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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.