Deities and Demigods Frequently Asked Questions

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About the FAQ

If you have a question about *Deities and Demigods* (with some questions covering *Faiths and Pantheons*), 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:

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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.

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After reading the Bahamut entry in *Deities and Demigods*, I would love to make a cleric of Bahamut. Does the rule that a cleric of a deity must have the same race as the deity apply to Bahamut? Can I have a human cleric of the platinum dragon? Bahamut's Clergy and Temples section mentions dragons, half-dragons, and "other beings" among Bahamut's clergy. Does "other beings" include humans?

The Clergy and Temples entries in *Deities and Demigods* serve the same purpose as the Typical Worshipers entries in the *Player's Handbook*. As long as the description doesn't specify a particular race, anyone can be a cleric of the deity. For example, Bahamut accepts clerics of any race because it mentions "other beings," but Kurtulmak accepts only kobolds.

Does the always maximize roll ability of greater deities mean that these beings always receive a natural 20 on every attack and saving throw roll? If so, doesn't that mean that a greater deity will always hit on an attack, will always threaten a critical hit, and will always make its saving throw? If this is the case, why doesn't *Deities and Demigods* specifically state under the entry for each individual greater deity that the deity always hits, always threatens a critical hit, and always makes its save, much as these entries say that the deity always deals a certain amount damage on a successful attack due to its maximize roll ability?

Deities and Demigods does not say greater deities always hit, always threaten a critical hit, and always make their saving throws because they don't always hit, don't always threaten a critical hit, and don't always make their saving throws. The description of the always maximize roll ability on page 26 of Deities and Demigods tells you to roll a die when a deity attacks. The die roll must indicate a threat before the deity can deal a critical hit. (No matter what that die roll is, you still use a value of 20 for the value of the die roll when determining what Armor Class the attack hits.) Note that the deity also maximizes its confirmation roll when it achieves a threat, so it is virtually assured of confirming the critical hit. In the very rare case that a maximized attack roll would not be sufficient for a hit, the deity still hits if he or she rolls a natural 20 for his attack roll. As Deities and Demigods notes in the section on attacks on page 26, no deity automatically misses on a roll of a natural 1, so a greater deity does not automatically miss if he or she rolls a natural 1 on his or her attack roll.

Likewise, a greater deity does not get a natural 20 and an automatic success on any saving throw, but it is never at risk of automatically failing on a roll of a natural 1. As with attacks, if a die result of 20 is not sufficient for a successful saving throw, a greater deity still has a chance to roll a die and automatically succeed with a natural 20.

If I'm making my own deities, how do I determine what ability scores, Hit Dice, skills, feats, domains, portfolios, and salient abilities each deity should receive?

You can determine these mostly by assigning them, just as you would with any other new creature or NPC.

Deities receive skills and feats according to their outsider Hit Dice and class levels, just as a monster with a class does. Most of the deities in *Deities and Demigods* started out as 13-HD outsiders; the designers used the titan from the *Monster Manual* as a starting point and worked from there.

Domains, portfolios, and salient abilities, along with the methods for assigning them, are discussed in Chapter 2 of *Deities and Demigods*.

All the deities in *Deities and Demigods* have a standard array of ability scores (similar to the standard array for NPCs in Chapter 2 of the *DUNGEON MASTER's Guide*). The standard array is 35, 28, 25, 24, 24, 24. To this standard divine array, the *Deities and Demigods* designers added +1 for every 4 class levels a deity had and +1 for every point of divine rank. Certain deities also received racial ability adjustments for the races they created or rule over. For example, Corellon Larethian received elf racial adjustments.

All the deities in the book have ability scores generated this way, including the ones that are (or are reputed to be) ascended mortals. If you include divine ascension in your game and you want to use the standard divine array, you can require these scores before ascension (the *Epic Level Handbook* offers some ideas and information on how characters can acquire these high scores), or you can just give the characters the scores as a benefit of ascension. Of course, there's no reason for you to give your deities any ability scores except the ones you think they should have.

Page 29 in *Deities and Demigods* says a deity has to have paladin levels to grant paladin spells. Does this mean my paladin of Helm (from the FORGOTTEN REALMS setting) doesn't get any spells because Helm has no paladin levels?

A divine spellcaster can cast spells even when he has no deity. A worshiper who cannot get spells directly from the deity is obliged to tap some other source. Your paladin of Helm has the same spellcasting abilities any other paladin has. Exactly where those spells come from is a matter for you and your DM to resolve.

The heartwarder prestige class (from *Faiths and Pantheons*) has the Spell Focus (Enchantment) feat as a prerequisite, yet at 6th level, a heartwarder gets the voice of a siren ability, which works as the Spell Focus (Enchantment) feat on spells with a verbal component. If this is correct, the voice of a siren ability is no benefit at all.

This is a typo; the voice of a siren ability gives you the Greater Spell Focus (Enchantment) feat and the Spell Penetration feat, but they apply only to spells with a verbal component.

Let's say I have a 5th-level cleric of Bane with the Law and Hatred domains, and I wanted to take the ocular adept prestige class (from *Faiths and Pantheons*). An ocular adept loses her spellcasting abilities (including her domains), but then, after getting the eyeball implanted, she is treated as if she changed her patron to the Great Mother. After this, my character gets to choose two domains (say Strength and Hatred). Now she's a cleric 5/ocular adept 1. How many domains does my character have? Since she's a cleric changing deities, she gets to choose two new domains for being a cleric, right? Does she also get two more domains for being an ocular adept? Do I use the ocular adept levels to determine the effect of the granted powers of the character's domains, the cleric level, the combined levels, or whichever is higher? What happens if I choose the same domain for each class (such as Law for both)? Do the domain powers stack? Can I continue to increase the character's cleric level after becoming an ocular adept?

If you're a cleric of a deity other than the Great Mother when you add a level of ocular adept, you renounce your old patron deity and therefore lose your old domains and domain powers. As soon as you have the surgery that the ocular adept class requires, you adopt the Great Mother as your new deity and replace your old domains and domain powers with two new ones chosen from the domains listed on page 200 of *Faiths and Pantheons*. This is just like the process any other cleric uses when changing deities; having the surgery fulfills the requirement of completing a quest for the new deity (see Changing Deities on page 233 of the *Forgotten ReALMS Campaign Setting*). In any case, you choose only two domains, and these serve for both your cleric class and your ocular adept class.

Your cleric spells and granted powers use your cleric level to determine spell and power effects, while your ocular adept spells use your ocular adept levels. You have domain slots for each of your ocular adept spell levels, but you do not get any extra domain powers, and your ocular adept levels do not affect your domain powers in any way.

You can add cleric levels after becoming an ocular adept, just as any other multiclass cleric can, except that now you are a cleric of the Great Mother.

What happens when a cleric gets a domain spell that normally is an arcane spell? For example, a cleric chooses Water as one of his domains and eventually gets the ability to cast the *horrid wilting* spell. Does the spell count as an arcane or divine spell? If it's the former, does the cleric have an arcane spell failure chance if he casts the spell while wearing armor? If the cleric places *horrid wilting* on a scroll, is it an arcane or divine scroll? What if the cleric is a multiclass cleric/wizard? Could such a character use any scroll with *horrid wilting* on it?

Clerics cast divine spells. Any spell a cleric gets from a domain list is a divine spell (as is any spell the character gets from the cleric list), no matter what other class lists the spell happens to be on. If the cleric makes a scroll and places his divine *horrid wilting* spell on it, it is a divine scroll.

Any multiclass spellcaster keeps his spellcasting classes separate. A multiclass cleric/wizard casts cleric spells as divine spells, which are not subject to arcane spell failure. He casts His wizard spells as arcane spells, which are subject to arcane spell failure. If the character makes a scroll, he must decide if it is an arcane scroll or a divine scroll. If the character picks up a scroll, he uses it as a wizard of His wizard level if the scroll is an arcane scroll. The example character probably could use an arcane *horrid wilting* scroll, but not if he was a specialist and had Necromancy as a prohibited school. The example character could use a divine *horrid wilting* scroll, as could any other divine caster who somehow had *horrid wilting* on his class spell list.