

## CONVERT OF THE NEW GODS

The Transformation transformed not only the landscape of the Lands of Harqual but its people as well. Hundreds of new communities, city-states, and kingdoms appeared throughout the continent and these new citizens of the continent have had to adapt quickly or be destroyed or subjugated. In the chaos that followed the magical conjunction, it is sometimes forgotten that many a cleric or other divine spellcaster lost access to his church, deity, or belief system or simply lost his faith when his god didn't protect him from The Transformation or the chaos that followed.

However, not all newcomers to the world lost access to their religion. Many of them simply decided to convert to a new faith after being exposed to the many types of gods that hold sway in the Lands of Harqual. These converts willingly chose to turn their backs on their previous faith, which has caused a great deal of conflict between the established faiths of the continent and the new faiths of the Transformation Gods. Converts must tread carefully, since not all of the churches of the continent will simply allow them into their hierarchies. Also, converts must be wary of the members of their old faith who wish to punish them for abandoning their church or deity.

Therefore, converts of the new gods are constantly watching their back and working towards proving themselves to the followers of their new faith. They walk amongst the dispossessed who have lost their faith in their lost gods teaching the ways of the new gods. Good-hearted converts lead by example while black-hearted one try to force others into the fold of their their new, malign faith. Any race can choose to become a convert of the new gods as the deities with influence in the Lands of Harqual rarely discriminate against race, even the most vile gods such as Gruumsh or Vaprak; however, the followers of the various deities are another matter altogether.

Converts of the new gods are common in the Belin Confederacy, the City-state of Christopherson, the City-state of Tyr, the Lordship of the Spear, the Kingdom of Ahamudia, the Kingdom of Jewels, the Tabaxi Sovereignty, and the Twined Cities. Note that while the tabaxi of the Storm Peninsula weren't brought back to the Lands of Harqual by The Transformation, that races' 1,001 years of exile happened at almost the same time; therefore, the tabaxi as well as the griff are new to Harqual and a few of them have converted to worshipping other deities. These converts live in great fear of being discovered and many of them choose exile rather than death at the hand of the priests of Tu.

### Requirements

To qualify to become a Convert of the New Gods, a character must fulfill the following criteria.

**Base Attack Bonus:** +3.

**Skills:** Bluff – 2 ranks, Knowledge (religion) – 6 ranks, Knowledge (the planes) – 6 ranks, Sense Motive – 2 ranks.

**Spells:** Must be able to or have been able to cast 2nd-level divine spells.

**Special:** Must be a divine spellcaster (including ex-clerics and ex-paladins) from another world or plane who was teleported (or duplicated) to the Lands of Harqual during the time of The Transformation and who has lost access to or his faith in his previous church, deity, or belief system. The character can be a duplicate (i.e. clone) but not a simulacrum.

### Class Features

All of the following are the class features of the Convert of the New Gods prestige class.

**Armor and Weapon Proficiency:** Converts of the new gods do not gain any weapon or armor proficiencies.

**New Deity:** At 1st-level, a convert of the new gods selects a new patron deity to worship. This deity must be one of the deities commonly known throughout the Lands of Harqual and can be of any alignment. This includes all North Gods, Interloper Gods, and Sword Gods. A World God can be selected but the selection must be approved by the DM.

If the convert of the new god is a cleric (or an ex-cleric), he immediately chooses two new domains to replace the two domains he had access to under previously. An ex-cleric must have an *atonement* spell cast on him by a higher-level member of his new faith before he regains access to his cleric abilities.

Other divine spellcasters don't gain domains unless it is a class feature. Ex-druids and ex-paladins must also have an *atonement* spell cast on them in order to regain access to their class abilities. Rangers must be partially-neutral on the World of Kulan, so they must go through the *atonement* process as well.

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL ABILITIES	SPELLS PER DAY
1	+0	+2	+0	+2	New Deity, Aspirant	+1 Level of Existing Class
2	+1	+3	+0	+3	Added Spells	+1 Level of Existing Class
3	+2	+3	+1	+3	Domain	+1 Level of Existing Class
4	+3	+4	+1	+4	Bonus Feat	+1 Level of Existing Class
5	+3	+4	+1	+4	Divinely Favored	+1 Level of Existing Class

**Class Skills (4 + Int modifier per level):** Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Perform (oratory), Profession (Wis), Sense Motive (Wis), Speak Language (N/A), Spellcraft (Int).

**Aspirant:** A convert of the new gods aspires to gain greater spiritual knowledge of his new deity. At 1st-level, he gains the Aspirant feat as a bonus feat. This new feat is detailed in the New Feats document for World of Kulan.

**Spells per Day:** For every level gained in the convert of the new gods prestige class, the character gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. In no case, however, does he gain any other benefits a character of that class would have gained, except for an increased effective level of divine spellcasting. If a character had more than one divine spellcasting class before becoming a convert of the new gods, he must decide to which class he adds the new level for purposes of determining spells per day.

**Added Spells:** At 2nd-level, a convert of the new gods gains access to additional spells based on his effective level in divine spellcasting. For every two effective levels in divine spellcasting, a convert of the new god gains access to one additional spell not listed on his spell list. This spell can be selected from the spell list for any other divine spellcasting class or from the spells listed for any clerical domain, and it must be a spell that the convert can learn.

For example, a good-aligned convert of the new gods who was a cleric before selecting the prestige class wouldn't be able to select the *corrupt weapon* spell from the Blackguard spell list but he would be able to select the *bless weapon* spell from the Paladin spell list. As well, the character wouldn't be able to select the holy sword spell from the Paladin spell list unless the character was able to cast 4th-level spells.

**Domain:** At 3rd-level, a convert of the new gods gains access to one of the clerical domains for his new deity. The character gains access to its domain spells and granted power, even if he isn't a cleric.

**Bonus Feat:** At 4th-level, a convert of the new gods gains a bonus feat. He can choose a item creation or metamagic feat or any other feat from the following list: Combat Casting, Deep Reservoir \*, Exotic Weapon Proficiency, Extra Turning, Great Soul \*, Heretical \*, Leadership, Sectarian \*, Spell Focus, Spell Penetration, Weapon Focus, Withstand Corruption \*.

\*A new feat from the New Feats document for World of Kulan.

**Divinely Favored (Ex):** At 5th-level, a convert of the new god gains the favor of his deity's pantheon. He has become highly respected amongst the gods and gains several boons as part of his newfound devotion.

First, he gains the ability to speak one additional language appropriate to his deity and alignment. This may include any of the following languages: Abyssal, Anarchic, Axiomatic, Aquan, Auran, Celestial, Ignan, Terran, and Twilightspeak. Therefore, a good-aligned convert could choose Celestial while an evil aligned convert could speak Abyssal or Infernal. A chaotically-aligned character could learn Anarchic but not Axiomatic.

Second, a convert gains damage reduction 2/- and resistance 5 to one form of energy of the player's choice. Note that Sonic is considered an energy type for World of Kulan.

Third, a convert gains a special title within his faith, which shows the favor of his deity. This title is chosen by the DM but the player should be allowed to participate in the process. This newfound status gives the convert a +4 bonus to all Charisma-based checks when dealing with the faithful of his new deity's church.