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Complete divine 3.5

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Boyd and ErikMona; and "Champions of Virtue" in Dragon #282 by James Wyatt.Based on the original DUNGEONS & DRAGONS® rules created by Gary Gygax and Dave Arneson, and the new DUNGEONS & DRAGONSGame designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.This product uses updated material from the v.3.5 revision. This WIZARDS OF THE COAST® game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.U.S., CANADA, ASIA, PACIFIC, EUROPEAN HEADQUARTERS& LATIN AMERICAWizards of the Coast, Inc. Wizards of the Coast, BelgiumP.O. Box 707Renton WA 98057-0707 T Hofveld 6dQuestions? 1-800-324-6496 1702 Groot-Bijgaarden Belgium 620-88036-001-EN +322-467-3360 987654321 First Printing: May 2004DUNGEONS & DRAGONS, D&D, DUNGEON MASTER, d20, d20 System, WIZARDS OF THE COAST, Player's Handbook, Dungeon Master's Guide, Monster Manual, Complete Divine, and other Wizards of the Coast game titles, and their respective logos are trademarks of Wizards of the Coast, Inc., in the U.S.A. and other countries. All Wizards characters, character names and the distinctive likenesses thereof are trademarks of Wizards of the Coast, Inc. Distributed to the hobby, toy, and comic trade in the United States and Canada by regional distributors.Distributed in the United States to the book trade by Fenn Ltd. Distributed worldwide by Wizards of the Coast, Inc. and regional distributors. This material is protected under the copyright laws of the United States of America. 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Reynolds Complete Divine is a rules supplement for the DUNGEONS & This book contains information for players and DMs, showcases DRAGONS® Roleplaying Game. Primarily a player resource, it ing new and interesting options for characters and creatures focuses on new options and expanded rules for D&D play- utilizing the D&D combat rules. Players can read through the ers who want to create or advance characters with a connec- entire book without hesitation—DMs can use the material to tion to the divine. Dungeon Masters can use this book as a generate their own surprises without any help resource for creating or optimizing their own creations. The Devoted (Chapter 1): This chapter introduces three DIVINE CHARACTERS new character classes: the spirit-bargaining shaman, the versatile shugenja, and the favored soul, who demonstrates A divine cleric is any character for whom worship of a an instinctive knowledge of divine magic. Each class has a greater power—often a deity but sometimes a more abstract strong connection to divine power, but none casts spells in force or philosophy—is an important part of daily life. Divine the way a traditional cleric does, characters aren't always clerics and druids, although it's hard to imagine a cleric for whom the divine relationship isn't Prestige Classes (Chapter 2): A large number of pres- important. For brevity, we call these characters "divine char- tige classes are presented here, all with a focus on divine acters," although they aren't divine or immortal themselves. magic or gifts from the gods. Whether you're playing a They're characters with an essential connection cleric, a druid, a fighter, or some other class, you should find to divine forces. If your character's a prestige class here that appeals to you, allegiance to a deity is important, or if divine magic is a powerful Supplemental Rules (Chapter 3): This chapter force in your character's life, includes new and updated feats as well a variant then Complete Divine is the system that allows faith to play a direct hand book for you. in your character's abilities. Magic Items (Chapter 4): A new kind of Not every D&D character magic item known as a relic is introduced, should necessarily give up powered by your character's connection to the tavern for the cloister, the divine. There's plenty of room in the Deities (Chapter 5): This chapter tells game for characters that pay you how characters who worship the deities the gods only lip service, or of the core D&D pantheon behave—from those who proudly proclaim the prayers they chant to the quests they that they're the masters of undertake. Dozens of new deities from the their own fate. But giving Living Greyhawk campaign are included as your character an allegiance well for campaigns seeking more variety in the to a set of beliefs and a connection to forces beyond the divine realm mortal world can enrich the D&D experience, no matter the The Divine World (Chapter 6): This chapter dis- race and class of your character. Within these pages you'll find divine connections to prowess in battle, stealth, nego- cusses the afterlife of a soul in the context of a D&D game tiation—and even arcane magic. Whether you're a cleric of and covers different roles for churches within a campaign. peerless faith, a shadowy killer-for-hire, a crusading paladin, or a wizard in search of greater mysteries, there's something Domains and Spells (Chapter 7): From the subtle in Complete Divine for you. spywork of chain of eyes to the destructive power of the obe- dient avalanche, new spells for clerics, druids, rangers, and paladins make up the bulk of this chapter. Some spells are equally effective for bards, wizards, and sorcerers. Addition- ally, clerics will find 21 new domains, ranging from Dream to Liberation. pqqqqqqqqqqqqqqqqqqqq SOURCES If you've been playing with a particular prestige class or feat that This book includes material from other sources, including we've picked up and revised, we hope you'll look at the new ver- Dragon magazine and earlier works such as Defenders of the sion and see why we made the changes—but you don't have to Faith and Faiths and Pantheons. Much of this material has been play with the revised material if you don't want to. The Dungeon picked up and revised based on feedback and comments from Master, as always, should make the final call about what material D&D players and DMs all around the world. We hope you like belongs in his or her game, and if you've been playing with an the changes we made to the prestige classes, feats, and other older version of something that appears in this book and you're elements of the game as well as the large amount of brand- having fun doing it, don't worry about making a change. We new material you'll find in these pages. think all the changes we've made are for the best, but it's your game, after all. Remember, however, that DUNGEONS & DRAGONS is your game. A pqqqqqqqqqqqqqqqqqqrsllus. by Scott Roller hether it's the cleric's spell, the druid's wild that the deity is
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o+3+2 o+2+2 o+2+1 o+1+1 +1+0 — 12th o+5+4 o+3+2 o+3+2 o+2+1 o+1+1 o+1+0 — 13th o+5+4 o+3+2 o+3+2 o+2+2 o+2+2 o+2+1 o+1+1 — 14th o+5+4 o+3+2 o+3+2 o+3+2 o+2+2 o+2+1 o+1+1 o+1+0 — 15th o+5+4 o+3+2 o+3+2 o+3+2 o+2+2 o+2+2 o+2+1 o+1+1 — 16th o+5+4 o+3+2 o+3+2 o+2+2 o+2+2 o+2+1 o+1+1 +1+0 — 17th o+5+4 o+3+2 o+3+2 o+3+2 o+2+2 o+2+2 o+2+1 o+1+1 — 18th o+5+4 o+3+2 o+3+2 o+3+2 o+2+2 o+2+2 o+2+1 o+1+1 — 19th o+5+4 o+3+2 o+3+2 o+3+2 o+2+2 o+2+2 o+2+1 o+1+1 — 20th o+5+4 o+3+2 o+3+2 o+2+2 o+2+2 o+2+2 o+2+1 o+1+1

"At each level, a shugenja gets an order spell for each spell level, starting at 1st. The "o" on this list represents that. The number in the middle is the number of spells of the shugenja's favored element, and the final number is the additional number of spells known of any element.12same time that he gains new spells known for the level. A THE shugenjas of the Order of the Ineffable Mystery can CHAPTER 1shugenja still must honor his elemental focus. specialize in any of the four elements. The ineffable Mys- tery also trains shugenjas who specialize the fifth element, THE Shugenjas do not have spellbooks, though they write word. (See the wild disciple prestige class in Chapter 2.)their spells on ofudas. These ofudas serve as divine focus DEVOTEDitems and must be read as part of the spellcasting process. Sense Elements (Sp): One of the first "spells" a shugenjaShugenjas can use the Scribe Scroll feat to create magic learns—a magical effect so basic that it becomes a spell-like scrolls that work the same as a wizard or cleric's scrolls. ability—is the ability to sense elements. As a full-round action, a shugenja can become aware of all sources of one.

When casting metamagic spells, remember that the su- chosen element (air, earth, fire, or water) within 10 feet ogenja has not prepared the spell in advance, and is doing so him. The shugenja learns the size of the objects but not theiron the spot. The shugenja, therefore, must take more time precise location or actual nature.to cast a metamagic spell than a regular spell. If its normalcasting time is 1 standard action, casting a metamagic spell By concentrating longer, a shugenja can either extendis a full-round action for a shugenja. For spells with a longer her magical senses or gather more information about recasting time, it takes an extra full-round action to cast the elements he has detected. Each additional round spent inspell. Shugenjas cannot use the Quickened Spell metamagic concentration allows the shugenja to add 5 feet to the radiusfeat. of his sense ability, to a maximum of 5 additional feet per shugenja level. Thus, at 4th level, Kitsu Mari can sense ele- Element Focus: All shugenjas have a favored element; ments to a maximum range of 30 feet by concentrating forth air, earth, fire, or water. A shugenja's choice of specialized five full rounds. Alternatively, the shugenja can focus on oneelement is sometimes determined by the shugenja order in source of the sensed element per round, attempting a Spell-which he studies. At least half the spells a shugenja knows craft check to determine more about that single item. That each spell level must belong to his favored element, and amount of information he learns depends on his Spellcraftthe spell dictated by his order often belongs to that element check resultas well. This is reflected on Table 1–4, which indicates howmany spells of each level must be spells of the shugenja's Check Result Information Learnedfavored element. At 1st level, for example, the shugenja Kitsu 20 or higher Item's general location (square containingMari must know at least three 0-level water spells—one it, or its nearest boundary if it is larger thanwater spell determined by his order and two additional 25 or higher a 5-foot square)water spells, plus two other 0-level spells of any element. Whether the item is natural or a spell effect.He also knows one 1st-level water spell from his order, one 30 or higher (A normal Spellcraft check against DC 20 +additional 1st-level water spell, and one 1st-level spell of 35 or higher spell level can then determine the nature ofany element. Shugenjas automatically gain the benefits of the spell effect.)the Spell Focus feat (+1 to spell DCs) for spells from their Whether the item is a creature or an object,favored element, regardless of its school. The exact nature of the item (for example whether a creature is an efreeti or a fire As the cost of specializing in one element, a shugenja is elemental, whether an object is gold orprohibited from learning spells associated with a different stone, whether air is breathable or not.)element. The prohibited element is dictated by the favoredelement, as described below. In subsequent rounds, a shugenja can retry his Spellcraft check on the same item, shift his attention to a different Air: Air spells are subtle, involving travel, intuition, influ- item, or extend the range of his senses.enecy, divination, and illusion. Earth is the prohibited ele-ment for air shugenjas. The Order of the All-Seeing Eye and A 1st-level shugenja can use this ability three times perthe Order of the Spring Zephyr specialize in air magic. day. Every five levels he advances as a shugenja allows him to use the ability an additional time per day (four times at 5th Earth: Earth spells involve resilience and resolve, health level, five times at 10th level, and so one). Like many divina and growth, and the strength of its body. Air is the prohib- tion spells, a shugenja's sense elements ability is blocked byited element for earth shugenjas. The Order of the Impen- 1 foot of stone, 1 inch of common metal, a thin sheet of lead,etuable Crucible and the Order of the Perfect Sculpture or 3 feet of wood or dirt.specialize in earth magic. For example, Kitsu Mari enters a room and concentrates Fire: Fire spells are destructive and blatant, though they to sense water. (Although he is a water shugenja, he couldalso deal with intelligence, inspiration, and creativity. Water just as easily sense any other element, including fire.) Heis the prohibited element for fire shugenjas. The Order of the becomes aware of all sources of water within 10 feet. A basinConsuming Flame specializes in fire magic. of water rests on the nightstand, a person lurks behind the door (living creatures are usually made of all four ele- Water: Water spells involve transformation, cleansing, ments) holding a vial of poison—Kitsu Mari discovershealing, and friendship. Fire is the prohibited element three sources of water within 10 feet of him: one Medium, for water shugenjas. The Order of the Forbidding Waste- one Small, and one Fine. Focusing on the Medium sourceland and the Order of the Gentle Rain specialize in watermagic. 13and concentrating for a round, he makes a Spellcraft check spirit shamans gain an increasing array of spirit powers as and gets a result of 31. He learns that the Medium source they advance in level, of water is a creature, that it is natural, and where it is. If the assassin behind the door has not already jumped out to Alignment: Spirit shamans, in keeping with the indivi- attack him, he has learned that a creature is hiding behind fference of the spirits, tend toward some measure of dispas- the door ... but more likely, he has learned this too late. Since. Unlike druids, they are more tribal than solitary, and involve themselves in the affairs of their fellows. Most spiritCHAPTER 1 Human Shugenja Starting Package shamans are neutral on at least one alignment axis, but it is Armor: None (speed 30 ft.) not uncommon to find a spirit shaman who has become so THE Weapons: Short sword (1d6, crit 19–20×2), 2 lb., light, caught up in the affairs of the living that she has lost her DEVOTED distance from human concerns. piercing). Light crossbow (1d8, crit 19–20×2, range inc. 80 ft., 4 lb., Religion: A spirit shaman reveres the essence of religion more than the practice. She gains her magical powers from piercing), the spirits that inhabit all things, living and dead, animate Skill Selection: Pick a number of skills equal to 5 + Int and inanimate. She combines ancestral worship with animal and nature worship. The typical spirit shaman, like a druid, modifies, pursues a mystic spirituality of transcendent union with nature rather than devoting herself to a divine entity. Still, Skill Ranks Ability Armor Check Penalty some spirit shamans give honor to deities of nature such as Con — either Obad-Hai (god of nature) or Ehlonna (goddess of the Concentration 4 Cha — woodlands). Wis — Diplomacy 4 Int — Background: Spirit shamans are first taught by older Init shamans. When a tribe's spirit shaman feels that the time Heal 4 Wis — is right, she chooses a potential successor from among the Init young folk of the tribe. Taking the youth into her own Knowledge (arcana) 4 Int — home, she spends years teaching her student the ways of both the natural world and the spirit realm. Typically, Knowledge (religion) 4 when the young spirit shaman is ready, the older shaman then sends her student out to wander the world for a time Spot (cc) 2 in order to gain the wisdom and experience necessary to serve as the tribe's spirit shaman on his return. Sometimes, Search (cc) 2 a young shaman impatient with an overly cautious master strikes out on his own to seek out the knowledge he feels Spellcraft 4 his master is withholding. Feat: Great Fortitude. Races: Halflings, humans, and half-orcs are the races that Bonus Feat: Alertness. more commonly give rise to the tribal cultures in which sha- Gear: Backpack with waterskin, one day's trail rations, maps flourish. While rare groups of barbaric dwarves, elves, bedroll, sack, flint and steel. Three torches. 10 bolts. Ofuda, or gnomes favor a shamanic tradition instead of a cleric or Gold: 1d4 gp. druid one, these communities are uncommon at best. SPIRIT SHAMAN Other Classes: Spirit shamans perceive a world that no other class truly understands. As such, they feel it is their Master of the spirit world, the spirit shaman follows a differ- duty to advise their comrades and protect them from the ent divine tradition than the cleric or the druid. Her world wrath of the spirits. Spirit shamans respect druids and get is filled with powerful, living spirits, some helpful and some along well with them, but they feel that clerics do not pay malign. By bargaining with these spirits, the spirit shaman sufficient respect to the spirit world, and often form long gains power over the natural world and mighty divine magic and bitter rivalries with clerics they meet, with which to aid her comrades or smite her enemies. Role: The spirit shaman is only a mediocre melee combat- Adventures: Spirit shamans exist to mediate between ant, but she can hurl spell after spell in a combat situation, the human world and the spirit world and make sure that No other character matches her ability to study a situation humans (and dwarves, elves, orcs, and all other humanoid and customize her spell selection for offense, defense, or races, of course) respect the spirits as is only right and special purposes. Like the druid, she can serve as a party's proper. Spirit shamans adventure to advance the causes of healer, but she is best in settings where she does not need to whichever spirits they favor. Those who venerate helpful devotee many of her spell choices to healing and can maxi- spirits seeks to assist people deserving of the spirits' protec- mize spell choices that provide offense for the party and aid ion. Those who revere dark and vengeful spirits promote her companions in battle, the chaos and suffering in which their patrons delight. Through their actions, spirit shamans prove the power of their patron spirits and earn prestige and status in the spirit world. Characteristics: Spirit shamans cast divine spells much the same way druids do, though they get their spells from powerful spirits of nature. Their spells, like the druid's, are oriented toward nature and animals. In addition to spells,14Game Rule Information ClassSkillsSpirit shamans have the following games statistics. The spirit shaman's class skills (and the key ability for eachAbilities: Wisdom determines how powerful a spell a skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), spirit shaman can cast and how many spells she can cast per Handle Animal (Cha), Heal (Wis), Knowledge (geography)/day. Charisma determines how hard those professions are to resist (Int), Knowledge (history) (Int), Knowledge (local) (Int), See Spells, below). Like a druid, the spirit shaman benefits Knowledge (nature) (Int), Listen (Wis), Profession (Wis), from High Dexterity and high Constitution due to the fact Ride (Dex), Spellcraft (Int), Spotthat she begins with proficiency with only light armor. (Wis), Survival (Wis), and Swim (Str).Alignment: Any. See Chapter 4 of the Player's Handbook CHAPTER 1Hit Die: d8. for skill descriptions. THE Skill Points at 1st Level: (4 + Int DEVOTED modifier) × 4. Skill Points at Each Additional Level: 4 + Int modifier. Class Features Illus. by J. Pavelec All of the following are class features of the spirit shaman. Weapon and Armor Profi- ciency: A spirit shaman is pro- ficient with the club, dagger, dart, hand axe, javelin, long- spear, quarterstaff, shortspear, spear, sling, shortbow, throw- ing axe, and with light armor and shields. These are the weapons commonly used by the tribal societies in which spirit shamans are found. Spells: A spirit shaman casts divine spells from the druid spell list. She can cast any spell she has retrieved.A spirit shamanTable 1–5: The Spirit ShamanClass Base Fort Ref Will _____ Spells per Day _____ 0 1st 2nd 3rd 4th 5th 6th 7th 8th 9thLevel Attack Bonus Save Special 3 2 _____ Spirit guide, wild empathy 4 3 _____ 1st +0 +2 +0 +2 Chastise spirits 5 4 _____ Detect spirits 6 5 3 _____ 2nd +1 +3 +0 +3 Blessing of the spirits 6 6 4 2 _____ Follow the guide 6 6 5 3 _____ 3rd +2 +3 +1 +3 Ghost warrior 6 6 6 4 2 _____ Warding of the spirits 6 6 6 5 3 _____ 4th +3 +4 +1 +4 _____ Spirit form 1/day 6 6 6 5 3 _____ 5th +3 +4 +1 +4 Guide magic 6 6 6 6 4 2 _____ Recall spirit 6 6 6 6 5 3 _____ 6th +4 +5 +2 +5 _____ Exorcism 6 6 6 6 6 5 3 _____ 7th +5 +5 +2 +5 _____ 6 6 6 6 6 6 4 2 _____ Spirit form 2/day 6 6 6 6 6 6 5 3 _____ 8th +6/+1 +6 +2 +6 Weaken spirits 6666666642 Spirit journey 66666666539th +6/+1 +6 +3 +6 _____ 6666666664 Favored of the spirits 66666666510th +7/+2 +7 +3 +7 Spirit form 3/day,11th +8/+3 +7 +3 +7 spirit who walks12th +9/+4 +8 +4 +813th +9/+4 +8 +4 +814th +10/+5 +9 +4 +915th +11/+6/+1 +9 +5 +916th +12/+7/+2 +10 +5 +1017th +12/+7/+2 +10 +5 +1018th +13/+8/+3 +11 +6 +1119th +14/+9/+4 +11 +6 +1120th +15/+10/+5 +12 +6 +12 15munch like a bard or sorcerer can cast any spell she knows Table 1–6: Spirit Shaman Spells Retrieved per Day without preparing it ahead of time. Level of 1st 2nd 3rd 4th 5th 6th 7th 8th 9th To retrieve or

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