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Deities and Demigods

3.5

Revision Update

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The Nature of the Core Rulebooks' Changes
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3 The purpose of this booklet is not to provide a comprehensive list of everything that has changed with the 3.5 revision. The changes are too large in number and varied in scope to be able to provide an all-inclusive inventory. Instead, what we want to do is to show you a broad picture of what has changed and to provide you with support for updating our most popular product.

Do you need to make these changes?

No.

This booklet is for players and Dungeon Masters who value rules precision and need to know what's changed so that they can continue to enjoy their 3rd Edition products.

You might choose to make notations in your existing books, photocopy and cut up this booklet to add book-marklike inserts to your books, or simply use this booklet simultaneously with your books.

We provide a brief, general overview of the core books and detailed revision notes for *Deities and Demigods*, *Epic Level Handbook*, *Fiend Folio*, *Manual of the Planes*, and *Monster Manual II*.

Deities and Demigods

The deities presented in *Deities and Demigods* are complex characters, often with 60 or more total Hit Dice, 20 class levels in each of two classes, and a tremendous array of other special abilities. All that said, they don't require too much adjustment to make them compliant with the revised core rules. Here is a line-by-line approach to updating a deity's statistics.

Class and Level: Most deities are 20-HD outsiders with 40 class levels, though there are exceptions. The first line of a deity's statistics, therefore, tells you a lot about what's going to change in that deity's abilities. Here's how a deity with 20 levels in a given class will change in the revised rules:

Barbarian: Additional +2 against traps. Damage reduction 5/— instead of 4/—. Mighty rage—an additional +2 to Strength and Constitution and +1 on Will saves while raging (but the Divine Rage salient ability replaces this). Indomitable will—an additional +4 bonus on Will saves to resist enchantment spells while raging.

Bard: Inspire courage bonus is +4 instead of +2 on saves and +1 on attacks and damage. *Suggestion* save DC increases by +7. Gain *song of freedom*, inspire heroics, and *mass suggestion* bardic music effects. Gain 40 skill points.

Cleric: No change.

Druid: Gain spontaneous casting of *summon nature's ally* spells. Nature sense—gain +2 bonus on Knowledge (nature) and Survival checks. Gain wild empathy (in place of the Animal Empathy skill). Wild shape—can become a plant creature, a Huge elemental. Note changes to animal companions.

Fighter: No change.

Monk: Gain *ki strike* (magic, lawful, adamantine). Perfect body—gain DR 10/magic (usually supplanted by deity's DR). Greater flurry of blows gives two extra attacks at no penalty, instead of improved attack progression for unarmed attacks. Unarmed damage is 2d10 instead of 1d20. Speed bonus is +60 feet (instead of base 90 feet). Choice of bonus feats—can choose Improved Grapple instead of Stunning Fist, Combat Reflexes instead of Deflect Arrows, and Improved Disarm instead of Improved Trip.

Paladin: Smite evil 5/day instead of 1/day. Summon special mount instead of having it always present.

Ranger: Change Hit Dice to 20d8 instead of 20d10 (subtract 40 hp). Gain 40 skill points. Gain wild empathy (in place of the Animal Empathy skill). Favored enemy bonuses total +18. Automatically gains either Two-Weapon Fighting, Improved Two-Weapon Fighting, and Greater Two-Weapon Fighting or Rapid Shot, Manyshot, and Improved Precise Shot. Gains Endurance as a bonus feat, woodland stride, swift tracker, evasion, camouflage, and hide in plain sight abilities.

Rogue: Additional +2 against traps.

Sorcerer: No change.

Wizard: Changes to school specialization might give a deity access to additional schools of magic.

Size and Type: All deities that are outsiders should have all alignment subtypes that correspond with their alignment. Thus, a lawful good deity should have the Good and Lawful subtypes.

Divine Rank: No change.

Hit Dice: No change, unless the deity has levels in ranger (see above).

Initiative: No change.

Speed: No change.

AC: A deity's touch AC includes its divine and deflection bonuses.

Attacks: No change. A deity's single attack is generally the same as the first attack listed for its full attack.

Damage: No change.

Face/Reach: Most Large deities have a space of 10 feet and reach of 10 feet. A few nonhumanoid deities (such as Bahamut, Tiamat, and Apep, all Colossal dragons) have a space of 30 feet and reach of 20 feet.

Special Attacks: There are changes to class abilities (see above), salient divine abilities (see below), and spell-like abilities (see below).

Bypassing Damage Reduction: As outsiders with alignment subtypes, the natural attacks of deities, as well as any weapons they wield, are considered aligned the same as the deity for the purposes of bypassing damage reduction.

Special Qualities: There are several changes to standard special qualities.

Damage Reduction: A deity's damage reduction depends on its divine rank:

Divine rank	Damage reduction
Quasi-deity (0)	10/epic
Demigod (1–5)	15/epic
Lesser deity (6–10)	20/epic
Intermediate deity (11–15)	25/epic
Greater deity (16–20)	30/epic

Fire Resistance: Resistance to fire now equals 5 + the deity's divine rank (instead of 20 + divine rank).

Saves: No change.

Abilities: No change.

Skills: Every deity with 20 outsider Hit Dice gains additional skill points equal to $(8 + \text{Int mod}) \times 3$. For many deities, this equates to 3 additional ranks in each skill they possess. Others require more complicated adjustment, but in general the adjustment is minor compared to the deities' total skill adjustment. The dragon deities (Bahamut, Tiamat, and Apep) gain additional skill points equal to $(6 + \text{Int mod}) \times 3$. Deities with no monster Hit Dice (Vecna, Hercules, Imhotep, Skirnir) gain no additional skill points unless they have levels in bard or ranger (see above).

Defunct Skills: Replace any ranks in Animal Empathy, Innuendo, Knowledge (undead), and Scry with equal ranks in another skill. Consider adding ranks in Knowledge (dungeoneering) and additional Perform skills for deities who already have ranks in Perform.

Renamed Skills: Change Alchemy to Craft (alchemy) and Pick Pocket to Sleight of Hand.

Feats: Every deity with 20 outsider Hit Dice gains one additional feat. Consider adding one of the new feats introduced in the revised *Player's Handbook*, such as (for combat-oriented deities) Diehard, Greater Weapon Focus, Greater Weapon Specialization, Improved Feint, Improved Precise Shot, Improved Shield Bash, Manyshot, Rapid Reload, Snatch Arrows, Tower Shield Proficiency, or Two-Weapon Defense; or (for magic-oriented deities) Augment Summoning, Eschew Materials, Improved Counterspell, Improved Turning, or Natural Spell. The *Player's Handbook* also introduces 15 feats that grant a +2 bonus on two related skill checks (Acrobatic, Agile, Animal Affinity, and so on). The *Monster Manual* also introduces new feats that might be appropriate for deities: Ability Focus, Awesome Blow, Craft Construct, Empower Spell-Like Ability, Improved Natural Armor, Improved Natural Attack, Quicken Spell-Like Ability, and Snatch.

Epic Feats: If you have access to the *Epic Level Handbook*, you can choose a deity's additional feat from the epic feats presented there (modified by the adjustments in this booklet).

Deities and Demigods Feats: Chapter 2 of *Deities and Demigods* presents a number of feats compiled from earlier sources. A few of these are revised and presented in the revised *Player's Handbook*; be sure to use the most up-to-date versions of these feats in that book. These feats include Eschew Materials, Greater Spell Focus, Greater Spell Penetration, Greater Two-Weapon Fighting, Improved Grapple, and Widen Spell.

Defunct Feats: Chapter 2 of *Deities and Demigods* also presents one feat, Improved Sunder, which is replaced by the Improved Sunder (formerly Sunder) feat in the revised *Player's Handbook*. Replace this feat with another feat, such as Awesome Blow, for deities that have it.

Altered Feats: For deities with Spell Focus or Greater Spell Focus, be sure to adjust the saving throw DCs for those schools the deity has focus in. For deities with Skill Focus, be sure to add the extra +1 bonus now granted by that feat.

Divine Immunities: No change.

Salient Divine Abilities: The revised rules necessitate several changes to the divine salient abilities described in Chapter 2 of *Deities and Demigods*.

Alter Size: Use the space/reach numbers presented in the revised *Player's Handbook* in place of the ones shown on Table 2–2 in *Deities and Demigods*.

Battlesense: This ability replaces uncanny dodge and improved uncanny dodge.

Divine Bard: The divine courage ability of a deity with Divine Bard grants a +8 morale bonus on saving throws against charms and fear effects and a +8 morale bonus on attack and weapon damage rolls. The inspire heroics ability of such a deity grants a +8 morale bonus on saving throws and a +8 dodge bonus to AC.

Divine Celerity: This ability functions according to the revised haste spell.

Divine Druid: A deity with this ability can assume the form of any animal, magical beast, or plant creature from Fine to Colossal in size.

Divine Inspiration: The despair aspect of this ability functions as an improved version of the *crushing despair* spell: affected creatures suffer a –4 penalty on attack rolls, damage rolls, saves, and checks.

Divine Monk: The deity only gains the second benefit of this feat if it has the Deflect Arrows feat.

Divine Paladin: A deity with this ability can smite evil 10 times per day.

Divine Rage: Rather than allowing the deity to take one extra partial action each round, this ability allows the deity to make one extra attack, at its full attack bonus, whenever it uses the full attack action.

Divine Spell Focus: This ability increases save DCs by one-half the deity's divine rank rather than the full divine rank.

Divine Weapon Focus and *Divine Weapon Specialization:* These abilities stack with Greater Weapon Focus and Greater Weapon Specialization.

Increased Damage Reduction: This ability increases the amount of the deity's damage reduction by 5 and adds an alignment requirement opposed to the deity's alignment to bypass the damage reduction. For example, Heironeous has a divine rank of 15, which gives him damage reduction 25/epic. With this ability, Heironeous can choose damage reduction 30/epic and chaotic or damage reduction 30/epic and evil. A deity cannot choose this ability more than once.

Increased Energy Resistance: This ability grants the deity resistance equal to its divine rank (not 20 + its divine rank). When applied to an energy type that the deity already resists, this ability increases the resistance by 10.

Irresistible Blows: The deity's attacks with the chosen weapon are considered to be adamantite for purposes of bypassing damage reduction and hardness.

See Magic: This ability acts like a constant *greater arcane sight* spell.

Undead Qualities: Consult the undead qualities in the glossary to the *Monster Manual*.

Domain Powers: The granted power for the Animal domain is now *speak with animals* instead of *animal friendship*.

Spell-Like Abilities: Several spells on the various domain lists have changed. For new domains presented in *Deities and Demigods*, see below.

Animal Domain: Replace *repel vermin* and *creeping doom* with *summon nature's ally IV* and *summon nature's ally VIII* (both can only summon animals).

Destruction Domain: The name of *circle of doom* has changed to *mass inflict light wounds*.

Fire Domain: The name of *resist elements* has changed to *resist energy*.

Healing Domain: The name of *healing circle* has changed to *mass cure light wounds*. Replace *true resurrection* with *mass cure critical wounds*.

Luck Domain: The name of *protection from elements* has changed to *protection from energy*. Replace *holy aura* with *moment of prescience*.

Magic Domain: Replace *Nystul's undetectable aura* with *Nystul's magic aura*.

Plant Domain: Replace *changestaff* with *animate plants*.

Protection Domain: The name of *protection from elements* has changed to *protection from energy*.

Strength Domain: Replace *endure elements* with *enlarge person*.

Travel Domain: Replace *expeditious retreat* with *longstrider*. The name of *teleport without error* has changed to *greater teleport*.

Trickery Domain: The name of *change self* has changed to *disguise self*.

Quasi-Deity Traits: This entry appears for several quasi-deities in *Deities and Demigods*, particularly in the Asgardian pantheon (Skirnir, the einherjar, and the giants). It should read as follows:

Immune to transmutation, energy drain, ability drain, ability damage, mind-affecting effects; damage reduction 10/epic; fire resistance 5; spell resistance 32; immortal.

DOMAINS AND SPELLS

Changes to spells in the revised *Player's Handbook* necessitate a few changes to the new domains presented in *Deities and Demigods*.

Charm Domain: Replace *emotion* (4th level) with *heroism*.

Community Domain: Replace *shield other* (2nd level) with *status*. Replace *status* (4th level) with *greater status*, described below. Replace *mass heal* (8th level) with *sympathy*. Replace *miracle* (9th level) with *mass heal*.

Liberation Domain: Replace *unbinding* (9th level, erroneously omitted from the book) with *freedom*.

Madness Domain: Replace the *rage* spell presented in *Deities and Demigods* with the spell of the same name in the revised *Player's Handbook*.

Repose Domain: Replace the *undeath to death* spell presented in *Deities and Demigods* with the spell of the same name in the revised *Player's Handbook*.

Rune Domain: Replace *symbol* (8th level) with *symbol of death*.

Weather Domain: Replace *ice storm* (5th level) with *call lightning storm*.

STATUS, GREATER

Divination

Level: Community 4

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Targets: One creature touched/three levels

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

As *status* (described in the *Player's Handbook*), but you can also cast a limited selection of spells through the link, as if you were touching the target. You can cast any spell that meets the following conditions:

- Level: 0, 1st, or 2nd
- Range: Touch

- Target: Creature touched

- Saving Throw: harmless

For example, if you become aware (through the *greater status* spell) that one of your linked companions is dying, you can cast *cure moderate wounds* to try to revive her.

GREATER MUMMY

The greater mummy template presented in *Deities and Demigods* included an incorrect sample mummy. A corrected sample, updated to conform to the revision, appears below. The base creature is an 11th-level human cleric of Set.

GREATER MUMMY

Medium-Size Undead

Hit Dice: 11d12 (71 hp)

Initiative: +0

Speed: 30 ft.

AC: 21 (+8 natural, +2 bracers of armor, +1 ring of protection), touch 21, flat-footed 21

Attacks: Slam +7 melee (or masterwork shortspear +8 melee); or light crossbow +5 ranged

Damage: Slam 1d6+2; masterwork shortspear 1d8+2; light crossbow 1d8

Face/Reach: 5 ft./5 ft.

Special Attacks: Despair, mummy rot, control undead, spells

Special Qualities: Undead, +4 turn resistance, DR 10/—, SR 21, immunities, fire vulnerability, passage

Saves: Fort +7, Ref +3, Will +12

Abilities: Str 14, Dex 11, Con —, Int 14, Wis 20, Cha 17

Skills: Concentration +17, Diplomacy +12, Hide +8, Knowledge (religion) +16, Listen +13, Move Silently +8, Search +10, Sense Motive +20, Spellcraft +16, Spot +13

Feats: Brew Potion, Combat Casting^B, Forge Wand, Heighten Spell, Scribe Scroll

Environment: Warm deserts

Organization: Solitary

Challenge Rating: 13

Treasure: Standard coins; double goods; double items

Alignment: Lawful evil

Advancement: By character class

COMBAT

Immunities (Ex): Greater mummies are immune to cold, *polymorph*, and mind-affecting spells or abilities.

The Will save against this mummy's despair aura has a DC of 18. The save DC against its spells is 15 + spell level.

Magic Items Carried: Divine scroll of obscuring mist and inflict light wounds, prayer beads (karma), ring of protection +1, bracers of armor +2.

EINHERJAR

Treat "einherjar" as an acquired template that can be applied to any humanoid creature of good alignment that has at least 10 levels of barbarian, fighter, ranger, or paladin. The einherjar presented in *Deities and Demigods* are samples applied to 20th-level characters of

three different races. An einherjar uses all the base creature's statistics and special abilities except as noted here.

Divine Rank: Einherjar are quasi-deities, with a divine rank of 0.

Size and Type: Size remains unchanged. The creature's type changes to outsider with the good subtype and it gains the extraplanar subtype if it visits the Material Plane.

Speed: The base creature's base land speed increases by 30 feet.

Special Qualities: The base creature gains certain traits by virtue of its divine rank:

Quasi-Deity Traits: Immune to transmutation, energy drain, ability drain, ability damage, mind-affecting effects; damage reduction 10/epic; fire resistance 5; spell resistance 32; immortal.

GIANTS

Jotunheim frost giants and Muspelheim fire giants should be treated as their counterparts from the *Monster Manual*, with the following adjustments:

- Asgardian giants are quasi-deities with a divine rank of 0. They gain the following quasi-deity traits: Immune to transmutation, energy drain, ability drain, ability damage, mind-affecting effects; damage reduction 10/epic; fire resistance 5; spell resistance 32; immortal.
- Most Asgardian giants have 5 or more levels of barbarian, fighter, or ranger.

VALKYRIES

Valkyries are simply human female paladins with the einherjar template. Their mounts are celestial pegasi with all the normal benefits of being a paladin's mount.

The entries below follow the following format:

Monster: Type (Subtype); Space/Reach; Damage Reduction; Skills; Feats; Level Adjustment; Notes.

Cyclops, Lesser; Giant: 10 ft./10 ft.; Climb +13, Jump +17, Spot +5; Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack; LA +2.

Cyclops, Greater; Giant: 10 ft./10 ft.; Climb +27, Craft (armorsmithing) +32, Craft (weaponsmithing) +32, Jump +27, Spot

+23; Craft Magic Arms and Armor^B, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack; +3; **Skills:** Greater cyclopes receive a +10 racial bonus on Craft (armorsmithing) and Craft (weaponsmithing) checks; LA +3.

Faun: Fey; 5 ft./5 ft.; Bluff +1, Diplomacy +1, Hide +6, Knowledge (nature) +2, Listen +2, Move Silently +6, Perform +2, Spot +2, Survival +4; Improved Initiative; LA +0.

Minion of Set: Outsider; 5 ft./5 ft.; Balance +2, Bluff +10, Climb +11, Diplomacy +3, Hide +11, Intimidate +12, Jump +13, Knowledge (religion) +10, Move Silently +11, Spot +11, Tumble +11; Exotic Weapon Proficiency (khopesh), Improved Initiative, Stealthy; LA +5.

Mummy, Greater: Undead; 5 ft./5 ft.; 10/—; Concentration +17, Diplomacy +12, Hide +8, Knowledge (religion) +16, Listen +13, Move Silently +8, Search +10, Sense Motive +20, Spellcraft +16, Spot +13; Brew Potion, Combat Casting^B, Forge Wand, Heighten Spell, Scribe Scroll; Same as the creature +4; **Mummy Scourge (Su):** Supernatural disease—slam, Fortitude save (DC 24), incubation period 5 rounds; damage 1d6 temporary Strength, 1d6 temporary Constitution, and 1d6 temporary Charisma. Otherwise as written. (This is a more virulent form of the mummy rot disease carried by ordinary mummies.) Replace resistance to blows with new damage reduction entry. See *Monster Manual* glossary for revised definition of fire vulnerability. Sample creature: See the complete sample greater mummy on page 11; LA same as base creature +4.

Freke and Gere, Odin's Legendary Wolves: See Legendary wolf in the *Monster Manual II* section, below.

Sleipnir, Odin's Legendary Horse: See Legendary horse in the *Monster Manual II* section, below.

Blodug-Hofi, Frey's Legendary Horse: See Legendary horse in the *Monster Manual II* section, below.

Gullin-Bursti, Frey's Boar: Animal; 15 ft./20 ft.; Listen +15, Spot +15; Alertness, Endurance, Run, Stealthy, Toughness x3, Weapon Focus (gore); Feat changes HD to 21d8+114 (282 hp). Change attacks to +26 melee (1d8+12, gore); LA —.

Tanngrisnir and Tanngjost, Thor's Legendary Goats: Animal; 10 ft./5 ft.; Listen +8, Spot +7; Alertness, Endurance, Run; LA —.