



Illus. by Scott Rolter

Many characters use feats to expand upon their connections to the divine. The feats and variant rules in this chapter provide options for characters of all classes. The chapter concludes with a section about epic-level divine characters that presents some epic feats and discusses how to make an epic-level versions of prestige classes, such as those described in Chapter 2.

FEATS

The following feats supplement those found in the *Player's Handbook*.

DIVINE FEATS

In keeping with the idea of expanding the options of all classes, the feats in this category share characteristics that make them unavailable to single-class fighters. First, they all have as a prerequisite the ability to turn or rebuke undead. Thus, they are open to clerics, paladins of 3rd level or higher, and a member of any prestige class or any creature that has that ability.

Second, the force that powers a divine feat is the ability to channel positive or negative energy to turn or rebuke undead. Each use of a divine feat costs a character a minimum of one turn or rebuke attempt from her number of

attempts each day. If you don't have any turn or rebuke attempts left, you can't use a divine feat. Turning or rebuking undead is a standard action (unless you have a special ability that says otherwise). These feats often take a standard action to activate, but may require other types of actions as specified. Regardless, you may activate only one divine feat (or use the ability to turn or rebuke undead once) per round, though overlapping durations may allow you the benefits of more than one divine feat at a time.

Third, turning or rebuking undead is a supernatural ability and a standard action that does not provoke an attack of opportunity and counts as an attack. Activating a divine feat is also a supernatural ability and does not provoke an attack of opportunity unless otherwise specified in the feat description. Activating a divine feat is not considered an attack unless the feat's activation could be the direct cause of damage to a target. Improved Smiting, for example, adds 1d6 points of damage to a smite attack, but does not directly deal damage to an opponent upon its activation. It is not itself an attack.

Paladins in particular should consider these feats. Because the paladin's turning ability remains behind the cleric's throughout the paladin's

TABLE 3-1: FEATS

General Feats		
Arcane Disciple	Knowledge (religion) 4 ranks, Spellcraft 4 ranks, deity's alignment	Add spells from a domain to your class list
Augment Healing	Heal 4 ranks	Healing spells do +2 per spell level
Domain Focus	Access to relevant domain	+1 caster levels for one domain
Empower Turning	Ability to turn or rebuke undead	Can turn more undead
Improved Smiting	Cha 13, smite ability	Your smite gains an alignment for overcoming DR and +1d6 damage
Practiced Spellcaster	Spellcraft 4 ranks	Your caster level is +4 but not above your HD
Quicken Turning	Ability to turn or rebuke undead	Can turn undead as a free action
Spell Focus (Chaos, Evil, Good, Law)	Relevant alignment	+1 bonus on save DCs for spells with alignment descriptor
Spontaneous Healer	Knowledge (religion) 4 ranks, nonevil	Swap out your spells for <i>cure</i> spells on your list
Spontaneous Summoner	Knowledge (nature) 4 ranks, partly neutral alignment	Swap out your spells for <i>summon nature's ally</i>
Spontaneous Wounder	Knowledge (religion) 4 ranks, nongood	Swap out your spells for <i>inflict</i> spells on your list
Divine Feats		
Disciple of the Sun	Ability to turn or rebuke undead, good alignment	Spend an extra turn attempt to destroy undead instead of turning them
Divine Metamagic	Ability to turn or rebuke undead	Spend turn/rebuke attempts to enhance spells with a metamagic feat
Divine Spell Power	Ability to turn or rebuke undead	Spend turn/rebuke attempts to increase your caster level
Glorious Weapons	Ability to turn or rebuke undead	Allies' weapons gain an alignment for overcoming DR
Domain Spontaneity	Ability to turn or rebuke undead	Spend turn/rebuke attempt to spontaneously cast a domain spell
Elemental Smiting	Ability to turn/rebuke elementals	Spend turn/rebuke attempt to smite an elemental
Elemental Healing	Ability to turn/rebuke elementals	Spend turn/rebuke attempt to heal nearby elementals
Profane Boost	Ability to turn/rebuke undead	Nearby <i>inflict</i> spells are maximized for 1 round
Sacred Boost	Ability to turn/rebuke undead	Nearby <i>cure</i> spells are maximized for 1 round
Sacred Healing	Heal 8 ranks, ability to turn/rebuke undead	Allies gain fast healing 3 for a short time
True Believer	Worship one deity, alignment within one step of deity's	Gain a +3 bonus on one save each day
Item Creation Feats		
Sanctify Relic	Any other item creation feat, caster level 7th	Make magic items with a divine connection
Metamagic Feats		
Consecrate Spell	Any good alignment	Spell gains the good descriptor
Corrupt Spell	Any evil alignment	Spell gains the evil descriptor
Rapid Spell	—	Decrease casting time of some spells
Reach Spell	—	Touch spell becomes a ray with 30-ft. range
Transdimensional Spell	—	Affect incorporeal, ethereal and shadow creatures
Wild Feats		
Boar's Ferocity	Ability to use wild shape	Fight while at negative hit points
Cheetah's Speed	Ability to use wild shape	Speed becomes 50 ft. for 1 hour
Eagle's Wings	Ability to use wild shape	Grow wings for 1 hour
Elephant's Hide	Ability to wild shape into Large creature	Gain +7 natural armor bonus for 10 minutes
Extra Wild Shape	Ability to use wild shape	Gain two additional wild shape uses per day
Fast Wild Shape	Ability to use wild shape	Wild shape as a move equivalent action
Grizzly's Claws	Ability to use wild shape	Gain claws for 1 hour
Lion's Pounce	Ability to use wild shape	Make a full attack on a charge
Oaken Resilience	Ability to use wild shape	Become like a tree and gain plants immunities
Serpent's Venom	Ability to use wild shape	Gain a poisonous bite attack for 1 minute
Swim like a Fish	Ability to use wild shape	Swim underwater for 1 hour
Wolverine's Rage	Ability to use wild shape	Enter a rage for 5 rounds

career, a paladin who chooses one or two divine feats has more options than just turning undead.

WILD FEATS

All wild feats have as a prerequisite the wild shape ability. Thus, they are open to druids of 5th level or higher, as well as any character who has gained the wild shape ability from a prestige class or other source.

Each use of a wild feat generally costs you one daily use of your wild shape ability. If you don't have any uses of wild shape left, you can't use a wild feat. Unless otherwise noted, changing form with wild shape or activating a wild feat is a standard action. You may only use the wild shape ability to change form or activate one wild feat per round, though overlapping durations may allow you the benefits of more than one wild feat at a time.

Activating a wild feat is a supernatural ability and does not provoke an attack of opportunity unless otherwise specified in the feat description. Activating a wild feat is not considered an attack unless the feat's activation could be the direct cause of damage to a target. Grizzly's Claws, for example, gives you claw attacks, but the feat does not directly deal damage to an opponent upon its activation. It is not itself an attack.

ARCANE DISCIPLE [GENERAL]

Choose a deity, and then select a domain available to clerics of that deity. You can learn to cast the spells associated with that domain as arcane spells.

Prerequisites: Knowledge (religion) 4 ranks, Spellcraft 4 ranks, able to cast arcane spells, alignment matches your deity's alignment.

Benefit: Add the chosen domain's spells to your class list of arcane spells. If you have arcane spellcasting ability from more than one class, you must pick which arcane spellcasting ability this feat applies to. Once chosen, this decision cannot be changed for that feat.

You may learn these spells as normal for your class; however, you use Wisdom (rather than the normal ability for your spellcasting) when determining the save DC for the spell. In addition, you must have a Wisdom score equal to 10 + the spell's level in order to prepare or cast a spell gained from this feat.

Each day, you may prepare (or cast, if you cast spells without preparation) a maximum of one of these domains spells of each level.

Special: You can take this feat more than once. Each time, you must select a different domain available to the same deity you chose the first time you selected the feat. For example, a character who chose Heironeous and the Good domain with his first selection could choose Law or War with successive selections of the same feat. He couldn't choose Protection, since that domain isn't available to clerics of Heironeous.

AUGMENT HEALING [GENERAL]

Prerequisite: Heal 4 ranks

Benefit: Add +2 points per spell level to the amount of damage healed by any Conjunction [Healing] spell that you cast.

For example, a 1st-level cleric with this feat casting *cure light wounds* would restore 1d8+3 hp. An 8th-level cleric with the Healing domain and this feat casting *cure moderate wounds* would restore 2d8+13 hp (9 for his caster level including the +1 caster level bonus for the Healing domain, +4 for the feat). A 13th-level druid casting *heal* would restore 144 hp (130 for her caster level + 14 for the feat, since *heal* is a 7th-level druid spell).

BOAR'S FEROCITY [WILD]

You can continue fighting even at the brink of death.

Prerequisite: Ability to wild shape.

Benefit: If your hit points are reduced to 0 or less (but you aren't killed), you can spend one wild shape as a free action (even if it isn't your turn) to continue acting as if not disabled or dying. The effect lasts for one minute.

Normal: When reduced to 0 hp, you are disabled and can take only a single move or standard action each round. When reduced to -1 to -9 hp, you are dying and drop unconscious.

CHEETAH'S SPEED [WILD]

You can run with the speed of the cheetah.

Prerequisite: Ability to wild shape.

Benefit: You can spend one wild shape to change your base land speed to 50 feet. You may also sprint as a cheetah: Once per hour you may move 10 times your normal speed as part of a charge. This effect lasts for one hour.

CONSECRATE SPELL [METAMAGIC]

You can imbue your spells with the raw energy of good.

Prerequisite: Any good alignment.

Benefit: A spell you modify with this feat gains the good descriptor. Furthermore, if the spell deals damage, half of the damage (rounded down) results directly from divine power and is therefore not subject to be reduced by resistance or immunity to energy-based attacks. For example, a consecrated *fire storm* spell cast by a 16th-level cleric deals 16d6 points of damage, half of which is fire damage and half of which is sheer divine power. Thus, creatures immune to fire still take damage. The consecrated spell uses up a spell slot one level higher than the spell's actual level.

CORRUPT SPELL [METAMAGIC]

You can transform one of your spells into an evil version of itself.

Prerequisite: Any evil alignment.

Benefit: This feat adds the evil descriptor to a spell. Furthermore, if the spell deals damage, half of the

damage (rounded down) results directly from divine power and is therefore not subject to be reduced by resistance or immunity to energy-based attacks. The corrupted spell uses up a spell slot one level higher than the spell's actual level.

DISCIPLE OF THE SUN [DIVINE]

You can destroy undead instead of merely turning them.

Prerequisites: Ability to turn or rebuke undead, good alignment.

Benefit: You may spend two turn undead attempts when you turn undead instead of one. If you do then you get destroy the undead instead of turning them.

DIVINE METAMAGIC [DIVINE]

You can channel energy into some of your divine spells to make them more powerful.

Prerequisite: Ability to turn undead or rebuke undead.

Benefit: When you take this feat, choose a metamagic feat. This feat applies only to that metamagic feat. As a free action, you can take the energy from turning or rebuking undead and use it to apply a metamagic feat to spells that you know. You must spend one turn or rebuke attempt, plus an additional attempt for each level increase in the metamagic feat you're using. For example, Jozan the cleric could sacrifice three turn attempts to empower a *holy smite* he's casting. Because you're using positive or negative energy to augment your spells, the spell slot for the spell doesn't change.

Special: This feat may be taken multiple times. Each time you take this feat choose a different metamagic feat to which to apply it.

DIVINE SPELL POWER [DIVINE]

You can channel positive or negative energy to enhance your divine spellcasting ability.

Prerequisites: Ability to turn or rebuke undead, able to cast 1st-level divine spells.

Benefit: You can spend a turn or rebuke attempt as a free action and roll a turning check (with a special +3 bonus, plus any other modifiers you'd normally apply to your turning check). Treat the result of the turning check as a modifier to your caster level on the next divine spell you cast in that round.

For example, if a cleric used this feat and rolled a 16 on his turning check, he would add a +2 bonus to his caster level for the next divine spell he casts in the round. Had he rolled an 8, he would instead apply a -1 penalty to his caster level for the next divine spell he cast in the round.

If you don't cast a divine spell before your next turn, you lose the effect of the check result. This feat has no effect on your arcane spellcasting ability.

DOMAIN FOCUS [GENERAL]

You have mastered the subtle intricacies of the divine power you've devoted yourself to.

Prerequisite: Access to relevant domain.

Benefit: You can cast spells associated with one of your domains at +1 caster level. This benefit also applies to caster level checks to overcome a target's spell resistance as well as other variables such as spell duration. If you cast a spell from one of your nondomain spell slots, this feat does not help you, even if the spell also happens to appear on your domain list.

Special: You can take Domain Focus multiple times. Its effects do not stack. Each time you take the feat, it applies to a new domain to which you have access.

DOMAIN SPONTANEITY [DIVINE]

You are so familiar with one of your domains that you can convert other prepared spells into spells from that domain.

Prerequisite: Ability to turn or rebuke undead.

Benefit: Each time you take this feat, choose a domain that you have access to. You may now convert prepared divine spells into any spell from that domain. You expend a spell of equal or higher level, as well as expending one of your daily turn undead attempts. This works just as good clerics spontaneously cast prepared spells as *cure* spells.

Special: You can take this feat multiple times. Each time you take the feat, it applies to a new domain.

EAGLE'S WINGS [WILD]

You can take wing and fly with the grace of an eagle.

Prerequisite: Ability to wild shape.

Benefit: You can spend one wild shape to grow feathery wings. These allow you to fly at a speed of 60 feet (average maneuverability). The wings remain for 1 hour.

ELEMENTAL HEALING [DIVINE]

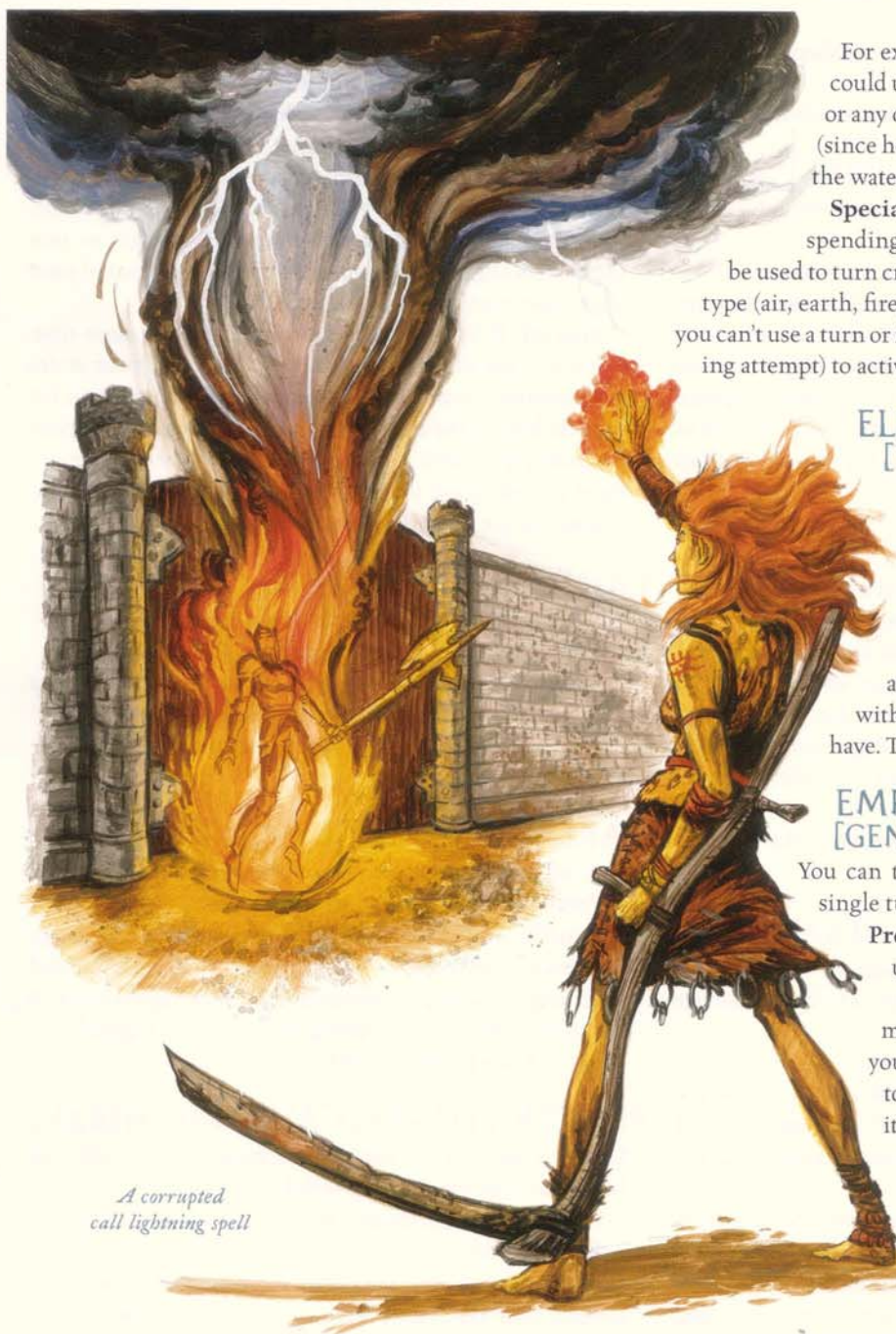
You can channel elemental energy to heal creatures of a specific elemental subtype.

Prerequisite: Ability to rebuke creatures with an elemental subtype.

Benefit: You can spend a rebuke attempt as a standard action to send a burst of healing energy in a 60-foot burst. This affects all creatures with an elemental subtype that you could normally rebuke; such creatures are healed of 1d8 points of damage per two cleric levels.

For example, a cleric with the Fire domain could use this feat to heal a fire elemental or any other creature with the fire subtype (since he would normally rebuke creatures with the fire subtype with his domain power).

Special: You may only activate this feat by spending a rebuke attempt that would normally be used to rebuke creatures with a specific elemental subtype (air, earth, fire, or water). Unlike other divine feats, you can't use a turn or rebuke undead attempt (or other turning attempt) to activate the feat.



*A corrupted
call lightning spell*

ELEMENTAL SMITING [DIVINE]

You can channel elemental energy to deal extra damage to creatures tied to a specific element.

Prerequisite: Ability to turn creatures with an elemental subtype.

Benefit: Once per round, you can spend a turn attempt as a free action when making a melee attack. If you successfully strike a creature that you could turn with that turn attempt because of its elemental subtype, you may add a bonus on your damage roll equal to your cleric level. If your attack misses, the turn attempt is lost to no effect.

For example, a cleric with the Fire domain could use this feat to smite a water elemental or any other creature with the water subtype (since he would normally turn creatures with the water subtype with his domain power).

Special: You may only activate this feat by spending a turn attempt that would normally be used to turn creatures with a specific elemental subtype (air, earth, fire, or water). Unlike other divine feats, you can't use a turn or rebuke undead attempt (or other turning attempt) to activate the feat.

ELEPHANT'S HIDE [WILD]

You can thicken your skin to the toughness of an elephant's.

Prerequisite: Ability to wild shape into a Large creature.

Benefit: You can spend one wild shape to give yourself a natural armor bonus of 7. This does not stack with any natural armor you currently have. The effect lasts for 10 minutes.

EMPOWER TURNING [GENERAL]

You can turn or rebuke more undead with a single turning attempt.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can turn or rebuke more undead than usual. After adding your cleric level and Charisma modifier to your turning damage roll multiply it by 1.5.

EXTRA WILD SHAPE [WILD]

You can use wild shape more frequently than you normally could.

Prerequisite: Ability to use wild shape.

Benefit: You use your wild shape ability two more times per day than you otherwise could. If you are able to use wild shape to become an elemental, you also gain one additional elemental wild shape use per day.

Special: You can take this feat multiple times, gaining the same benefit each time.

FAST WILD SHAPE [WILD]

You assume your wild shape faster and more easily than you otherwise could.

Prerequisite: Dex 13, ability to use wild shape.

Benefit: You gain the ability to use wild shape as a move-equivalent action.

Normal: A druid uses wild shape as a standard action.

GLORIOUS WEAPONS [DIVINE]

You can channel positive or negative energy to imbue your allies' weapons with an alignment.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can spend a turn or rebuke attempt as standard action to align the melee weapons (including natural weapons) of all allies within a 60-ft. burst as good (if you channel positive energy) or evil (if you channel negative energy). Such weapons can overcome damage reduction as if they had the appropriate alignment. The effect lasts until the end of your next turn.

GRIZZLY'S CLAWS [WILD]

You can grow claws as sharp as those of a bear.

Prerequisite: Ability to wild shape.

Benefit: You can spend one wild shape to gain two primary claw attacks (both at your base attack bonus and adding your Strength bonus). The claws deal piercing and slashing damage equal to a short sword appropriate to your size (1d6 for Medium, or 1d4 for Small). The claws remain for 1 hour.

Special: If you already have a claw attack, this replaces those claws.

IMPROVED SMITING [GENERAL]

Your smite attacks deal more damage to specific foes, and can damage creatures with alignment-based damage reduction.

Prerequisites: Cha 13, smite ability.

Benefit: Whenever you make a smite attack, your attack overcomes damage reduction as if had an alignment, and you deal an extra +1d6 points of damage to targets of a specific alignment.

If the smite attack has an alignment associated with it, it deals its extra damage to foes of that alignment and it is treated as having the opposite alignment for overcoming damage reduction. For example, a paladin's smite evil attacks are treated as having the good alignment and deal +1d6 damage to evil targets, while a blackguard's smite good attacks are treated as having the evil alignment and deal +1d6 damage to good targets.

If the smite attack has no alignment associated with it, you must choose an alignment component (chaotic, evil, good, or lawful) when you select the feat. Your smite attacks overcome damage reduction as if they had that alignment, and deal +1d6 points of damage to foes of the opposite alignment.

For example, a lawful neutral cleric of St. Cuthbert with the Destruction domain who selected this feat must choose for his smite attacks to be lawfully aligned (and these attacks would deal +1d6 points of damage to chaotic targets). A

lawful evil cleric of Hextor with the Destruction domain could choose to have his smite attacks be lawfully or evilly aligned (and these attacks would deal +1d6 points of damage to chaotic targets or to good targets, respectively).

You can't choose an alignment component that isn't part of your alignment, and once this choice is made, it can never be changed. If you later change alignment so that the chosen alignment component is no longer part of your alignment, you lose the benefits of this feat.

Special: If you have the smite ability from more than one class, the effect of the feat applies to all your smite abilities, and it is possible to select different alignments for each (as long as the alignments chosen are legal selections). For example, a paladin/cleric with the Destruction domain must choose good for his smite good ability, but could choose law for his smite domain power.

LION'S POUNCE [WILD]

You can deliver a terrible attack at the end of a charge.

Prerequisite: Ability to wild shape.

Benefit: When you charge, you may spend a wild shape as a free action to make a full attack at the end of the charge.

Normal: Without this feat, you may only make a single attack after a charge.

OAKEN RESILIENCE [WILD]

You can take on the sturdiness of the mighty oak.

Prerequisite: Ability to wild shape into a plant.

Benefit: You can spend a wild shape to gain immunity to critical hits, poison, sleep, paralysis, polymorph, and stunning. You also gain great stability, which gives you a +8 bonus on checks to avoid being bull rushed or tripped. The effect remains for 10 minutes.

PRACTICED SPELLCASTER [GENERAL]

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

Prerequisite: Spellcraft 4 ranks.

Benefit: Your caster level for the chosen spellcasting class increases by +4. This can't increase your caster level beyond your HD. However, even if you can't benefit from the full bonus immediately, if you later gain noncaster-level HD you may be able to apply the rest of the bonus.

For example, a human 5th-level cleric/3rd-level fighter who selects this feat would increase his cleric caster level from 5th to 8th (since he has 8 HD). If he later gained a fighter level, he would gain the remainder of the bonus and his cleric caster level would become 9th (since he now has 9 HD).

A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect.

This does not affect your spells per day or spells known. It only increases your caster level, which would help you penetrate SR and increase the duration and other effects of your spells.



Special: You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

PROFANE BOOST [DIVINE]

You can channel negative energy to increase the power of *inflict wounds* spells cast near you.

Prerequisite: Ability to rebuke undead.

Benefit: You can spend a rebuke attempt as standard action to place an aura of negative energy upon each creature within a 60-ft. burst. Any *inflict* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

QUICKEN TURNING [GENERAL]

You can turn or rebuke undead with a moment's thought.

Prerequisite: Ability to turn or rebuke undead.

Benefit: You can turn or rebuke undead as a free action. You may still make only one turning attempt per round.

RAPID SPELL [METAMAGIC]

You can cast spells with long casting times more quickly.

Benefit: Only spells with a casting time greater than 1 standard action can be made rapid. A rapid spell with a casting time of 1 full round can be cast as a standard action. A rapid spell with a casting time measured in rounds can be cast in 1 full round. Rapid spells with casting times measured in minutes can be cast in 1 minute, and rapid spells with casting times measured in hours can be cast in 1 hour. A rapid spell uses up a spell slot one level higher than the spell's actual level.

Special: A spell can be made rapid and quickened only if its original casting time was 1 full round. This feat can be applied to a spell cast spontaneously as long as its original casting time was longer than 1 full round.

REACH SPELL [METAMAGIC]

You can cast touch spells without touching the spell recipient.

Benefit: You may cast a spell that normally has a range of touch at any distance up to 30 feet. The spell effectively becomes a ray, so you must succeed on a ranged touch attack to bestow the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

SACRED BOOST [DIVINE]

You can channel positive energy to increase the power of *cure wounds* spells cast near you.

Prerequisite: Ability to turn undead.

Benefit: You can spend a turn attempt as standard action to place an aura of positive energy upon each creature within a 60-ft. burst. Any *cure* spell cast on one of these creatures before the end of your next turn is automatically maximized, with no adjustment to the spell's level or casting time.

SACRED HEALING [DIVINE]

You can channel positive energy to grant nearby living creatures the ability to recover from their wounds quickly.

Prerequisites: Heal 8 ranks, ability to turn undead.

Benefit: You can spend a turn attempt as a full-round action to grant fast healing 3 to all living creatures within a 60-ft. burst. The fast healing lasts for a number of rounds equal to 1 + your Cha modifier (minimum 1 round).

SANCTIFY RELIC [ITEM CREATION]

You can create magic items that are imbued with a connection to your deity.

Prerequisite: Any other item creation feat.

Benefit: Relics are magic items—often but not always wondrous items—that rely on a divine connection to a specific deity to function. They are described further in Chapter 4.

SERPENT'S VENOM [WILD]

You can deliver a toxic bite attack reminiscent of the viper.

Prerequisite: Ability to wild shape.

Benefit: You can spend a usage of wild shape to gain a secondary bite attack (at your base attack bonus –5 and adding 1/2 your Strength bonus) that deals bludgeoning, piercing and slashing damage equal to a dagger appropriate to your size (1d4 for Medium, or 1d3 for Small). In addition, the bite delivers a toxic venom (Fortitude save DC 10 + 1/2 your HD + your Con modifier; 1d6 Con/1d6 Con).

Special: If you already have a bite attack, it just gains the toxic venom part of this feat.

SPELL FOCUS (CHAOS, EVIL, GOOD, OR LAW)

Your spells with an alignment descriptor are more potent than normal.

Prerequisite: Relevant alignment.

Benefit: Add +1 to the DC for all saving throws against any of your spells that have an alignment descriptor (chaos, evil, good, or lawful) that matches your alignment. This bonus does not stack with any other bonus from Spell Focus feats.

Special: This feat can be taken twice, choosing a different alignment descriptor each time.

SPONTANEOUS HEALER [GENERAL]

Prerequisites: Knowledge (religion) 4 ranks, nonevil alignment, able to cast any *cure wounds* spell.

Benefit: You can use your spellcasting ability to spontaneously cast *cure* spells (from your class spell list) just as a cleric can. You may use this ability a total number of times per day equal to your Wisdom modifier.

SPONTANEOUS SUMMONER [GENERAL]

Prerequisites: Wis 13, Knowledge (nature) 4 ranks, any neutral alignment (NG, LN, N, CN, or NE), able to cast any *summon nature's ally* spell.

Benefit: You can spontaneously cast *summon nature's ally* spells (from your class spell list) just as a druid can. You may use this ability a total number of times per day equal to your Wisdom modifier.

SPONTANEOUS WOUNDER [GENERAL]

Prerequisites: Wis 13, Knowledge (religion) 4 ranks, nongood alignment, able to cast any *inflict wounds* spell.

Benefit: You can use your spellcasting ability to spontaneously cast *inflict* spells (from your class spell list) just as a cleric can. You may use this ability a total number of times per day equal to your Wisdom modifier.

SWIM LIKE A FISH [WILD]

You can breathe and swim underwater with grace.

Prerequisite: Ability to wild shape.

Benefit: You can spend one wild shape to grow gills,

enabling you to breathe underwater (while retaining your ability to breathe air). Webbing also grows between your fingers and between your toes, granting you a Swim speed of 40 ft. and a +8 bonus on your Swim checks. The effect lasts for one hour.

TRANSDIMENSIONAL SPELL [METAMAGIC]

You can cast spells that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the spell's area.

Benefit: A transdimensional spell has full, normal effect upon incorporeal creatures, creatures on the Ethereal Plane or Plane of Shadow, and creatures within an extradimensional space in the spell's area. Such creatures include ethereal creatures, creatures that are *blinking* or shadow walking, manifested ghosts, and creatures within the extradimensional space of a *rope trick* or *portable hole*.

You must be able to perceive a creature to target it with a spell, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

A transdimensional spell uses up a spell slot one level higher than the spell's actual level.

Normal: Only force spells and effects can affect ethereal creatures, and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space. There is a 50% chance that any spell other than a force effect fails against an incorporeal creature.



Transdimensional web spell

TRUE BELIEVER [GENERAL]

Your deity rewards your unquestioning faith and dedication.

Prerequisite: Must choose a single deity to worship. Must be within one step of that god's alignment.

Benefit: Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw.

This feat also allows you to use a relic (see relics, page 88) of the deity you worship.

WOLVERINE'S RAGE [WILD]

You can fly into a berserk rage when injured.

Prerequisite: Wild shape

Benefit: If you have taken damage during the last round, you may spend a wild shape as a free action on your turn to enter a rage. While in this rage, you gain a +2 bonus to Strength, a +2 bonus to Constitution, and take a -2 penalty to AC. This rage lasts for 5 rounds and cannot be ended voluntarily.

VARIANT: FAITH FEATS

Feats with the faith tag give your character a pool of faith points that you can spend to attain various bonuses and benefits during the game. Unless noted otherwise, you can spend only one faith point per round. Spending a faith point isn't an action—it doesn't even have to be your turn—but whatever you're doing with the faith point might be an action. If so, it's described as such in the feat description.

Faith feats impose significant constraints on character behavior, and they rely on DM judgment calls. Thus they may not be appropriate for every campaign.

Faith Feats	Prerequisites	Benefit
Pious Defense*	Knowledge (religion) 2 ranks	Spend faith point to avoid deadly damage
Pious Soul*	Knowledge (religion) 2 ranks	Spend faith point to gain +1d6 on attack, save, or check
Pious Spellurge*	Knowledge (religion) 4 ranks	Spend faith points to improve a spell you cast

Getting More Faith Points: When you perform deeds that advance the cause of the religion or philosophy you espouse, you earn more faith points. The DM awards faith points based on the magnitude of the deed and how well your character is "walking the walk."

As a rough guide, your character should probably earn (5 + one-half your character level) faith points per level. These earnings can vary widely; some adventures involve matters critical to your faith, while others involve more secular dangers and dilemmas.

The DM is the arbiter of how many faith points you'll earn (usually at the end of the session, although the DM can also award them on the spot). The following table gives some example faith point awards.

TABLE 3-2: FAITH POINT AWARDS

Circumstance	Award
Demonstrate faith to NPCs or PCs	1 per session
<i>Examples:</i> Proselytizing to others, swearing an oath by your deity, using a religious chant or scripture reference.	
Resolve significant moral/ethical dilemma in accordance with religion or philosophy	1
<i>Examples:</i> Dealing with captured foes, breaking or obeying city's laws, choosing between two otherwise equivalent courses of action.	
Achieve minor quest for your religion or philosophy	3
<i>Examples:</i> Restore blight damage in major forest (Ehlonna), bring traitorous vizier to justice (Heironeous), seize elven glade-village (Gruumsh)	
Achieve major quest for your religion or philosophy	5
<i>Examples:</i> Explore the Valley of the Watchful Ancients (Fharlanghn), Recover lost <i>mace of implacable vengeance</i> (St. Cuthbert), create elaborate conspiracy of palace spies (Vecna).	
Achieve critical quest for your religion or philosophy	7
<i>Examples:</i> Establish new homeland for wandering elves (Corellon Larethian), create artifact <i>spark of the true sun</i> (Pelor), sack the civilized lands with your humanoid army (Erythnul)	
Thwart regional rival to your faith	2
<i>Examples:</i> Expose minor cult, sack rival temple, defeat NPC whose goals conflict with your faith.	
Thwart national rival to your faith	4
<i>Examples:</i> Stop plot against religious or allied secular leaders, defend nation against invading army, prevent infiltration of hostile monsters	
Thwart planar rival to your faith	6
<i>Examples:</i> Destroy abhorrent artifact, prevent invasion of hostile outsiders, deny divine ascension to rival NPC	

Pious Defense [Faith]

Your connection to a greater power sometimes gives you flashes of insight that keep you safe.

Prerequisite: Knowledge (religion) 2 ranks.

Benefit: When you would be reduced to 0 hit points or less by damage, you can spend 1 faith point to take only half damage.

Special: When chosen, this feat gives you 4 faith points, and you may earn additional faith points as outlined in the Faith Feats section.

Pious Soul [Faith]

By adhering to the precepts of your religion or philosophy, you gain an extra edge when you need it most.

Prerequisite: Knowledge (religion) 2 ranks.

Benefit: You can spend a faith point to add 1d6 to your d20 roll on an attack, save, or check—even after you've seen the d20 roll, as long as the DM hasn't announced whether you've succeeded or failed. You can choose to spend more than one faith point at a time in this way.

Special: When chosen, this feat gives you 4 faith points, and you may earn additional faith points as outlined in the Faith Feats section.

Pious Spellurge [Faith]

You can use the strength of your faith to augment a spell cast at a critical juncture.

Prerequisite: Knowledge (religion) 4 ranks.

Benefit: By spending 2 faith points when you cast a spell, you gain a +1d6 bonus to the DC of any save required to resist the spell or to your caster level for that spell.

Special: When chosen, this feat gives you 4 faith points, and you may earn additional faith points as outlined in the Faith Feats section.



VARIANT TURNING RULES: DESTRUCTION OF THE UNDEAD

Instead of the turn undead rules in the *Player's Handbook*, some DMs might decide to use these turn undead rules. Instead of making undead run and cower, turn attempts deal positive energy damage to all undead within 30 ft. of the cleric. The goal of the system was to have the cleric contribute to the destruction of the undead in a fashion that interacts well with the other characters in the party such as the fighter and wizard. Sometimes when undead are turned they run away and are never seen again, or they are destroyed outright. Other times when undead are turned, there are no effects at all. Some DMs find the range of possibilities too widely varied or too complicated and for those DMs we provide this more consistent, simpler method of dealing with the turning of undead.

Turning undead is a standard action that deals 1d6 damage/cleric level to all undead within 30' of the cleric. The affected undead get a Will save (DC 10+ cleric level + Charisma modifier) for half damage.

Evil clerics (any cleric that can swap out spells for inflict spells) instead heal undead within 30 ft. for 1d6/cleric level. Paladins work just as you would expect, they turn undead as a cleric 3 levels lower.

Undead with turn resistance may subtract that number from the damage that they take from each turn attempt. For example, a vampire with turn resistance 4 takes 4 fewer hit points of damage each time he takes turning damage.

Turn resistance does not reduce the effects of the healing that evil clerics provide with their turn attempts.

When using this ability against incorporeal creatures, you do not have to roll a 50% miss chance; turning hits them automatically.

EPIC DIVINE CHARACTERS

The *Player's Handbook* establishes 20th level as the limit to a character's power and experience. The *Dungeon Master's Guide*, however, provides rules for going beyond that limit to 21st level and onward. Such characters are called epic-level characters and use slightly modified rules to govern their interactions.

This section addresses some issues relevant to epic divine characters, from becoming an epic-level character, to advancing to epic levels in prestige classes, to new epic feats.

BECOMING AN EPIC-LEVEL DIVINE CHARACTER

The passage from everyday hero to epic hero isn't a given fact of life in all games. Every DM has his own opinions about how (or if) to incorporate epic-level characters into the campaign. Assuming that your campaign offers characters the opportunity to achieve 21st level, this section provides some advice for the player and DM of a divinely themed character to use when approaching that point.

BEHIND THE CURTAIN: AWARDING FAITH POINTS

When a PC in your campaign takes a faith feat, the player is essentially entering into an unwritten contract with you. He's agreeing to limit his character's behavior in exchange for faith points. In exchange, you're agreeing to build opportunities for him to advance his cause into your adventures.

The faith point system works best when player and DM talk about it beforehand and have the same expectations.

Player Expectations: The player has the right to expect that most adventures will offer him a chance to earn enough faith points to make his feat choices worthwhile. Furthermore, choosing one or more faith feats shouldn't put characters into a straitjacket. Roleplaying a pious PC doesn't mean roleplaying a monomaniacal zealot who views everything through the window of his deity's dictates. Not every encounter—or even every adventure—should involve some sort of agonizing moral dilemma for the PC.

DM Expectations: The DM should expect a player with a faith feat to generally follow the path of his creed, even when it's inconvenient to do so. Being a faithful worshiper means more than simply writing "Pelor" on a character sheet. While the player should seek out opportunities to advance his cause (and thus earn more faith points), he shouldn't hijack the party to do so. The DM has the right to expect that the pious PC will generally keep his goals and desires in concert with the efforts of the other PCs.

Awarding faith points is really no different than the unspoken agreement all players have with their DM: "make things challenging but not impossible for us, and show us a good time." But because faith feats involve moral and ethical issues, this agreement is sometimes thrown into sharper relief. The faith feats aren't for everyone, but they can enrich the roleplaying experience as long as player and DM respect the goal of fun at the game table.

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