

OATH BROTHERS PRESENTS

SHRINE MAIDEN

A DIVINE LEADER CLASS WITH ASIAN THEMES



WILLIAM RUSSELL

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SHRINE MAIDEN



"The mercy of heaven is not for the wicked!"

CLASS TRAITS

Role: Leader. Using your powers of healing and purification, you bolster your allies and defend sacred ground.

Power Source: Divine. From an early age you heard the call to serve a particular deity or shrine.

Key Abilities: Wisdom, Dexterity, Constitution

Armor Proficiencies: Cloth, leather, hide

Weapon Proficiencies: Simple melee, simple ranged

Implements: Holy symbol

Bonus to Defense: +1 Fortitude, +1 Will

Hit Points at 1st Level: 11 + Constitution score

Hit Point per Level Gained: 5

Healing Surges per Day: 7 + Constitution modifier

Trained Skills: Heal and Religion. From the class skills list below, choose two more trained skills at 1st level.

Class Skills: Arcana (Int), Diplomacy (Cha), Endurance (Con), Heal (Wis), History (Int), Insight (Wis), Nature (Wis), Religion (Int)

Build Options: Purity shrine maiden, castigation shrine maiden

Class Features: Channel Divinity, *healing reiki*, Ritual Casting, Sanctified Mind and Body, Sign of Virtue

At an early age, shrine maidens take up vows of purity and chastity and enter into a life of devotion and service. While many shrine maidens spend their lives as protectors of a shrine, others travel the world, acting as ambassadors of their shrine wherever they go. Shrine maidens are occasionally used as messengers. Also, shrine maidens are often included in military actions, especially retaliatory actions after an attack on a holy site. Shrine maidens are often engaged in battles against fiendish creatures that seek to defile sacred ground.

CREATING A SHRINE MAIDEN

Shrine maidens draw on Wisdom for their attacks. Dexterity and Constitution also play a role in how shrine maidens use their powers. The importance of those secondary attributes is influenced by specializing in one of two character builds: purity shrine maiden or castigation shrine maiden.

As the name implies, shrine maidens are typically female. Shrines that also use males in this role use the more neutral term “shrine guardian” instead.

PURITY SHRINE MAIDEN

While either shrine maiden build provides a variety of offensive and healing spells powered by Wisdom, the purity shrine maiden focuses on ways to ward off and remove harmful effects on your allies. Your own vital force fuels your protective efforts, so Constitution is ideal as your secondary score. Dexterity works best as a tertiary score, improving AC and affecting some paragon powers.

Suggested Feat: Lesser Ofuda

Suggested Skills: Endurance, Heal, Nature, Religion

Suggested At-Will Powers: *guided opening, searing denouncement*

Suggested Encounter Powers: *rejuvenating guidance*

Suggested Daily Powers: *symphony of the earth*

CASTIGATION SHRINE MAIDEN

As a castigation shrine maiden, you deal out punishment to the wicked. In addition to your arsenal of offensive magic, you aid those who come to the defense of others. While Wisdom is the key to your powers, Dexterity is used for the complex gestures that enhance your allies’ marks and should be your secondary score. Since Constitution fuels your *rebuke fiends* power, it should be your tertiary score.

Suggested Feat: Lesser Ofuda

Suggested Skills: Heal, Insight, Nature, Religion

Suggested At-Will Powers: *on sacred ground, judgment bolt*

Suggested Encounter Powers: *challenger’s determination*

Suggested Daily Powers: *vicious writ*

SHRINE MAIDEN CLASS FEATURES

Your class has the features listed below.

CHANNEL DIVINITY

You gain the Channel Divinity class feature (see cleric or paladin class features in the D&D 4E PLAYER’S HANDBOOK).

HEALING REIKI

By invoking the *healing reiki* power, you use spiritual energy to restore the health of your allies.

RITUAL CASTING

You gain the Ritual Caster feat (see the D&D 4E *Player’s Handbook*) as a bonus feat.

SANCTIFIED MIND AND BODY

You are unaffected by dominate and disease effects of powers or creatures that are equal to or below your level.

SIGN OF VIRTUE

Choose one of the following two benefits:

Sign of Purity: Allies within two squares of you gain a bonus to their defenses against powers that cause an effect which a save ends. The bonus is equal to one-half your Constitution modifier.

Sign of Castigation: When an enemy within two squares of you ignores an ally’s mark, that enemy takes radiant damage equal to your Dexterity modifier.

IMPLEMENT

Shrine maidens use holy symbols and to call on the spiritual force of their shrine. Shrine maiden powers and shrine maiden paragon path powers that have the implement keyword allow a shrine maiden in possession of a holy symbol to add the implement's enhancement bonus to attack and damage roles.

Alternately, the ringed staff, also known as a shakujo, is a weapon that can be used as an implement (see *Using a Weapon as an Implement* under *Weapons* in the D&D 4E PLAYER'S HANDBOOK 2). Certain paragon paths allow the use of an odachi as an implement.

SHRINES

Shrine maidens attach themselves to a shrine, a place that is holy. The shrine may be associated with a deity, a concept (such as a harvest shrine or a healing shrine), or a natural wonder (such as an ancient tree or a mysterious cave). At the shrine, a shrine maiden officiates over ceremonial dances and religious festivals. A shrine maiden is a chief performer of divinations and assists in many church ceremonies and rites. Other primary shrine maiden duties include addressing church concerns to the public, chronicling the shrine's history, and defending the shrine from attack.

You must choose a shrine to represent. Typically shrine maidens are of lawful good or good alignment. However, other alignments may be selected with your DM's permission (see the Dark Maiden sidebar for more information).

SHRINE MAIDEN

POWERS

The powers of a shrine maiden are called mahou.

Certain powers require the use of an odachi (see Chapter 3). Shrine maidens do not start with proficiency with an odachi. However, the Weapon Proficiency feat (see the D&D 4E *Player's Handbook*) or Fiend Hunter paragon path can be selected to become proficient with an odachi.

CLASS FEATURES

Channel Divinity: Assured Aid

Shrine Maiden Feature

You stand by your allies, pushing them to succeed in their endeavors.

Encounter • Divine

Free Action

Personal

Effect: Your next *aid another* action automatically succeeds.

Channel Divinity: Rebuke Fiends

Shrine Maiden Feature

Fiendish creatures that would breach hallowed ground face your wrath.

Encounter • Divine, Implement, Radiant

Standard Action

Close burst 2

(5 at 11th level, 8 at 21st level)

Target: Each devil and demon creature in burst

Attack: Wisdom versus Fortitude

Hit: 1d8 + Wisdom modifier + Constitution modifier radiant damage and the target is knocked prone. The target is dazed until the end of your next turn.

Increase damage to 2d8 + Wisdom modifier + Constitution modifier at 5th level, 3d8 + Wisdom modifier + Constitution modifier at 10th level, 4d8 + Wisdom modifier + Constitution modifier at 15th level, 5d8 + Wisdom modifier + Constitution modifier at 20th level, 6d8 + Wisdom modifier + Constitution modifier at 25th level,

Miss: Half damage, and the target is knocked prone but is not dazed.

Healing Reiki

Shrine Maiden Feature

Spiritual energy flows into your target, restoring their health.

Encounter (Special) • Divine, Healing

This power functions in the same manner as the *Healing Word* cleric feature (see the D&D 4E *Player's Handbook*).

LEVEL 1 AT-WILL MAHOU

Guided Opening Shrine Maiden Attack 1

You use divine insight to guide your comrade towards an opportunity to strike.

At-Will • Divine

Standard Action Ranged 10

Target: One ally

Attack: The targeted ally makes a melee basic attack against an adjacent enemy

Hit: Ally's basic attack damage.

Judgment Bolt Shrine Maiden Attack 1

A bolt of force leaps from your implement, injuring your foe while invigorating your ally.

At-Will • Divine, Force, Implement

Standard Action Close burst 5

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier force damage. If the target is marked by an ally, that ally gains temporary hit points equal to twice your Dexterity modifier.

Increase damage to 2d8 + Wisdom modifier at 21st level.

On Sacred Ground Shrine Maiden Attack 1

You tap into the spiritual force of the land upon which you stand, unleashing that power upon your foes.

At-Will • Divine, Implement, Radiant

Standard Action Close burst 5

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier radiant damage. If you remain in the square you are currently in until the end of your next turn, the target takes additional damage equal to your Wisdom modifier.

Increase damage to 2d8 + Wisdom modifier at 21st level.

Searing Denouncement Shrine Maiden Attack 1

You speak sacred words of accusation, flooding your foe's body with pain. When an ally strikes that foe, they draw renewed vigor from the blow.

At-Will • Divine, Implement, Radiant

Standard Action Close burst 5

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d4 + Wisdom modifier radiant damage. The next ally to successfully attack the target gains a bonus to saving throws equal to 1 + one-half your Constitution modifier until the end of your next turn.

Increase damage to 4d4 + Wisdom modifier at 21st level.

Sustain Minor: Your ally's bonus to saving throws persists until the end of your next turn.

LEVEL 1 ENCOUNTER MAHOU

Binding Incantation Shrine Maiden Attack 1

You speak words of power which bind your opponent in place as if they and the ground are one.

Encounter • Divine, Implement

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: The target is immobilized until the end of your next turn.

Effect: If the target is flying and not in contact with the ground, you may slide the target up to 10 squares, as long as the target ends the slide in contact with the ground. You must use the most direct route to the ground.

Challenger's Determination

Shrine Maiden Attack 1

A blast of white-hot lightning assails your foes. The light of your attack infuses your protectors with greater accuracy.

Encounter • Divine, Implement, Lightning

Standard Action Close burst 3

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 1d8 + Wisdom modifier lightning damage.

Effect: If a target is marked by an ally, the ally that is marking the target gains a +2 power bonus to their next attack roll against that enemy.

Sign of Castigation: The bonus you grant is equal to 1 + your Dexterity modifier.

Rejuvenating Guidance Shrine Maiden Attack 1

Your divine guidance gives your ally a surge of renewed determination.

Encounter • Divine

Standard Action Ranged 10

Target: One ally

Attack: The target makes a melee basic attack against an adjacent enemy

Hit: Ally's basic attack damage + your Wisdom modifier.

Effect: That ally can make a saving throw attempt against an effect a save can end prior to making the melee basic attack.

Sign of Purity: The ally gains a bonus to the saving throw attempt equal to your Constitution modifier.

Simple Invocation Shrine Maiden Attack 1

You draw on a commonly-used tactic and carry it out with uncanny swiftness.

Encounter • Divine

Minor Action Personal

Effect: You use a shrine maiden level 1 at-will mahou which you can cast.

LEVEL 1 DAILY MAHOU

Spirited Away Shrine Maiden Attack 1

Your foes are sent to a place known only to the kami, and then just as suddenly returned.

Daily • Divine

Standard Action Close burst 15

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: The target is spirited away (completely removed from combat) until the end of your next turn, at which point the target reappears in its initial position.

Symphony of the Earth Shrine Maiden Attack 1

The life force of the planet grants safe passage as it invigorates you and your allies.

Daily • Divine, Healing, Implement

Standard Action Close burst 5

Target: Each enemy in burst

Attack: Wisdom vs. Will

Hit: The target cannot take opportunity attacks until the end of your next turn.

Effect: You and all your allies in the burst regain 5 hit points.

Sustain Minor: Bloodied allies in the initial burst gain 5 hit points.

Vicious Writ Shrine Maiden Attack 1

A sacred paper talisman flies at your foe, affixing itself and unleashing an outpouring of divine fury.

Daily • Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 3d8 + Wisdom modifier radiant damage and ongoing radiant 5 (save ends).

Miss: Half damage, and ongoing radiant 2 (save ends).

Yuki-onna's Lance Shrine Maiden Attack 1

You call on the spirit of a snow yokai, and use her spirit force to conjure a lance of ice.

Daily • Cold, Divine, Implement

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. AC

Hit: 6d4 + Wisdom modifier cold damage and the target is slowed (save ends).

Miss: Half damage, and the target is not slowed.

LEVEL 2 UTILITY MAHOU

Circle of Purification Shrine Maiden Utility 2

Making a ritualistic pose associated with your shrine, you cleanse your allies of ill effects.

Encounter • Divine

Standard Action Close burst 1

Target: Up to 1 + Constitution modifier allies in burst

Effect: The target makes a saving throw.

Guardian's Respite Shrine Maiden Utility 2

You use the mystical healing arts to bolster your guardian.

Daily • Divine, Healing

Immediate Reaction Ranged 20

Trigger: An enemy within range ignores an ally's mark

Effect: That ally regains hit points as if it had spent a healing surge and can make a saving throw.

Intervening Fate Shrine Maiden Utility 2

You make contact with the nearby spirits, beseeching them to mettle in your enemy's affairs. Your foe must tempt the fates once again.

Encounter • Divine

Immediate Interrupt Close burst 5

Trigger: You or one ally within 5 squares are hit by an attack

Effect: The enemy must roll the attack again and use the second roll, even if it's lower.

Lesser Healing Arts Shrine Maiden Utility 2

Your knowledge of the mystical healing arts infuses an ally with life-giving energy.

Encounter • Divine, Healing

Standard Action Melee touch

Target: One ally

Effect: The target can spend a healing surge. If the target is bloodied, they heal an additional amount equal to your Wisdom modifier + one-half your level.

Nimble Step Away Shrine Maiden Utility 2

With a quick backwards leap you put distance between you and the encroaching adversary.

Encounter • Divine

Immediate Interrupt Personal

Trigger: A non-adjacent enemy moves into an adjacent square

Effect: You shift a number of squares equal to 1 + Dexterity mod.

LEVEL 3 ENCOUNTER

MAHOU

Magnetic Mark Shrine Maiden Attack 3

A burst of dancing flame herds your target towards your ally.

Encounter • Divine, Fire, Implement

Standard Action Ranged 5

Target: One marked creature

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier fire damage.

Effect: You can slide the target 2 squares towards the ally that has marked the target.

Sign of Castigation: The slide is equal to 1 + Dexterity modifier.

Obligation Release Shrine Maiden Attack 3

You lash out at the enemy and release your companions from the challenges initiated by your foes.

Encounter • Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier radiant damage.

Effect: The target and enemies within 10 squares of the target are no longer marking your allies.

Strike of Unflinching Strength Shrine Maiden Attack 3

A beam of radiant energy leaps from your hand, searing your foe and transforming a nearby ally into a fount of unending stamina.

Encounter • Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier radiant damage.

Effect: An ally adjacent to the target is immune to the weakened condition until the end of your next turn.

Sign of Purity: The ally is immune to the weakened condition for a number of turns equal to 3 + Constitution modifier.

Tsunami of the Mystic Seas Shrine Maiden Attack 3

Calling on the spirits of the sea, you pummel your foes with a wave of water.

Encounter • Divine, Implement

Standard Action Close blast 3

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier damage and the target is pushed 3.

LEVEL 5 DAILY MAHOU

Calling Out the Wicked Shrine Maiden Attack 5

You invoke divine language and call out your foes by name. Allies who hear your words gain vitality as they challenge their enemies.

Daily • Divine, Implement, Radiant

Standard Action **Close burst 3**

Target: Each enemy within burst

Attack: Wisdom vs. Will

Hit: 3d8 + Wisdom modifier radiant damage.

Miss: Half damage.

Effect: Until the end of the encounter, allies within the burst regain hit points equal to your Dexterity modifier whenever they successfully attack a target they have marked.

Pow! Right Where It Counts

Shrine Maiden Attack 5

You decide it's not the time to fight fair. You ignore your maidenly training and opt for a low blow.

Daily • Divine

Standard Action **Melee touch**

Target: One creature

Attack: Wisdom + 2 vs. AC

Increase to +4 bonus at 11th level and +6 bonus at 21st level.

Hit: 6d4 + Wisdom modifier + Strength modifier damage. Target is immobilized (save ends) and dazed (save ends).

Sign of Castigation: If you hit, you mark the target until the end of your next turn and push the target a number of squares equal to your Dexterity modifier.

Sign of Purity: If you hit, you gain hit points equal to your Constitution modifier.

Miss: Half damage, and the target is immobilized until the end of your next turn and is not dazed.

Shadowbane Aura Shrine Maiden Attack 5

You strike out at a foe with blazing light that tears at the target's flesh and simultaneously create an aura in defiance of the agents of the Shadowfell.

Daily • Divine, Implement, Radiant

Standard Action **Close burst 3**

Target: Each creature in burst

Attack: Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier radiant damage and the target gains vulnerable radiant 5 until the end of the encounter.

Effect: Until the end of the encounter, allies within 3 squares of you gain resist necrotic 5 and can choose to have their melee attacks deal radiant damage.

Miss: Half damage, and the target does not gain vulnerable radiant 5.

LEVEL 6 UTILITY MAHOU

Blessing of Momentum Shrine Maiden Utility 6

Your chant a divine prayer that enhances your ally's stride.

Encounter • Divine

Minor Action **Ranged 5**

Target: One ally

Effect: The target moves twice their speed as a free action.

Fleeting Elocution Shrine Maiden Utility 6

For a brief moment, you slip into conversation in an unknown language as if it were your native tongue.

At-Will • Divine

Standard Action **Personal**

Effect: You can converse (speak and comprehend speech) in a language of your choice until the end of your next turn.

Gemini Healing Shrine Maiden Utility 6

Like cosmic twins, you and a nearby friend use spiritual energy to heal your wounds.

Encounter • Divine, Healing

Minor Action **Close burst 2**

Target: You and one ally within the burst

Effect: The targets can spend a healing surge.

Healing Arts Shrine Maiden Utility 6

Your growing knowledge of the mystical healing arts infuses an ally with life-giving energy.

Encounter • Divine, Healing

Standard Action Melee touch

Target: One ally

Effect: The target can spend a healing surge to regain hit points as if it had spent two healing surges. If the target is bloodied, they heal an additional amount equal to your Wisdom modifier + one-half your level.

LEVEL 7 ENCOUNTER MAHOU

Damned If You Do, Damned If You Don't
Shrine Maiden Attack 7

Your spiraling bolt of heavenly power leaves your opponent with few options. Perhaps they should consider more peaceful activities?

Encounter • Divine, Implement, Radiant

Standard Action Ranged 10

Target: One marked creature

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier radiant damage. If the target successfully hits the ally currently marking them before the end of your next turn, the target takes radiant damage equal to your Wisdom modifier.

Sign of Castigation: If the target successfully hits the ally currently marking them before the end of your next turn, the target also takes radiant damage equal to your Dexterity modifier.

Karmic Counterblow Shrine Maiden Attack 7

You strike back at your attacker with karmic energy, seeking to offset the pain inflicted to you.

Encounter • Divine, Implement, Psychic

Immediate Reaction Close burst 1

Trigger: An adjacent enemy hits you with an attack

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier psychic damage, and you regain hit points equal to one-half the damage you dealt.

Thunderous Gale, Zephyrous Jaunt
Shrine Maiden Attack 7

Winds both mighty and gentle bend to your will.

Encounter • Divine, Implement, Teleportation, Thunder

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier thunder damage.

Effect: An ally within 3 squares of the target can teleport 2.

Zone of Entropic Hindrance
Shrine Maiden Attack 7

You mark the ground before you with a mystical kanji, creating a zone that ravages enemies while slowing the harm suffered by your allies.

Encounter • Divine, Implement, Radiant

Standard Action Close blast 3

Target: Each enemy in blast

Attack: Wisdom vs. Will

Hit: 2d6 + Wisdom modifier radiant damage.

Effect: The burst creates a zone until the end of the encounter. When allies in the zone take ongoing damage, that damage is reduced by 2.

Sign of Purity: The ongoing damage is reduced by 1 + Constitution modifier.

LEVEL 9 DAILY MAHOU

Cessation Shrine Maiden Attack 9

Your prayer of respite baptizes your enemies with icy water, while stirring a sense of tranquility within them.

Daily • Cold, Divine, Implement

Standard Action Area burst 2 within 10

Target: Each enemy within burst

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier cold damage and the target cannot use powers that deal damage until damaged (save ends).

Miss: Half damage, and the target cannot use powers that deal damage until damaged or until the end of your next turn.

Defender's Gauntlet Shrine Maiden Attack 9

Transcendent foresight guides your protectors towards previously unseen flaws in your opponent's guard.

Daily • Divine, Implement, Radiant

Standard Action Ranged 10

Target: One creature

Attack: Wisdom vs. Will

Hit: 2d12 + Wisdom modifier radiant damage.

Effect: Until the end of the encounter, whenever an ally's mark on the target is superceded by another mark, that ally can make a basic melee attack against the target as an immediate reaction.

Miss: Half damage.

Out of Favor Shrine Maiden Attack 9

You point an accusing finger at nearby foes, and your righteous anger takes physical form as tendrils of exalted energy leap from your fingertips.

Daily • Divine, Implement, Radiant

Standard Action Close blast 5

Target: Each creature in blast

Attack: Wisdom vs. Reflex

Hit: 2d10 + Wisdom modifier radiant damage and the target must roll twice whenever making a saving throw and use the lower result (save ends).

Miss: Half damage, and the target has a -2 penalty to saving throws (save ends).

LEVEL 10 UTILITY MAHOU

Extend Lifestream Shrine Maiden Utility 10

You deny the afterlife the chance to claim your comrade.

Daily • Divine, Healing

Immediate Reaction Ranged 10

Trigger: One ally in range drops to zero or fewer hit points

Target: The triggering ally

Effect: The target can spend a healing surge. Until the end of encounter, any death saving throw the target rolls which is lower than 10 is instead treated as a 10.

Like Branches Towards the Sun

Shrine Maiden Utility 10

As you take hold of vine and branch, the spirits guide your climb.

Encounter • Divine

Minor Action Close burst 3

Target: You and all allies in burst

Effect: The target has a +10 power bonus to climb checks made on naturally occurring surfaces such as trees and cliffs until the end of encounter.

Masterful Healing Arts Shrine Maiden Utility 10

Your extensive comprehension of the mystical healing arts blankets your allies in spiritual energy with healing properties.

Encounter • Divine, Healing

Standard Action Area burst 5 within 5

Target: Each ally within burst

Effect: The target can spend a healing surge. If the target is bloodied, they heal an additional amount equal to your Wisdom modifier + one-half your level.

Spirit Beacons

Shrine Maiden Utility 10

A series of talismans rise up from the ground, creating an otherworldly conduit which you can travel.

Daily • Conjunction, Divine

Standard Action Close blast 10

Effect: You conjure three spirit beacons, each occupying 1 square within the blast. When adjacent to a spirit beacon, you can teleport adjacent to another spirit beacon as a move action. Spirit beacons can't attack or be attacked or damaged and last until the end of the encounter.

Creatures cannot end their turn in a square occupied by a spirit beacon. Spirit beacons do not grant cover.

You can teleport to or from a spirit beacon created by another shrine maiden, provided the two beacons are within 10 squares of each other.

LEVEL 13 ENCOUNTER MAHOU

Holy Condemnation Shrine Maiden Attack 13

You recite a verse of damnation of evil written by a cleric of a faith similar to your own. The target is renounced by the forces of life and renewal.

Encounter • Divine, Implement, Radiant

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: 2d8 + Wisdom modifier radiant damage and the target cannot regain hit points (save ends).

Sign of Castigation: If the target is marked by you or an ally, the target has a penalty to their saving throws against this effect equal to your Dexterity modifier.

Omen of Sight Beyond Sight

Shrine Maiden Attack 13

You strike out at the enemy and grant your champion vision into the unseen.

Encounter • Divine, Implement, Radiant

Standard Action Ranged 5

Target: One marked creature

Attack: Wisdom vs. Will

Hit: 2d8 + Wisdom modifier radiant damage.

Effect: The ally who marked the target gains truesight until the end of your next turn.

Sustain Minor: The truesight persists.

Tolling Bells of Virtue Shrine Maiden Attack 13

A cylinder of deafening noise resembling the pealing of a cluster of large metal bells descends upon your foes.

**Encounter • Divine, Implement, Radiant,
Thunder**

Standard Action Area burst 2 within 10

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier radiant damage + 2d6 thunder damage and the target is deafened until end of encounter.

Sign of Purity: When the target hits an ally with an effect a save can end, that ally gets a power bonus to all saving throws against the effect equal to your Constitution modifier (save ends).

LEVEL 15 DAILY MAHOU

Heaven's Edict Shrine Maiden Attack 15

The heavens open up, and a torrent of holy light rains down on your foes, signaling your allies to unleash a furious onslaught.

Daily • Divine, Implement, Radiant

Standard Action Area burst 5 within 10

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 2d6 + Wisdom modifier radiant damage. If the target is marked by an ally, that ally may treat the target as if it just ignored their mark.

Kappa no Kawa Nagare Shrine Maiden Attack 15

You use an opponent's strike to snare them in your blitz of icy water, proving even the mighty can fall "like a water imp drowning in a river."

Daily • Cold, Divine, Implement

Immediate Reaction Close burst 1

Trigger: An adjacent enemy hits you with an attack

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 4d10 + Wisdom modifier cold damage and the target is dazed until the end of your next turn.

Miss: Half damage, and the target is not dazed.

Effect: Until the end of your next turn, enemies treat squares adjacent to you as difficult terrain.

Sustain Minor: The effect persists.

Maiden's Odachi Iaido Shrine Maiden Attack 15

You draw your blade in a single precise movement, slicing into your opponent with zen-like control.

Daily • Divine, Weapon

Standard Action Melee weapon

Requirement: You must be wielding an odachi.

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage and the target is slowed until the end of your next turn.

Miss: Half damage, and the target is slowed until the end of your next turn.

Effect: If the target starts its turn next to you or one of your allies, the target is slowed until the end of your next turn.

LEVEL 16 UTILITY MAHOU

Mark of the Gods Shrine Maiden Utility 16

You grant your champions the ability to maintain full focus on their chosen foes with only a simple glance.

Daily • Divine

Standard Action Close burst 5

Target: Each ally in burst

Effect: Until the end of the encounter, whenever the target marks an enemy, the target can use a Sustain Minor action to maintain the mark on that enemy until the end of the target's next turn, provided they have line of sight to that enemy.

Soaring Paper Kites Shrine Maiden Utility 16

You and your allies take the form of magical paper kites resembling golden-colored koi floating through the sky.

Daily • Divine, Polymorph

Standard Action Close burst 1

Target: You and all allies

Effect: The target gains a flight speed equal to their ground speed and take the physical form of a paper kite resembling a carp until the end of your next turn. If the target attacks, the flight and polymorph effect ends.

Sustain Standard: You and targets adjacent to you sustain the effect.

Venerable Healing Arts Shrine Maiden Utility 16

You have made major advances in the mystical healing arts. A group of allies are flooded with positive energy that restores their vigor.

Encounter • Divine, Healing

Standard Action Area burst 5 within 5

Target: Each ally within burst

Effect: The target can spend a healing surge to regain hit points as if it had spent two healing surges. If the target is bloodied, they heal an additional amount equal to your Wisdom modifier + one-half your level.

Zone of Reconstitution Shrine Maiden Utility 16

You trace a complex kanji on the ground at your feet. Like a fish on a hook yanked from a stream, creatures of the spirit realm find themselves yanked into a very corporeal state.

Daily • Divine, Zone

Minor Action Close burst 10

Effect: The burst creates a zone that lasts until the end of your next turn. The zone prevents all creatures within the zone from being insubstantial.

Sustain Minor: The zone persists.

LEVEL 17 ENCOUNTER MAHOU

Challenger's Redoubled Efforts

Shrine Maiden Attack 17

As lightning rains down from the heavens, your allies come at your victims harder than ever before.

Encounter • Divine, Implement, Lightning

Standard Action Area burst 3 within 10

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 3d6 + Wisdom modifier lightning damage.

Effect: If the target is marked by an ally, the target grants them combat advantage until the end of your next turn.

Sign of Castigation: The marking ally can shift a number of squares equal to 1 + your Dexterity modifier.

Radiant Epiphany Shrine Maiden Attack 17

As your channel radiant energy into your ally's weapon, a powerful vision from the heavens provides your ally with needed insight and renewed determination.

Encounter • Divine, Implement, Radiant

Standard Action Ranged 10

Target: One ally

Attack: The targeted ally makes a melee basic attack against an adjacent enemy

Hit: Ally's basic attack damage + 2d10 radiant damage + your Wisdom modifier.

Effect: That ally can make a saving throw attempt against an effect a save can end prior to making the melee basic attack.

Sign of Purity: The ally gains a bonus to the saving throw attempt equal to your Constitution modifier.

Zone of Celerity and Consequence
Shrine Maiden Attack 17

You launch paper talismans in four directions, tapping into the flowing life force that never rests, thus marking the corners of a space where motion itself becomes a weapon.

Encounter • Divine, Implement, Radiant, Zone
Standard Action Close burst 5

Effect: The burst creates a zone that lasts until the end of your next turn. Allies that begin their turn within the zone gain +2 to their speed. Enemies that move within the zone or enter the zone take 3d6 + Wisdom modifier radiant damage.

Sustain Minor: The zone persists.

LEVEL 19 DAILY MAHOU

Arrangement

You twist the concepts of feng shui into a military tactic. You rearrange the battlefield to your liking, raking your foes with waves of force.

Daily • Divine, Force, Implement, Teleportation

Standard Action Close burst 10

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 4d8 + Wisdom modifier force damage.

Effect: You can teleport each ally and enemy within the burst to another square within the burst.

Fury of the Heavens Shrine Maiden Attack 19

A terrible vortex swirls in the sky above. A gate opens to a realm of awe-inspiring wonder. Suddenly, from this world beyond descends an unrelenting deluge of radiant power.

Daily • Divine, Implement, Radiant

Standard Action Area burst 3 within 20

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 8d6 + Wisdom modifier radiant damage and ongoing 5 radiant damage until end of encounter.

Miss: Half damage, and no ongoing damage.

Special: As a minor action, the target can spend an action point to end the ongoing damage.

The Path of Mercy and Reflection
Shrine Maiden Attack 19

You strike your foe with a variety of afflictions, so that they may contemplate the life they have lived thus far.

Daily • Divine, Implement

Standard Action Ranged 15

Target: One creature

Attack: Wisdom vs. Fortitude

Hit: The target is blinded (save ends), slowed (save ends), restrained (save ends), and weakened (save ends).

LEVEL 22 UTILITY MAHOU

Celestial Conduit Shrine Maiden Utility 22

You create a direct spiritual connection between yourself and an ally, allowing the transfer of reiki over great distances.

Daily • Divine

Minor Action Melee touch

Target: One ally

Effect: Until the end of the encounter, powers with the healing keyword which affect a single target have the attack type changed to Ranged sight when targeting the target of *celestial conduit*.

Exalted Healing Arts Shrine Maiden Utility 22

Your knowledge of the mystical healing has reached a pinnacle, transcending mortal thought. An ally needs healing, and the need becomes truth.

Encounter • Divine, Healing

Free Action Close burst 5

Target: One ally in burst

Effect: The target can spend a healing surge. If the target is bloodied, they heal an additional amount equal to your Wisdom modifier + one-half your level.

Prayer of Battlefield Destiny

Shrine Maiden Utility 22

You recite an invocation which draws an ally and enemy into a destined battle.

At-Will • Divine

Standard Action Close burst 10

Target: One ally and one enemy in burst

Effect: Target enemy is marked by target ally until the end of your next turn. If the ally is already marking another enemy, that mark ends.

LEVEL 23 ENCOUNTER MAHOU

Blinding Countermeasure

Shrine Maiden Attack 23

A burst of light from your open palm disables your assailant.

Encounter • Divine, Implement, Radiant

Immediate Reaction (Special) Close burst 10

Trigger: An enemy within 10 squares of you hits you with an attack

Target: The triggering enemy

Attack: Wisdom vs. Reflex

Hit: 5d6 + Wisdom modifier radiant damage and the target is blind and cannot make opportunity attacks (save ends both).

Special: You can use this power as a standard action without the need for a trigger. If you do so, the target is one creature in burst.

Like an Arrow

Shrine Maiden Attack 23

Propelled by spiritual force, your ally darts towards a chosen foe.

Encounter • Divine, Force

Standard Action Ranged 10

Target: One ally

Attack: The targeted ally shifts up to 10 squares to a square adjacent to an enemy; the targeted ally makes a melee basic attack against that enemy

Hit: Ally's basic attack damage + 2d6 force damage + your Wisdom modifier.

Sign of Castigation: The targeted ally can shift a number of squares equal to your Dexterity modifier after making the attack.

Sign of Purity: The targeted ally can make a saving throw attempt against an effect a save can end with a bonus equal to your Constitution modifier.

Repelling Mantra

Shrine Maiden Attack 23

Your thunderous words of ostracism send the target from your presence.

Encounter • Divine, Implement, Thunder

Standard Action Ranged 5

Target: One creature

Attack: Wisdom vs. Will

Hit: 6d6 + Wisdom modifier thunder damage and the target is pushed 20.

LEVEL 25 DAILY MAHOU

Ikiryō, Spirit of Rage Shrine Maiden Attack 25

You briefly separate your soul from your body, allowing it to act independently and lash out at those you view as a threat to your shrine.

Daily • Conjunction, Divine, Implement, Radiant

Standard Action Ranged 20

Target: One creature within 5 squares of the spirit of rage

Attack: Wisdom vs. Will

Hit: 1d10 + Wisdom modifier radiant damage.

Effect: You conjure a spirit of rage of your size in an unoccupied square within range until the end of your next turn. The spirit of rage attacks a creature within 5 squares of it.

Sustain Minor: The spirit of rage persists and can move up to your speed and attack a creature within 5 squares of it.

Maiden's Odachi Battōjutsu

Shrine Maiden Attack 25

Your flourish your odachi, slicing to ribbons the foes that hedge you in.

Daily • Divine, Weapon

Standard Action Close burst 2

Requirement: You must be wielding an odachi.

Target: Each enemy with burst

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier damage and the target is slowed until the end of your next turn.

Miss: Half damage, and the target is not slowed.

Yuki-onna's Kiss

Shrine Maiden Attack 25

You channel the power of a snow yokai, using her frosty kiss to manipulate your foe and drain your foe's lifeforce.

Daily • Charm, Cold, Divine, Implement

Standard Action Ranged touch

Target: One creature

Attack: Wisdom vs. Will

Hit: The target is dominated (save ends). If the target saves, it takes 7d8 + Wisdom modifier cold damage and is immobilized (save ends).

Miss: The target is not dominated and takes 4d8 + Wisdom modifier cold damage and is immobilized until the end of your next turn.

Effect: You gain 1d8 temporary hit points.

LEVEL 27 ENCOUNTER MAHOU

Amaterasu's Blessing Shrine Maiden Attack 27

At your behest, the kami of the sun metes out wrath and compassion in equal doses.

Encounter • Divine, Fire, Healing, Implement, Radiant

Standard Action Close burst 5

Target: Each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 3d4 + Wisdom modifier fire damage + 3d4 radiant damage.

Effect: Each ally in burst can end an effect a save can end. Bloodied allies within the burst regain hit points equal to your Wisdom modifier + one-half your level.

Sign of Purity: Each ally in burst gains a bonus to saving throws equal to your Constitution modifier until the end of your next turn.

Fulmination of Battlefield Destiny Shrine Maiden Attack 27

Your vicious litany of castigation accompanies an equally vicious blast of holy energy. The verdict you place upon the judged calls forth an ally to act as executioner.

Encounter • Divine, Implement, Radiant

Standard Action Close burst 10

Target: One enemy in burst

Attack: Wisdom vs. Fortitude

Hit: 4d10 + Wisdom modifier radiant damage.

Effect: Target enemy is marked by an ally within the burst until the end of your next turn. If the ally is already marking another enemy, that mark ends.

Sign of Castigation: If the ally is already marking another enemy, the mark instead does not end and the ally gains a power bonus to attack rolls equal to your Dexterity modifier against marked targets until the end of your next turn.

Teachings of the Celestial Hosts

Shrine Maiden Attack 27

Heavenly beings reveal to you the secrets of the ages. You harness this knowledge and force a mental link with some nearby adversaries, overwhelming them with the wisdom of the divine.

Encounter • Divine, Implement, Psychic, Radiant

Standard Action Area burst 2 within 20

Target: Each enemy within burst

Attack: Wisdom vs. Will

Hit: 2d12 + Wisdom modifier psychic damage + 1d12 radiant damage. One enemy within the burst is dominated until the end of your next turn.

LEVEL 29 DAILY MAHOU

Chains of Righteousness

Shrine Maiden Attack 29

Glowing golden chains burst forth from the ground – binding and constricting the enemies of your faith.

Daily • Conjuration, Divine, Implement, Radiant, Zone

Standard Action Close blast 5

Target: Each enemy in blast

Attack: Wisdom vs. Reflex

Hit: 5d10 + Wisdom modifier radiant damage.

Effect: The target is immobilized (save ends). The blast creates a zone that lasts until the end of the encounter. Any immobilized enemy that begins its turn in the zone takes 10 radiant damage. You conjure two Medium merciless chains in unoccupied squares within the zone that last until the end of your next turn. As a minor action, you can have one of the merciless chains make an attack using your Wisdom modifier vs. the target's Reflex. If the attack succeeds, the target is immobilized (save ends).

Sustain Move: The merciless chains persist.

Crowning Judgment Shrine Maiden Attack 29

You call on the kami of the elements to pass final judgment on your foes and show your champions the true glory of your shrine.

Daily • Cold, Divine, Implement, Fire, Lightning, Radiant, Thunder

Standard Action Area burst 2 within 10

Target: each enemy in burst

Attack: Wisdom vs. Reflex

Hit: 1d10 + Wisdom modifier radiant damage + 4d10 cold, fire, lightning, and thunder damage.

Effect: Allies with line of sight to the targets can choose to mark one or more of the targets. This mark last until the end of your next turn. Any ally who uses *crowning judgment* to mark a target gains a +2 power bonus to attacks against creatures they have marked until the end of your next turn.

Star Spirit Barrier Shrine Maiden Attack 29

You call on the hoshigami to descend from the heavens to surround you and sear your enemies.

Daily • Divine, Implement, Radiant

Standard Action Area wall burst 1

Target: Each enemy adjacent to you

Effect: Each enemy adjacent to you is pushed 1.

You create a solid wall in unoccupied squares within the burst that last until the end of your next turn. Enemies that begin their turn next to the wall take 2d10 + Wisdom modifier radiant damage and ongoing 5 radiant damage (save ends). The wall does not block line of sight or line of effect for you or your allies.

Sustain Minor: The wall persists.



ESSENCE ARCHER

"Fates, guide my arrow straight and true!"

Prerequisites: Shrine Maiden, proficient with longbow

Archery and the miko have a long association. You continue this tradition, imbuing your arrows with spiritual energy. Hunters who also walk the path of the shrine maiden find that the essence archer provides a chance to combine their skill sets.

ESSENCE ARCHER PATH FEATURES

Sacred Tools at the Ready (11th level): You can switch between wielding a longbow and an implement as a free action.

Essence Archery Action (11th level): When you spend an action point to take an extra action, you can use your arrow of denial power a second time during this encounter.

Versatile Arrows (16th level): As a free action, you can imbue an arrow with spiritual energy, changing the damage type of an attack power made with a bow to one of the following: acid, cold, fire, force, lightning, psychic, radiant, or thunder.

ESSENCE ARCHER MAHOU

Arrow of Denial Essence Archer Attack 11

Through divination, you know your foes intent to move and let fly an arrow that prevents such an action.

Encounter • Divine, Weapon

Immediate Interrupt Ranged weapon

Trigger: An enemy within range takes a move action

Target: The triggering enemy

Attack: Wisdom vs. AC

Hit: 2[W] + Wisdom modifier damage and the target is immobilized and cannot teleport until the end of your next turn.

Benediction of Assurance

Essence Archer Utility 12

Your utterance confers divine blessing upon an attack on a distant foe.

Encounter • Divine

Minor Action Personal

Effect: One of your daily or encounter attack powers with the Ranged attack type gains the reliable keyword until you hit with that power.

Reiki Draining Volley Essence Archer Attack 20

Your arrow pierces the target, and as spirit energy seeps from the wound, you claim it to heal your own injuries.

Daily • Divine, Radiant, Weapon

Standard Action Ranged weapon

Target: One creature

Attack: Wisdom vs. AC

Hit: 5[W] + Wisdom modifier radiant damage and the target takes ongoing 5 radiant damage (save ends). Whenever the target takes this ongoing damage, you regain hit points equal to 1 + your Dexterity modifier.

Miss: Half damage, and no ongoing damage.

FIEND HUNTER

"Vile fiend, you shall not bring harm to this sacred place!"

Prerequisite: Shrine Maiden

No greater threat exists to the sacred shrines than that of fiendish forces. Both devils and demons are drawn to the holy power of shrines. While demons often seek to simply defile a shrine and its protectors, devils may more elaborate ambitions to corrupt a shrine and claim its power. In either case, shrine maidens who walk the path of the Fiend Hunter are the first line of defense against hellish and abyssal intruders.

FIEND HUNTER PATH FEATURES

A Sword Worthy as an Offering to the Heavens (11th level): You are proficient with odachi (see Chapter 3). Fiend Hunters can use this blade as an implement for shrine maiden powers and fiend hunter paragon path powers.

Fiend Tracker (11th level): You gain perception as a trained skill. You are +5 to perception checks to find tracks of devils and demons.

Righteous Predator's Action (11th level): When you spend an action point to take an extra action, you can score a critical hit on a natural roll of 18, 19 or 20 against a devil or demon until the end of your next turn.

Reversal of the Divine Flame (16th level): When you deal radiant damage to a target, ignore radiant resistance and immunity. If the

target has fire resistance or immunity, treat the target as having radiant vulnerability equal to one-half your level.

FIEND HUNTER MAHOU

Fiendbane Smite Fiend Hunter Attack 11

Your odachi glows with the radiance of a thousand suns, burning through armor and flesh.

Encounter • Divine, Radiant, Weapon

Standard Action Melee weapon

Requirement: You must be wielding an odachi.

Target: One creature

Attack: Wisdom vs. AC

Hit: 3[W] + Wisdom modifier radiant damage.

Effect: The target gains vulnerable 5 to all damage dealt by you (save ends). If the target is a devil or demon, you gain combat advantage against the target until the end of encounter.

Objurgate Fiends Fiend Hunter Utility 12

You berate your fiendish foes, lacing words of magical power into your verbal tirade. The heavens decree they will taste your full fury.

Encounter • Divine

Free Action Personal

Effect: Your next *channel divinity: rebuke fiends* attack deals full damage on a miss.

Against the Beast Fiend Hunter Attack 20

They worshipped the beast, saying, "Who is like unto the beast? Who is able to make war with him?" You strode forth with your blade unsheathed and bellowed, "I am."

Daily • Divine, Radiant, Weapon

Standard Action Close burst 2

Requirement: You must be wielding an odachi.

Target: One creature within burst or each enemy devil and demon within burst

Attack: Wisdom vs. AC

Hit: 4[W] + Wisdom modifier radiant damage.

This attack does an additional 2[W] damage against devils and demons and slows them until the end of encounter.

Miss: Half damage, and the attack only does an additional 1[W] damage against devils and demons and slows them (save ends).

IJIGEN-KO

"Give my spirit wings to travel, through the gates of dreams and possibilities..."

Prerequisites: Shrine Maiden, Ritual Caster feat

The “dimensional child,” an Ijigen-ko explores the simple truths of other planes and the limitless possibilities of alternate realities. While many shrine maidens feel an inspired attachment to their particular shrine, the Ijigen-ko seeks to transcend this loyalty and embrace all of the multiverse as her sacred trust.

IJIGEN-KO PATH FEATURES

Gatemaker (11th level): You learn the Linked Portal ritual if you do not already know it. At level 18 you learn the Planar Portal ritual. When casting one of these rituals, you only pay one-fifth of the normal component cost. Also, twice per day, you can choose to cast a modified version which only you can enter and that has no component cost. For details on rituals, see the *D&D 4E Player’s Handbook*.

Perpetuating Action (11th level): When you spend an action point to take an extra action and it is the first action point you have spend since taking an extended rest, you gain an action point.

Teleportation Extending (16th level): You and allies within 5 squares of you can teleport additional squares equal to one-half your Wisdom modifier when using a power with the teleport keyword.

IJIGEN-KO MAHOU

Mass Spirit Step Ijigen-ko Attack 11

You and your allies blink out of existence, only to blink back in a short distance away. One of your allies is set up to take a shot at a nearby foe.

Encounter • Divine, Teleportation
Standard Action **Personal**

Target: You and adjacent allies

Effect: You can teleport up to 5 squares. Your targeted allies teleport as well, maintaining relative position to you. You or one targeted ally makes a melee basic attack against an adjacent enemy following the teleport.

Hit: Ally’s basic attack damage.

Swift Spirit Step Ijigen-ko utility 12

With barely a thought, you teleport to a nearby location, setting yourself up for an advantageous attack. Beyond that, you can continue teleporting as an unusual means of travel.

Daily • Divine, Teleportation

Minor Action **Personal**

Effect: You can teleport up to 15 squares. You gain combat advantage with the first attack you make before the end of your next turn.

Sustain Move: You can teleport up to 15 squares, but cannot take standard actions this turn.

Possibility Manipulation Ijigen-ko Attack 20

While unable to avoid the inevitable, you explore two universes’ outcomes to soften the blow.

Daily • Divine, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Will

Hit: Until the end of the encounter, whenever the target would roll damage dice, they roll the results twice and use the lower result.

Miss: Whenever the target would roll damage dice, they roll the results twice and use the lower result (save ends).

REIKI SHAPER

“You think spirit energy is wispy and ethereal? I’ll show you just how wrong you are.”

Prerequisite: Shrine Maiden

The reiki shaper takes spirit energy and forms it into translucent shapes used for travel and combat. The traditional weapon of choice for a reiki shaper is the ringed staff known as a shakujo. Reiki shapers begin training at an early age, and the secrets of reiki shaping are often handed down within families with a legacy of shrine defense.

REIKI SHAPER FEATURES

Passive Shieldshaper Action (11th level):

When you spend an action point to take an extra action, you gain a +2 to all defenses and do not grant combat advantage until the end of your next turn.

Master of the Shakujo (11th level): When using a ringed staff as an implement for a shrine

maiden or reiki shaper power with the implement keyword, you can score a critical hit on a natural roll of 19 or 20.

Shakujō Parry (16th level): When targeted with a ranged attack vs. reflex, you can add the enhancement bonus of your ringed staff to your reflex defense.

REIKI SHAPER MAHOU

Reiki Wall Reiki Shaper Attack 11

Spiritual energy coalesces into a massive translucent wall, cutting the battlefield in half.

Encounter • Conjuration, Divine
Immediate Interrupt **Area** wall 10 within 20 squares

Trigger: An enemy at least two squares away makes an attack that targets you

Effect: You create a solid wall of contiguous squares filled with solid reiki energy until end of encounter. The wall can be up to 10 squares long and 10 squares high. This wall affects the triggering attack in terms of line of sight and light of effect for all targets. As a minor action, you can dismiss this wall.

Special: As a standard action, a creature can attack one square of the wall. Each square has 50 hit points.

Reiki Bridge Reiki Shaper Utility 12

You conjure up a surface of solid reiki that acts as a temporary bridge.

Encounter • Conjuration, Divine
Minor Action **Special** (see text)

Effect: You create a thin solid surface in a square adjacent to you and extending in a single direction for 10 squares, including at ascending or descending angles of up to 45°. This surface does not disrupt line of sight or line of effect. The surface can be moved across as normal and lasts until the end of your next turn. You can end this effect as a free action.

Reiki Prison Reiki Shaper Attack 20

You imprison your foe in a bubble of solid reiki.

Daily • Conjuration, Divine, Force, Implement
Standard Action **Ranged** 20

Target: One creature

Attack: 3d12 + Wisdom modifier force damage and the target takes ongoing 10 force damage is restrained (until escape). The reiki prison surrounds the target. The target cannot be attacked and cannot attack targets (other than the reiki prison).

Miss: Half damage, no ongoing damage, and the target is not restrained.

Special: As a standard action, the target can attack the reiki prison. The reiki prison has 50 hit points.

YOKI MAIDEN

“Kami. Yokai. With forces benevolent and sinister at my command, none dare oppose me!”

Prerequisites: Shrine Maiden, Tiefling

Your training not only allows you to tap into the spiritual energy known as reiki, but also the fiendish energy known as yoki, a remnant of your infernal heritage.

YOKI MAIDEN PATH FEATURES

Unbridled Resistance (11th level): Your tiefling fire resistance is increased by your Wisdom modifier.

Yoki Action (11th level): When you spend an action point to take an extra action, you can also add your Wisdom modifier to the attack and damage bonuses of *infernal wrath* until the end of your next turn.

Mingled Energies (16th level): Prior to the attack roll, you can choose to have a power that deals fire damage deal radiant damage instead or have a power that deals radiant damage deal fire damage instead.

YOKI MAIDEN MAHOU

Yoki Bolt Yoki Maiden Attack 11

You channel your yoki into a violent burst of infernal fire.

Encounter • Divine, Fire, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 2d12 + Wisdom modifier fire damage and you can push the target up to 10 squares.

Secrets of Infernal Summoning Yoki Maiden Utility 12

You call you allies to your side, the way a powerful devil summons lesser fiends to aid it.

Daily • Divine, Teleportation

Minor Action **Ranged 15**

Target: One or two allies within range

Effect: You teleport the target into an adjacent square to you.

Sustained Yoki Bolt Yoki Maiden Attack 20

You call upon your internal reservoir of yoki to create a continual blast of fiendish flame.

Daily • Divine, Fire, Implement

Standard Action **Ranged 10**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: 4d6 + Wisdom modifier fire damage and you can push the target up to 10 squares.

Sustain Standard: You can make another *sustained yoki bolt* attack roll against the same target if they are in range.

If you move from your current square or are knocked prone you cannot sustain the power.



SHRINE KAMI

You transcend the border between spirit worshipper and worshipped spirit.

Prerequisite: 21st-level shrine maiden

The kami, the spirits of the world, inhabit everything around us. You have spent a lifetime communing with these spirits and protecting the places where they dwell. Many of these spirits

you know by name, and you consider them among your most cherished friends.

You have lifted up the name of your shrine in glory so that it is on the lips of every person across the land. More than ever before, pilgrims make the long journey to see the legendary shrine that brings forth such a righteous and bold keeper. The guardians of other shrines turn to you for leadership in times of crisis. When fiendish forces threaten the peace of the spiritual world, the spirits themselves call out your name when they cry for aid. Perhaps it is time to take your place among the kami?

SPIRIT OF THE SHRINE

What the future holds is up to you. If you seek to become a spirit of the world, here are two possible paths the spirits have revealed to you:

One with the Shrine: When you complete your final quest, your essence merges into that of the shrine you spent your mortal life attached to. You become a part of the shrine and blend seamlessly into the spirit or spirits that already dwell there.

A Kami is Born: You choose a place to be your sacred land, favored by you throughout time. A shrine will be built unto you, and you spirit will dwell there eternally.

SHRINE KAMI FEATURES

All Shrine Kami have the following features.

Hitodama (21st level): You are surrounded wherever you go by two phantasmal blue-green flames. Whenever an ally you can see is killed, you can choose to destroy one of your hitodama as an immediate interrupt. The ally is not killed. Instead, the ally regains hit points as if they had spent a healing surge and is unconscious (save ends). The destroyed hitodama returns when you take an extended rest.

Secrets of the Torii Gate (24th level): Once per day you can create a torii gate that occupies two adjacent unoccupied squares adjacent to you and lasts until you take an extended rest. As a standard action, a creature can attack the torii gate. The torii has 50 hit points. When you cast a ritual while adjacent to the torii gate, you can choose to take 10 on the ritual's skill check.

Enshrine Yoroshiro Tree (30th level): Once per day, you can sanctify a natural tree, drawing kami to it, so that it becomes a sacred place. This effect last until the tree dies or is moved from its

current location. If an enemy within 20 squares of the center of the tree ignores an ally's mark, that ally regains a healing surge and can critically hit the creature that ignored its mark on a natural roll of 16 or higher until the end of the encounter.

SHRINE KAMI POWER

Omniscience Shrine Kami Utility 26

You tap into the knowledge of all spirits, everywhere.

Daily • Divine

Special Action Personal

Effect: You can use any one utility power of any class, even if you do not meet the prerequisites.

Special: Use the action type of the utility power you select.

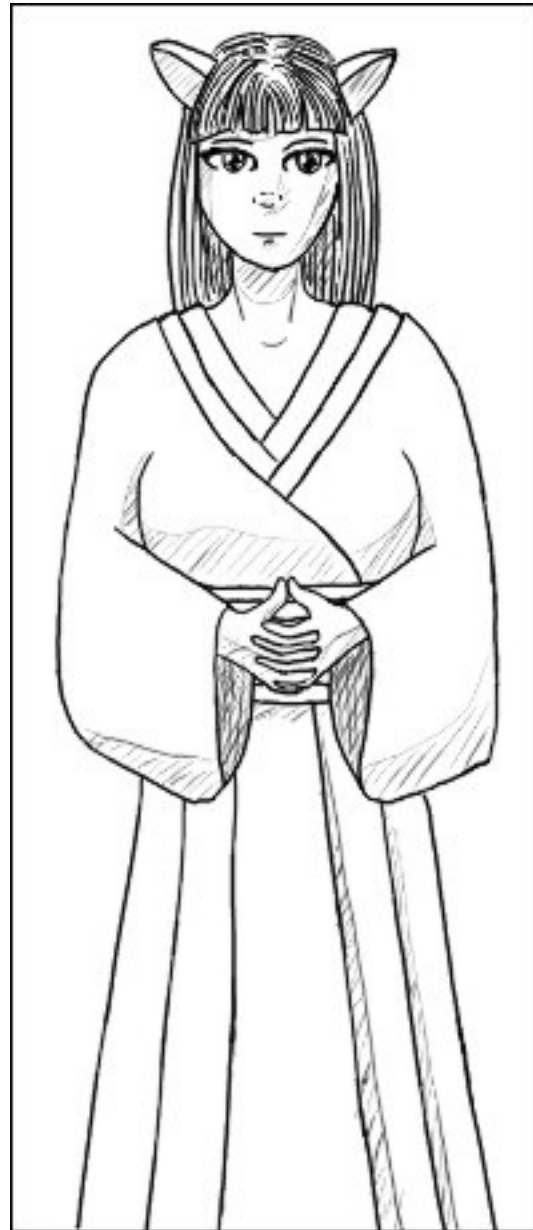
SIDEBAR: DARK MAIDEN

The concept of a dark maiden introduces a flipside to the shrine maiden. The dark maiden could consort with fiends or practice necromancy. Perhaps a dark maiden guards a shrine of pure evil, such as a shrine dedicated to an evil god. Maybe a dark maiden has no shrine attachment, merely a calling to desecrate shrines.

A dark maiden could still embrace the aesthetics of the shrine maiden, embracing values such as purity of mind and body and working with others. Or, instead of embracing virtues like purity and castigation of the wicked, the dark maiden could, as a religious choice, live a life of debauchery and persecution of the innocent.

Substitute necrotic for radiant throughout. There is a radiant option at every attack power level in the shrine maiden class.

Substitute the ringed staff for a dark implement, such as claw weapons based on the kamaitachi yokai, a weasel monster with incredibly fast claw attacks.



FEATS

Heroic Tier	Prerequisites	Benefit
Breath of Radiance	Shrine Maiden, Dragonborn	<i>Dragon breath</i> does radiant damage
Call of the Land	Shrine Maiden, Elf	Improved movement in difficult terrain
Create Lesser Ofuda	Shrine Maiden, Int 13	Store encounter power of your level -3
Enlightened Castigation	Shrine Maiden, <i>sign of castigation</i> , <i>healing reiki</i>	Your <i>healing reiki</i> damages enemies near the target
Enlightened Purity	Shrine Maiden, <i>sign of purity</i> , <i>healing reiki</i>	Your <i>healing reiki</i> also grants a save
Leap of Faith	Shrine Maiden, Eladrin	You can <i>fey step</i> to unseen destinations
Paragon Tier	Prerequisites	Benefit
Create Greater Ofuda	Shrine Maiden, Int 13	Store daily power of your level -3
Judgment Surge	Shrine Maiden, Human, Action Surge	Action surge also gives damage bonus
Mark of Burning Truth	Channel Divinity class feature	Use Channel Divinity to invoke <i>mark of burning truth</i>
Epic Tier	Prerequisites	Benefit
Exemplar of Virtue	Shrine Maiden, Sign of Virtue feature	Improves area of Sign of Virtue feature
Multiclass	Prerequisites	Benefit
Disciple of Castigation	Wis 13, Dex 13	Shrine Maiden: <i>sign of castigation</i> 1/day
Disciple of Purity	Wis 13, Con 13	Shrine Maiden: <i>sign of purity</i> 1/day
Reiki Healer	Wis 13	Shrine Maiden: <i>healing reiki</i> 1/day

HEROIC TIER FEATS

BREATH OF RADIANCE

Prerequisites: Shrine Maiden, Dragonborn

Benefit: The damage type of your Dragon Breath racial power (see the D&D 4E *Player's Handbook*) is changed to Radiant. Wisdom is now the ability score you use when making attack rolls with this power.

CALL OF THE LAND

Prerequisites: Shrine Maiden, Elf

Benefit: You can choose to take a -2 penalty to your speed until the end of your next turn in order to ignore difficult terrain until the end of your next turn. For the standard rules on difficult terrain, see the D&D 4E *Player's Handbook*.

CREATE LESSER OFUDA

Prerequisites: Shrine Maiden, Int 13

Benefit: You can expend an encounter power of up to your level - 3 (minimum 1st level) and spend gold equal to the potion cost of a potion of the same level (see the D&D 4E ADVENTURER'S VAULT). The power's effects do not occur. Instead, you create a *lesser ofuda*, a consumable item with the encounter power stored inside.

You may consume a lesser ofuda to activate the stored encounter power. Consuming a lesser ofuda is the same type of action as the encounter power stored within. You may use a lesser ofuda even if you have already used the encounter power during the same encounter.

You cannot have more than one lesser ofuda at a time.

ENLIGHTENED CASTIGATION

Prerequisites: Shrine Maiden, *sign of castigation*, *healing reiki*

Benefit: When you use your *healing reiki*, enemies in a close burst 1 around the target suffer radiant damage equal to your Dexterity modifier + Wisdom modifier.

ENLIGHTENED PURITY

Prerequisites: Shrine Maiden, *sign of purity*, *healing reiki*

Benefit: When you use your *healing reiki*, the target can also make a saving throw with a bonus equal to your Constitution modifier.

LEAP OF FAITH

Prerequisites: Shrine Maiden, Eladrin

Benefit: When using *fey step*, you can choose to spend a healing surge to modify the power. You may teleport to a square within range for which you do not have line of sight. If the destination cannot be occupied (see *teleportation* in *movement and position* section of the D&D 4E *Player's Handbook*), the power fails but the healing surge is still expended.

PARAGON TIER FEATS

CREATE GREATER OFUDA

Prerequisites: Shrine Maiden, Int 13

Benefit: You can expend a daily power of up to your level - 3 and spend gold equal to the potion cost of a potion of the same level (see the D&D 4E *Adventurer's Vault*). The power's effects do not occur. Instead, you create a *greater ofuda*, a consumable item with the daily power stored inside.

You may consume a greater ofuda to activate the stored daily power. Consuming a greater ofuda is the same type of action as the daily power stored within. You may use a greater ofuda even if you have already used the daily power today.

You cannot have more than one greater ofuda at a time.

JUDGMENT SURGE

Prerequisites: Shrine Maiden, Human, Action Surge

Benefit: When you gain a bonus to an attack roll from the Action Surge feat (see the D&D 4E *Player's Handbook*), you can also choose to gain a radiant damage bonus equal to your Wisdom modifier on the attack.

MARK OF BURNING TRUTH [DIVINITY]

Prerequisites: Channel Divinity class feature

Benefit: You can invoke divine power to use *mark of burning truth*.

Channel Divinity: Mark of Burning Truth

Feat Power

You place an invisible, indelible marking on a known liar, in an effort to deter them from speaking the lie again.

Encounter • Charm, Divine, Fire

Standard Action **Melee touch**

Target: One creature

Attack: Wisdom vs. Reflex

Hit: You name a particular known falsehood.

Whenever the target repeats that falsehood of their own free will, the target takes 2d10 + Wisdom modifier fire damage.

This effect does not end normally. The *remove affliction* ritual (see the D&D 4E *Player's Handbook*) and similar methods can be used to remove a *mark of burning truth*. Also, if the statement becomes true, the effect ends.

Special: A *mark of burning truth* can alternately be used to end another *mark of burning truth*.

You must take the Mark of Burning Truth feat to use this power.

EPIC TIER FEATS

EXEMPLAR OF VIRTUE

Prerequisites: Shrine Maiden, Sign of Virtue feature

Benefit: Your Sign of Castigation and/or Sign of Virtue affects targets within four squares of you.

MULTICLASS FEATS

DISCIPLE OF CASTIGATION

[MULTICLASS SHRINE MAIDEN]

Prerequisites: Wis 13, Dex 13

Benefit: You gain training in the Religion skill.

Once per day as a free action, you can gain the benefit of the shrine maiden's *sign of castigation* class feature until the end of the encounter.

In addition, you are now proficient with ringed staves, and can use a holy symbol or a ringed staff as an implement when using a shrine maiden power or shrine maiden paragon path power.

DISCIPLE OF PURITY
[MULTICLASS SHRINE MAIDEN]

Prerequisites: Wis 13, Dex 13

Benefit: You gain training in the Religion skill.

Once per day as a free action, you can gain the benefit of the shrine maiden's *sign of purity* class feature until the end of the encounter.

In addition, you are now proficient with ringed staves and can use a holy symbol or a ringed staff as an implement when using a shrine maiden power or shrine maiden paragon path power.

REIKI HEALER
[MULTICLASS SHRINE MAIDEN]

Prerequisites: Wis 13

Benefit: You gain training in the Heal skill.

Once per day, you can use the shrine maiden's *healing reiki* power.

In addition, you are now proficient with ringed staves and can use a holy symbol or a ringed staff as an implement when using a shrine maiden power or shrine maiden paragon path power.



EQUIPMENT

SUPERIOR MELEE WEAPONS

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Kongojo	+3	1d8	–	2 gp	4 lb.	Staff	–
Odachi	+3	1d10	–	40 gp	6 lb.	Heavy blade	Reach

MAGIC ITEMS

ARMOR

Lvl	Name	Price (gp)
2	Kamagakari +1	520
3	Haori of the Pure +1	680
4	Hakama of the Faithful +1	840
7	Kamagakari +2	2,600
8	Haori of the Pure +2	3,400
9	Hakama of the Faithful +2	4,200
12	Kamagakari +3	13,000
13	Haori of the Pure +3	17,000
14	Hakama of the Faithful +3	21,000
17	Kamagakari +4	65,000
18	Haori of the Pure +4	85,000
19	Hakama of the Faithful +4	105,000
22	Fiendslayer's Gi +5	325,000
22	Kamagakari +5	325,000
23	Haori of the Pure +5	425,000
24	Hakama of the Faithful +5	525,000
27	Fiendslayer's Gi +6	1,625,000
27	Kamagakari +6	1,625,000
28	Haori of the Pure +6	2,125,000
29	Hakama of the Faithful +6	2,625,000

Fiendslayer's Gi Level 22+

Your armor is designed and magically infused to be worn by those who hunt fiends.

Lvl 22 +5 325,000 gp Lvl 27 +6 1,625,000 gp

Armor: Cloth, Leather, Hide

Enhancement: AC

Power (Daily): Immediate Reaction. Use this power when a devil or demon deals damage to you. That devil or demon takes damage equal to the enhancement bonus of this armor.

Hakama of the Faithful Level 4+

These traditional pants worn by miko can be used to place you at your protector's side.

Lvl 4 +1 840 gp Lvl 19 +4 105,000 gp
 Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp
 Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp

Armor: Cloth

Enhancement: AC

Special: You can equip and benefit from a Hakama of the Faithful and a Haori of the Pure in the armor slot at the same time. Use the better of the two enhancement bonuses to AC.

Power (Daily): Move Action. You can teleport up to 20 squares to a square adjacent to an ally with the ability to mark targets.

Haori of the Pure Level 3+

The haori is a white upper-body garment classically paired with a hakama. The haori of the pure is imbued with properties that ward off ill fortune.

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp
 Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp
 Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

Armor: Cloth

Enhancement: AC

Special: You can equip and benefit from a Hakama of the Faithful and a Haori of the Pure in the armor slot at the same time. Use the better of the two enhancement bonuses to AC.

Power (Daily): Immediate Reaction. You can use this power when you are hit with an effect that a save can end. Make a saving throw against that effect.

Kamigakari Armor Level 2+

Your armor is inviting to the kami, drawing them in to dwell in your armor and provide protection.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Armor: Cloth, Leather, Hide

Enhancement: AC

Power (Daily): Immediate Reaction. You can use this power when an enemy's attack hits you. The attack is rerolled with a -2 penalty; use the new result.

WEAPONS

Lvl	Name	Price (gp)	Categories
1	Shakujo +1	360	Staff
6	Shakujo +2	1,800	Staff
7	Marklayer +2	2,600	Any
11	Shakujo +3	9,000	Staff
12	Marklayer +3	13,000	Any
16	Shakujo +4	45,000	Staff
17	Marklayer +4	65,000	Any
21	Shakujo +5	225,000	Staff
22	Marklayer +5	325,000	Any
22	Xizhang +5	325,000	Staff
26	Shakujo +6	1,125,000	Staff
27	Marklayer +6	1,625,000	Any
27	Xizhang +6	1,625,000	Staff
28	Khakkhara +6	2,125,000	Staff
30	Hikaze +6	3,125,000	Heavy Blade

Hikaze Weapon Level 30

This ancient sword is said to have once been wielded by the Phoenix Empress herself.

Lvl 30 +6 3,125,000 gp

Weapon: Heavy Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Property: All allies within 30 squares are immune to fear effects.

Power (Daily): Free Action. Use this power when you hit with the weapon. Deal an extra 9d4 cold, fire, lightning, and thunder damage with the attack.

Khakkhara Weapon Level 28

Claimed to be the ancient and truest of the ringed staves, the twelve-ringed khakkhara is only meant for use by the truly enlightened. When the bottom of the staff is tapped against the ground, a powerful repelling effect can be generated.

Lvl 28 +6 2,125,000 gp

Weapon: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Property: Shrine maidens can use this ringed staff as an implement for shrine maiden powers and shrine maiden paragon path powers.

Power (Daily): Standard Action. All creatures within 10 squares of you are pushed 20.

Marklayer Weapon Level 7+

Your weapon glows with holy light, alerting your ally to the danger you face.

Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp
Lvl 17	+4	65,000 gp			

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Power (Daily): Minor Action. An adjacent enemy becomes marked by an ally within 10 squares of you until the end of your next turn.

Shakujo Weapon Level 1+

The traditional four-ringed staff associated with guardians of sacred shrines, useful as both a weapon and a focus for magic.

Lvl 1	+1	360 gp	Lvl 16	+4	45,000 gp
Lvl 6	+2	1,800 gp	Lvl 21	+5	225,000 gp
Lvl 11	+3	9,000 gp	Lvl 26	+6	1,125,000 gp

Weapon: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Property: Shrine maidens can use this ringed staff as an implement for shrine maiden powers and shrine maiden paragon path powers.

Xizhang Weapon Level 22+

This six-ringed staff represents perfection and channels perfect forms of the elements.

Lvl 22 +5 325,000 gp Lvl 27 +6 1,625,000 gp

Weapon: Staff

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus

Property: Shrine maidens can use this ringed staff as an implement for shrine maiden powers and shrine maiden paragon path powers.

Power (Daily): Free Action. Your next successful attack using this weapon as an implement deals an additional amount of damage equal to one of the following:

- ◆ 5d4 + Strength modifier fire damage
- ◆ 5d4 + Constitution modifier cold damage
- ◆ 5d4 + Dexterity modifier lightning damage
- ◆ 5d4 + Intelligence modifier psychic damage
- ◆ 5d4 + Wisdom modifier force damage
- ◆ 5d4 + Charisma modifier thunder damage

HOLY SYMBOLS

Lvl	Name	Price (gp)
2	Gohei of Divination +1	520
3	Tamagushi of Worship +1	680
4	Gohei of Exorcism +1	840
7	Gohei of Divination +2	2,600
8	Tamagushi of Worship +2	3,400
9	Gohei of Exorcism +2	4,200
12	Gohei of Divination +3	13,000
13	Tamagushi of Worship +3	17,000
14	Gohei of Exorcism +3	21,000
17	Gohei of Divination +4	65,000
18	Tamagushi of Worship +4	85,000
19	Gohei of Exorcism +4	105,000
22	Gohei of Divination +5	325,000
23	Tamagushi of Worship +5	425,000
24	Gohei of Exorcism +5	525,000
27	Gohei of Divination +6	1,625,000
28	Tamagushi of Worship +6	2,125,000
29	Gohei of Exorcism +6	2,625,000

Gohei of Divination Level 2+

Waving your gohei in the air, you divine the intentions of your attackers.

Lvl 2 +1 520 gp Lvl 17 +4 65,000 gp

Lvl 7 +2 2,600 gp Lvl 22 +5 325,000 gp

Lvl 12 +3 13,000 gp Lvl 27 +6 1,625,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Immediate Interrupt. Use this power when an enemy gains combat advantage against you. No enemy can have combat advantage against you until the end of your next turn.

Gohei of Exorcism Level 4+

This short wand-like implement is adorned with strips of sacred paper at one end. When shook, it has the power to cleanse the mind of evil influences.

Lvl 4 +1 840 gp Lvl 19 +4 105,000 gp

Lvl 9 +2 4,200 gp Lvl 24 +5 525,000 gp

Lvl 14 +3 21,000 gp Lvl 29 +6 2,625,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Immediate Interrupt. Use this power when you or an ally in line of sight is hit with a dominate effect. The dominate effect fails.

Tamagushi of Worship Level 3+

This ceremonially decorated branch serves as an offering to the kami. By beseeching the spirits, your healing powers benefit you as well.

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp

Lvl 8 +2 3,400 gp Lvl 23 +5 425,000 gp

Lvl 13 +3 17,000 gp Lvl 28 +6 2,125,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Minor Action. Until the end of the encounter, whenever you use a power with the healing keyword, you regain 5 hit points.

FEET SLOT ITEMS

Lvl	Name	Price (gp)
2	Geta of Fiend Pursuit	520
9	Zori of Kitsune's Alacrity	4,200

Geta of Fiend Pursuit Level 2

This pair of wooden sandals propels you towards diabolical foes.

Item Slot: Feet 520 gp

Property: You gain a +2 item bonus to speed when moving towards a devil or demon.

Zori of Kitsune's Alacrity Level 9

These straw sandals allow you to move like the foxes spoken of in myth.

Item Slot: Feet 4,200 gp

Property: You gain a +1 item bonus to speed until the end of your turn whenever you pass an opposed stealth check.

Power (Daily): Immediate Reaction. Use this power when an ally marks an enemy. You may shift 2 squares towards that enemy.



WAIST SLOT ITEMS

Lvl	Name	Price (gp)
3	Blazing Mikan Obi	680

Blazing Mikan Obi Level 3

This tangerine-colored kimono accessory is emblazoned with a flame motif, similar to the obi worn by the Phoenix Empress.

Item Slot: Waist 680 gp

Property: You gain a +2 item bonus to Reflex against powers with the fire keyword.

Level 13: +4 item bonus.

Level 23: +6 item bonus.

Power (Daily): Free Action. Use this power when you hit with a power that deals fire damage. That attack ignores fire resistance and immunity.

SIDEBAR:

GLOSSARY OF TERMS

- gohei:** a wand length stick decorated with zig-zag shaped paper at one end
- ijigen:** extradimensional
- kami:** a divine spirit
- kanji:** a written character depicting a word
- kappa:** an imp-like creature that dwells in bodies of water
- koi:** carp
- kongojo:** a white wood staff wielded by mountain hermits called yamabushi
- miko:** a shrine maiden
- odachi:** a five to six foot long sword historically used for mounted combat, but suitable as an oversized melee weapon in a fantasy setting
- ofuda:** talismans made of strips of paper brushed with sacred writing
- reiki:** spirit energy
- shakujo:** a ringed staff carried by a holy person; the number of rings indicates status
- torii gate:** a sacred gate comprised of two vertical columns with two crossbeams at the top, typically painted red
- yoki:** fiendish energy
- yokai:** a fiend
- yuki-onna:** a snow yokai resembling a human woman that freezes or drains the life from her victims

DEITIES



This chapter introduces new deity options intended to match with the flavor of the shrine maiden class.

PHOENIX EMPRESS

Good

The recently ascended goddess of weather and the amalgamated elements, the Phoenix Empress, was reborn from the ashes of the deceased god Tenkishujin. She appears as a young half-elven woman with black hair and a red kimono. She has large angelic wings with feathers the colors of fire. She wields a katana swirling with elemental energy called the Hikaze Blade. Clans that live in remote areas rely on the weather goddess for survival. She is also popular with rice farmers and wandering samurai called ronin. Her teachings are as follows:

- ◆ Respect the forces of nature and honor the spirits of the mountains and rivers.
- ◆ Explore the world around you to better understand the great cycle in which you participate.
- ◆ Oppose beings that come from the Far Realm, for they disrupt the natural harmony.



RYUSASHI

Unaligned

Ryusashi takes the form of a serpent-like green dragon. He is the keeper of the world's history and is favored by dragons and historians. His directives are these:

- ◆ Keep a record of what has passed, so you can learn from it.
- ◆ Preserve the traditions of your people for they define who you are.
- ◆ Do not tolerate peoples who are uncivilized and barbarous, as they defile culture and tradition.

