



MORE DIVINITY

A Web Enhancement for *Complete Divine*

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Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

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Complete Divine is packed full of material useful to clerics, druids, and other divine spellcasters, including feats, prestige classes, spells, and magic items. Some of this material is freshly updated for D&D v.3.5, and the rest is brand-new.

But there's only so much room in any book, and some of the new prestige classes couldn't be included. So without further ado, here are four new divine prestige classes to use in your D&D campaign.

DWEOMERKEEPER

Dweomerkeepers are the shepherds of arcana—priests whose faith grants them an intuitive grasp of the very fabric of magic. Skilled practitioners of both arcane and divine magic, they seek to explore magical theory and create new spells and magic items. As the devoted agents of the deities of magic, dweomerkeepers defend against those who seek to warp, twist, or hoard spells, magic items, and arcane lore.

Most dweomerkeepers are cleric/wizards or cleric/sorcerers, although other class combinations—particularly those that include specialist wizard, bard, and ranger—are not unknown.

Dweomerkeepers can be found throughout the land. Some dwell in lonely, isolated towers and are wholly consumed with their magical studies. Others live in huge cities where all manner of magic can be brought together and shared (willingly or not).

Adaptation: Because the dweomerkeeper prestige class intentionally blurs the border between divine and arcane magic, making it specific to clerics of a deity of magic (such as Boccob or Wee Jas) is a good idea. It's also easy to tie the dweomerkeeper to a specific group of organization—especially one that includes the first spellcasters to figure out how to convert their arcane spells to divine ones (or vice versa). Such an organization might be quite secretive, and its members should be loath to tell others how they managed to manipulate the very fabric of magic.

Hit Die: d6.

REQUIREMENTS

To qualify to become a dweomerkeeper, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 8 ranks, Spellcraft 8 ranks.

Feats: Any item creation feat and any metamagic feat.

Spells: Ability to cast arcane and divine spells.

Domain: Magic.

Special: The candidate must have created at least one magic item, whether of a permanent nature or not.

CLASS SKILLS

A dweomerkeeper's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (any) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

THE DWEOMERKEEPER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	Mantle of spells 1	+1 level of existing spellcasting class
2nd	+1	+0	+0	+3	Arcane sight	+1 level of existing spellcasting class
3rd	+1	+1	+1	+3	Mantle of spells 2	+1 level of existing spellcasting class
4th	+2	+1	+1	+4	Supernatural spell 1/day	+1 level of existing spellcasting class
5th	+2	+1	+1	+4	Mantle of spells 3	+1 level of existing spellcasting class
6th	+3	+2	+2	+5	Supernatural spell 2/day	+1 level of existing spellcasting class
7th	+3	+2	+2	+5	Mantle of spells 4	+1 level of existing spellcasting class
8th	+4	+2	+2	+6	Supernatural spell 3/day	+1 level of existing spellcasting class
9th	+4	+3	+3	+6	Mantle of spells 5	+1 level of existing spellcasting class
10th	+5	+3	+3	+7	Cloak of mysteries, supernatural spell 4/day	+1 level of existing spellcasting class

CLASS FEATURES

All the following are features of the dweomerkeeper prestige class.

Weapon and Armor Proficiency: Dweomerkeepers gain no proficiency with any weapon, armor, or shield.

Spells per Day/Spells Known: When a new level of dweomerkeeper is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and so on). The level of dweomerkeeper is added to the level of whatever other spellcasting class the character has, then spells per day, spells known, and caster level are determined accordingly.

If the character had more than one spellcasting class before she became a dweomerkeeper, the player must decide to which class to add each level of dweomerkeeper for the purpose of determining spells per day and spells known.

Mantle of Spells: At 1st level, a dweomerkeeper creates a personal mantle of arcane and/or divine spells. She chooses one arcane or divine spell that she can cast, and thereafter she can convert prepared spells of that spell's type (arcane or divine) into the chosen spell, so

long as the level of the spell to be converted is equal to or greater than that of the chosen spell. This ability functions just like a good cleric's ability to spontaneously convert prepared spells into *cure* spells. At every odd-numbered dweomerkeeper level after 1st, the character chooses another spell to add to her mantle.

Arcane Sight (Su): Upon attaining 2nd level, a dweomerkeeper can use *arcane sight* at will. This ability functions like the spell of the same name, except that its duration is concentration.

Supernatural Spell (Su): At 4th level, the dweomerkeeper is so attuned to the fabric of magic that she can manifest spell effects with almost no effort whatsoever. Once per day as a standard action, she can use any one spell with a casting time of up to 1 standard action as a supernatural ability. The spell chosen must be one that is currently available to the dweomerkeeper (that is, one that she has prepared or that she knows and has a spell slot of the appropriate level available to cast), but she can decide at the moment of casting to use this ability. The spell functions as it normally would and is expended normally, but the dweomerkeeper does not require any components, does not provoke attacks of opportunity, and ignores the target's spell resistance, just as if she were using a supernatural ability instead of a spell. At every even-numbered level after the 4th, the dweomerkeeper gains one additional use of this ability per day.

Cloak of Mysteries (Su): At 10th level, a dweomerkeeper is wrapped in a mantle of ever-flowing magic, and all metamagic feats that she currently knows or learns in the future become easier to use. The spell level increase for applying a metamagic feat to any spell drops by 1 (minimum +1 level, or +0 level if the feat already has a +0 level adjustment). For example, a quickened *fireball* uses a 6th-level slot (+3 levels) instead of the usual 7th-level slot (+4 levels), but a silent *fireball* still uses a 4th-level slot (+1 level). A spell

affected by the Heighten Spell feat is unaffected by this ability.

✦ **Gherda Burgstrom:** Female human cleric 4/wizard 4/dweomerkeeper 4; CR 12; Medium humanoid; HD 4d8+4 plus 4d4+4 plus 4d6+4; hp 54; Init +2; Spd 30 ft.; AC 17, touch 13, flat-footed 15; Base Atk +7; Grp +7; Atk +7 melee (1d6, quarterstaff) or +10 ranged (1d8/19–20, masterwork light crossbow); Full Atk +7/+2 melee (1d6, quarterstaff) or +10 ranged (1d8/19–20, masterwork light crossbow); SA turn undead 4/day; SQ arcane sight, mantle of spells (*magic missile*, see *invisibility*), supernatural spell; AL N; SV Fort +7, Ref +5, Will +14; Str 10, Dex 14, Con 12, Int 19, Wis 14, Cha 12.

Skills and Feats: Concentration +9, Diplomacy +7, Heal +8, Knowledge (arcana) +14, Knowledge (religion) +10, Listen +6, Profession (scribe) +9, Search +6, Sense Motive +6, Spellcraft +15, Spot +6; Craft Wondrous Item, Dodge, Extend Spell, Heighten Spell, Scribe Scroll, Silent Spell, Spell Penetration.

Arcane Sight (Su): Gherda can use *arcane sight* at will. This ability functions like the spell of the same name, except that its duration is concentration.

Mantle of Spells: Gherda can convert any prepared 1st-level or higher arcane spell into *magic missile*, and any prepared 2nd-level or higher arcane spell into *see invisibility*. This ability functions just like a good cleric's ability to spontaneously convert prepared spells into *cure* spells.

Supernatural Spell (Su): Once per day as a standard action, Gherda can use any one spell with a casting time of up to 1 standard action as a supernatural ability. The spell chosen must be one that is currently available to her (that is, one that she has prepared), but she can decide at the moment of casting to use this ability. The spell functions as it normally would and is expended normally, but Gherda does not require any components, does not provoke attacks of opportunity, and ignores the target's spell resistance, just as if she were using a supernatural ability instead of a spell.

Cleric Spells Prepared (5/4+1/3+1; save DC 12 + spell level): 0—*cure minor wounds*, *detect magic* (2), *light*, *read magic*; 1st—*bless*, *command*, *detect secret doors**, *divine favor*, *shield of faith*; 2nd—*aid*, *augury*, *detect thoughts**, *spiritual weapon*.

*Domain spell. Deity: Boccob. Domains: Knowledge (cast divinations at +1 caster level and all Knowledge skills are cleric class skills), Magic (spell completion or spell trigger activation items as 2nd-level wizard).

Wizard Spells Prepared (4/5/4/4/3; save DC 14 + spell level): 0—*dancing lights*, *mage hand*, *message*,

prestidigitation; 1st—*animate rope*, *chill touch*, *comprehend languages*, *expeditious retreat*, *true strike*; 2nd—*detect thoughts*, *glitterdust*, *invisibility*, *Melf's acid arrow*; 3rd—*fly*, *haste*, *lightning bolt* (2); 4th—*charm monster*, *dimension door*, *minor globe of invulnerability*.

Spellbook: 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st—*animate rope*, *chill touch*, *comprehend languages*, *expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement*, *true strike*; 2nd—*blur*, *darkvision*, *detect thoughts*, *fog cloud*, *glitterdust*, *invisibility*, *Melf's acid arrow*, *see invisibility*; 3rd—*dispel magic*, *fireball*, *fly*, *haste*, *lightning bolt*, *suggestion*, *tongues*; 4th—*arcane eye*, *charm monster*, *dimension door*, *dimensional anchor*, *minor globe of invulnerability*.

Possessions: Quarterstaff, masterwork light crossbow, 20 bolts, *amulet of natural armor* +1, *bracers of armor* +3, *ring of protection* +1, *headband of intellect* +2, *ring of counterspells*, *wand of minor globe of invulnerability* (13 charges), *scroll of cure moderate wounds*.

MASTER OF SHROUDS

The master of shrouds is an evil spellcaster who magically seizes control of incorporeal undead and sets them to do his bidding. These wrathful undead vent their anger at being disturbed by spreading fear and death to all they encounter. Usually they slay the enemies of their summoner, but sometimes they turn on him, forcing him to either rebuke them or destroy them utterly in order to save himself.

While a master of shrouds does gain some divine spells, his primary tool is the ability to summon incorporeal undead creatures to serve him. Paladins never become masters of shrouds, though ex-paladins occasionally do so if they turn far enough from their lawful good roots. Evil clerics are the most likely candidates for masters of shrouds, though druids and rangers may also join the ranks of this prestige class if they can acquire the ability to turn or rebuke undead.

NPC masters of shrouds generally operate in secret, pursuing their evil plans under the cover of darkness. They may work individually or in groups, depending on their alignment. Masters of shrouds rarely stay in one place for long, and they rarely work in groups larger than four, so as to avoid attracting too much attention from paladins and good clerics.

Adaptation: This prestige class could be made specific to any god of the dead or the spirit world. In

your campaign, you could create an organization that exists solely to train masters of shrouds—perhaps a cabal within the Mortuary Guild or a cult of mind flayer clerics from the Plane of Shadow.

Hit Die: d8.

REQUIREMENTS

To qualify to become a master of shrouds, a character must fulfill all the following criteria.

Base Save Bonus: Will +5.

Spells: Ability to cast divine spells and a spell that appears on the spell list for the Death, Evil, or Protection domain.

Skills: Concentration 10 ranks, Spellcraft 10 ranks.

Other: Ability to command or rebuke undead.

CLASS SKILLS

The master of shrouds's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

THE MASTER OF SHROUDS

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+0	+2	<i>Summon undead</i>	— (allip/shadow) 1/day
2nd	+1	+0	+0	+3	Extra turning	+1 level of existing divine spellcasting class
3rd	+2	+1	+1	+3	<i>Summon undead</i>	— (allips/shadows) 2/day
4th	+3	+1	+1	+4	—	+1 level of existing divine spellcasting class
5th	+3	+1	+1	+4	<i>Summon undead</i>	— (wraiths) 3/day
6th	+4	+2	+2	+5	—	+1 level of existing divine spellcasting class
7th	+5	+2	+2	+5	<i>Summon undead</i>	— (spectres) 4/day
8th	+6	+2	+2	+6	—	+1 level of existing divine spellcasting class
9th	+6	+3	+3	+6	<i>Summon undead</i>	— (greater shadows) 5/day
10th	+7	+3	+3	+7	—	+1 level of existing divine spellcasting class

CLASS FEATURES

All the following are features of the master of shrouds prestige class.

Weapon and Armor Proficiency: Masters of shrouds are proficient with all simple weapons, with all types of armor, and with shields.

Spells per Day/Spells Known: When an even-numbered level of master of shrouds is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a divine spellcasting class to which he belonged before he

added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, or the like). The level of master of shrouds is added to the level of whatever other divine spellcasting class the character has, then spells per day, spells known, and caster level are determined accordingly.

If the character had more than one divine spellcasting class before he became a master of shrouds, the player must decide to which class to add each level of master of shrouds for the purpose of determining spells per day and spells known.

Summon Undead (Sp): At 1st level, the master of shrouds gains the ability to summon a shadow or allip to fight his enemies. This ability works like the *summon monster I* spell, except as follows. The master of shrouds cannot dismiss the summoned creature, and if it remains after the last enemy is gone or slain, it attacks the master of shrouds unless he successfully rebukes or commands it. The master of shrouds gains a +4 bonus on turning checks and damage against undead he has summoned.

As the master of shrouds gains additional levels in the prestige class, he can summon undead more

frequently, and he gains access to more powerful incorporeal undead. He can summon two allips or two shadows at 3rd level, two wraiths at 5th level, two spectres at 7th level, or two greater shadows at 9th level. He may always choose to substitute lower-CR undead for any higher-CR ones that he can summon, but the number summoned does not change.

Extra Turning: The master of shrouds gains Extra Turning as a bonus feat. Furthermore, his master of shrouds levels stack with his levels in any other classes that can rebuke or destroy undead (such as

cleric) for the purpose of determining the parameters of his rebuke or command ability.

Wulbrin Undercotte: Male halfling cleric 8/master of shrouds 2; CR 10; Small humanoid; HD 8d8+8 plus 2d8+2; hp 55; Init +4; Spd 15 ft.; AC 22, touch 12, flat-footed 22; Base Atk +7; Grp +3; Atk +9 melee (1d8, masterwork heavy mace) or +8 ranged (1d6, sling); Full Atk +9/+4 melee (1d8, masterwork heavy mace) or +8 ranged (1d6, sling); SA rebuke undead 4/day, *summon undead* (allips/shadows); SQ halfling traits; AL CE; SV Fort +9, Ref +4, Will +15; Str 10, Dex 10, Con 12, Int 13, Wis 19, Cha 12.

Skills and Feats: Climb -4, Concentration +11, Diplomacy +8, Hide -2, Jump -4, Knowledge (religion) +7, Listen +9, Move Silently -4, Spellcraft +11, Spot +8; Alertness, Extend Spell, Improved Initiative, Scribe Scroll, Spell Penetration.

Summon Undead (Sp): Wulbrin can summon a shadow or allip to fight his enemies. This ability works like the *summon monster I* spell, except as follows. Wulbrin cannot dismiss the summoned creature, and if it remains after the last enemy is gone or slain, it attacks Wulbrin unless he successfully rebukes or commands it. He gains a +4 bonus on turning checks and damage against undead he has summoned. He may always choose to substitute lower-CR undead for any higher-CR ones that he can summon, but the number summoned does not increase.

Halfling Traits: Wulbrin has a +2 morale bonus on saving throws against fear and a +1 racial attack bonus with a thrown weapon. He also has a +1 racial bonus on all saving throws and a +2 racial bonus on Climb, Jump, Listen, and Move Silently checks (already figured into the statistics given above).

Cleric Spells Prepared (6/5+1/5+1/4+1/3+1/1+1; save DC 14 + spell level): 0—*cure minor wounds*, *detect magic* (2), *light*, *read magic*, *virtue*; 1st—*cure light wounds* (2), *deathwatch*, *divine favor*, *protection from good**, *sanctuary*; 2nd—*augury*, *cure moderate wounds*, *death knell**, *lesser restoration*, *resist energy*, *undetected alignment*; 3rd—*animate dead**, *invisibility purge*, *prayer*, *searing light*, *speak with dead*; 4th—*death ward**, *freedom of movement*, *spell immunity*, *unholy blight**; 5th—*slay living**, *spell resistance*.

*Domain spell. Deity: Nerull. Domains: Death (death touch 1/day), Evil (cast evil spells at +1 caster level).

Possessions: +1 full plate armor, +1 heavy steel shield, masterwork heavy mace, sling, 20 bullets, ring of protection +1, cloak of protection +1, periapt of Wisdom +2, lesser metamagic rod (Extend Spell), scroll of restoration, scroll of air walk, scroll of cure moderate wounds, potion of darkvision.

MOON GUARDIAN

When a werewolf or other evil lycanthrope passes on the curse of lycanthropy, the victim must either find a cure quickly or succumb slowly to the ravaging evil of a bestial nature. But good or neutral divine spellcasters who have strong connections to their deities or to the divine powers they choose to represent can sometimes use their divine connections to stave off the slide into evil. Those who succeed are known as moon guardians.

The requirements to become a moon guardian are straightforward, but they're more difficult to meet than they first appear. The afflicted lycanthrope must pray for succor when he feels the temptation to give in to his newfound bestial urges, but in time, a character who has done so faithfully gains release from the risk of alignment change. (In game terms, the afflicted lycanthrope PC must stave off an alignment change until he earns enough experience to take a level in moon guardian.)

As NPCs, moon guardians often perform quests on behalf of their deities or infiltrate cults of evil lycanthropes in order to destroy them from within. The occasional evil moon guardian NPC often takes advantage of PCs' assumptions about his alignment, pretending to be good at first, then revealing his true nature at a crucial moment.

Adaptation: This prestige class fills a specific niche by enabling a PC who has become a lycanthrope to continue adventuring. For your specific campaign, you may want to adjust the entry requirements upward or downward to make it accessible for the relevant PC while still balancing it with the rest of the campaign world.

Hit Die: d8.

REQUIREMENTS

To qualify to become a moon guardian, a character must fulfill all the following criteria.

Alignment: Any good.

Spells: Ability to cast 3rd-level divine spells.

Other: The candidate must be an afflicted lycanthrope aware of his condition.

CLASS SKILLS

The moon guardian's class skills (and the key ability for each skill) are Concentration (Con), Control Shape (Wis), Craft (Int), Knowledge (religion) (Int), and Spellcraft (Int), plus any skills given in the description of the base animal corresponding to the character's lycanthrope type. See Chapter 4: Skills in the *Player's Handbook* and Chapter 6 in the *Monster Manual* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

humanoid form can make another attempt each subsequent round, rather than waiting until dawn.

THE MOON GUARDIAN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+1	+2	+2	+0	Natural spell, voluntary change	—
2nd	+2	+3	+3	+0		+1 level of existing divine spellcasting class
3rd	+3	+3	+3	+1	Rapid change	—
4th	+4	+4	+4	+1		+1 level of existing divine spellcasting class
5th	+5	+4	+4	+1	Instantaneous change	—

CLASS FEATURES

All of the following are class features of the moon guardian prestige class.

Weapon and Armor Proficiency: Moon guardians gain no proficiency with any weapon, armor, or shield.

Natural Spell: At 1st level, the moon guardian gains Natural Spell as a bonus feat if he did not already have it.

Spells per Day/Spells Known: When an even-numbered level of moon guardian is gained, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in whatever divine spellcasting class granted him access to 3rd-level spells before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, and so on). The level of moon guardian is added to the level of whatever other divine spellcasting class granted the character access to 3rd-level spells, then spells per day, spells known, and caster level are determined accordingly.

If a character had more than one divine spellcasting class that granted access to 3rd-level spells before he became a moon guardian, the player must decide to which class to add each level of moon guardian for the purpose of determining spells per day and spells known.

Voluntary Change (Ex): At 1st level, the moon guardian receives the blessing of a deity of the moon. Unlike other afflicted lycanthropes, he can voluntarily change into animal or hybrid form without immediately and permanently changing alignment to that of his lycanthrope kind. The moon guardian is still subject to involuntary transformation under the full moon and whenever he takes damage in combat, but a failed Control Shape check under those circumstances doesn't change the character's alignment. Furthermore, a moon guardian who fails a Control Shape check to resume

Rapid Change (Ex): At 3rd level, the moon guardian can make a Control Shape check as a move action rather than a standard action, though he can still change form only once per round.


Instantaneous Change (Ex): At 5th level, the moon guardian can make a Control Shape check as a free action. Furthermore, he can do so in response to another's action, even if it isn't his turn yet. He can still change form only once per round.

Orestel Evenfall (Elf Form): Male gray elf werewolf cleric 5/moon guardian 3; CR 12; Medium humanoid (shapechanger); HD 5d8+5 plus 2d8+6 plus 3d8+3; hp 57; Init +0; Spd 30 ft.; AC 21, touch 11, flat-footed 21; Base Atk +7; Grp +8; Atk +9 melee (1d8+1/19–20, masterwork longsword) or +7 ranged (1d8/[TS]3, longbow); Full Atk +9/+4 melee (1d8+1/19–20, masterwork longsword) or +7/+2 ranged (1d8/[TS]3, longbow); SA turn undead 4/day; SQ alternate form, elf traits, low-light vision, rapid change, scent, voluntary change, wolf empathy; AL CG; SV Fort +11, Ref +7, Will +11; Str 13, Dex 10, Con 12, Int 10, Wis 19, Cha 12.

Skills and Feats: Concentration +5, Control Shape +10, Heal +10, Hide +4, Listen +8, Search +2, Spellcraft +4, Spot +6, Survival +12; Iron Will, Natural Spell, Scribe Scroll, Self-Sufficient, Track, Weapon Focus (bite).

Alternate Form (Su): Orestel can shift into wolf or hybrid form as though using the *polymorph* spell on himself, though his gear is not affected, he does not regain hit points for changing form, and only wolf and hybrid forms can be assumed. His hybrid form is bipedal with prehensile hands and lupine features. Changing to or from wolf or hybrid form is a standard action. If slain, he reverts to his humanoid form, although he remains dead. Separated body parts retain their animal form, however.

Elf Traits: Orestel is immune to magic *sleep* spells and effects. He has a +2 racial bonus on saves against enchantment spells or effects and is entitled to a Search check when within 5 feet of a secret or



concealed door as though actively looking for it. He is proficient with the composite longbow, composite shortbow, longbow, longsword, and rapier. Orestel also has a +2 racial bonus on Listen, Search, and Spot checks (already figured into the statistics given above).

Rapid Change (Ex): Orestel can make a Control Shape check as a move action rather than a standard action. He can change form only once per round.

Voluntary Change (Ex): Unlike other afflicted lycanthropes, Orestel can voluntarily change into animal or hybrid form without immediately and permanently changing alignment to that of his lycanthrope kind. He is still subject to involuntary transformation under the full moon and whenever he takes damage in combat, but a failed Control Shape check under those circumstances doesn't change his alignment. Furthermore, when he fails a Control Shape check to resume humanoid form, he can make another attempt each subsequent round, rather than waiting until dawn.

Wolf Empathy (Ex): In any form, Orestel can communicate and empathize with normal or dire wolves. This ability gives him a +4 racial bonus on checks made to influence the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Cleric Spells Prepared (5/4+1/4+1/3+1; save DC 14 + spell level): 0—*cure minor wounds, detect magic, guidance, light, resistance*; 1st—*bless, divine favor, endure elements, entropic shield, expeditious retreat**; 2nd—*hold person, owl's wisdom, shatter*, silence, speak with animals*; 3rd—*dispel magic, fly*, prayer, searing light*.

*Domain spell. Deity: None. Domains: Chaos (cast chaos spells at +1 caster level), Travel (freedom of movement).

Possessions: +1 studded leather armor, +1 heavy wooden shield, masterwork longsword, longbow, ring of protection +1, amulet of natural armor +1, cloak of elvenkind, scroll of magic weapon, scroll of cure moderate wounds.

☛ **Orestel Evenfall (Wolf Form):** Male gray elf werewolf cleric 5/moon guardian 3; CR 12; Medium humanoid (shapechanger); HD 5d8+5 plus 2d8+6 plus 3d8+3; hp 57; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 13; Base Atk +7; Grp +9; Atk +10 melee (1d6+3, bite); Full Atk +10 melee (1d6+3, bite); SA trip; SQ alternate form, damage reduction 5/silver, elf traits, low-light vision, rapid change, scent, voluntary change, wolf empathy; AL CG; SV Fort +13, Ref +9, Will +11; Str 15, Dex 14, Con 16, Int 10, Wis 19, Cha 12.

Skills and Feats: Concentration +7, Control Shape +10, Heal +10, Hide +7, Listen +8, Search +2, Spellcraft +4,

Spot +6, Survival +12; Iron Will, Natural Spell, Scribe Scroll, Self-Sufficient, Track, Weapon Focus (bite).

Trip (Ex): If Orestel hits with a bite attack, he can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Orestel.

Alternate Form (Su): Orestel can shift into elf or hybrid form as though using the *polymorph* spell on himself, though his gear is not affected, he does not regain hit points for changing form, and only elf and hybrid forms can be assumed. His hybrid form is bipedal with prehensile hands and lupine features. Changing to or from elf or hybrid form is a standard action. If slain, he reverts to his humanoid form, although he remains dead. Separated body parts retain their animal form, however.

Elf Traits: Orestel is immune to magic *sleep* spells and effects. He has a +2 racial bonus on saves against enchantment spells or effects and is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. He is proficient with the composite longbow, composite shortbow, longbow, longsword, and rapier. Orestel also has a +2 racial bonus on Listen, Search, and Spot checks (already figured into the statistics given above).

Rapid Change (Ex): Orestel can make a Control Shape check as a move action rather than a standard action. He can change form only once per round.

Voluntary Change (Ex): Unlike other afflicted lycanthropes, Orestel can voluntarily change into animal or hybrid form without immediately and permanently changing alignment to that of his lycanthrope kind. He is still subject to involuntary transformation under the full moon and whenever he takes damage in combat, but a failed Control Shape check under those circumstances doesn't change his alignment. Furthermore, when he fails a Control Shape check to resume humanoid form, he can make another attempt each subsequent round, rather than waiting until dawn.

Wolf Empathy (Ex): In any form, Orestel can communicate and empathize with normal or dire wolves. This ability gives him a +4 racial bonus on checks made to influence the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

☛ **Orestel Evenfall (Hybrid Form):** Male gray elf werewolf cleric 5/moon guardian 3; CR 12; Medium humanoid (shapechanger); HD 5d8+5 plus

2d8+6 plus 3d8+3; hp 57; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 13; Base Atk +7; Grp +9; Atk +9 melee (1d4+2, claw) or +10 melee (1d8+3/19–20, masterwork longsword) or +9 ranged (1d8/[TS]3, longbow); Full Atk +9 melee (1d4+2, 2 claws) and +5 melee (1d6+1, bite) or +10/+5 melee (1d8+3/19–20, masterwork longsword) and +5 melee (1d6+1, bite) or +9/+4 ranged (1d8/[TS]3, longbow); SA trip, turn undead 4/day; SQ alternate form, damage reduction 5/silver, elf traits, low-light vision, rapid change, scent, voluntary change, wolf empathy; AL CG; SV Fort +13, Ref +9, Will +11; Str 15, Dex 14, Con 16, Int 10, Wis 19, Cha 12.

Skills and Feats: Concentration +7, Control Shape +10, Heal +10, Hide +7, Listen +8, Search +2, Spellcraft +4, Spot +6, Survival +12; Iron Will, Natural Spell, Scribe Scroll, Self-Sufficient, Track, Weapon Focus (bite).

Trip (Ex): If Orestel hits with a bite attack, he can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Orestel.

Alternate Form (Su): Orestel can shift into elf or wolf form as though using the *polymorph* spell on himself, though his gear is not affected, he does not regain hit points for changing form, and only wolf and elf forms can be assumed. Changing to or from wolf or elf form is a standard action. If slain, he reverts to his humanoid form, although he remains dead. Separated body parts retain their animal form, however.

Elf Traits: Orestel is immune to magic *sleep* spells and effects. He has a +2 racial bonus on saves against enchantment spells or effects and is entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it. He is proficient with the composite longbow, composite shortbow, longbow, longsword, and rapier. Orestel also has a +2 racial bonus on Listen, Search, and Spot checks (already figured into the statistics given above).

Rapid Change (Ex): Orestel can make a Control Shape check as a move action rather than a standard action. He can change form only once per round.

Voluntary Change (Ex): Unlike other afflicted lycanthropes, Orestel can voluntarily change into animal or hybrid form without immediately and permanently changing alignment to that of his lycanthrope kind. He is still subject to involuntary transformation under the full moon and whenever he takes damage in combat, but a failed Control Shape check under those circumstances doesn't change his alignment. Furthermore, when he fails a Control Shape check to resume humanoid form, he can make another

attempt each subsequent round, rather than waiting until dawn.

Wolf Empathy (Ex): In any form, Orestel can communicate and empathize with normal or dire wolves. This ability gives him a +4 racial bonus on checks made to influence the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Possessions: Masterwork longsword, longbow, ring of protection +1, amulet of natural armor +1, cloak of elvenkind, scroll of magic weapon, scroll of cure moderate wounds.

NIGHTCLOAK

Servants of the twisted and perverse deities of evil, nightcloaks delve into forbidden secrets and study evil lore. They are beings of iron will and determination, although that determination is perverse. Nightcloaks weave webs of intrigue, mental domination, blackmail, and control through the use of illusion, necromancy, and enchantment, yet they are not afraid to smash their toys if doing so suits their purposes. Cruel and intelligent, they do not fear slipping away from battle only to return and grind their foes to dust at a later time. Honor is of no consequence to nightcloaks; they do as they please, as long as their actions further their own power and, by extension, that of their divine patrons.

Clerics become nightcloaks more often than characters of any other class. Many have levels of wizard, sorcerer, bard, or rogue in addition to the class that granted them divine spellcasting ability. The path of the nightcloak rarely appeals to rangers, even though they too can cast divine spells.

Nightcloaks dwell in communities large and small, often worshiping their evil deities in secret. Many work to overthrow governments, organize secret cabals, and create false cults to further their ends.

Adaptation: While this prestige class isn't specific to Vecna, it certainly could be tied to a secret organization that supports him, since it's a perfect match in terms of alignment and purpose. Nightcloaks are also good matches for assassins' guilds, thieves' guilds, secret cults, and conspiracies that rule from the shadows.

Hit Die: d8.

REQUIREMENTS

To qualify to become a nightcloak, a character must fulfill all the following criteria.

Alignment: Neutral evil.

Base Attack Bonus: +3.

Skills: Bluff 2 ranks, Hide 4 ranks, Move Silently 2 ranks, Perform (any) 4 ranks.

Feats: Iron Will, Spell Focus (Enchantment, Illusion, or Necromancy).

Spells: Ability to cast 3rd-level divine spells. A cleric candidate must have access to the Evil domain.

CLASS SKILLS

The nightcloak's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (the planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4 of the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

THE NIGHTCLOAK

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+2	+0	+2	Might of darkness	+1 level of existing spellcasting class
2nd	+1	+3	+0	+3	Eyes of night	+1 level of existing spellcasting class
3rd	+2	+3	+1	+3	—	+1 level of existing spellcasting class
4th	+3	+4	+1	+4	Shadow talk	+1 level of existing spellcasting class
5th	+3	+4	+1	+4	True lies	+1 level of existing spellcasting class
6th	+4	+5	+2	+5	—	+1 level of existing spellcasting class
7th	+5	+5	+2	+5	Grace of the dark	+1 level of existing spellcasting class
8th	+6	+6	+2	+6	Minions of night	+1 level of existing spellcasting class
9th	+6	+6	+3	+6	—	+1 level of existing spellcasting class
10th	+7	+7	+3	+7	Voice of ineffable evil	+1 level of existing spellcasting class

CLASS FEATURES

All the following are features of the nightcloak prestige class.

Weapon and Armor Proficiency: Nightcloaks gain no proficiency with any weapon, armor, or shield.

Spells per Day/Spells Known: When a new level of nightcloak is gained, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of turning or rebuking undead, metamagic or item creation feats, and so on). The level of nightcloak is added to the level of whatever other spellcasting class the character has, then spells per day, spells known, and caster level are determined accordingly.

If the character had more than one spellcasting class before she became a nightcloak, the player must decide to which class to add each level of nightcloak for the purpose of determining spells per day and spells known.

Might of Darkness (Ex): At 1st level, a nightcloak casts any spell with the darkness descriptor at +2 caster level.

Eyes of Night (Ex): When the nightcloak reaches 2nd level, her eyes become totally black, granting her darkvision to a 60-foot range. She can also see through magical darkness to a range of 10 feet with the same black-and-white vision that darkvision provides. The nightcloak also cannot be blinded by magical effects.

Shadow Talk (Su): At 4th level, a nightcloak gains the ability to communicate mystically through the shadows of the mind. As a free action, she can whisper short messages to other worshipers of her patron deity, and each such creature within 500 feet hears the message as a whisper in its mind. Observers can also hear the words if they are close enough to hear the nightcloak's actual whispers (a DC 15 Listen check if the listener is within 10 feet of the nightcloak, +1 per 5

feet beyond that). Shadow talk is a sonic, language-dependent effect.

True Lies (Sp): Beginning at 5th level, a nightcloak can reach into a creature's mind and modify its memories as if using the 4th-level bard spell *modify memory* (caster level equals nightcloak's character level; save DC 10 + 1/2 nightcloak's character level + nightcloak's Charisma modifier). This ability is usable once per day.

Grace of the Dark (Ex): Beginning at 7th level, the nightcloak can use the power of her mind to protect herself. She adds her Intelligence bonus (if any) to all saving throws.

Minions of Night (Sp): Once per week as a standard action, an 8th-level or higher nightcloak can summon one shadow per nightcloak level she possesses. The summoned shadows do her bidding for a number of rounds equal to her nightcloak level. Any shadows they create by draining Strength are likewise under the control of the nightcloak, but they vanish along with the originals when the duration of the effect expires. The nightcloak can verbally communicate with the shadows as if she knew their language or use her shadow talk ability to communicate with them.

Voice of Ineffable Evil (Sp): At 10th level, a nightcloak can command a creature as though using the *dominate monster* spell (caster level equals nightcloak's character level). This ability is usable once per day and lasts for 24 hours unless ended earlier. Unlike most spell-like abilities, *voice of ineffable evil* has a verbal component.

➔ **Marlissa deVitel:** Female human cleric 7/bard 2/nightcloak 4; CR 13; Medium humanoid; HD 7d8+7 plus 2d6+2 plus 4d8+4; hp 69; Init +1; Spd 30 ft.; AC 18, touch 13, flat-footed 17; Base Atk +9; Grp +9; Atk +10 melee (1d8+1, +1 *heavy mace*) or +10 ranged (1d6/[TS]3, shortbow); Full Atk +10/+5 melee (1d8+1, +1 *heavy mace*) or +10/+5 ranged (1d6/[TS]3, shortbow); SA rebuke undead 4/day; SQ bardic knowledge +4, bardic music (countersong, *fascinate*, inspire courage) 2/day, eyes of night, might of darkness, shadow talk; AL NE; SV Fort +12, Ref +9, Will +21; Str 11, Dex 12, Con 12, Int 14, Wis 20, Cha 13.

Skills and Feats: Appraise (alchemical items) +4, Bluff +10, Concentration +12, Craft (alchemy) +9, Diplomacy +9, Heal +13, Hide +11, Intimidate +3, Knowledge (arcana) +8, Knowledge (religion) +8, Listen +9, Move Silently +9, Perform (sing) +6, Profession (herbalist) +11, Spellcraft +10, Spot +7; Alertness, Blind-Fight, Iron Will, Spell Focus (Necromancy), Spell Penetration.

Bardic Knowledge: Marlissa may make a bardic knowledge check with a bonus of +4 to see whether she knows some relevant information about local notable people, legendary items, or noteworthy places.

Bardic Music: Marlissa can use her song or poetics to produce magical effects on those around her.

Countersong (Su): Marlissa can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of her that is affected by a sonic or language-dependent magical attack may use Marlissa's Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds.

Fascinate (Sp): Marlissa can cause a single creature within 90 feet that can see and hear her to become fascinated with her. Marlissa's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts up to 2 rounds.

Inspire Courage (Su): Any ally who can hear the bard receives a +2 morale bonus on saves against *charm* and fear effects and a +1 morale bonus on attack and weapon damage rolls. The effect lasts for 5 rounds after the ally can no longer hear her.

Eyes of Night (Ex): Marlissa's eyes are totally black, granting her darkvision to a 60-foot range. She can see through magical darkness to a range of 10 feet with

the same black-and-white vision that darkvision provides. Marlissa also cannot be blinded by magical effects.

Might of Darkness (Ex): Marlissa casts any spell with the darkness descriptor at +2 caster level.

Shadow Talk (Su): Marlissa can communicate mystically through the shadows of the mind. As a free action, she can whisper short messages to other worshipers of her patron deity, and each such creature within 500 feet hears the message as a whisper in its mind. Observers can also hear the words if they are close enough to hear Marlissa's actual whispers (a DC 15 Listen check if the listener is within 10 feet of her, +1 per 5 feet beyond that). Shadow talk is a sonic, language-dependent effect.

Bard Spells Known (3/1; save DC 11 + spell level): 0—*detect magic*, *ghost sound*, *mage hand*, *prestidigitation*, *read magic*; 1st—*disguise self*, *lesser confusion*.

Cleric Spells Prepared (6/7+1/5+1/5+1/4+1/3+1/1+1; save DC 15 + spell level; caster level 11th): 0—*cure minor wounds* (2), *detect poison*, *guidance*, *resistance*, *virtue*; 1st—*command*, *comprehend languages*, *cure light wounds* (2), *divine favor*, *doom*, *magic weapon*, *protection from good**; 2nd—*augury*, *death knell*, *desecrate**, *silence*, *spiritual weapon* (2); 3rd—*bestow curse*, *blindness/deafness*, *deeper darkness****, *dispel magic*, *nondetection**, *prayer*; 4th—*cure critical wounds*, *freedom of movement*, *poison*, *spell immunity*, *unholy blight**; 5th—*dispel good**, *flame strike*, *greater command*, *spell resistance*; 6th—*blade barrier*, *mislead**.

*Domain spell. Deity: Nerull. Domains: Evil (cast evil spells at +1 caster level), Trickery (Bluff, Disguise, and Hide are class skills).

**Caster level 13th.

Possessions: +2 studded leather armor, +1 *heavy mace*, shortbow, 20 arrows, ring of protection +2, cloak of resistance +2, *periapt of Wisdom* +2, *rind of mind shielding*, wand of wall of ice (10 charges).

ABOUT THE AUTHORS

David Noonan is a game designer at Wizards of the Coast, Inc. In addition to *Complete Divine*, his design credits include *Manual of the Planes*. He lives in rural Washington state with his wife and 18-month-old son.

Skip Williams keeps busy with freelance projects for several different game companies, and he has been *Dragon Magazine's* Sage since 1986. Skip was a codesigner of the D&D 3rd edition game and the chief architect of the *Monster Manual*. When not devising swift and cruel deaths for player characters, Skip putters in his kitchen or garden. (His borscht gets rave reviews.)