

FORGOTTEN REALMS

TOUCHED BY THE DIVINE



Carl Vandal

A Rogue Archetype for the Forgotten Realms.



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INTRODUCTION

“Touched By The Divine” provides details regarding a new Rogue Archetype that can be used in your campaign. Although designed for use in the Forgotten Realms, Touched By The Divine can be used in any campaign setting.

BACKGROUND

Faerûn is a world where the forces of the divine walk the land. Over time these beings have influenced the development of empires, forged alliances and shattered dynasties.

During the “Time of Troubles”, in 1358DR, avatars of the gods were forced to walk the surface of Toril, banished from the heavens by Ao, the overdeity. Several of the gods were slain during this upheaval and, in some instances, mortals were raised to divinity.

Amongst those slain were Bhaal, god of murder and death, and Mystra, the goddess of magic. Both had taken precautions to ensure the continuation of their divine essence. Bhaal had created the *Bhaalspawn*, his divine offspring, which ravaged the Sword Coast for a number of years after the events of the “Time of Troubles”. Mystra had placed her essence within a young mage, called Midnight, who rose to godhood at the end of the period of upheaval. Midnight replaced Mystra as goddess of magic.

In 1368DR two of the *Bhaalspawn*, Abdel Adrian and Sarevok, became engaged in conflict in the area of the Sword Coast around Baldur’s Gate and Candlekeep. This involved a scheme by Sarevok to take over Baldur’s Gate by instigating an iron crisis. Following numerous adventures, Abdel confronted Sarevok in Baldur’s Gate and fought with his half-brother in the Temple of Bhaal underneath the city. After defeating Sarevok, Abdel had further adventures that took him far-and-wide across the Sword Coast and to Amn before he eventually settled in Baldur’s Gate.

However, this was not the last time that divine conflict had a lasting impact on Faerûn. In 1385DR Cyric, the god of death, aided by Shar, murdered Mystra. This action destroyed the Weave and led to the Spellplague, a catastrophic event that devastated Faerûn. Thousands of users of arcane magic were driven mad or killed. Only because Mystra had taken precautions by creating “Weave Anchors” and by placing pieces of her essence within her Chosen, was she eventually able



to return to her position of divinity. Mystra was restored in 1479DR but only fully regained her power by 1487DR.

And the most significant impact of a divine being was once more felt in Baldur’s Gate, when Bhaal used Abdel Adrian and the only other surviving *Bhaalspawn* to bring about his rebirth. Abdel did not survive this experience, and Baldur’s Gate was heavily damaged in the process.

Thus, it is not uncommon for individuals on the face of Faerûn to be “touched” by divine presence. How this touch manifests is different for each individual. However, for rogues blessed by either Leira or Mask, both of whom are connected to the portfolio of thievery, this takes on different form. Those rogues that accept this blessing become known as being “Touched by the Divine”, and gain a number of abilities linked to this divine blessing.

TOUCHED BY THE DIVINE

Touched By The Divine archetype is used to represent the abilities of any rogue who has received the divine blessing of the god or goddess of thievery.

TOUCHED BY THE DIVINE

Level	Proficiency Bonus	Sneak Attack	Features
1st	+2	1d6	Expertise, Sneak Attack, Thieves' Cant
2nd	+2	1d6	Cunning Action
3rd	+2	2d6	<i>Divine Favor, Divine Insight</i>
4th	+2	2d6	Ability Score Increase
5th	+3	3d6	Uncanny Dodge
6th	+3	3d6	Expertise
7th	+3	4d6	Evasion
8th	+3	4d6	Ability Score Increase
9th	+4	5d6	<i>Divine Inspiration</i>
10th	+4	5d6	Ability Score Increase
11th	+4	6d6	Reliable Talent
12th	+4	6d6	Ability Score Increase
13th	+5	7d6	<i>Turn The Blade</i>
14th	+5	7d6	Blindsense
15th	+5	8d6	Slippery Mind
16th	+5	8d6	Ability Score Increase
17th	+6	9d6	<i>Divine Reflexes</i>
18th	+6	9d6	Elusive
19th	+6	10d6	Ability Score Increase
20th	+6	10d6	Stroke of Luck

The divine entity that watches over them gives amazing insights and provides them with incredible strokes of luck, usually ensuring that the rogue avoids the worst outcomes of fights.

TOUCHED BY THE DIVINE ARCHTYPE

Divine Favor

Starting at 3rd level, divine power guards your destiny. If you fail a saving throw or miss with an attack roll, you can roll 2d4 and add it to the total, possibly changing the outcome. Once you use this feature, you can't use it again until you finish a short rest or a long rest.

Divine Insight

Starting at 3rd level, the divinity watching over you grants you advantage on Wisdom (Insight) and Wisdom (Perception) checks.

Divine Inspiration

Starting at 9th level, the divine touch propels you into

battle. You can give yourself a bonus to your initiative rolls equal to your Wisdom modifier.

You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

Turn The Blade

Beginning at 13th level, your divine guardian can sometimes cause another creature to suffer an attack meant for you. When you are targeted by an attack while a creature within 5 feet of you is granting you cover against that attack, you can use your reaction to have the attack target that creature instead of you.

Divine Reflexes

When you reach 17th level, the divine guardian watching over you grants you the ability to act with divine speed. After you complete your first Action of the turn, you can take a second turn. If you choose to

take the Attack action during this second turn, this attack can benefit from your Sneak Attack even if you have already used it this turn, but you can't use your Sneak Attack against the same target more than once in a turn. You can use this ability a number of times equal to your Wisdom bonus per long rest. You can't use this feature when you are surprised.

THE GOD OF THIEVES

Mask

The Lord of Shadows, the Master of All Thieves

Mask is a trickster god, the patron of ne'er-do-wells, spies, and thieves. All that occurs within shadow is in the purview of Mask. People whisper a prayer to Mask whenever stealth is required or intrigue is afoot. Courtiers and diplomats invoke the god's name in hopes of a smooth negotiation.

Those who favor Mask usually pursue thievery and other forms of acquisition of what belongs to others, such as pickpocketing, burglary, mugging, and con games. Ordinary folk pray to him to avert his eyes from

their valuables, but the cautious sometimes employ "Mask's purse," a small, cheap cloth pouch worn in plain sight (thus easily cut or lifted) containing a small offering of coin. By convention, a pickpocket pilfers Mask's purse when encountering another person wearing one, and considers the gain a gift from the god, while the one who lost the purse is grateful to the Lord of Shadows for accepting a respectful sacrifice of a small portion of his goods. Of course, nothing prevents another pickpocket from targeting someone who has lost Mask's purse, but anyone with the ill luck to attract multiple pickpockets in a single outing has probably earned Mask's ire anyway.

Priests of Mask are usually thieves by profession, and often serve as higher-ups in the local underworld or criminal syndicate. They go by the title of demarche or demarchess, and wear veil-masks when acting in their priestly capacity.



TOUCHED BY THE DIVINE

**A unique Rogue Archetype for use
in the Forgotten Realms.**

**The Realms are famous for their
numerous gods and divine
avatars. Several of these divine
beings have even wandered the
lands of Toril.**

**A rogue that is “Touched By The
Divine” has gained the favor of
one such being, and benefits from
the limited divine energy they
have within them.**

