

Aside from merely worshipping deities, within a religious system there would always be exemplary individual that have won a favored place at their deities' side. These honored souls watch over the faithful on the mortal plane, and while they may not individually be able to provide spells to a cleric, they can deliver miraculous assistance to a worthy supplicant.

These 'Saints' can provide increases to the skills of those acting in the cause of the faith under certain conditions, to those that know how to ask.

For example: Saint Elya was a campaigning cleric of Pelor that was captured and tortured by mad cultists in the service of Nerull. After weeks of agony, she slipped her bonds and intended to escape, but rather than save herself, she was slain while helping the other prisoners of the cult to escape. Invoking Saint Elya provides a +2 enchantment bonus to escape artist checks.

To learn of a Saint and invoke him/her, the petitioner must have a certain number of ranks in knowledge religion, be of the same alignment as the Saint, and pay an experience point cost.

Saint Elya

Lawful Good

Knowledge Religion: 5 ranks

XP Cost: 100

The Petitioner must research the Saint's life, in much the same manner as an arcane spellcaster would research a new spell. Sufficient details can be found in books or scrolls, and knowledge of Saints useful to adventurers may be contained on scrolls as part of dungeon treasure.

The petitioner need not belong to the exact same religion as the Saint, and may not even be a cleric. For example: Lord Valoren is a Paladin of Heironeous with 10 ranks of knowledge religion. he invokes Saint ThunderAxe, dwarven battle-priest of Moradin in battle against the same orc horde that ThunderAxe died fighting, to prevent them from despoiling human lands. Though not of the same class or religion, Saint Thunderaxe would certainly hear this request, and grant Lord Valoren a +4 enchantment bonus to melee attacks against orcs. (but not any other enemies)

New Feat:

Patron Saint

Benefits: You choose a Saint that you currently know. You gain +2 to whatever numerical benefit that Saint normally provides. This Feat may be taken more than once, each time it applies to a new Saint.

Saint Wlydborn

Chaotic Good

Knowledge Religion: 4 ranks

XP Cost: 100

+2 Handle Animal

Saint Ermiah

Lawful Good

Knowledge Religion: 4 ranks

XP Cost: 100

+2 Diplomacy

Saint Hodun
Chaotic Good
Knowledge Religion: 4 ranks
XP Cost: 100
+2 to grapple checks

Saint Eldamar
Chaotic Good
Knowledge Religion: 6 ranks
XP Cost: 200
+2 melee using longsword.

Saint Thrax
Lawful Good
Knowledge Religion: 6 ranks
XP Cost: 200
+4 to Diplomacy checks in the Highland Freestates, +1 to AC in any mountain range.

Saint ThunderAxe
Lawful Good
Knowledge Religion: 6 ranks
XP Cost: 300
+4 melee against evil humanoids

Saint Beryline
Neutral Good
Knowledge Religion: 4 ranks
XP Cost: 150
+4 Swim

Saint Bonewind
Lawful Good
Knowledge Religion: 6 ranks
XP Cost: 200
+4 melee against undead

Saint Gar the Flat
Lawful Good
Knowledge Religion: 6 ranks
XP Cost: 200
+2 AC against giant humanoids

Saint Emolus
Lawful Good
Knowledge Religion: 4 ranks
XP Cost: 100
+4 reflex save against fire damage

Saint Qarrack
Lawful Good
Knowledge Religion: 4 ranks
XP Cost: 200
+2 AC when defending location against invaders.

Saint Sherryn
Lawful Good
Knowledge Religion: 8 ranks
XP Cost: 400 Also must have knowledge of Saint Ermiah.
+8 Diplomacy involving Heads of Government

Saint Hunt
Lawful Good
Knowledge Religion: 6 ranks
XP Cost: 200
+4 fortitude save against poison

Saint Fidelis
Lawful Good
Knowledge Religion: 4 ranks
XP Cost: 100
+2 Will save against charms and compulsion.

Saint Fletcher
Lawful Good
Knowledge Religion: 4 ranks
XP Cost: 100
+2 ranged against evil humanoids.

Saint Willowsong
Chaotic Good
Knowledge Religion: 6 ranks
XP Cost: 200
+2 damage with ranged weapons.

Saint Walker
Lawful Good
Knowledge Religion: 6 ranks
XP Cost: 200
+4 to Spot checks in cities.

Saint Freyan
Lawful Good
Knowledge Religion: 4 ranks
XP Cost: 100
+4 to diplomacy checks involving elves.

Saint Rackbane
Lawful Good
Knowledge Religion: 4 ranks
XP Cost: 100
+2 To turning checks against cadaverous/skeletal undead.

Saint Hullforge
Lawful Good
Knowledge Religion: 4 ranks
XP Cost: 100
+2 Craft checks

Saint Lark
Chaotic Good
Knowledge Religion: 4 ranks
XP Cost: 100
+4 to Perform checks

Saint Bradhurst
Lawful Good
Knowledge Religion: 6 ranks
XP Cost: 200
+4 move silently within 100 feet of evil beings.

Saint Balmtouch
Lawful Good
Knowledge Religion: 4 ranks
XP Cost: 100
+4 to healing skill checks

Saint Smithring
Lawful Good
Knowledge Religion: 8 ranks
XP Cost: 400 Also requires knowledge of Saint Hullforge
+4 to Craft checks for the creation of weapons or armor.

Saint Jerrod
Lawful Good
Knowledge Religion: 4 ranks
XP Cost: 100
+1 AC against chaotic enemies

Saint Sirennia
Chaotic Good
Knowledge Religion: 6 ranks
XP Cost: 200 Also must have knowledge of Saint Lark
+8 to Perform Checks, +2 to all bonuses from Bardic Music. Replaces Saint Lark's bonus.

Saint Autumnfree
Chaotic Good
Knowledge Religion: 4 ranks
XP Cost: 200
+4 to Wilderness Lore checks

Saint Wildstring
Chaotic Good
Knowledge Religion: 8 ranks
XP Cost: 400 Also requires knowledge of Saint WillowSong
+4 to Craft checks for the creation of bows or missile weapons.

Saint Ragah
Neutral Good
Knowledge Religion: 4 ranks
XP Cost: 200
+4 melee when fighting creatures with natural armor.

Saint Yarrow
Lawful Good
Knowledge Religion: 4 ranks
XP Cost: 100
+4 Sense Motive for determining criminal guilt

Saint Whitehand
Lawful Good
Knowledge Religion: 6 ranks
XP Cost: 300 Also must have knowledge of Saint Balmtouch
+4 additional hitpoints from your healing spells.

Saint Cerberi
Lawful Good
Knowledge Religion: 8 ranks
XP Cost: 400
+4 melee against anyone with rogue levels.

Saint Bleeding Eye
Lawful Good
Knowledge Religion: 8 ranks
XP Cost: 300
+4 damage against arcane spellcasters

Saint Brodi
Lawful Good
Knowledge Religion: 6 ranks
XP Cost: 200
+2 melee against evil outsiders

Saint Gax
Lawful Good
Knowledge Religion: 8 ranks
XP Cost: 200
+2 AC against aberrations.

Saint Grufflundt
Lawful Good
Knowledge Religion: 6 ranks
XP Cost: 300 Also must have knowledge of Saint Jerrod.
1 damage resistance (as barbarian) within 100 feet of Chaotic creatures.

Saint Illeu
Lawful Good
Knowledge Religion: 8 ranks
XP Cost: 200
+4 AC when wearing no armor.

Saint Firefall
Lawful Good
Knowledge Religion: 10 ranks
XP Cost: 600, Also must have knowledge of Saint Bleeding Eye
+6 to Will savings throws against arcane spellcasters

Saint StarBrow
Lawful Good
Knowledge Religion: 8 ranks
XP Cost: 400 Also must have knowledge of Saint Rackbane.
+4 Turning Damage

Saint Ashwrath
Lawful Good
Knowledge Religion: 10 ranks
XP Cost: 800 Also must have knowledge of Saint Fletcher
+4 ranged, +4 missile damage against evil humanoids, replaces Saint Fletcher's bonus.

Saint WandBreaker
Lawful Good
Knowledge Religion: 12 ranks
XP Cost: 1,000 Also must have knowledge of Saint Firefall
+8 to DC of your spells when casting against arcane spellcaster

Saint Warbeard
Lawful Good
Knowledge Religion: 12 ranks
XP Cost: 800 Also must have knowledge of Saint Grufflundt
+6 damage against Chaotic enemies.

Saint Cudgel
Lawful Good
Knowledge Religion: 12 ranks
XP Cost: 1,000 Also must have knowledge of Saint Cerberi
+8 damage against anyone with Rogue levels.

Saint Teel
Lawful Good
Knowledge Religion: 8 ranks
XP Cost: 400 Also must have knowledge of Saint Brodi
+1 enchantment bonus to melee and damage against evil outsiders.

Saint Na'hallys
Lawful Good
Knowledge Religion: 10 ranks
XP Cost: 600 Also must have knowledge of Saint Gax
+4 damage against aberrations.

Saint Scroll's End
Lawful Good
Knowledge Religion: 16 ranks
XP Cost: 2,000 Must have knowledge of Saint WandBreaker
You gain SR 18 against arcane spells.

Saint Goldheart
Lawful Good
Knowledge Religion: 10 ranks
XP Cost: 1,000 Also must have knowledge of Saint Whitehand.
+8 additional hitpoints from your healing spells, replaces Saint Whitehand's bonus.

Saint Syllerys

Lawful Good

Knowledge Religion: 10 ranks

XP Cost: 800 Also must have knowledge of Saint Teel

+8 Will save, +8 fortitude save to recover from negative levels, both apply only against evil outsiders.

Saint Slyvancloak

Chaotic Good

Knowledge Religion: 14 ranks

XP Cost: 2,000 Also requires knowledge of Saint Wildstring

+2 enchantment bonus (melee/damage) for all your missile weapons, all missiles become Keen weapons of Wounding. This stacks with Saint Willowsong's bonus.