

Defenders of the Faith

Frequently Asked Questions

Last Updated 10/15/02

About the FAQ

If you have a question about *Defenders of the Faith*, chances are that you'll find them within this FAQ. Any new additions or major corrections in a version are provided in blue text for your convenience. Blue text changes to black text in the next version. If you have a question that isn't answered here, please contact custserv@wizards.com and ask away! You can also contact the Sage, Skip Williams, by writing to him at these handy locations:

Email: tsrsage@aol.com

Mail: "Sage Advice"

Paizo Publishing

3245 146th PL SE, Suite 110

Bellevue, WA 98007

We will be updating this FAQ over time, and each version will have a date stamp on it so that you know which version you have.

U.S. CANADA, ASIA
PACIFIC & LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton, WA 98057-0707
(Questions?) 1-800-324-6496

EUROPEAN HEADQUARTERS
Wizards of the Coast, Belgium
P.B. 2031
2600 Berchem
Belgium
+32-70-23-32-77

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, Richard Baker, and Peter Adkison.

D&D, DUNGEONS & DRAGONS, FORGOTTEN REALMS, PLANESCAPE, and DUNGEON MASTER are registered trademarks owned by Wizards of the Coast, Inc.

The d20 System logo is a trademark owned by Wizards of the Coast, Inc.

All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

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.

©2002 Wizards of the Coast, Inc. All rights reserved. Made in the U.S.A.

Visit our website at www.wizards.com/dnd

When an arcane spellcaster gets access to the spells from one of the prestige domains from *Defenders of the Faith*, do those spells become arcane spells? If so, doesn't that mean that any arcane caster can learn them?

An arcane caster who gains access to the spells in a prestige domain can cast those spells as arcane spells, but they're still divine spells as far as the rest of the multiverse is concerned.

An arcane caster with access to a prestige domain could use spell trigger items that use spells on the prestige domain list, but could not read divine scrolls with those spells on them. If an arcane caster put a prestige domain spell on a scroll, it would be an arcane scroll, and only another arcane caster with access to that domain (or a character with the Use Magic Device skill) could use the scroll.

Sorcerers or bards who get access to a prestige domain add the domain's spells to the lists of spells they know, and wizards who get access to a prestige domain add the domain's spells to their spellbooks. These spells do not get added to the bard or sorcerer/wizard class list, and other bards, sorcerers, or wizards cannot learn them without first gaining access to the prestige domain.

Page 77 of *Defenders of the Faith* says you get another spell of each level when you gain a prestige domain. Does this extra spell have to be a domain spell? That is, could a wizard cast an extra *magic missile* each day, or could she cast only an extra domain spell?

Only paladins, rangers, and other divine casters, such as sacred fists, get an extra spell slot, and this slot has to be filled with the prestige domain spell from that level. Arcane casters don't get any extra spell slots each day. Clerics still have only one slot at each spell level for a domain spell, but they get an extra domain from which to choose their domain spells.

If you have levels in both a divine spellcasting class and an arcane spellcasting class, do you get to pick which one a prestige spellcaster class would stack with? Suppose Sheree has two levels of wizard and five levels of cleric and she decides to take a level of warpriest (giving her access to the Glory domain). Can she choose to stack the warpriest level with the wizard?

In most cases, the prestige class specifies how you can use the added spellcasting level. The warpriest specifies divine spellcasting, but goes on to say that if you have more than one divine spellcasting class, you can choose which one you apply it to.

The divine oracle and sacred exorcist are the only two classes in *Defenders of the Faith* that don't specify how you can use the added spellcasting levels. You can add the spellcasting level to an arcane spellcasting class if you like.

Many of the prestige classes in *Defenders of the Faith* have the ability to cast divine spells, but their levels don't stack for spells-per-day calculations. Even though both classes are casting the same spells, and all are divine spells, should you still record the available spells separately? A similar situation exists for clerics and paladins (and, for that matter, wizards and sorcerers).

You keep a separate list of spells for each class when

you're a multiclass spellcaster. The spellcasting abilities from your classes don't stack in any way. For example, if you're a 5th-level cleric and 5th-level wizard, your caster level is 5 in each class.

The descriptive paragraph for the sacred fist prestige class in *Defenders of the Faith* mentions that they can cast only spells with a range of touch; however, this is not mentioned in the Class Features section. The Code of Conduct section mentions only a prohibition against weapons and medium and heavy armor. The Spell List section mentions the restriction to spells with a range of touch or personal, but seems to imply that only spells gained as a sacred fist have this restriction. Does it apply to all spells a sacred fist character can cast, even those that were gained as another class? Also, does a sacred fist lose his class abilities if he uses spells (arcane or divine) from other classes that have a range other than touch or personal?

Sacred fists can use whatever spells they have freely, whatever their range entries. Sacred fists cannot use weapons; spells are not "weapons" for purposes of the sacred fist's code of conduct. Passing references to a ban on ranged spells are unwanted artifacts from an earlier version.

The sacred fist seems to be the only prestige class in *Defenders of the Faith* that gives access to an additional domain but does not add levels to an existing spellcasting class to determine the number of spells per day. Does this mean that the domain spells follow the progression of the sacred fist class? For example, say that Lyrian is a cleric (Fharlanghn) 5/sacred fist 4 who chose the Celerity domain as a sacred fist; would he be able to cast *Air Walk* (Celerity 3) because he can cast 3rd-level spells as a cleric 6, or would he be restricted to *cat's grace* (Celerity 2) because he is only a sacred fist 4? What if Lyrian was a cleric 1/fighter 4/sacred fist 4?

When you add a domain as a sacred fist, you add that domain to your sacred fist spellcasting ability. You get the granted power from the domain. As a divine spellcaster who is not a cleric, you get one extra domain spell each day for each level of spell you can cast as a sacred fist. (See the discussion of prestige domains on page 77 of *Defenders of the Faith*.) Since both versions of the character in your example have 4 sacred fist levels, the character would gain the 1st- and 2nd-level Celerity spells (*blur* and *cat's grace*) as domain spells.

Does the sacred fist's unarmed damage stack with the monk's unarmed strike damage? Does the sacred fist's puissant fists ability stack with the monk's ki strike ability?

A monk/sacred fist uses her sacred fist unarmed damage or the monk unarmed damage, whichever is better. Likewise, the character uses her ki strike or puissant fist ability, whichever one bypasses the most damage reduction.

Does the sacred fist's evasion and uncanny dodge abilities stack with the abilities of the same name that a character might have from another class?

If the sacred fist already has these powers from another

class, he can add his sacred fist levels to the existing class levels (or vice versa) to determine when he gets them and how powerful they are.

The sacred fist's spell list includes spells of level 0 through 5, yet the class table shows only spells of level 1 to 4.

The level 0 and level 5 lists are errors.

The description for the hospitaler prestige class in *Defenders of the Faith* first says a hospitaler gains levels as a cleric for purposes of spellcasting as well as full access to all cleric spells, and then later it says the hospitaler levels are simply added to pre-existing caster levels (under Spells per Day). Which one is right?

The first entry (Spells) is incorrect. Use the second entry (Spell per Day) instead. In addition, Table 3–7 should have a Spells per Day column, which should read “+1 level of existing class” at each level.

The table for the hospitaler prestige class shows the ability to turn undead at 1st level. However, the class description has no mention of this ability. Does it stack with pre-existing turning ability, or is it a misprint and an ability not available to the class?

Hospitalers gain the ability to turn undead at 3rd level, not 1st level. The character turns undead at her hospitaler level, – 2. This stacks with undead turning from other classes; add the character's hospitaler level –2 to the class level for any other class that has turning ability. For example a 6th-level cleric/4th-level hospitaler turns undead as an 8th-level character. Note that paladins also use their class level –2 to determine their undead turning level, so a 6th-level paladin/4th-level hospitaler turns undead as a 6th-level character.

There is a sidebar titled Ghosts and Vampires on page 67 of *Defenders of the Faith*. The sidebar says a master of shrouds can choose to summon these creatures in place of those master of shrouds could normally summon. However, the number summoned is not shown, and this ability is not referred to in the main text for the prestige class. How many vampires or ghosts are summoned?

The sidebar in question shouldn't be there at all; it was supposed to be cut from the book. You can ignore the sidebar, or you can assume that the character can summon ghosts or vampires of the same CR as the other undead the character can summon and in the same numbers. Each use counts against the character's total summoning limit for the day. Because both ghosts and vampires are template creatures with variable abilities, you'll need to create statistics for the creatures ahead of time.

Note that a master of shrouds summons undead three times a day plus Charisma modifier (minimum once), and that the character's level determines how powerful the undead creatures summoned can be. That is, a 10th-level master of shrouds with an 18 Charisma summons undead 6 times a day, not 24 times a day as some people seem to think the text implies.

The description for the *battle rod* on page 25 of *Defenders of the Faith* mentions that the item gives allies a

+2 morale bonus but does not specify what this bonus affects.

Saves against fear effects.

The knight of the chalice prestige class from *Defenders of the Faith* specifically says the class has powers that affect demons. Does this exclude devils or does demons in this sense mean all lower planar creatures (demons, devils, and so on)?

It means demons (denizens of the Abyss). If the power worked against all so-called lower planar creatures, the text would say so, or it would use the term “fiends.”

The Divine Might feat from *Defenders of the Faith* lets you use a turn/rebuke attempt to get a combat bonus. Does that mean that you mark off a turn/rebuke attempt for the day? Or does it mean you spend a standard action to activate the effect, just like a turn/rebuke attempt? Or is it a free action?

Using Divine Might does not require an action at all. You can use the feat any time you attack, and you simply announce that you're using it and mark off a turn/rebuke use for the day.