

CONDUIT

The power of the gods flows through you! As a vessel for divine power, you don't just keep your allies in the fight. You make those allies more effective, even as you rain divine energy down upon your foes. Though the deity or saint you serve might have other faithful and clergy, you are special among worshippers, receiving your abilities from the highest source.

As a conduit, you heal and buff your allies, and debuff your foes while smiting them with divine magic. The spark of divinity within you shines, filling your enemies with awe and making you more worldly and aware.

**“The gods judge
our actions,
and our inaction.”**

Dazar



Basics

Starting Characteristics: You start with an Intuition of 2, and can choose one of the following arrays for your other characteristic scores:

- ♦ 2, 2, -1, -1
- ♦ 2, 1, 1, -1
- ♦ 2, 1, 0, 0
- ♦ 1, 1, 1, 0

Weak Potency: Intuition - 2

Average Potency: Intuition - 1

Strong Potency: Intuition

Starting Stamina at 1st Level: 18

Stamina Gained at 2nd and Higher Levels: 6

Recoveries: 8

Skills: Choose any two skills from the interpersonal or lore skill groups (see [Skills](#) in [Chapter 9: Tests](#)). (*Quick Build:* Read Person, Religion.)

1st-Level Features

As a conduit, you gain the following features.

Deity and Domains

Choose a god or saint who your character reveres from [Chapter 14: Gods and Religion](#), or ask your Director about the deities in your campaign world. With the Director's permission, you can also create your own deity and choose four domains to be part of their portfolio.

After choosing your deity, pick two domains from their portfolio. The two domains you pick make up your subclass, and your choice of domains determines many of the features you'll gain as you gain new levels. (*Quick Build:* Adûn for deity, and Life and Protection as domains.)

Piety

Your deity grants you a Heroic Resource called piety, letting you heal and empower your allies, and unleash holy power upon your foes.

PIETY IN COMBAT

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain piety equal to your Victories. At the start of each of your turns during combat, you gain 1d3 piety.

Additionally, you can gain more piety by praying to the gods—but beware! Doing so can easily draw their ire, as the gods hate to be annoyed. Before you roll to gain piety at the start of your turn, you can pray (no action required). If you do, your roll gains the following additional effects:

- ♦ If the roll is a 1, you gain 1 additional piety but anger the gods! You take psychic damage equal to 1d6 + your level, which can't be reduced in any way.
- ♦ If the roll is a 2, you gain 1 additional piety.
- ♦ If the roll is a 3, you gain 2 additional piety and can activate a domain effect of your choice (see below).

You lose any remaining piety at the end of the encounter.

Conduit Advancement

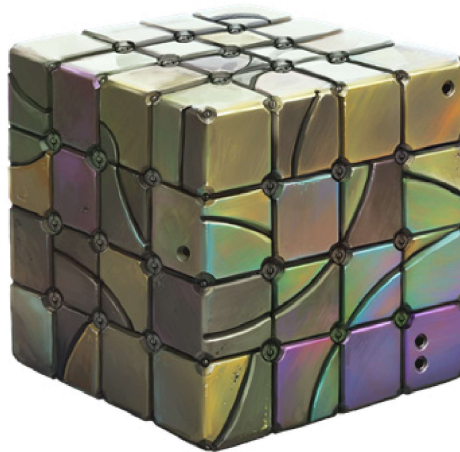
Level	Features	Abilities	Domain Abilities
1st	Deity and Domains, Piety, Domain Feature, Healing Grace, Ray of Wrath, Triggered Action, Prayer, Conduit Ward, Conduit Abilities	Two signature, 3, 5	—
2nd	The Lists of Heaven, Perk, Domain Feature, Domain Ability	Two signature, 3, 5	5
3rd	Minor Miracle, 7-Piety Ability	Two signature, 3, 5, 7	5
4th	Blessed Domains, Characteristic Increase, Domain Feature, Perk, Skill Increase	Two signature, 3, 5, 7	5
5th	Domain Feature, 9-Piety Ability	Two signature, 3, 5, 7, 9	5
6th	Burgeoning Saint, Perk, Domain Ability	Two signature, 3, 5, 7, 9	5, 9
7th	Characteristic Increase, Domain Feature, Faithful's Reward, Skill Increase	Two signature, 3, 5, 7, 9	5, 9
8th	Domain Feature, Perk, 11-Piety Ability	Two signature, 3, 5, 7, 9, 11	5, 9
9th	Domain Ability, Faith's Sword, Ordained	Two signature, 3, 5, 7, 9, 11	5, 9, 11
10th	Avatar, Characteristic Increase, Divine Power, Most Pious, Perk, Skill Increase	Two signature, 3, 5, 7, 9, 11	5, 9, 11



PIETY OUTSIDE OF COMBAT

Though you can't gain piety outside of combat, you can use your heroic abilities and effects that cost piety without spending it. Whenever you use an ability or effect outside of combat that costs piety, you can't use that same ability or effect outside of combat again until you earn 1 or more Victories or finish a respite.

When you use an ability outside of combat that lets you spend unlimited piety on its effect, such as Healing Grace, you can use it as if you had spent an amount of piety equal to your Victories.



DOMAIN PIETY AND EFFECTS

Your choice of domains provides you with two additional ways to earn piety during combat, as triggered by specific events. You might even have a single event trigger both your piety effects. For example, the Sun domain grants piety when a nearby creature takes fire or holy damage, while the War domain grants piety when a nearby creature takes damage of 10 + your level or higher. If you have both those domains and a nearby creature takes an appropriate amount of fire damage, you gain piety from both your domains.

Additionally, whenever you activate a domain effect by praying for piety, you can choose one of your domains and have that domain's prayer effect take effect immediately.

Creation Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that a creature within 10 squares uses an area ability.

Prayer Effect: You summon the forces of creation and create a wall of stone within 10 squares whose size is 5 + your Intuition score. The wall lasts until the end of the encounter.

Death Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that a creature within 10 squares who isn't a minion is reduced to 0 Stamina, or the first time in an encounter that a solo creature within 10 squares becomes winded.

Prayer Effect: You inflict a deadly curse on up to two enemies within 10 squares of you. Each target takes corruption damage equal to twice your Intuition score.



Fate Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that an ally within 10 squares obtains a tier 3 outcome on a power roll, or an enemy within 10 squares obtains a tier 1 outcome on a power roll.

Prayer Effect: You call on the forces of fate to create a reliable future. Choose a creature within 10 squares. That creature automatically obtains a tier 1 or tier 3 outcome (your choice) on their next power roll made before the end of the encounter.

Knowledge Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that the Director spends Malice (see [Draw Steel: Monsters](#)).

Prayer Effect: Choose up to five allies within 10 squares of you, or choose yourself instead of one ally. Each target gains 1 surge.

Life Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that a creature within 10 squares regains Stamina.

Prayer Effect: Choose yourself or one ally within 10 squares. That character can spend a Recovery, can end one effect on them that is ended by a saving throw or that ends at the end of their turn, or can stand up if they are prone. Alternatively, you or one ally within 10 squares gains temporary Stamina equal to two times your Intuition score.

Love Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that you or any ally within 10 squares uses the Aid Attack maneuver or an ability that targets an ally.

Prayer Effect: Each ally within 10 squares of you gains temporary Stamina equal to two times your Intuition score.

Nature Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that you or a creature within 10 squares takes acid, cold, fire, lightning, poison, or sonic damage.

Prayer Effect: Vines whip up from the floor or ground within 10 squares, wrapping around a number of creatures equal to your Intuition score. You can slide each creature up to a number of squares equal to your Intuition score. The vines then fade away.

Protection Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that you or any ally within 10 squares gains temporary Stamina, or uses a triggered action to reduce incoming damage or to impose a bane or double bane on an enemy's power roll.

Prayer Effect: One ally within 10 squares gains temporary Stamina equal to four times your Intuition score.

Storm Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that an enemy within 10 squares is force moved.

Prayer Effect: Each enemy in a 3 cube within 10 squares takes lightning damage equal to twice your Intuition score.

Sun Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that an enemy within 10 squares takes fire or holy damage.

Prayer Effect: One enemy within 10 squares takes fire damage equal to three times your Intuition score.

Trickery Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that you or a creature within 10 squares takes the Aid Attack or Hide maneuver.

Prayer Effect: You slide one creature within 10 squares of you up to a number of squares equal to 5 + your conduit level.

War Domain Piety and Effect

Piety: You gain 2 piety the first time in an encounter that you or a creature within 10 squares takes damage greater than 10 + your level in a single turn.

Prayer Effect: Choose up to three allies within 10 squares of you, or choose yourself instead of one ally. Each target gains 2 surges.

1st-Level Domain Feature

Choose one of your domains. You gain a domain feature for that domain, as shown on the 1st-Level Conduit Domain Features table. Additionally, you gain a skill from the chosen domain, selected from the skill group indicated on the table. (*Quick Build:* Revitalizing Ritual and the Heal skill from the Life domain.)

1st-Level Conduit Domain Features

Domain	Feature	Skill Group
Creation	Hands of the Maker	Crafting
Death	Grave Speech	Lore
Fate	Oracular Visions	Lore
Knowledge	Blessing of Comprehension	Lore
Life	Revitalizing Ritual	Exploration
Love	Blessing of Compassion	Interpersonal
Nature	Faithful Friend	Exploration
Protection	Protective Circle	Exploration
Storm	Blessing of Fortunate Weather	Exploration
Sun	Inner Light	Lore
Trickery	Inspired Deception	Intrigue
War	Sanctified Weapon	Exploration

BLESSING OF COMPASSION

You exude a magic presence that can soothe those willing to socially engage with you. You gain an edge on any test made to assist another creature with a test.

Additionally, when you are present at the start of a negotiation, one NPC of your choice has their patience increased by 1 (to a maximum of 5), and the first test made to influence them gains an edge.

BLESSING OF COMPREHENSION

You can interpret diagrams and charts even if you don't understand the language associated with them. You are considered fluent in all languages for the purpose of understanding the project source for any research or crafting project (see [Chapter 12: Downtime Projects](#)).

BLESSING OF FORTUNATE WEATHER

Each time you finish a respite, you can decide the weather conditions within 100 squares. Until you finish another respite, the weather conditions you establish follow you through any mundane outdoor locations. Choose one of the following types of weather, each of which grants a benefit to you and your allies:

Clear: You and your allies gain an edge on tests that use the Search or Navigate skills.

Foggy: You and your allies gain an edge on tests that use the Hide skill.

Overcast: You and your allies gain an edge on tests that use the Endurance skill.

Precipitation: When the ground is muddy or snowy, you and your allies gain an edge on tests that use the Track skill.

If you are in the same area as a creature using this or a similar feature who has chosen a different weather effect, the features negate each other where their areas overlap.

FAITHFUL FRIEND

You have the following ability.

Faithful Friend

An animal spirit is drawn to you, sharing their senses with you and serving you faithfully.

Magic

Self

Main action

Self

Effect: You conjure a spirit that takes the form of any animal you have seen. The incorporeal animal has speed 5 and can fly, but can't physically interact with the world. While you are within 10 squares of the spirit, you automatically sense everything that type of animal would sense, in addition to sensing your own surroundings. You can dismiss the spirit at any time (no action required). If the spirit takes any damage, they are dismissed and you take 1d10 psychic damage that can't be reduced in any way.

GRAVE SPEECH

You have the following ability.

Grave Speech

You commune with the lingering soul of the recently dead.

Magic

Melee 1

Maneuver

One dead creature

Effect: You can speak to the target if they are a creature who has died within the last 24 hours and who can speak a language you know, even if they are just a head. The target regards you as they would have in life, and you might need to make tests to influence them and convince them to speak with you. The trauma of dying can make a creature's memory of that event hazy, but the target otherwise knows all they knew in life. After 1 minute, the effect ends. You can't use this ability on the same creature twice.

HANDS OF THE MAKER

You have the following ability.

Hands of the Maker

You craft objects with the power of your mind.

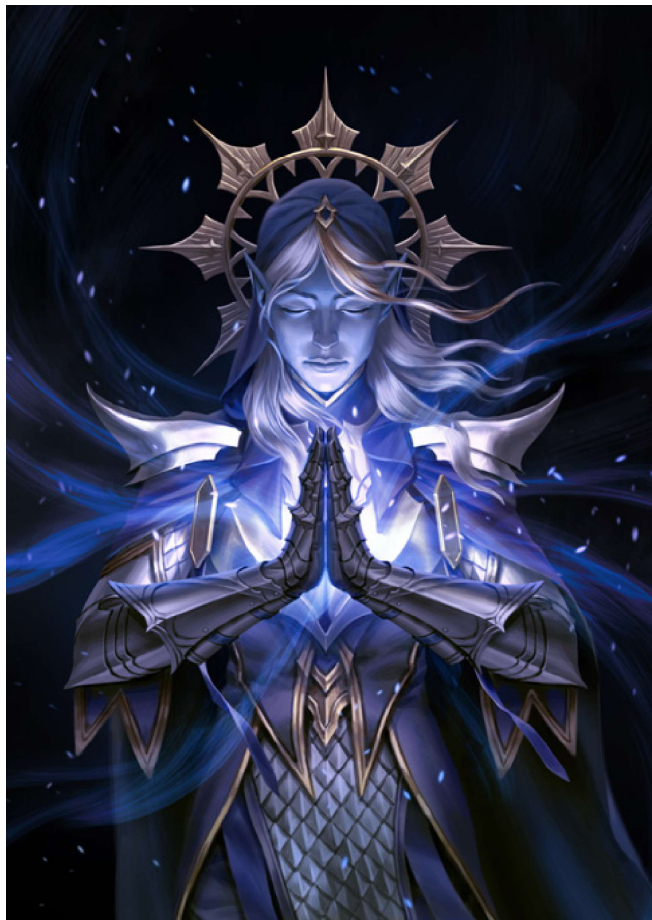
Magic

Self

Maneuver

Self

Effect: You create a mundane object of size 1S or smaller. You can maintain a number of objects created this way equal to your Intuition score. You can destroy an object created this way with a thought, no matter how far you are from it (no action required).



INNER LIGHT

Each time you finish a respite, you can choose yourself or one ally who is also finishing a respite to gain the benefit of a divine ritual. You place a ray of morning light into the chosen character's soul, granting them a +1 bonus to saving throws that lasts until you finish another respite.

INSPIRED DECEPTION

The gods favor your thievery with magic. Whenever you make a test that uses a skill you have from the intrigue skill group, you can use Intuition on the test instead of another characteristic.

ORACULAR VISIONS

Your deity rewards you with hazy visions of things to come. Each time you earn 1 or more Victories, you earn an equal number of fate points. Whenever you or a creature within 10 squares makes a test, you can spend 1 fate point to tap into a vision of the outcome, granting that creature an edge on the test. You lose any remaining fate points when you finish a respite.

PROTECTIVE CIRCLE

You can spend 10 uninterrupted minutes to create a protective circle on the ground large enough to hold one size 1 creature. The circle lasts for 24 hours, until you create another, or until you dismiss it (no action required). Only creatures you designate at the time of drawing the circle can enter and exit the area. While in the protective circle, a creature can't be targeted by strikes.

REVITALIZING RITUAL

Each time you finish a respite, you can choose yourself or one ally who is also finishing a respite to gain the benefit of a divine ritual. The chosen character gains a bonus to their recovery value equal to your level that lasts until you finish another respite.

SANCTIFIED WEAPON

As a respite activity, you can bless a weapon. Any creature who wields the weapon gains a +1 bonus to rolled damage with abilities that use the weapon. This benefit lasts until you finish another respite.

Healing Grace

You have the following ability, which you can use once on your turn.

Healing Grace

Your divine energy restores the righteous.

Magic, Ranged

Maneuver

Ranged 10

Self or one ally

Effect: The target can spend a Recovery.

Spend 1+ Piety: For each piety spent, choose one of the following enhancements:

- You can target one additional ally within distance.
- You can end one effect on a target that is ended by a saving throw or that ends at the end of their turn.
- A prone target can stand up.
- A target can spend 1 additional Recovery.

Ray of Wrath

You have the following ability, which can be used as a ranged free strike.

Ray of Wrath

You unleash a blast of holy light upon your foe.

Magic, Ranged, Strike

Main action

Ranged 10

One creature or object

Power Roll + Intuition:

≤11 2 + **1** damage

12-16 4 + **1** damage

17+ 6 + **1** damage

Effect: You can have this ability deal holy damage.

Triggered Action

Choose one of the following triggered actions. (*Quick Build:* Word of Guidance.)

Word of Guidance

You invigorate an attacking ally with divine energy.

Magic, Ranged

Triggered

Ranged 10

One ally

Trigger: The target makes an ability roll for a damage-dealing ability.

Effect: The power roll gains an edge.

Spend 1 Piety: The power roll has a double edge.

Word of Judgment

Your holy word saps an attacking enemy's strength.

Magic, Ranged

Triggered

Ranged 10

One ally

Trigger: The target would take damage from an ability that uses a power roll.

Effect: The power roll takes a bane against the target.

Spend 1 Piety: The power roll has a double bane against the target.

Prayer

Your god answers a prayer with enhancements to your body and mind. Choose one of the following prayers. You can change your prayer along with your ward (see [Conduit Ward](#) below) by praying to your god as a respite activity. (*Quick Build*: Prayer of Distance.)

PRAYER OF DESTRUCTION

Your god infuses wrath within your being. You gain a +1 bonus to rolled damage with magic abilities.

PRAYER OF DISTANCE

Your god blesses you with the ability to stretch your divine magic farther. You have a +2 bonus to the distance of your ranged magic abilities.

PRAYER OF SOLDIER'S SKILL

Your god gives your mind the training of a soldier. You can wear light armor and wield light weapons effectively, even though you don't have a kit. While you wear light armor, you gain a +3 bonus to Stamina, and that bonus increases by 3 at 4th, 7th, and 10th levels. While you wield a light weapon, you gain a +1 damage bonus with weapon abilities, including free strikes. You can use light armor treasures and light weapon treasures.

If you have a kit, you can't take this blessing.

PRAYER OF SPEED

Your god blesses your flesh and infuses it with divine quickness. You gain a +1 bonus to speed and to the distance you can shift when you take the Disengage move action.

PRAYER OF STEEL

Your god fills your body with the light of creation, making you harder to hurt and move. You gain a +6 bonus to Stamina, and this bonus increases by 6 at 4th, 7th, and 10th levels. Additionally, you gain a +1 bonus to stability.

Conduit Ward

Your god grants you a ward that protects you from the faithless. Choose one of the following wards. You can change your ward along with your prayer (see [Prayer](#) above) by praying to your god as a respite activity. (*Quick Build*: Bastion Ward.)

BASTION WARD

Your god grants you a holy countenance that protects you at all times. You gain a +1 bonus to saving throws.

QUICKNESS WARD

The gods imbue a divine swiftness within you. Whenever an adjacent creature deals damage to you, you can shift up to a number of squares equal to your Intuition score after the damage is dealt.

SANCTUARY WARD

In response to a foe's aggression, your god protects you. Whenever another creature damages you, that creature can't target you with a strike until you harm them or one of their allies, or until the end of their next turn.

SPIRIT WARD

Invisible spirits surround you if you are harmed. Whenever an adjacent creature deals damage to you, they take corruption damage equal to your Intuition score.

Conduit Abilities

Your training and faith let you specialize in magic that buffs your allies, debuffs your foes, and allows you to hold your own in combat alongside your friends.

SIGNATURE ABILITIES

Choose two signature abilities from the following options. Signature abilities can be used at will. (*Quick Build*: Blessed Light, Staggering Curse.)

Blessed Light

Burning radiance falls upon your foe, transferring some of their energy to a nearby ally.

Magic, Ranged, Strike

Main action

Ranged 10

One creature or object

Power Roll + Intuition:

3 + holy damage

5 + holy damage

8 + holy damage

Effect: One ally within distance gains a number of surges equal to the tier outcome of your power roll.

Drain

You drain the energy from your target to revitalize yourself or an ally.

Magic, Melee, Strike

Main action

Melee 1

One creature

Power Roll + Intuition:

2 + corruption damage

5 + corruption damage

7 + corruption damage

Effect: You or one ally within distance can spend a Recovery.

Holy Lash

A tendril of divine energy shoots forth to draw in your foe.

Magic, Ranged, Strike

Main action

Ranged 10

One creature or object

Power Roll + Intuition:

3 + holy damage; vertical pull 2

5 + holy damage; vertical pull 3

8 + holy damage; vertical pull 4

Lightfall

A rain of holy light scours your enemies and repositions your allies.

Area, Magic

Main action

2 burst

Each enemy in the area

Power Roll + Intuition:

2 holy damage

3 holy damage

5 holy damage

Effect: You can teleport yourself and each ally in the area to unoccupied spaces in the area.



Sacrificial Offer

Divine magic tears at your foe and defends a nearby friend.

Magic, Ranged, Strike

Ranged 10

Main action

One creature

Power Roll + Intuition:

2 + corruption damage

4 + corruption damage

6 + corruption damage

Effect: Choose yourself or one ally within distance. That character can impose a bane on one power roll made against them before the end of their next turn.

Staggering Curse

A blast of judgment disorients your foe.

Magic, Melee, Strike

Melee 1

Main action

One creature or object

Power Roll + Intuition:

3 + holy damage; slide 1

5 + holy damage; slide 2

8 + holy damage; slide 3

Warrior's Prayer

Your quickly uttered prayer lends aggressive divine energy to a friend engaged in melee.

Magic, Ranged, Strike

Ranged 10

Main action

One creature

Power Roll + Intuition:

3 + holy damage

6 + holy damage

9 + holy damage

Effect: You or one ally within distance gains temporary Stamina equal to your Intuition score.

Wither

A bolt of holy energy saps the life from a foe.

Magic, Ranged, Strike

Ranged 10

Main action

One creature or object

Power Roll + Intuition:

3 + corruption damage; **P<WEAK**, the target takes a bane on their next power roll

5 + corruption damage; **P<AVERAGE**, the target takes a bane on their next power roll

8 + corruption damage; **P<STRONG**, the target takes a bane on their next power roll

HEROIC ABILITIES

You make use of a number of heroic abilities, all of which channel piety to empower them.

3-Piety Ability

Choose one heroic ability from the following options, each of which costs 3 piety to use. (*Quick Build: Violence Will Not Aid Thee.*)

Call the Thunder Down (3 Piety)

You ask your saint for thunder and your prayer is answered.

Area, Magic, Ranged

3 cube within 10

Main action

Each enemy in the area

Power Roll + Intuition:

2 sonic damage; push 1

3 sonic damage; push 2

5 sonic damage; push 3

Effect: You can push each willing ally in the area the same distance, ignoring stability.

Font of Wrath (3 Piety)

A brilliant column of holy light appears on the battlefield, striking out at nearby enemies.

Magic, Ranged

Ranged 10

Main action

Special

Effect: You summon a spirit of size 2 who can't be harmed, and who appears in an unoccupied space within distance. The spirit lasts until the end of your next turn. You and your allies can move through the spirit's space, but enemies can't. Any enemy who moves within 2 squares of the spirit for the first time in a combat round or starts their turn there takes holy damage equal to your Intuition score.

Judgment's Hammer (3 Piety)

Your divine fury is a hammer that crashes down upon the unrighteous.

Magic, Ranged, Strike

Ranged 10

Main action

One creature or object

Power Roll + Intuition:

3 + holy damage; **A<WEAK**, prone

6 + holy damage; **A<AVERAGE**, prone

9 + holy damage; **A<STRONG**, prone and can't stand (save ends)

Violence Will Not Aid Thee (3 Piety)

After some holy lightning, your enemy will think twice about their next attack.

Magic, Ranged, Strike

Ranged 10

Main action

One creature

Power Roll + Intuition:

3 + lightning damage

6 + lightning damage

9 + lightning damage

Effect: The first time on a turn that the target deals damage to another creature, the target of this ability takes 1d10 lightning damage (save ends).

5-Piety Ability

Choose one heroic ability from the following options, each of which costs 5 piety to use. (*Quick Build: Curse of Terror.*)

Corruption's Curse (5 Piety)

Cursed by you, your enemy takes more damage from your allies.

Magic, Ranged, Strike

Ranged 10

Main action

One creature or object

Power Roll + Intuition:

3 + corruption damage; **M<WEAK**, damage weakness 5 (save ends)

6 + corruption damage; **M<AVERAGE**, damage weakness 5 (save ends)

9 + corruption damage; **M<STRONG**, damage weakness 5 (save ends)

Curse of Terror (5 Piety)

Fear of divine judgment overwhelms your foe.

Magic, Ranged, Strike

Ranged 10

Main action

One creature

Power Roll + Intuition:

6 + holy damage; **I<WEAK**, frightened (save ends)

9 + holy damage; **I<AVERAGE**, frightened (save ends)

13 + holy damage; **I<STRONG**, frightened (save ends)

Faith Is Our Armor (5 Piety)

The heroes' armor glows with golden light, granting divine protection.

Magic, Ranged

Ranged 10

Maneuver

Four allies

Effect: You can target yourself instead of one ally with this ability.

Power Roll + Intuition:

The target gains 5 temporary Stamina.

The target gains 10 temporary Stamina.

The target gains 15 temporary Stamina.

Sermon of Grace (5 Piety)

You inspire your allies with tales of your saint's great deeds.

Area, Magic

4 burst

Main action

Each ally in the area

Effect: Each target can spend a Recovery. Additionally, each target can use a free triggered action to end one effect on them that is ended by a saving throw or that ends at the end of their turn, or to stand up if prone.

2nd-Level Features

As a 2nd-level conduit, you gain the following features.

The Lists of Heaven

Your deity is aware of your growing influence, making it easier to draw their attention and power when you heal your allies. Whenever you allow another creature to spend a Recovery, you can also spend a Recovery.

Perk

You gain one crafting, lore, or supernatural perk of your choice. See [Chapter 7: Perks](#).

2nd-Level Domain Feature

You gain the 1st-level domain feature and ability to choose a skill for the domain you selected at 1st level but whose domain feature you didn't take at that level (see [1st-Level Domain Feature](#)).

2nd-Level Domain Ability

Choose one of your domains. You gain a heroic ability from that domain, as shown on the 2nd-Level Conduit Domain Abilities table.

2nd-Level Conduit Domain Abilities

Domain	Ability
Creation	Statue of Power
Death	Reap
Fate	Blessing of Fate and Destiny
Knowledge	The Gods Command You Obey
Life	Wellspring of Grace
Love	Our Hearts Your Strength
Nature	Nature Judges Thee
Protection	Sacred Bond
Storm	Saint's Tempest
Sun	Morning Light
Trickery	Divine Comedy
War	Blessing of Insight

Blessing of Fate and Destiny (5 Piety)

Your enemies suffer their fate; your allies embrace their destiny!

Magic, Ranged

Ranged 10

Main action

Three creatures

Effect: You can target yourself instead of one creature with this ability. Choose one of the following effects, which lasts until the end of the encounter or until you are dying:

- Whenever a target makes a power roll, they can roll three dice and choose which two rolls to use.
- Whenever a target makes a power roll, they must roll three dice and use the lowest two rolls.

Blessing of Insight (5 Piety)

The gods grant insight revealing where best to strike your enemies.

Magic, Ranged

Ranged 10

Maneuver

Self and each ally

Effect: Until the end of the encounter or until you are dying, each target gains 1 surge at the end of each of your turns.

Divine Comedy (5 Piety)

You and your allies swap places to confound your foes.

Area, Magic

5 burst

Maneuver

Self and each ally in the area

Effect: Each target can choose another creature in the area, then swap places with that creature. The creature they choose must be able to fit into the space they leave and vice versa.

The Gods Command You Obey (5 Piety)

You speak with the voice of your saint, commanding your enemies.

Magic, Ranged, Strike

Ranged 10

Main action

One creature

Power Roll + Intuition:

4 + holy damage; **P<WEAK**, before taking damage, the target makes a free strike against a target you choose

7 + holy damage; **P<AVERAGE**, before taking damage, the target uses an ability of your choice and you choose any targets for that ability

11 + holy damage; **P<STRONG**, before taking damage, the target shifts up to their speed to a location you choose, uses an ability of your choice, and you choose any targets for that ability

Morning Light (5 Piety)

Light shines at your command, burning your foes and blessing your allies.

Area, Magic

3 burst

Main action

Each enemy in the area

Power Roll + Intuition:

4 fire damage

6 fire damage

10 fire damage

Effect: Each ally in the area deals fire damage equal to your Intuition score with their next strike made before the end of their next turn.

Nature Judges Thee (5 Piety)

Mystical thorned vines appear at your bidding and bind your foes.

Area, Magic, Ranged

3 cube within 10

Main action

Each enemy in the area

Power Roll + Intuition:

2 damage; **A<WEAK**, restrained (save ends)

3 damage; **A<AVERAGE**, restrained (save ends)

7 damage; **A<STRONG**, restrained (save ends)

Our Hearts Your Strength (5 Piety)

An ally gains strength from their friends.

Magic, Ranged

Ranged 10

Maneuver

Self and one ally

Effect: Until the end of the encounter or until the target is dying, at the start of each of the target's turns, they gain a bonus to speed and a bonus to rolled damage equal to the number of allies within 10 squares of them. This bonus lasts until the start of their next turn.

Reap (5 Piety)

The gods reward those who smite their foes.

Magic, Ranged

Ranged 10

Maneuver

Each ally

Effect: Until the start of your next turn, each time a target kills an enemy, they regain Stamina equal to 5 + your Intuition score.

Sacred Bond (5 Piety)

You forge a divine connection between two creatures.

Magic, Ranged

Ranged 10

Maneuver

Self and one ally

Effect: Until the end of the encounter, whenever one target takes damage, the other target can use a free triggered action to take the damage instead. The original target suffers any effects associated with the damage. Additionally, whenever one target spends a Recovery, the other target can use a free triggered action to spend a Recovery.

Saint's Tempest (5 Piety)

A raging storm appears, striking your foes with lightning and throwing them around with wind.

Area, Magic, Ranged

3 cube within 10

Main action

Each enemy in the area

Power Roll + Intuition:

2 lightning damage; vertical slide 1

5 lightning damage; vertical slide 2

7 lightning damage; vertical slide 3

Statue of Power (5 Piety)

A marble statue of your deity rises from the earth.

Magic, Ranged

Ranged 10

Maneuver

Special

Effect: A size 2 statue rises out of the ground in an unoccupied space within distance and lasts until the end of the encounter. While within 3 squares of the statue, you gain 1 surge at the start of each of your turns. Each ally within 3 squares of the statue gains this same benefit. The statue is destroyed if it takes 20 or more damage. It has immunity all to poison and psychic damage.

Wellspring of Grace (5 Piety)

A holy light is emitted from your body, healing your allies.

Area, Magic

3 aura

Main action

Each ally in the area

Effect: Until the end of the encounter or until you are dying, whenever a target starts their turn in the area, they can spend a Recovery.

3rd-Level Features

As a 3rd-level conduit, you gain the following features.

Minor Miracle

As a respite activity, you can perform a religious ritual and beseech the gods to restore a dead creature to life. You must have at least half the creature's remains, and they must have died within the last 24 hours from an effect that isn't age related. The creature's soul must be willing to return to life for the ritual to work. If they are not willing, you instinctively understand that as you start the respite activity and can cease it immediately.

A creature with a willing soul returns to life at the end of the respite with full Stamina and half their Recoveries. You regain only half your Recoveries at the end of the respite.

7-Piety Ability

Choose one heroic ability from the following options, each of which costs 7 piety to use.

Fear of the Gods (7 Piety)

Your divine magic makes a creature appear as what your enemies fear most.

Area, Magic, Ranged

5 cube within 10

Main action

Each enemy in the area

Power Roll + Intuition:

6 psychic damage; **I<WEAK**, frightened (save ends)

9 psychic damage; **I<AVERAGE**, frightened (save ends)

13 psychic damage; **I<STRONG**, frightened (save ends)

Effect: Each target is frightened of you or a creature you choose within distance.

Saint's Raiment (7 Piety)

An ally becomes the wearer of an empowered golden cloak.

Magic, Ranged

Ranged 10

Maneuver

One ally

Effect: The target gains 20 temporary Stamina and 3 surges.

Soul Siphon (7 Piety)

A beam of energy connects a foe to a friend, draining life from one to heal the other.

Magic, Ranged, Strike

Ranged 10

Main action

One enemy

Power Roll + Intuition:

7 + corruption damage

10 + corruption damage

15 + corruption damage

Effect: One ally within distance can spend any number of Recoveries.

Words of Wrath and Grace (7 Piety)

Your saint grants your enemies a vision of pain and fills your allies with healing energy.

Area, Magic

5 burst

Main action

Each enemy in the area

Power Roll + Intuition:

2 holy damage

5 holy damage

7 holy damage

Effect: Each ally in the area can spend a Recovery.

4th-Level Features

As a 4th-level conduit, you gain the following features.

Blessed Domain

Whenever you gain piety from a domain effect, you gain 1 additional piety.

Characteristic Increase

Your Intuition score increases to 3. Additionally, you can increase one of your characteristic scores by 1, to a maximum of 3.

Perk

You gain one perk of your choice.

Skill

You gain one skill of your choice. See [Skills](#) in [Chapter 9: Tests](#).



4th-Level Domain Feature

Choose one of your domains. You gain a domain feature for that domain, as shown on the 4th-Level Conduit Domain Features table.

4th-Level Conduit Domain Features

Domain	Feature
Creation	Improved Hands of the Maker
Death	Séance
Fate	Oracular Warning
Knowledge	Saint's Epiphany
Life	Blessing of Life
Love	Invocation of the Heart
Nature	Wode Road
Protection	Impervious Touch
Storm	Windwalk
Sun	Light of Revelation
Trickery	Blessing of Secrets
War	Improved Sanctified Weapon

BLESSING OF LIFE

Your divine presence causes those you deem worthy to recover quickly from a fight. Whenever an ally within distance of your Healing Grace ability regains Stamina, they regain additional Stamina equal to your Intuition score.

BLESSING OF SECRETS

You have the following ability.

Blessing of Secrets

You project an illusory aura that makes you and allies harder to notice.

Magic

3 aura

Maneuver

Self and each ally in the area

Effect: Each creature in the area has a double edge on tests made to hide or sneak. The aura lasts until you end it (no action required) or until a target harms or deals damage to a creature or object.

IMPERVIOUS TOUCH

As a maneuver, you can touch an object with a size equal to your Intuition score or smaller and place a protective spell on it. The object has immunity all to untyped damage. You can maintain this spell on a number of objects equal to your Intuition score, and you can end the spell on any object at any time (no action required).

Additionally, you can place this spell on a building or vehicle (or a similar structure with the Director's approval) that is of a size larger than your Intuition score. You can place the spell on only one such target at a time, and you can maintain the spell on a larger target and a number of objects equal to your Intuition score simultaneously.

IMPROVED HANDS OF THE MAKER

When you use your Hands of the Maker ability, you can create a mundane object that is size 2 or smaller.

IMPROVED SANCTIFIED WEAPON

The weapon improved by your Sanctified Weapon feature grants a +3 bonus to rolled damage instead of +1.

INVOCATION OF THE HEART

As a main action, you forge a bond of love and friendship with a willing creature you touch. While this bond is active, you can telepathically speak with the creature over any distance, including across different worlds. Additionally, while this bond is active, you can attempt to assist the creature with any test they make regardless of their proximity to you. You can maintain only one bond at a time, and you can end a bond at any time (no action required).

LIGHT OF REVELATION

As a maneuver, you make your body shine brightly, illuminating your space and each square within 5 squares. This light shines through any darkness. Hidden creatures in the area are automatically revealed, and creatures in the light, including you, can't hide. While this feature is active, you gain an edge on tests made to notice hidden objects and entrances and to detect supernatural illusions.

ORACULAR WARNING

Each time you finish a respite, you can share the vague dreams of the future granted to you by the gods with allies who finished the respite with you. These premonitions help you and your allies stay alive, granting each of you temporary Stamina equal to 10 + your level that lasts until you finish a respite.

SEANCE

You can commune with a network of spirits. As a respite activity, you speak the name of a creature who died and isn't undead. If the creature's spirit is free and willing to speak with you, they appear and you can have a conversation with them. During this time, the creature responds to you as they would have in life. If the creature isn't free or willing to appear, you can speak another name or choose another respite activity.

SAINT'S EPIPHANY

At the start of a respite, you can inspire yourself or another creature taking the same respite with divine knowledge. If the target makes a project roll during this respite, they can add 1d10 plus your Intuition score to the roll.

WINDWALK

While you have 5 or more Victories, you can fly. If you can already fly, you have a +2 bonus to speed while flying instead.

WODE ROAD

As a main action, you touch a living tree and make it part of a divine transportation network. You can maintain a number of trees in your network equal to your Intuition score. Whenever you touch any tree in your network, you can use a main action to teleport yourself and any willing creatures within 10 squares of you to a tree in your network on the same world. If a tree in your network dies, it is no longer part of the network. You can remove a tree from your network no matter your distance from it, including across different worlds (no action required).

5th-Level Features

As a 5th-level conduit, you gain the following features.

5th-Level Domain Feature

You gain the 4th-level domain feature for the domain whose feature you didn't select at that level (see [4th-Level Domain Feature](#)).

9-Piety Ability

Choose one heroic ability from the following options, each of which costs 9 piety to use.

Beacon of Grace (9 Piety)

You ignite a foe with holy radiance, rewarding allies who attack them.

Magic, Ranged, Strike

Ranged 10

Main action

One creature

Power Roll + Intuition:

8 + holy damage

13 + holy damage

17 + holy damage

Effect: Until the end of the encounter, whenever you or any ally damages the target using an ability, that creature can spend a Recovery. If the target is reduced to 0 Stamina before the end of the encounter, you can use a free triggered action to move this effect to another creature within distance.

Penance (9 Piety)

"If you won't kneel, the gods will make you."

Area, Magic, Ranged

4 cube within 10

Main action

Each enemy in the area

Power Roll + Intuition:

4 corruption damage; **I<WEAK**, prone and can't stand (save ends)

7 corruption damage; **I<AVERAGE**, prone and can't stand (save ends)

11 corruption damage; **I<STRONG**, prone and can't stand (save ends)

Sanctuary (9 Piety)

You send yourself or an ally to a divine manifold to instantaneously regain health.

Magic, Ranged

Ranged 10

Maneuver

Self or one ally

Effect: The target is removed from the encounter map until the start of their next turn and can spend any number of Recoveries. At the start of their turn, the target reappears in the space they left or the nearest unoccupied space of their choice.

Vessel of Retribution (9 Piety)

You infuse yourself or an ally with the retributive energy of the gods, waiting to be unleashed.

Magic, Ranged

Ranged 10

Maneuver

Self or one ally

Effect: The first time the target is dying or winded before the end of the encounter, each enemy within 5 squares of them takes 15 holy damage.

6th-Level Features

As a 6th-level conduit, you gain the following features.

Burgeoning Saint

You are infused with the power your deity reserves for their most worthy instruments. You have the following benefits:

- You gain an edge on Presence tests made to interact with other creatures.
- Whenever you deal damage to an enemy, you can spend a Recovery.
- You have corruption immunity 10 or holy immunity 10 (your choice).
- Your clothing and equipment changes in a way that reflects your status as your deity's chosen champion, such as ordinary robes turning into gold vestments or a simple dagger becoming a wicked blade with intricate etching.

Perk

You gain one crafting, lore, or supernatural perk of your choice.

6th-Level Domain Ability

Choose one of your domains. You gain a heroic ability from that domain, as shown on the 6th-Level Conduit Domain Abilities table.

6th-Level Conduit Domain Abilities

Domain	Ability
Creation	Gods' Machine
Death	Aura of Souls
Fate	Your Story Ends Here
Knowledge	Invocation of Undoing
Life	Revitalizing Grace
Love	Lauded by God
Nature	Spirit Stampede
Protection	Cuirass of the Gods
Storm	Lightning Lord
Sun	Blessing of the Midday Sun
Trickery	Invocation of Mystery
War	Blade of the Heavens

Aura of Souls (9 Piety)

A whirlwind of souls of the dead flies around you at your command.

Area, Magic

4 aura

Maneuver

Each creature in the area

Effect: Until the end of the encounter or until you are dying, at the end of each of your turns, you can slide each creature in the area up to a number of squares equal to your Intuition score. This forced movement ignores stability for your allies.

Blade of the Heavens (9 Piety)

A greatsword streams down from the sky, threatening to pin your foe.

Magic, Ranged, Strike

Ranged 5

Main action

One creature

Power Roll + Intuition:

≤11 8 + 1 damage; **A < WEAK**, prone and restrained (save ends)

12-16 12 + 1 damage; **A < AVERAGE**, prone and restrained (save ends)

17+ 16 + 1 damage; **A < STRONG**, prone and restrained (save ends)

Blessing of the Midday Sun (9 Piety)

Your body emits a heat that bakes your enemies and inspires your allies.

Area, Magic

4 aura

Maneuver

Self and each creature in the area

Effect: Until the end of the encounter or until you are dying, each enemy in the area takes a bane on power rolls, and you and each ally in the area gain 1 surge at the end of each of your turns.

Cuirass of the Gods (9 Piety)

Your allies are covered in spiritual armor.

Area, Magic, Ranged

Ranged 10

Maneuver

Three creatures

Effect: You can target yourself instead of one creature with this ability. Each target has damage immunity 5 until the start of your next turn.

Gods' Machine (9 Piety)

You conjure a whirring tank made of blades and metal.

Magic, Ranged

Ranged 10

Main action

Special

Effect: You conjure a size 2 rolling machine that appears in an unoccupied space within distance. The machine has 50 Stamina and immunity all to poison and psychic damage. It disappears at the end of the encounter, if its Stamina drops to 0, or if you are dying. When the machine first appears, make the following power roll once, targeting each enemy adjacent to it.

Power Roll + Intuition:

≤11 3 damage

12-16 5 damage

17+ 8 damage

Once on each subsequent turn, you can use a free maneuver to move the machine a number of squares up to your Intuition score then repeat the power roll.

Invocation of Mystery (9 Piety)

"Now you see us ..."

Area, Magic

4 burst

Maneuver

Self and each ally in the area

Effect: Each target is invisible until the start of your next turn.

Invocation of Undoing (9 Piety)

You utter a secret word of destruction known only to deities.

Area, Magic

4 burst

Main action

Each enemy in the area

Power Roll + Intuition:

≤11 3 sonic damage; push 3

12-16 6 sonic damage; push 5

17+ 9 sonic damage; push 7

Special: You can choose to have this ability deal damage to and push objects, and to deal damage to buildings.

Lauded by God (9 Piety)

You beseech the gods to give your allies what they need to win the day, and the gods answer.

Magic, Ranged

Ranged 10

Maneuver

Two allies

Effect: Each target gains 3 of their Heroic Resource.

Lightning Lord (9 Piety)

Lightning bursts forth from your body in several directions.

Area, Magic

Three 10 × 1 lines within 1

Main action

Each enemy in the area

Power Roll + Intuition:

≤11 6 lightning damage; push 1

12-16 9 lightning damage; push 2

17+ 13 lightning damage; push 3

Effect: The targets are force moved one at a time, starting with the target nearest to you, and can be pushed into other targets in the same line.

Revitalizing Grace (9 Piety)

With a gesture, you restore your health and that of your allies.

Area, Magic

4 burst

Main action

Self and each ally in the area

Effect: Each target can spend any number of Recoveries. Additionally, each target can end one effect on themselves that is ended by a saving throw or that ends at the end of their turn, or they can stand up if prone.

Spirit Stampede (9 Piety)

Animal spirits run through the battlefield, trampling your foes.

Area, Magic, Ranged

10 × 2 line within 5

Main action

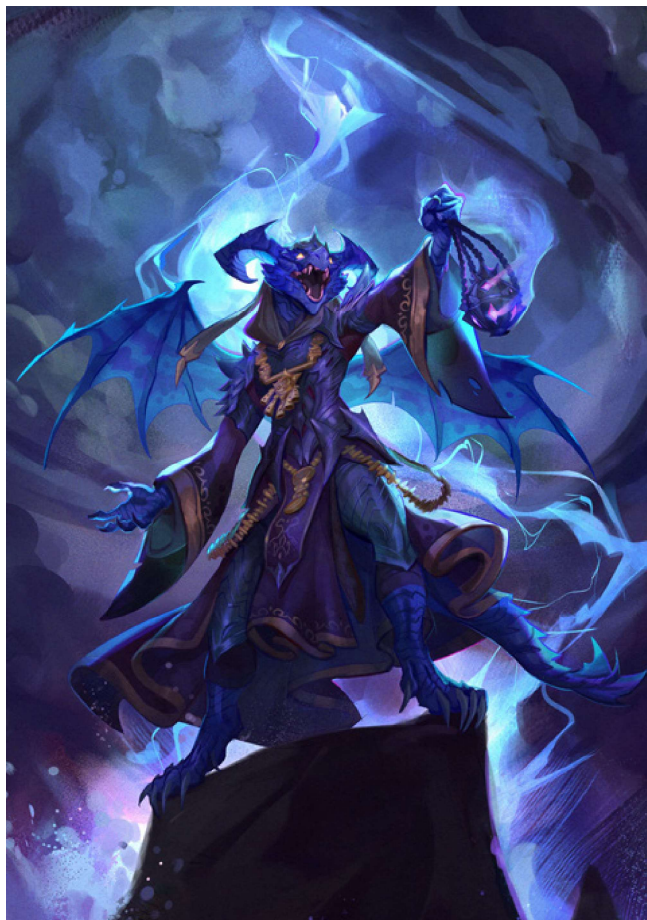
Each enemy in the area

Power Roll + Intuition:

≤11 5 damage; **M < WEAK**, prone and can't stand (save ends)

12-16 8 damage; **M < AVERAGE**, prone and can't stand (save ends)

17+ 11 damage; **M < STRONG**, prone and can't stand (save ends)



Your Story Ends Here (9 Piety)

You bend the fate of a foe, willing them to die.

Magic, Ranged, Strike

Ranged 10

Main action

One creature

Power Roll + Intuition:

≤11 9 + **I** corruption damage; **R < WEAK**, weakened (save ends)

12-16 14 + **I** corruption damage; **R < AVERAGE**, weakened (save ends)

17+ 19 + **I** corruption damage; **R < STRONG**, weakened (save ends)

Effect: If this damage kills the target, you and each ally within distance can spend a Recovery.

7th-Level Features

As a 7th-level conduit, you gain the following features.

Characteristic Increase

Each of your characteristic scores increases by 1, to a maximum of 4.

Faithful’s Reward

When you roll for piety at the start of your turn in combat, you gain 1d3 + 1 piety.

Skill

You gain one skill of your choice.

7th-Level Domain Feature

Choose one of your domains. You gain a domain feature for that domain, as shown on the 7th-Level Conduit Domain Features table.

7th-Level Conduit Domain Features

Domain	Feature
Creation	Divine Quartermaster
Death	Word of Death Deferred
Fate	Word of Fate Denied
Knowledge	Gods’ Library
Life	Font of Grace
Love	Covenant of the Heart
Nature	Nature’s Bounty
Protection	Blessing of Iron
Storm	Thunderstruck
Sun	Light of the Burning Sun
Trickery	Trinity of Trickery
War	Your Triumphs are Remembered

BLESSING OF IRON

The gods send divine favor to you and your allies. While you are not dying, enemies take a bane on strikes against you or any ally within 3 squares of you.

COVENANT OF THE HEART

You can maintain bonds with up to three willing creatures using your Invocation of the Heart feature. Additionally, you have the following ability.


Guided to Your Side

You concentrate on a friend and teleport to them.

Magic, Ranged

 Ranged 10

Main action

 Self and each ally

Effect: Each target is teleported to unoccupied spaces within 5 squares of a willing creature who you are bonded to with your Invocation of the Heart feature. You don’t need line of effect to the bonded creature but you must be on the same world.

DIVINE QUARTERMASTER

Each time you finish a respite, you can choose a treasure with a project goal equal to 50 times your level or less. You gain a divine version of this treasure that lasts until you finish another respite or it is consumed.

FONT OF GRACE

Each time you use your Healing Grace ability, you gain 1 piety that can be spent only on that ability during the same turn. If you don’t use this piety, it is lost. Additionally, you can use your Minor Miracle feature to return a creature to life even if you don’t have their remains.

GODS’ LIBRARY

You can gain access to information you need through prayer, so that you no longer require research materials for crafting and research projects (see [Chapter 12: Downtime Projects](#)). Additionally, you add your level to project rolls you make for crafting and research projects. You also have any skills in the lore skill group you don’t already have, and you gain a number of skills from any other skill groups equal to the number of skills you had in the lore skill group before you gained this feature.

LIGHT OF THE BURNING SUN

Sun infuses your body. Whenever you use an ability to deal rolled damage to another creature, that ability deals an extra 5 fire damage, or an extra 15 fire damage if the creature is undead. Additionally, you have fire immunity equal to your level, which is added to any other fire immunity you have.

NATURE’S BOUNTY

When you finish a respite, you can prepare a magic meal using local flora for any companions who rested with you. Choose two of the following benefits for creatures who consume the meal:

- ♦ Each creature gains immunity to acid, cold, corruption, fire, lightning, poison, or sonic damage equal to your level. You can choose this benefit twice, choosing a different damage immunity each time.
- ♦ Each creature gains 20 temporary Stamina.
- ♦ Each creature gains a +1 bonus to speed.
- ♦ Each creature gains a +1 bonus to saving throws.
- ♦ Each creature gains an edge on tests made to influence other creatures.

Each benefit lasts until the creature who gains it finishes another respite.

THUNDERSTRUCK

Lightning and thunder infuse your body. Whenever you use an ability to deal lightning or sonic damage to another creature, you gain 1 surge. Additionally, if you use an ability that force moves a creature, the forced movement distance gains a bonus equal to your Intuition score.

TRINITY OF TRICKERY

You have the following ability.

Trinity of Trickery (9 Piety)

Hey! I'm over here. No, here, numbskull.

Magic, Ranged

Ranged 10

Maneuver

Self or one ally

Effect: You create two illusory duplicates of the target, which appear anywhere within distance. These duplicates last until the end of the encounter. On each of their turns, the target can move each duplicate up to their speed. If the target is targeted by an ability, they can use a free triggered action to switch places with a duplicate within their line of effect, making the duplicate the target of the ability instead. When either duplicate takes damage, it is destroyed.

WORD OF DEATH DEFERRED

You can stop death from taking your allies. When an ally within distance of your Healing Grace ability dies and you are not dying, you can use a free triggered action to instead have that ally fall unconscious until they regain Stamina.

Additionally, your abilities deal an extra 5 damage to winded creatures.

WORD OF FATE DENIED

When an ally within 10 squares takes damage that would leave them dying, you can use a free triggered action to make yourself or another willing creature within 10 squares of you the target of the triggering damage instead. The creature you choose takes the damage and suffers any effects associated with it, and that damage can't be reduced in any way.

YOUR TRIUMPHS ARE REMEMBERED

The gods allow you and your companions to bask in the glory of past successes. Whenever you finish a respite, you and any other heroes who rested with you regain 1 Victory after your Victories are converted to XP. This Victory isn't converted into XP at the end of a subsequent respite.

8th-Level Features

As an 8th-level conduit, you gain the following features.

Perk

You gain one perk of your choice.

8th-Level Domain Feature

You gain the 7th-level domain feature for the domain whose feature you didn't select at that level (see [7th-Level Domain Feature](#)).

11-Piety Ability

Choose one heroic ability from the following options, each of which costs 11 piety to use.

Arise! (11 Piety)

Your deity rewards you or an ally on the verge of defeat with a miracle burst of strength and resolve.

Magic, Ranged

Ranged 10

Main action

Self or one ally

Effect: The target can spend any number of Recoveries, can end any effects on them that are ended by a saving throw or that end at the end of their turn, and can stand up if they are prone. Additionally, at the start of each of their turns until the end of the encounter or until they are dying, the target gains 3 surges.

Blessing of Steel (11 Piety)

A protective aura defends your allies from harm.

Area, Magic

5 aura

Maneuver

Self and each ally in the area

Effect: Until the end of the encounter, any ability roll made against a target takes a bane and each target has damage immunity 5.

Blessing of the Blade (11 Piety)

"The power of the gods is within you, friends. Allow me to unleash it."

Area, Magic

5 aura

Maneuver

Self and each ally in the area

Effect: At the end of each of your turns until the end of the encounter or until you are dying, each target gains 3 surges.

Drag the Unworthy (11 Piety)

You conjure an angel who moves a foe and heals your allies.

Magic, Ranged, Strike

Ranged 10

Main action

One creature or object

Power Roll + Intuition:

9 + holy damage; slide 3

13 + holy damage; slide 4

18 + holy damage; slide 6

Effect: Each ally the target comes adjacent to during the forced movement can spend a Recovery.

9th-Level Features

As a 9th-level conduit, you gain the following features.

Faith's Sword

Each time you finish a respite, you can choose a willing hero ally who finished the respite with you. That ally gains the benefits of your Burgeoning Saint feature until you finish another respite. Additionally, you can spend piety as a free maneuver to give the hero 1 of their Heroic Resource for every 2 piety spent.

Ordained

Your god elevates the power flowing through you. Your characteristic scores are treated as 1 higher for the purpose of resisting potencies. Additionally, while you have 5 or more Victories, you speak with the voice of your deity. You have a double edge on Presence tests made to influence other creatures.

9th-Level Domain Ability

Choose one of your domains. You gain a heroic ability from that domain, as shown on the 9th-Level Conduit Domain Abilities table.

9th-Level Conduit Domain Abilities

Domain	Ability
Creation	Divine Dragon
Death	Word of Final Redemption
Fate	Bend Fate
Knowledge	Word of Weakening
Life	Radiance of Grace
Love	Alacrity of the Heart
Nature	Thorn Cage
Protection	Blessing of the Fortress
Storm	Godstorm
Sun	Solar Flare
Trickery	Night Falls
War	Righteous Phalanx

Alacrity of the Heart (11 Piety)

You speak inspiring words to a friend and spur them to incredible feats.

Magic, Ranged

Ranged 10

Maneuver

One ally

Effect: The target has an additional main action they can use on their next turn, and gains 3 of their Heroic Resource.

Bend Fate (11 Piety)

The gods know you must prevail, and they bless your fate.

Magic, Ranged

Ranged 10

Main action

Self or one ally

Effect: Until the end of the encounter or until you are dying, each of the target's power rolls has its outcome improved by one tier.

Blessing of the Fortress (11 Piety)

A magic circle extends out from you, barring foes from getting close.

Area, Magic

Self; see below

Maneuver

Self

Effect: Until the end of the encounter or until you are dying, no enemy can approach within 5 squares of you by moving or by being force moved by any enemy. Targets can be force moved closer to you by you or your allies, or can move closer because of your movement.

Divine Dragon (11 Piety)

From nothing but divine will, you create a powerful ally.

Magic, Ranged

Ranged 10

Main action

Special

Effect: You conjure a size 4 dragon that appears in an unoccupied space within distance. The dragon has speed 6 and can fly, stability 4, 100 Stamina, immunity all to fire damage, and uses your characteristics. The dragon disappears at the end of the encounter, if their Stamina drops to 0, or if you are dying.

On subsequent turns, you can use a main action to command the dragon to breathe magic fire in a 3 cube within 1 square of them. Make the following power roll targeting each enemy in the area.

Power Roll + Intuition:

5 fire damage

9 fire damage

12 fire damage

Additionally, you can use a maneuver to move the dragon up to their speed, or to make a melee weapon strike with their claw against an adjacent creature or object. The dragon can also make this strike as a free strike.

Power Roll + Intuition:

3 + damage

5 + damage

8 + damage

Godstorm (11 Piety)

You summon a divine storm that remains under your control.

Area, Magic, Ranged

5 cube within 5

Main action

Each enemy in the area

Power Roll + Intuition:

2 lightning damage, 2 sonic damage

3 lightning damage, 3 sonic damage

5 lightning damage, 5 sonic damage

Effect: A raging storm fills the area until the end of the encounter or until you are dying. At the start of each of your turns, you can move the storm up to 5 squares (no action required). On subsequent turns while the storm is active, you can use a maneuver to make its power roll.

Night Falls (11 Piety)

You summon darkness that thwarts only your foes.

Area, Magic, Ranged

5 cube within 10

Main action

Special

Effect: Until the end of the encounter or until you are dying, the area is filled with magic darkness that your enemies can't see through, but you and your allies can.

Radiance of Grace (11 Piety)*Intense light is emitted from your body, healing your allies.***Magic, Ranged**

Ranged 10

Main action

Four allies

Effect: You can target yourself instead of one ally with this ability. Each target can spend any number of Recoveries, can end any effects on them that are ended by a saving throw or that end at the end of their turn, and can stand up if they are prone.

Righteous Phalanx (11 Piety)*A wall of spinning swords and knives appears where you wish.***Area, Magic, Ranged**

15 wall within 10

Main action

Special

Effect: The wall lasts until the end of the encounter or until you are dying and can be placed in occupied squares. Creatures can enter and pass through the wall. Each enemy who enters the area for the first time in a combat round or starts their turn there takes 15 damage.

Solar Flare (11 Piety)*You call down a sphere of fire that burns your foes to ash.***Area, Magic, Ranged**

5 cube within 10

Main action

Each enemy in the area

Power Roll + Intuition:

9 fire damage

14 fire damage

19 fire damage

Thorn Cage (11 Piety)*Vines burst forth from the ground and bind your foe, slowly closing around them.***Magic, Ranged, Strike**

Ranged 10

Main action

One creature

Power Roll + Intuition: 10 + damage; **A < WEAK**, restrained (save ends) 15 + damage; **A < AVERAGE**, restrained (save ends) 21 + damage; **A < STRONG**, restrained (save ends)

Effect: While restrained this way, the target takes 10 damage at the start of each of your turns.

Word of Final Redemption (11 Piety)*Your death will fuel our victory.***Magic, Ranged**

Ranged 10

Free triggered

One creature

Trigger: The target dies.

Effect: Before the target dies, you can look at their stat block and force them to use one ability that is a main action or a maneuver. If the ability costs a Heroic Resource or Malice, the creature can use it without any cost. For the purpose of using this ability, your allies and enemies are the target's allies and enemies, and you decide who the ability targets.

Word of Weakening (11 Piety)*You utter a divine word that makes a foe brittle.***Magic, Ranged, Strike**

Ranged 10

Main action

One creature or object

Power Roll + Intuition: 10 + corruption damage; **A < WEAK**, weakened (save ends) 15 + corruption damage; **A < AVERAGE**, weakened (save ends) 21 + corruption damage; **A < STRONG**, weakened (save ends)

Effect: While weakened this way, the target has damage weakness 10.

10th-Level Features

As a 10th-level conduit, you gain the following features.

Avatar

You are now an avatar of your god! When you use your Prayer feature, you can be affected by up to three prayers at once, and you can change all those prayers and your ward as a respite activity. You can also use a maneuver to activate one of your domain effects (see [Domain Piety and Effects](#)) without needing to pray.

Additionally, whenever you take a respite, you can open a portal to rest in the presence of your deity and bring along any allies. When you do, you can ask your deity three questions, which the Director must answer honestly if your deity knows the answers (though they might answer cryptically or incompletely). When you finish your respite, you and your allies can appear at any location in the timescape where someone worships your deity.

Characteristic Increase

Your Intuition score increases to 5. Additionally, you can increase one of your characteristic scores by 1, to a maximum of 5.

Divine Power

You have an epic resource called divine power. Each time you finish a respite, you gain divine power equal to the XP you gain. You can spend divine power on your abilities as if it were piety.

Additionally, you can spend divine power as if it were piety to use any conduit abilities you don't have, as the gods answer your prayers with temporary and unique gifts. If you use a conduit ability you don't have that usually costs no piety, you must spend 1 divine power to use it.

Divine power remains until you spend it.

Most Pious

When you roll for piety at the start of your turn in combat and you pray, you gain 1 additional piety.

Perk

You gain one crafting, lore, or supernatural perk of your choice.

Skill

You gain one skill of your choice.