in which the exorcist gains the ability to turn a new creature type (7th, 10th and 13th levels), he also gains two additional uses of his turning ability. Additionally, he can take Extra Turning as a feat when eligible. This feat allows the exorcist to turn target creatures four more times per day than normal. An exorcist can take this feat multiple times, gaining four extra daily turning attempts each time.

Turn Elementals: At 4th level, the exorcist can use his turning ability to affect creatures from the Elemental Planes with a few changes. The exorcist targets only one creature, regardless of Hit Dice. If it has Spell Resistance, the exorcist first makes a modified Caster check (1d20 + exorcist level + Charisma modifier) and, if he succeeds, makes his Turning check. The creature must succeed at a

Will save (DC equal to exorcist's Turning check result) or be turned as if it were undead. The exorcist can only destroy elementals with an Intelligence score of 6 or less and then only if his character level is at least three times higher than their Hit Dice. The elemental can resist this destruction with a Will save as detailed above. Any creature with the elemental type is subject to this ability.

Spontaneous Domain: At 6th level, the exorcist can channel stored spell energy into spells from an Exorcist Domain not prepared ahead of time. The cleric can 'lose' a prepared spell in order to cast an Exorcist Domain spell of the same level or lower.

Turn Fey: At 7th level, the exorcist can use his turning ability to affect fey creatures with a few changes. The exorcist targets only one creature, regardless of Hit Dice. If it has Spell Resistance, the exorcist first makes a modified Caster check (1d20 + exorcist level + Charisma modifier) and, if he succeeds, makes his Turning check. The creature must succeed at a Will save (DC equal to exorcist's Turning check result) or be turned as if it were undead. The exorcist cannot destroy fey. Any creature with the fey type is subject to this ability.

Ghost Sight: At 9th level, the exorcist gains the ability to see one of the most dangerous creatures he hunts - ghosts. He can now see ethereal and incorporeal creatures just as if they were in the material world, negating any penalty he faces stemming from their condition, such as concealment and chance to miss. The exorcist cannot harm ethereal and incorporeal creatures, however. He must target them with enchanted weapons or magic as normal if he wishes to damage them. He cannot see material creatures rendered invisible by spells, magic items or spell-like abilities.

Turn Outsiders: The exorcist can use his turning ability to affect creatures from the outer planes with a few changes. The exorcist targets only one creature, regardless of Hit Dice. If it has Spell Resistance, the exorcist first makes a modified Caster check (1d20 + exorcist level + Charisma modifier) and, if he succeeds, makes his Turning check. The creature must succeed at a Will save (DC equal to exorcist's Turning check result) or be turned as if it were undead. The exorcist cannot destroy outsiders, but he can banish them to their home plane if he has twice as many levels as the creature has Hit Dice. The outsider cannot resist this banishment as the exorcist already defeated its Spell Resistance in order to make his Turning check. Any creature with the outsider type is subject to this ability.

At 10th level, the exorcist can only turn or banish outsiders with the evil or good descriptors. He can turn or banish outsiders with the chaotic or lawful descriptors at 13th level.

Third Domain: At 12th level, the exorcist has access to an additional domain. He can only choose an Exorcist Domain. He enjoys the benefit from the domain's granted power and can use his daily domain slot to prepare spells from this domain.

The Exorcist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Turn Undead, Conviction, Discern Intrusion (realise), Wards and Benedictions
2	+1	+0	+0	+3	Turning Hold
3	+2	+1	+1	+3	
4	+3	+1	+1	+4	Turn Elementals, Extra Turning
5	+3	+1	+1	+4	Discern Intrusion (identify)
6	+4	+2	+2	+5	Spontaneous Domain
7	+5	+2	+2	+5	Turn Fey, Extra Turning
8	+6/+1	+2	+2	+6	
9	+6/+1	+3	+3	+6	Ghost Sight
10	+7/+2	+3	+3	+7	Discern Intrusion (scry), Turn Outsiders (evil, good), Extra Turning
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	Third Domain
13	+9/+4	+4	+4	+8	Turn Outsiders (chaos, law), Extra Turning
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	Discern Intrusion (channel)
16	+12/+7/+2	+5	+5	+10	
17	+12/+7/+2	+5	+5	+10	
18	+13/+8/+3	+6	+6	+11	True Sight
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+5	+6	+6	+12	

In addition to the stated number of spells per day for 1st-through 9th-level spells, an exorcist gets a domain spell for each spell level, starting at 1st. The '+1' on this list represents that. These spells are in addition to any bonus spells for having a high Wisdom. If the number is '0', the exorcist can only cast his Domain spell and any bonus spell for this level he is allowed due to high Wisdom.

Level Spells Per Day

Level	0	1	2	3	4	5	6	7	8	9
1	3	0+1	-	-	-	-	-	-	-	-
2	4	1+1	-	-	-	-	-	-	-	-
3	4	1+1	0+1	-	-	-	-	-	-	-
4	5	2+1	1+1	-	-	-	-	-	-	-
5	5	2+1	1+1	0+1	-	-	-	-	-	-
6	5	2+1	2+1	1+1	-	-	-	-	-	-
7	6	3+1	2+1	1+1	0+1	-	-	-	-	-
8	6	3+1	2+1	2+1	1+1	-	-	-	-	-
9	6	3+1	3+1	2+1	1+1	0+1	-	-	-	-
10	6	3+1	3+1	2+1	2+1	1+1	-	-	-	-
11	6	4+1	3+1	3+1	2+1	1+1	0+1	-	-	-
12	6	4+1	3+1	3+1	2+1	2+1	1+1	-	-	-
13	6	4+1	4+1	3+1	3+1	2+1	1+1	0+1	-	-
14	6	4+1	4+1	3+1	3+1	2+1	2+1	1+1	-	-
15	6	4+1	4+1	4+1	3+1	3+1	2+1	1+1	0+1	-
16	6	4+1	4+1	4+1	3+1	3+1	2+1	2+1	1+1	-
17	6	4+1	4+1	4+1	4+1	3+1	3+1	2+1	1+1	0+1
18	6	4+1	4+1	4+1	4+1	3+1	3+1	2+1	2+1	1+1
19	6	4+1	4+1	4+1	4+1	4+1	3+1	3+1	2+1	2+1
20	6	4+1	4+1	4+1	4+1	4+1	3+1	3+1	3+1	3+1

True Sight: At 18th level, the exorcist is no longer fooled by the tricks and abilities of the creatures he hunts. He is considered to be under the effects of the divine version of *true seeing* at all times. This is a supernatural ability.

EXORCIST DOMAINS

In addition to the domains made available by his deity, an exorcist can choose among the following domains. They are not exclusive to exorcists and can be chosen by clerics whose deity includes them in his or her portfolio.

Guardian Domain

Deities: Deities of protection, law and order, mercy and the hunt.

Granted Power: You receive a +2 bonus to your Turning checks.

Guardian Domain Spells

- 1 Protection from Chaos/Evil/Good/Law*
- 2 Magic Circle vs. Chaos/Evil/Good/Law*
- 3 Glyph of Warding
- 4 Dismissal
- 5 Dispel Chaos/Evil/Good/Law*
- 6 Banishment
- 7 Forbiddance
- 8 Repulsion
- 9 Antipathy

* The spellcaster chooses the version most appropriate to his deity's and his own alignment.

Partisan Domain

Deities: Deities of war, wisdom, healing, protection and life.

Granted Power: You grant a +4 bonus, instead of +2, when performing the aid another action in combat.

Partisan Domain Spells

- 1 Aid
- 2 Consecrate / Desecrate*
- 3 Prayer
- 4 Death Ward
- 5 Spell Immunity
- 6 Hallow / Unhallow*
- 7 Blasphemy (evil), Dictum (lawful), Holy Word (good), Word of Chaos (chaotic)*
- 8 Cloak of Chaos (chaotic) / Shield of Law (lawful) / Holy Aura (good) / Unholy Aura (evil)*
- 9 Wish

* The spellcaster chooses the version most appropriate to his deity's and his own alignment.

Vigilance Domain

Deities: Guardian deities, deities of knowledge, wisdom and duty.

Granted Power: You have a sixth sense that warns you when something is wrong. A successful Spot check (DC 20) warns you of any hidden threat within 30 feet of you, but does not tell you where or what the threat is.

Vigilance Domain Spells

- 1 Detect Chaos/Evil/Good/Law*
- 2 See Invisibility
- 3 Clairaudience/Clairvoyance



- 4 Discern Lies
- 5 Prying Eyes
- 6 True Seeing
- 7 Greater Scrying
- 8 Discern Location
- 9 Foresight

* The spellcaster chooses the version most appropriate to his deity's and his own alignment.

WARDS AND BENECTIONS

The exorcist is an expert at driving out evil influence from the innocent, and also at keeping it out. For this purpose, since the beginning of their careers they learn different ways to channel their divine power in order to turn undead, fey and creatures from other planes.

Wards are simple amulets, holy tokens or magic circles of protection that are the bane of controlling creatures. They are infused with the exorcist's divine will and thus act as a barrier, deterrent or even weapon against the creatures he hunts. As detailed in the class description, imbuing a ward with divine power costs the exorcist a number of turning attempts that remain used up until the ward releases its power, the exorcist cancels it or its maximum duration expires.

Benedictions are direct effects upon a victim of mystical manipulation. They can be as simple as the exorcist placing his hands on the victim's forehead or as elaborate as tracing an intricate pattern of tattoos on the victim's body. In many cases, the victim must be restrained in order for the exorcist to place his benediction. As detailed in the class description, issuing a benediction charged with divine power costs the exorcist a number of turning attempts that remain used up until the ward releases its power, the exorcist cancels it or its maximum duration expires.

Empowering a Ward

Wards are special effects as the exorcist may not be even around when they are called to do their work. The ritual for preparing a ward takes five minutes per turning attempt invested in it. While his daily praying goes on, the exorcist chooses the wards he wants to create and invests the turning attempts required, casting any extra spell needed for the effect. He then makes a modified Caster check ($1d20 + \text{exorcist level} + \text{Charisma modifier}$), in case the ward needs to defeat a creature's Spell Resistance, and a Turning check, writing down the results. When the ward is triggered, these numbers apply for adjudicating the effect. If the result of either check is too low, the exorcist can destroy the ward and try again, but the turning attempts invested and spells cast are lost.

A ward's range and effect duration depend on each type of ward and are detailed in the description. Triggering a ward is a free action.

Empowering a Benediction

Benedictions are very similar to actual turning attempts in that the exorcist must be present and channelling his power. Spending turning attempts to empower a benediction is considered a free action, complementary to the actual action that the exorcist is performing. The casting time can be a standard or full-round action, or take even longer as detailed in each description. If the victim is not restrained and resists the benediction, the exorcist can make a touch attack to apply a standard action effect, but must grapple successfully to apply a full-round benediction. For longer applications, the victim *must* be restrained.

The range of a benediction is always touch, and its duration varies depending on which is used.

Starting Wards and Benedictions

The exorcist starts the game knowing a mixed number of wards and benedictions equal to 4 + his Intelligence modifier. If he wants to learn to prepare additional wards or benedictions, he must pay for them with skill points. Each of them costs as many skill points as turning attempts are needed to empower them.

WARDS

Barrier Signs

Prevents targeted creature types from entering an area.

Turning Attempts: 2 (undead or elementals) or 3 (fey or outsiders).

Spells Required: *Magic circle vs. chaos/evil/good/law.*

Effect Range: 10 ft. from the barrier's edge.

Effect Duration: 1 hour/exorcist level.

Instead of empowering a single icon, the exorcist pours his will into many charms that range from statuettes to strips of paper covered in holy writ. He uses these charms to encircle an area no larger than 60 feet radius plus 5 feet per exorcist level. Once the last item is placed and the circle is complete, the barrier becomes latent. The exorcist must determine what kind of creature he wants to keep out with the barrier, but he must be of sufficient level to turn that creature type. He invests turning attempts as necessary (2 for undead or elementals and 3 for fey or outsiders) and casts a *magic circle* spell, regardless of alignment. While the ward is latent, any creature of the specified type that comes by any means within its protected area triggers it. If the ward's checks are enough to defeat the creature's Spell Resistance and Will save or, if undead, affected normally, the creature is pushed back violently up to ten feet away from the barrier's edge. Teleportation, astral and ethereal travel trigger the barrier just as if the creature had walked through its borders. While the barrier is active, the triggering creature cannot even approach it. Other creatures of its same type may attempt to cross it, but must defeat the ward's checks or suffer from the effects. Everyone inside the barrier is protected from all of the triggering creature's powers, even spells and spell-like abilities.

Circle of Protection

Protects someone from attacks and effects from target creature types.

Turning Attempts: 1.

Spells Required: *Protection from Chaos/Evil/Good/Law.*

Effect Range: 1 ft. around protected creature.

Effect Duration: 10 minutes / exorcist level.

The exorcist invests both divine power and spell energy into a single token. By this enchantment, the token practically becomes a magic item charged with a *protection from spell*. The exorcists usually presents this empowered token to another person, but sometimes he keeps it for himself in case he wants to prepare different spells for a day and wants to have the protection available. The exorcist must determine what kind of creature he wants to keep out with the barrier, but he must be of sufficient level to turn that creature type. He invests a turning attempt and casts a *protection from spell*, determining the alignment the ward will work against. The exorcist can define one of two possible triggers for this ward: by command word or automatically after the token's holder is attacked by a creature that would be affected by the ward. Once triggered, the creature holding the token will be under all the effects of the protection spell, but the bonus to AC and saves are +3 instead of +2.

Holy Weapon

Enables a weapon to do additional damage to a creature type.

Turning Attempts: 1 per 1d6 of extra damage.

Spells Required: *Magic weapon.*

Effect Range: One weapon.

Effect Duration: A single encounter.

This marks a weapon with holy symbols, enabling it to strike at a specified creature types more effectively. The exorcist must determine what kind of creature he wants the weapon to affect (either undead, elementals, fey or outsiders) but he must be of sufficient level to turn that creature type. Each turning attempt invested grants the weapon an additional 1d6 points of damage against the declared creature type, and grants it a +1 enhancement bonus for purposes of negating Damage Reduction. For example, if an exorcist empowers a warhammer with two turning attempts against undead, the weapon can inflict +2d6 points of damage against any undead, and deals full damage to undead creatures with DR +2. While the ward is in effect, the wielder may cry out a command word to trigger it. The enhancement remains in the weapon until the encounter at which it was triggered ends, regardless of the encounter's result.

Icon of Banishment

Negates outside influence from a victim.

Turning Attempts: 1 for enchantments, 2 for curses and possession.

Spells Required: None.

Effect Range: Touch.

Effect Duration: Instantaneous.

The exorcist charges a token with his divine will and allows anyone to press it against the body of a victim of mystical influence trigger its power to negate such influence. If the victim is not restrained and resists, touching him or her with the icon is considered a touch attack. Once triggered, the icon's power tries to negate the influence the victim is under. In the case of enchantments and curses, the ward acts as a *break enchantment* spell, using the caster or the turning check, whichever is higher, to defeat the dispelling's DC (11 + responsible creature's caster level). In the case of possession, the invading entity must make a Will save (DC equal to the ward's turning check) or be forced out, restoring the occupied body's original soul. After being triggered, the icon becomes a normal object, whether the turning was successful or not.

Icon of Holy Guidance

Allows ward to be used as a ranged weapon.

Turning Attempts: 1 extra (see description).

Spells Required: *Detect chaos/evil/good/law*.

Effect Range: Close (25 ft. + 5 ft. per exorcist level).

Effect Duration: Special.

The exorcist may add this additional enchantment to any ward he prepares that affects target creatures or their victims. He cannot add this power to barrier signs or holy weapon, for example. By spending an extra turning attempt, the ward can be used as a ranged touch attack with a range of 25 feet plus 5 feet per exorcist level. By speaking the command word, the ward flies out of its wielder's hands and strikes a target creature. The ward uses the wielder's ranged attack modifier. At the moment the ward strikes its target, its effect is triggered normally.



The exorcist does not need to specify the target creature to add this power, as any target type was already specified in the original ward. Also, the *detect* spell required works regardless of the creature's alignment. When the affected ward becomes a normal object, this enchantment fades too.

BENEDICTIONS

Eviction

Forces a possessing lifeforce out of an occupied body.

Turning Attempts: 2 (undead or elementals) or 3 (fey or outsiders).

Spells Required: *Dismissal*.

Casting Time: 10 minutes.

Effect Duration: Instantaneous.

By chanting prayers and channelling divine energy into the body of a possessed victim, the exorcist forces the occupying lifeforce out and back to its own body, restoring the original soul even if it was imprisoned on another plane. The exorcist makes a turning attempt, using up two attempts if the occupying lifeforce is an undead or an elemental, and three if it is a fey or outsider. The creature must succeed at a Will save (DC equal to the Turning check) or flee back to its own body. If the creature has Spell Resistance, the exorcist must first defeat it with a modified Caster check (1d20 + exorcist level + Charisma modifier).

Prayer of Negation

Counters the abilities of a target creature.

Turning Attempts: 1 for every three levels of the power to counter.

Spells Required: Any spell with an alignment descriptor.

Casting Time: 1 action.

Effect Duration: Instantaneous.

This is the only benediction that does not have a touch range. The exorcist can counter or negate any spell and supernatural or spell-like abilities from a target creature he is able to turn. The cost of this is the casting of any spell with an alignment description he has prepared for the day, and 1 turning attempt for every three levels of the effective spell or the spell the ability emulates (1 for levels 1st through 3rd, 2 for levels 4th to 6th and 3 for levels 7th to 9th). This ability works as if the exorcist were casting the same spell for purposes of countering, and thus no Caster check is needed. For example, a 7th level exorcist faces a grig using its fiddle to inflict *irresistible dance* on a group of peasants. Since he can turn fey creatures at his level, he is able to counter fey abilities. He casts *protection from evil* as the required alignment spell and spends 3 turning attempts, as *irresistible dance* is an 8th level spell. The peasants stop dancing and the exorcist now prepares to have a very serious talk with the grig.

Prayer of Seeking

Pinpoints the location of target creature through its victim.

Turning Attempts: 3.

Spells Required: *Clairaudience/clairvoyance* or *srying*.

Casting Time: 10 minutes.

Effect Duration: 1 minute/exorcist level.

The exorcist prays and concentrates while channelling his will through the body of a victim of outside influence. He makes a turning check in order to scry the current location of the creature responsible. He must already possess the scrying capability of the Discern Intrusion ability, which allows him to spy on the creature, but not know its exact location. The difficulty of the Turning check is as follows:

Situation	Check DC
Victim is enchanted	30
Victim is cursed	25
Victim is possessed	20

The exorcist has a number of bonuses to his turning check when using this benediction.

Situation	Modifier
Exorcist has scried upon the creature*	+2
Exorcist has met the creature	+5
Exorcist is very familiar with the creature	+10
Exorcist has a close connection to the creature (a possession, body part, etc.)	+10
Exorcist cannot turn the creature type	-5
Additional turning attempt invested	+2

*whether with his Discern Intrusion ability or another divination spell.

If the check is successful, the exorcist is aware of the exact location of the creature responsible for the enchantment or curse, or the creature's original body in the case of possession. He knows the direction and distance and a general idea of the hazards he may encounter along the way. He cannot use this benediction for a second time in order to get more details, but he can do it if the creature has moved. He still needs the victim to be present in the benediction in order to do this.

Prison

Traps a possessing lifeforce within the occupied body.

Turning Attempts: 2.

Spells Required: *Magic circle vs. chaos/evil/good/law.*

Casting Time: 1 action.

Effect Duration: 1 hour/exorcist level.

By touching a possessed victim's body as he casts the *magic circle* spell, the exorcist can imprison the occupying lifeforce inside. The exorcist makes a normal Turning check, and the creature can resist the imprisonment with a successful Will save (DC equal to the Turning check). The exorcist must make a modified Caster check (1d20 + exorcist level + Charisma modifier) if the creature has Spell Resistance. Once the lifeforce is imprisoned, the exorcist is free to perform other benedictions, place wards on the body or cast spells. Note that the body is not hampered in any way and must still be restrained by other means but it can be made to stay out of range of the creature's possessing ability, thus destroying it once its duration expires, as in the case of the *magic jar* spell. An imprisoned lifeforce is vulnerable to all of the exorcist's abilities just as if it was present in body and soul.

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Power Classes

III

Exorcist

The exorcist is a protector and guardian against the influence of supernatural creatures upon mortals. He focuses the power of his faith towards rooting out the monsters that would prey on common folk, toying minds and bodies with their unholy powers of domination and possession. He is an expert on rituals that protect people and places from these creatures, and his faith and conviction allow him to detect the traces of their passing in order to expel them back from whence they came.

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