



NEW GODS ON THE BLOCK

A Web Enhancement for *Deities and Demigods*

The new *Deities and Demigods* supplement provides everything you need to create, control, and call upon the most powerful beings in your campaign. While the book includes plenty of information on advancing characters to godhood, we thought it would be helpful, as you begin to explore the book, to have at hand an example of a recently ascended deity. Presented here for your use and enjoyment is a divine character—Erbin, the beggar god—for your player characters to encounter in any of five different divine ranks. In addition, this web enhancement provides 21 campaign hooks offering suggestions for how this character might enter the PCs' lives as part of, or as a result of, divine ascension. The wide range of these adventure

ideas helps show DMs how to develop their own stories around mortals becoming deities.

To use this web enhancement, you must already have the new edition of *Deities and Demigods*. This bonus material is exclusive to the official DUNGEONS & DRAGONS® website: <www.wizards.com/dnd>.

THE BEGGAR GOD

First we present to you Erbin, avenger of the down-trodden and god of vengeance. Erbin was once a beggar and petty street thief who, through some circumstance, became a deity. You should tailor the specific circumstance to your campaign's cosmology, but we offer some suggestions below. Erbin appears at the beginning rank for each divine category (quasi, demi, lesser, intermediate, and greater). Cast a critical eye at his abilities, because his power level edges up sharply in each category. Even as a quasi-deity, he can give unprepared mortals a difficult time.

Erbin functions best when at least some of the player characters are active on the Material Plane. He can focus his vengeful attention instead on deities, if you want to fit him into an inactive pantheon.

ERBIN

Divine Rank: Varies, see below

Symbol: An extended hand, palm cupped, like a beggar

Home Plane: Material

Portfolio: Vengeance (starting at rank 1)

Alignment: Neutral Evil

Worshippers: Assassins, fighters, rogues, beggars

Cleric Alignments: N, LE, NE, CE

Domains: Destruction, Evil, and Trickery

Favored Weapon: Dagger

As a deity, Erbin appears much as he did in life. He is a human male who stands 5 ft. 2 in. tall and wears tat-

Credits

Design: Rich Redman
Editing and Typesetting: Sue Weinlein Cook
Editorial Assistance: Penny Williams
Web Production: Julia Martin
Web Development: Mark Jindra
Graphic Design: Sean Glenn, Cynthia Fliege

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tered rags under a shabby cloak. His feet are bare and filthy, his face spattered with open sores. One hand clutches his cloak around him, and the other constantly reaches out, begging for coins. A fringe of lank gray hair circles the crown of his skull, and a greasy, unkempt beard hangs from his chin.

Dogma, Clergy, and Temples: Erbin has no dedicated “church”—he does not care for followers, worshippers, or clergy. He instead focuses his attention on those who mistreated him as a mortal, and on those who continue to mistreat the unfortunate now that he’s a deity. Many a beggar has threatened passersby with Erbin’s wrath if they did not give, and give generously.

Erbin (Quasi-Deity)

Rogue 1

Medium-Size Outsider

Divine Rank: 0

Hit Dice: 1d6+7 (13 hp)

Initiative: +15

Speed: 60 ft.

AC: 45 (touch 32, flat-footed 30)

Face/Reach: 5 ft. by 5 ft./5 ft.

Attacks: +5 *distance returning wounding dagger* +14 melee; or +5 *distance returning wounding dagger* +20 ranged

Damage: 1d4+14/19–20/x2, +5 *distance returning wounding dagger* or 1d4+5/19–20/x2, +5 *distance returning wounding dagger*

Special Attacks: Sneak attack +1d6, spell-like abilities

Special Qualities: DR 35/+4, divine immunities, fire resistance 20, Outsider traits, SR 32, traps

Saves: Fort +7, Reflex +17, Will +7

Abilities: Str 28, Dex 40, Con 24, Int 25, Wis 24, Cha 24

Skills: Balance +18, Bluff +10, Diplomacy +8, Disguise +10, Gather Info +10, Hide +18, Intimidate +10, Jump +12, Listen +12, Move Silently +18, Perform (act) +10, Pick Pocket +18, Spot +12, Tumble +18

Feats: Alertness, Dodge

Divine Immunities: Acid, cold, electricity, transmutation, draining and ability damage, and mind effects.

Spell-Like Abilities: Erbin uses these abilities as a 10th-level caster. The save DCs are 17 + spell level). *Blasphemy, change self, circle of doom, confusion, contagion, create undead, desecrate, disintegrate, dispel good, earthquake, false vision, harm, implosion, inflict critical wounds, inflict*

light wounds, invisibility, magic circle against good, mislead, nondetection, polymorph any object, protection from good, screen, shatter, summon monster IX (evil spell only), time stop, unholy aura, unholy blight.

Class and Outsider Abilities

Sneak Attack: If Erbin’s target would be denied a Dexterity bonus to AC (whether the target actually has a bonus or not), or when Erbin flanks his target, the rogue’s attack deals varying points of extra damage. If the attack scores a critical hit, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap or an unarmed strike, Erbin can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage with a sneak attack. Erbin can sneak attack only living creatures with discernable anatomies. Any creature immune to critical hits is not vulnerable to sneak attacks. Erbin must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Traps: Erbin can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Erbin can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. If he beats a trap’s DC by 10 or more with a Disable Device check, he can generally study a trap, figure out how it works, and bypass it (with his companions) without disarming it.

Possessions: Erbin always carries a +5 *distance returning wounding dagger* he calls Poverty’s Bite. He normally carries six other +2 *daggers* he uses as throwing weapons.

Erbin (Demigod)

Rogue 1/Fighter 1

Medium-Size Outsider

Divine Rank: 1

Hit Dice: 1d6+7 plus 1d10+7 (30 hp)

Initiative: +15

Speed: 60 ft.

AC: 47 (touch 33, flat-footed 32)

Face/Reach: 5 ft. by 5 ft./5 ft.

Attacks: +5 distance returning wounding dagger +16 melee; or +5 distance returning wounding dagger +22 ranged

Damage: 1d4+14/19–20/x2, +5 distance returning wounding dagger or 1d4+5/19–20/x2, +5 distance returning wounding dagger

Special Attacks: Domain powers, salient divine abilities, sneak attack +1d6, spell-like abilities

Special Qualities: DR 36/+4, demigod abilities, divine aura (10 ft., DC 18), divine immunities, fire resistance 21, immortal, Outsider traits, SR 33, traps

Saves: Fort +10, Reflex +18, Will +8

Abilities: Str 28, Dex 41, Con 24, Int 25, Wis 24, Cha 24

Skills: Balance +19, Bluff +11, Climb +14, Diplomacy +9, Disguise +11, Gather Info +11, Hide +19, Intimidate +11, Jump +13, Listen +13, Move Silently +19, Perform (act) +11, Pick Pocket +19, Spot +13, Tumble +19

Feats: Alertness, Blind-Fight, Dodge

No Automatic Failures: When Erbin rolls a 1 on an attack roll or saving throw, calculate success or failure normally.

Divine Immunities: Acid, cold, electricity, transmutation, draining and ability damage, mind effects, disease, poison, paralysis, stunning, disintegration, and death effects.

Immortality: Deities are naturally immortal and cannot die from natural causes. They do not age and do not need to eat, sleep, or breathe. The only way for a deity to die is through special circumstances—most often, being slain in magical or physical combat with deities of higher stature.

Salient Divine Abilities: Alter Form, Alter Size.

Domain Powers: Erbin can use either of the following abilities a number of times per day equal to his divine rank: He can make a single melee attack with a +4 attack bonus (must declare this ability before making attack roll), and he can cast evil spells at +1 caster level.

Spell-Like Abilities: Erbin uses these abilities as an 11th-level caster. The save DCs are 18 + spell level). *Blasphemy, change self, circle of doom, confusion, contagion, create undead, desecrate, disintegrate, dispel good, earthquake, false vision, harm, implosion, inflict critical wounds, inflict light wounds, invisibility, magic circle against good, mislead, nondetection, polymorph any object, protection from good,*

screen, shatter, summon monster IX (evil spell only), time stop, unholy aura, unholy blight.

Other Divine Powers

Senses: Erbin can see, hear, touch, and smell at a distance of 1 mile. As a standard action, he can perceive anything within 1 mile of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour, or any location when an act of unnecessary cruelty to a mortal occurs. He can extend his senses to up to two locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 1 hour.

Portfolio Sense: Erbin senses all events of unnecessary cruelty against intelligent beings when 1,000 or more such beings are involved.

Automatic Actions: Erbin can use Disguise, Move Silently, Perform (act), and Pick Pocket as free actions if the DC for the task is 15 or lower. He can perform up to two such free actions each round.

Create Magic Items: Erbin can create any kind of magic item that improves checks for Disguise, Move Silently, Perform (act), or Pick Pocket, as well as minor magic daggers, as long as the item's market price does not exceed 4,500gp.

Divine Aura: Erbin's divine aura extends in a radius up to 10 feet (Will save DC 18). Erbin generally chooses either the daze or frighten effect.

Class and Outsider Abilities

Sneak Attack: If Erbin's target would be denied a Dexterity bonus to AC (whether the target actually has a bonus or not), or when Erbin flanks his target, the rogue's attack deals varying points of extra damage. If the attack scores a critical hit, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap or an unarmed strike, Erbin can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage with a sneak attack. Erbin can sneak attack only living creatures with discernable anatomies. Any creature immune to critical hits is not vulnerable to sneak attacks. Erbin must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Traps: Erbin can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Erbin can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. If he beats a trap's DC by 10 or more with a Disable Device check, he can generally study a trap, figure out how it works, and bypass it (with his companions) without disarming it.

Possessions: Erbin always carries a +5 *distance returning wounding dagger* he calls Poverty's Bite. He normally carries six other +2 *daggers* he uses as throwing weapons.

Erbin (Lesser Deity)

Rogue 5/Fighter 5

Medium-Size Outsider

Divine Rank: 6

Hit Dice: 5d6+35 plus 5d10+35 (150 hp)

Initiative: +16

Speed: 60 ft.

AC: 58 (touch 39, flat-footed 58)

Face/Reach: 5 ft. by 5 ft./5 ft.

Attacks: +5 *distance returning wounding dagger* +34/+29 melee; or +5 *distance returning wounding dagger* +39 ranged

Damage: 1d4+16/19–20/x2, +5 *distance returning wounding dagger* or 1d4+5/19–20/x2, +5 *distance returning wounding dagger*

Special Attacks: Domain powers, salient divine abilities, sneak attack +3d6, spell-like abilities

Special Qualities: DR 41/+4, divine aura (600 ft., DC 23), divine immunities, evasion, fire resistance +6, immortal, lesser deity abilities, Outsider traits, SR 38, traps, uncanny dodge (Dex bonus to AC)

Saves: Fort +18, Reflex +27, Will +15

Abilities: Str 32, Dex 42, Con 24, Int 25, Wis 24, Cha 24

Skills: Balance +30, Bluff +20, Climb +27, Diplomacy +15, Disguise +20, Gather Info +20, Hide +29, Intimidate +22, Jump +30, Listen +22, Move Silently +29, Perform (act) +16, Pick Pocket +31, Spot +22, Tumble +40

Feats: Alertness, Blind-Fight, Cleave, Dodge, Expertise, Mobility, Power Attack, Spring Attack

Always able to take 10: At these ranks, Erbin may always take 10 on any check, provided he needs to make a check at all.

Divine Immunities: Acid, cold, electricity, transmutation, draining and ability damage, mind effects, disease, poison, paralysis, stunning, disintegration, imprisonment/banishment, and death effects.

Immortality: Same as for demigod.

Salient Divine Abilities: Alter Form, Alter Size, Divine Celerity 6 minutes, Divine Dodge, Divine Weapon Focus (dagger), Free Move, Gift of Life, Hand of Death (Fort save DC 33).

Domain Powers: Same as for demigod.

Spell-Like Abilities: Erbin uses these abilities as a 16th-level caster. The save DCs are 23 + spell level). *Blasphemy, change self, circle of doom, confusion, contagion, create undead, desecrate, disintegrate, dispel good, earthquake, false vision, harm, implosion, inflict critical wounds, inflict light wounds, invisibility, magic circle against good, mislead, nondetection, polymorph any object, protection from good, screen, shatter, summon monster IX* (evil spell only), *time stop, unholy aura, unholy blight*.

Other Divine Powers

Senses: Erbin can see, hear, touch, and smell at a distance of 6 miles. As a standard action, he can perceive anything within 6 miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to five locations at once.

He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 6 hours.

Portfolio Sense: Erbin senses all events of unnecessary cruelty against intelligent beings when 500 or more such beings are involved.

Automatic Actions: Erbin can use Disguise, Move Silently, Perform (act), and Pick Pocket as free actions if the DC for the task is 20 or lower. He can perform up to five such free actions each round.

Create Magic Items: Erbin can create any kind of magic item that improves checks for Disguise, Move Silently, Perform (act), or Pick Pocket, as well as minor or medium magic daggers, without any requisite item creation feat, as long as the item's market price does not exceed 30,000gp.

Divine Aura: Erbin's divine aura extends in a radius up to 600 feet (Will save DC 23).

Class and Outsider Abilities

Sneak Attack: If Erbin's target would be denied a Dexterity bonus to AC (whether the target actually has a bonus or not), or when Erbin flanks his target,

the rogue's attack deals varying points of extra damage. If the attack scores a critical hit, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap or an unarmed strike, Erbin can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage with a sneak attack. Erbin can sneak attack only living creatures with discernable anatomies. Any creature immune to critical hits is not vulnerable to sneak attacks. Erbin must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Erbin sustains no damage with a successful saving throw.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Traps: Erbin can use the Search skill to locate traps when the task has a DC higher than 20. Finding a nonmagical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Erbin can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. If he beats a trap's DC by 10 or more with a Disable Device check, he can generally study a trap, figure out how it works, and bypass it (with his companions) without disarming it.

Uncanny Dodge (Ex): Erbin can react to danger before his senses normally would allow him to do so. Starting at 3rd level, Erbin retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker. Starting at 6th level, Erbin can no longer be flanked. At 20th level, he gets a +4 bonus to Reflex saves to avoid traps and a +4 dodge bonus to AC to avoid attacks by traps.

Possessions: Erbin always carries a +5 *distance returning wounding dagger* he calls Poverty's Bite. He normally carries six other +2 *daggers* he uses as throwing weapons.

Erbin (Intermediate Deity)

Rogue 10/Fighter 10

Medium-Size Outsider

Divine Rank: 11

Hit Dice: 10d6+70 plus 10d10+70 (300 hp)

Initiative: +20

Speed: 60 ft.

AC: 70 (touch 46, flat-footed 70)

Face/Reach: 5 ft. by 5 ft./5 ft.

Attacks: +5 *distance returning wounding dagger* +53/+48/+43/+38 melee; or +5 *distance returning wounding dagger* +53/+48/+43/+38 ranged

Damage: 1d4+16/17–20/x2, +5 *distance returning wounding dagger*; or 1d4+5/17–20/x2, +5 *distance returning wounding dagger*

Special Attacks: Domain powers, salient divine abilities, sneak attack +5d6, spell-like abilities

Special Qualities: Crippling strike, DR 46/+4, divine aura (1,100 ft., DC 30), divine immunities, evasion, fire resistance 31, immortal, intermediate deity abilities, Outsider traits, SR 63, traps, uncanny dodge (Dex bonus to AC, can't be flanked)

Saves: Fort +28, Reflex +37, Will +24

Abilities: Str 32, Dex 42, Con 24, Int 25, Wis 24, Cha 29

Skills: Balance +40, Bluff +31, Climb +42, Diplomacy +23, Disguise +31, Gather Info +31, Hide +38, Intimidate +31, Jump +47, Listen +31, Move Silently +38, Perform (act) +27, Pick Pocket +40, Spot +31, Tumble +40

Feats: Alertness, Blind-Fight, Cleave, Dodge, Expertise, Great Cleave, Improved Critical (*dagger*), Mobility, Power Attack, Quick Draw, Spring Attack, Sunder, Weapon Finesse (*dagger*)

Always Maximize Checks: Erbin always get a result of 20 on any check, provided he needs to make a check at all. This takes no more time than a regular check.

Divine Immunities: Acid, cold, electricity, transmutation, draining and ability damage, mind effects, disease, poison, paralysis, stunning, disintegration, imprisonment/banishment, and death effects.

Immortality: Same as for lesser deity.

Salient Divine Abilities: Alter Form, Alter Size, Batlesense, Divine Blast (12/day, up to 11 miles, 11d12+9d12 damage), Divine Celerity 11 minutes, Divine Dodge, Divine Shield (10/day, stops 110 points of damage), Divine Weapon Focus (*dagger*), Free Move, Gift of Life, Hand of Death (Fort save DC 40), Increased Spell Resistance, Life and Death, Supreme Initiative.

Domain Powers: Same as for lesser deity.

Spell-Like Abilities: Erbin uses these abilities as a 21st-level caster. The save DCs are 30 + spell level). *Blasphemy, change self, circle of doom, confusion, contagion, create undead, desecrate, disintegrate, dispel good, earthquake, false vision, harm, implosion, inflict critical wounds, inflict light wounds, invisibility, magic circle against good, mislead, non-detection, polymorph any object, protection from good, screen, shatter, summon monster IX (evil spell only), time stop, unholy aura, unholy blight.*

Other Divine Powers

Senses: Erbin can see, hear, touch, and smell at a distance of 11 miles. As a standard action, he can perceive anything within 11 miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to ten locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 11 hours.

Portfolio Sense: Erbin senses all events of unnecessary cruelty against intelligent beings when any number of such beings is involved. In addition, his retains the sensations for up to one week per point of divine rank.

Automatic Actions: Erbin can use Disguise, Move Silently, Perform (act), Pick Pocket as free actions if the DC for the task is 25 or lower. He can perform up to ten such free actions each round.

Create Magic Items: Erbin can create any kind of magic item that improves checks for Disguise, Move Silently, Perform (act), or Pick Pocket, as well as any magic daggers, except artifacts, without any requisite item creation feat as long as the item's market price does not exceed 200,000gp.

Divine Aura: Erbin's divine aura extends in a radius up to 1,100 feet (Will save DC 30).

Class and Outsider Abilities

Sneak Attack: If Erbin's target would be denied a Dexterity bonus to AC (whether the target actually has a bonus or not), or when Erbin flanks his target, the rogue's attack deals varying points of extra damage. If the attack scores a critical hit, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap or an unarmed strike, Erbin can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage with a sneak attack. Erbin can sneak

attack only living creatures with discernable anatomies. Any creature immune to critical hits is not vulnerable to sneak attacks. Erbin must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Crippling Strike (Ex): When Erbin damages an opponent with a sneak attack, that character also suffers 1 point of Strength damage. Ability points lost to such damage return on their own at the rate of 1 point per day.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Erbin sustains no damage with a successful saving throw.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Traps: Erbin can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Erbin can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. If he beats a trap's DC by 10 or more with a Disable Device check, he can generally study a trap, figure out how it works, and bypass it (with his companions) without disarming it.

Uncanny Dodge (Ex): Erbin can react to danger before his senses normally would allow him to do so. Starting at 3rd level, Erbin retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker. Starting at 6th level, Erbin can no longer be flanked. At 20th level, he gets a +4 bonus to Reflex saves to avoid traps and a +4 dodge bonus to AC to avoid attacks by traps.

Possessions: Erbin always carries a +5 *distance returning wounding dagger* he calls Poverty's Bite. He normally carries six other +2 *daggers* he uses as throwing weapons.

Greater Deity Powers

Rogue 20/Fighter 20

Medium-Size Outsider

Divine Rank: 16

Hit Dice: 20d6+140 plus 20d10+140 (600 hp)

Initiative: +22

Speed: 60 ft.

AC: 82 (touch 53, flat-footed 82)

Face/Reach: 5 ft. by 5 ft./5 ft.

Attacks: +5 *distance returning wounding dagger* +70/+65/+60/+55 *melee*; or +5 *distance returning wounding dagger* +70/+65/+60/+55 *ranged*

Damage: 1d4+18/17–20/x2, +5 *distance returning wounding dagger*; or 1d4+7/17–20/x2, +5 *distance returning wounding dagger*

Special Attacks: Domain powers, salient divine abilities, sneak attack +13d6, spell-like abilities

Special Qualities: Crippling strike, DR 51/+4, defensive roll, divine aura (1,100 ft., DC 30), divine immunities, evasion, fire resistance 36, greater deity abilities, immortal, improved evasion, opportunist, Outsider traits, SR 68, traps, uncanny dodge (Dex bonus to AC, can't be flanked, +4 against traps)

Saves: Fort +43, Reflex +54, Will +39

Abilities: Str 32, Dex 46, Con 24, Int 25, Wis 25, Cha 29

Skills: Balance +47, Bluff +47, Climb +67, Diplomacy +28, Disguise +47, Gather Info +45, Hide +54, Intimidate +42, Jump +72, Listen +45, Move Silently +54, Perform (act) +45, Pick Pocket +56, Spot +45, Tumble +58

Feats: Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Endurance, Expertise, Far Shot, Great Cleave, Improved Bull Rush, Improved Critical (dagger), Improved Disarm, Improved Initiative, Improved Trip, Mobility, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Skill Focus (Bluff), Skill Focus (Disguise), Spring Attack, Sunder, Two-Weapon Fighting Weapon Finesse (dagger), Weapon Specialization (dagger), Whirlwind Attack

Always Maximize Roll: Greater deities automatically get the best result possible on any die roll. Calculate success, failure, or other effects accordingly. For instance, when Erbin makes an attack roll, assume you rolled a 20 and calculate success or failure from there. You should roll the d20 anyway and use that roll to check for a threat or a critical hit. When Erbin hits, assume you rolled the maximum amount of damage possible.

Divine Immunities: Acid, cold, electricity, transmutation, draining and ability damage, mind effects, disease, poison, paralysis, stunning, disintegration, imprisonment/banishment, and death effects.

Immortality: Same as for intermediate deity.

Salient Divine Abilities: Alter Form, Alter Size, Battlesense, Divine Blast (12/day, up to 16 miles,

16d12+9d12 damage), Divine Celerity 16 minutes, Divine Dodge, Divine Rogue, Divine Shield (10/day, stops 160 points of damage), Divine Sneak Attack, Divine Weapon Focus (dagger), Free Move, Gift of Life, Hand of Death (Fort save DC 45), Increased Spell Resistance, Instant Move (up to 480 ft.), Know Secrets (Will save DC 35), Life and Death, Shapechange, Shift Form (rat), Supreme Initiative, True Shapechange.

Domain Powers: Same as for intermediate deity.

Spell-Like Abilities (caster level 26th; save DC 35 + spell level): *blasphemy, change self, circle of doom, confusion, contagion, create undead, desecrate, disintegrate, dispel good, earthquake, false vision, harm, implosion, inflict critical wounds, inflict light wounds, invisibility, magic circle against good, mislead, nondetection, polymorph any object, protection from good, screen, shatter, summon monster IX* (evil spell only), *time stop, unholy aura, unholy blight*.

Other Divine Powers

Senses: Erbin can see, hear, touch, and smell at a distance of 16 miles. As a standard action, he can perceive anything within 16 miles of his worshipers, holy sites, objects, or any location where one of his titles or name was spoken in the last hour. He can extend his senses to up to twenty locations at once. He can block the sensing power of deities of his rank or lower at up to two remote locations at once for up to 16 hours.

Portfolio Sense: Erbin retains his previous abilities and can see events of unnecessary cruelty up to one week in the future per point of divine rank.


Automatic Actions: Erbin can use Disguise, Move Silently, Perform (act), and Pick Pocket as free actions if the DC for the task is 30 or lower. He can perform up to twenty such free actions each round.

Create Magic Items: Erbin can create any kind of magic item that improves checks for Disguise, Move Silently, Perform (act), or Pick Pocket, as well as any magic daggers—including artifacts—without any requisite item creation feat.

Divine Aura: Erbin's divine aura extends in a radius up to 16 miles (Will save DC 35).

Class and Outsider Abilities

Sneak Attack: If Erbin's target would be denied a Dexterity bonus to AC (whether the target actually has a bonus or not), or when Erbin flanks his target, the rogue's attack deals varying points of extra damage. If the attack scores a critical hit, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a sap or an



unarmed strike, Erbin can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage with a sneak attack. Erbin can sneak attack only living creatures with discernable anatomies. Any creature immune to critical hits is not vulnerable to sneak attacks. Erbin must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. He cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Crippling Strike (Ex): When Erbin damages an opponent with a sneak attack, that character also suffers 1 point of Strength damage. Ability points lost to such damage return on their own at the rate of 1 point per day.

Evasion (Ex): If exposed to any effect that normally allows a character to attempt a Reflex saving throw for half damage, Erbin sustains no damage with a successful saving throw.

Improved Evasion: This ability works like evasion, except that, while Erbin still suffers no damage on a successful Reflex save against spells such as *fireball* or a breath weapon, he now sustains only half damage on a failed save.

Opportunist: Once per round, Erbin can make an attack of opportunity against an opponent whom another character has just struck for damage in melee. This attack counts as Erbin's attacks of opportunity for that round. Even with the Combat Reflexes feat, Erbin can't use the opportunist ability more than once per round.

Outsider Traits: Darkvision 60 ft.; cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life).

Traps: Erbin can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Erbin can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. If he beats a trap's DC by 10 or more with a Disable Device check, he can generally study a trap, figure out how it works, and bypass it (with his companions) without disarming it.

Uncanny Dodge (Ex): Erbin can react to danger before his senses normally would allow him to do so. Starting at 3rd level, Erbin retains his Dexterity bonus to AC regardless of being caught flat-footed or struck

by an invisible attacker. Starting at 6th level, Erbin can no longer be flanked. At 20th level, he gets a +4 bonus to Reflex saves to avoid traps and a +4 dodge bonus to AC to avoid attacks by traps.

Possessions: Erbin always carries a +5 *distance returning wounding dagger* he calls Poverty's Bite. He normally carries six other +2 *daggers* he uses as throwing weapons.

Combat

Once Erbin decides to intervene and exact revenge on someone, he pursues that person until the mortal dies or changes his ways and makes up for his past actions. Successful vengeance for Erbin means that the abusive mortal learns a lesson, regrets his abusive actions, and changes his ways. It does not mean killing. On occasion, it may mean that Erbin acts to preserve those deserving his vengeance, since keeping them alive means he can torment them longer.


Erbin is not a straightforward fighter, and he knows it. Erbin prefers to use his skills to generate bad feeling for his target. For example, he might use his Disguise skill to make himself look like a specific mortal and insult that mortal's friends, break contracts, and otherwise make life difficult. However, if Erbin decides that combat is the best way to teach a lesson, he prepares a small army of beggars and undead, arm them with magic daggers, and attack the mortal. While the beggars and the undead assault directly, Erbin moves around the flanks and rear, making sneak attacks and using his salient divine abilities.

DIVINE ASCENSION ADVENTURE IDEAS

Writing the divine ascension rules for *Deities and Demigods* brought us numerous ideas for adventures, and even campaigns. We'd like to share some of those ideas with you, and show how Erbin could play a role in them. Some of them offer opportunities for the player characters to ascend to godhood, while others assume the PCs have already reached divine status.

Erbin's Power Level

As a quasi-deity, Erbin provides a challenge for a party of mid-level adventurers. Once he becomes a demigod, he gains a tremendous number of abilities, and epic-level or divine characters may still find him challenging (especially if he has time to prepare). You know



your characters better than anyone except their players, so be careful to match Erbin's divine rank to your party.

The Ideas

What Goes Around...

A beggar with superhuman powers attacks the player characters one day in the marketplace. After humiliating them, the beggar explains that his name is Erbin and he nearly froze to death one night after the last people he saw (the player characters) refused to give him enough money for a room. After that, he journeyed to the land of the gods, where he ascended to become the new god of beggars. He intends to humiliate them occasionally for the rest of their lives. Player characters have to find some way to end the threat, either through good deeds to living beggars, killing this vengeful god, or by becoming gods themselves.

Divine Mission

The player characters in a campaign with a pantheon similar to Greyhawk's do little more than pay lip service to their patron deities. As far as they know, you're either born a god or you're a mortal. After achieving high levels, they die on an adventure. When their eyes next open, they find themselves in a great hall. Ranks of seats climb the walls, filled with spirits of great heroes and champions whose legends and stories are well known to the PCs. The gods sit on thrones, glowering at the recently deceased characters. A servant of Heironneous (or the cleric's deity, if different) explains that, while the characters are great heroes, their faith is shallow and weak. Their divine status (divine rank 0) is probationary, provided they return to the Material Plane and find the rogue god Erbin. They must return him to Sigil in the Concordant Domain of the Outlands (or the home of the gods, if not using the standard D&D cosmology). If they succeed, their divine status becomes permanent. If they fail, their souls go to join the ranks of the faithless.

The Path to Godhood

After achieving high levels, player characters who demonstrated belief in and devotion to their gods receive a summons from the high priest of Zeus (chief deity of the pantheon or the cleric's deity). The priest reveals the existence of a mystery cult within the temple. The cult worships in an isolated valley in a nearby mountain range and recently stopped communicating with the temple. When the characters arrive,


they find the ruins of a small village and temple, with livestock dead in the fields and crops ruined. One wall of the valley is a sheer cliff, clearly defaced only recently. When the characters search the valley, they find a surviving priest tending a few injured people in a cave. The priest explains that all faithful who achieve great rank receive a summons to the valley. The cliff held a list of tasks, one from each god in the pantheon. Those summoned to the valley may attempt to undertake the tasks as a way of becoming gods. On accomplishing the final task, candidates return to the valley where the gods judge their success. Recently a beggar came to the valley and insisted on trying to accomplish the list. Through trickery and deceit he did so, and the gods made this beggar, Erbin, one of their own. A few days later he attacked the valley with undead and beggars under his control, causing all the damage and destroying the list! Since the attack, the priest has had a vision from Zeus. If the characters find Erbin and bring him to the gods for judgment, the characters will become gods themselves, and Zeus will restore the list.

The Divine Spark

The player characters grew up with legends of Erbin, a trickster god who stole the divine spark from deities that became too arrogant or too careless of their mortal charges. These thefts often had unfortunate consequences, as Erbin gained and lost domains about which he knew nothing. During their careers the PCs even experience bizarre events caused by the trickster's ignorance. After achieving high levels, the player characters ascend to the divine, only to have Erbin steal from them! Their patron deity, Odin, or the cleric's deity gives them a year and a day to recover the stolen divine spark or become mortal again. Alternatively, Odin may offer high-level characters a chance for divinity if they track down Erbin and return a spark stolen from Asgard.

Just Plane Temptation

With no outside aid, player characters infiltrate an enemy country controlled by priests of an evil deity whom Erbin serves. Over an extended period, and at great risk, they reach a point where they can foil the priests' plans, bring down the main temple, and wipe out the leaders of the priesthood. At that moment, Erbin appears to them and offers to impart divine status—provided they depart the Material Plane for a year and a day. Though he makes no overt threats, it's



obvious he can kill them all, and probably will if they refuse. If they accept, their patron deities are disappointed they didn't complete their work on the Material Plane, and the evil deity has a year and a day to advance his or her cause before the PCs can do anything about it. Unless they can act on the Outer Planes somehow to affect actions on the Material Plane...

It's a Mad, Mad, Mad, Mad Pantheon

For the first time in 10,000 years, mortals ascend to divine status, and those mortals are the player characters. They discover that, as gods, they depend on their worshippers for their salient abilities and powers. They also discover that for a hundred centuries the gods haven't competed for worshippers, because they'd used up all the divine ranks in the universe. Even the gods aren't sure how these mortals managed to ascend. A race begins to discover how many ranks there really are, and to see who can grab the most. Ra tasks the deified PCs with the task of slowing Erbin down, allowing him to gain as few ranks as possible. As a reward, Ra will distribute a rank from each of the pantheon's gods among the player characters.

Behind the Curtain

Erbin completes the last step to ascend to the realm of the benevolent campaign pantheon. His patron deity, a god of luck, appears and explains that in order for him to ascend, some other deity would have to surrender some divine ranks. Thousands, perhaps millions, of worshippers would suffer when that deity loses power. Regretfully, the patron cannot permit Erbin to ascend at all. This first glimpse "behind the curtain" at the mechanics of being a god rings false to Erbin, but if it's not true, why would his benevolent patron lie? Erbin decides to find out what's really going on. Player characters get involved based on what Erbin does. He may only investigate, in which case he may try to "hire" them (remember, he's a beggar), or he may figure out a way to kill a god, in which case the PCs' own patron deities ask them to hunt Erbin down.

Godhome

Trying to reach the gods, the player characters discover a gate through the barrier between their world and the divine realm that keeps divinities from becoming active in the mortal world. The gate's guardian is a reasonable creature, and PCs can probably defeat it (EL3 or 4)—but its many powerful and infernal "keep-


ers" are another story. (This idea assumes that the barrier surrounding the home of the gods does not eliminate all planar travel.) The campaign's infernal forces guard the gate because they prefer the gods remain inactive in the mortal world. In the course of the adventure, the characters discover why the barrier exists, decide whether to leave it in place, and even get the chance to pass through it and ascend (infernal agents might offer this opportunity as a way to remove their interference). Erbin acts as part of a group of evil deities who reside on the Material Plane and want to keep the other divinities inactive.

The Great Wheel

Player characters, in the course of their higher-level adventures, often visit the floating mountain peak that is home to the gods. They occasionally observe a gate through which no mortal is permitted to pass. After one adventure, they return to the Material Plane home of the gods and discover it empty. The forbidden gate is open and unguarded. Searching for their gods, they enter the gate and find themselves standing in a courtyard in the midst of an immense city. In the center of the courtyard stands what appears to be some kind of sundial, but on closer inspection it is a map of something called "the Great Wheel." Faced with the Outer Planes for the first time, the characters search for their gods, discovering strange new powers in themselves as they go (because crossing the gate caused them to ascend to divine rank 0). Erbin becomes the chief opponent to the PCs' search; he plans to remake the pantheon, and the world, after his own ideas.

Bridge Across Forever

Although most members of the campaign's pantheon dwell on another plane, a few live in the campaign world. As the player characters approach 20th level, these deities appear more frequently in their lives. Finally, one of them explains that a thousand years ago, something destroyed the bridge from the world to the home of the gods. The pantheon, limited by the nature of the Material Plane on which they live, remain too busy with their divine duties to investigate thoroughly. All of them have done some checking over a thousand years, but the PCs are clearly approaching divine status themselves. If they can reverse the destruction, build a new bridge, or discover a new path to the gods' home (and determine why the pantheon didn't find it centuries ago), the



gods will grant them ascension. In truth, Erbin destroyed the bridge, and he continually interferes with anything the PCs try to do.

Astral Reward

In the campaign, deities appear through portals and gates. There is no record of where the gates go, but everyone assumes they lead to the divine homeland. Over the centuries, astral travelers occasionally report seeing a great city in the infinite realm of Astral Space, but it moves away faster than they can approach it. After careers that include great faith in and devotion to the campaign pantheon, Erbin comes to the player characters and explains that the great city in Astral Space is the home of the gods. The gates and portals function only for those with divine rank, but the characters have proven themselves worthy. If they wish to ascend, they must survive travel across the Astral Plane as they search for the city. Should they find it, the city will recognize them as candidates for ascension and will not flee. Once they enter the city, their deities will reward them with divine rank. Erbin is lying, so clearly the PCs' arrival in the city hurts the divine residents in some way: Perhaps it harms a specific deity against whom the beggar god seeks revenge.

Infernal Gate

The player characters serve as the patron deities of a series of small villages (one per village) in the foothills of a great mountain range. Noticing the villagers calling on them much more often than normal, they decide to investigate. The PCs discover that someone has opened a gate to an infernal plane in the mountains, and demons (or devils) are stirring up trouble. That someone is Erbin, seeking vengeance against them for a perceived past wrong.

Divine Tests

As emissaries of their gods, the player characters journey to Erbin's divine realm. In his hall, they must face challenges and contests while simultaneously remaining diplomatic. Thor, Loki, and Thialfi faced similar challenges once when they visited the giants. The giants tricked Loki into trying to out-eat Fire, Thialfi into trying to out-race Thought, and Thor into trying to drink the oceans—and then into trying to lift Jormungandr! Erbin tests the PCs similarly.

Mortal Vengeance

The player characters receive a request from a more powerful deity whose mortal favorites have disappeared, and not even her divine senses can locate them. As these mortals soon will be candidates for ascension, the deity fears that the pantheon's foes have stolen them. She offers artifacts from her stores as a reward if the PCs seek her mortal favorites. Erbin is behind the disappearances, of course. The other deity offended the beggar god, and he's taking his revenge through her mortal favorites.

Between a God and a Hard Place


Erbin is furious with the player characters. When they became deities, Odin punished him by giving some of his ranks to the newly ascended PCs. Erbin seeks to discredit them by sending them on missions that, if they succeed, will offend or anger Odin—perhaps even hasten Ragnarok. He flatters them and tells subtle lies, playing on their emotions, and laughs as they tread on divine toes.

No Vacancy

When the player characters ascend to join their pantheon, they discover all the positions filled. Erbin explains they're welcome to travel, adventure, or just relax. They can become servants of another deity if they like, and learn about that deity's duties. He goes on to explain that, though they don't tell mortals, most deities get their positions by killing whoever has what they want. Mortals think the previous deity "retired" or died a heroic death fighting divine foes. As the PCs go about their eternal lives, Erbin continues lying to them, saying Thor, guardian of the pantheon, despises them. The beggar god tries to goad them into fighting Thor in the hopes that they'll weaken the thunder god enough that Erbin can finish him off and take his position as guardian.

Conspiracy!

After the player characters ascend to the heavenly realms, they discover the gods are secure in their divine ranks and smug about it. All the mortals who ascended since the dawn of time have become simple quasi-deities (rank 0). As they go about their divine adventures, various quasi-deities approach them with friendly offers to aid them on their adventures or teach them about their new powers. Eventually these helpful figures reveal they're part of a conspiracy to "free up"



divine power. One faction within the conspiracy already tries to persuade the old deities to surrender some of their power to worthy successors, while another seeks to free power by killing these venerable powers. A third seeks the “real” source of all divine power in hopes of increasing the amount available. Erbin leads the murderous second faction.

Divine Agendas

The player characters adventure in a world with active but indifferent divinities. Neither benevolent nor hostile, they or their avatars are occasionally seen going about some mysterious business. After achieving high, perhaps even epic, levels, the player characters decide to ascend to the divine ranks and show the pantheon how to care for their worshippers. To do so, they must discover what interests these deities, perhaps try to become so indispensable to the efforts of one god that he makes them divine as well. Once they manage that, they face the consequences of allowing their benevolent actions to take worshippers from the indifferent members of the pantheon. Erbin may be the one god with an understandable agenda, or he prove be an unwelcome ally, encouraging the PCs and giving them information for his own ends.

Strength in Numbers?

After achieving high levels, the player characters meet their patron deity or the cleric's deity (not the chief deity of the pantheon, if it's a tight pantheon) and ascend to join the divine ranks. Afterward they discover that the deities who share their alignments seem unhappy about their presence. The god who appeared to them was Erbin masquerading as their sponsor. The unhappy pantheon explains that each good or neutral deity grows weaker, the more of them there are to worship. Although as a group they remain just as strong as the evil gods, individually they're weaker and more vulnerable. The PCs now face choices of how to rectify the situation.

Godslayers

As the player characters achieve middle levels, Erbin comes to them. He explains that if they want to join the benevolent pantheon, not only will the almost infinite forces of the infernal realms seek to prevent it, but to reach divinity each PC must kill a deity. As the characters continue to adventure, they face Erbin's opposition more frequently, find the opportunity to check the truth of his words, and wrestle with the question of whether to slay a god.

Trial by Fire

The Inner Planes are concentric circles within the world. These “inside-out” worlds are arranged with Earth closest to the surface, Water next, and Air separating Fire, at the center, from Water. The player characters adventure within these elemental planes over the course of their careers and know the gods call the Inner Planes home. When they achieve high level, Erbin appears to them and explains that the true home of the gods lies within a fifth elemental plane inside the Elemental Plane of Fire. If they can survive the increasingly intense voyage across the Elemental Plane of Fire to the gates of the gods' realm, they can ascend to become gods themselves. Erbin does not, himself, know the way to the gates, and follows the PCs to see if they discover it.

ABOUT THE AUTHOR

Designer for the Wizards of the Coast RPG R&D department, Rich Redman started as a customer service rep in 1994 and moved to design in 1998. Rich has designed products for the *Marvel Super Heroes Adventure Game*, and he cowrote the *DARK•MATTER® Arms and Equipment Guide*, *Defenders of the Faith*, and the new edition of *Deities and Demigods*. He most recently worked on designing the forthcoming *Monster Manual II*.