

PENUMBRA™

TOUCHED BY THE GODS

A SOURCEBOOK OF CULTS AND CABALS

Even in a world overflowing with magic, the mark of the gods is unmistakable. Some mortals actively curry the gods' favor, serving their high ideals or executing their blasphemous designs. Those who the gods have touched may be inspired, blessed, cursed — the saint and the prophet, the genius and the madman, sometimes are one and the same person.

Touched by the Gods is a D20™ fantasy roleplaying supplement that can enhance any campaign. It's filled with information on religious and secular orders, and the deities lurking behind them:

NEW DEITIES

Fifteen new belief systems and deities to inspire your characters' worship and spur them on to acts of virtue or heresy.

- **The Wild** is an inscrutable force of nature, worshipped by a host of sentient beasts.
- **The Lord of Endings** leads his followers' crusade against the undead.
- **Syllisia** battles the excesses of civilization with supernatural plant creations.
- **The Ten Thousand Heroes** inspire their followers to a terrifying berserk frenzy.
- **Raeksun the Just** smiles upon acts of revenge and vigilante justice.
- **Davlika Eig** sends forth its toxic missionaries with the power to change the alignment of the world.
- **The First Creator** forges a new union between man and machine.

NEW DOMAINS

- **The Domain of Nobility** empowers and protects the true of heart.
- **The Domain of Rage** transforms clerics into mighty avatars of battle.
- Smite undead horrors with the **Domain of Endings**.



NEW SPELLS

Claim Thrall, Shape of the Spirit, Interment and **True Passage** give spellcasters impressive new supernatural powers.

NEW MAGIC ITEMS

Touched by the Gods introduces a bounty of magic items and artifacts for your campaign. Here are just a few:

- **Weapons of True Slaying** send foes to a death that's beyond resurrection.
- Magical **Grafts** allow characters to enhance their bodies with limbs made of mithral, iron, and even clockwork.
- The **Bloodhound's Nose** and the **Discriminating Ear** grant characters supernatural senses.
- **Seeds of Syllisia** transform creatures of flesh and blood into twisted horticultural nightmares.
- A mummified **Wolf's Paw** grants its wielder great powers of healing and restoration.

NEW FEATS

Over a dozen new feats, including:

- Characters with **Divine Perception** can spot the work of the gods and other powerful outsiders.
- **Information Exchange** allows characters to trade knowledge for new skills and experience.
- Mighty warriors can enhance their prowess with **Battle Howl, Heroic Destiny, Vengeful Strike**, and **Warsinger**.

NEW PRESTIGE CLASSES

- **Totems** combine the form of a beast with the mind of a man.
- **God Seekers** search for the power to become gods themselves.
- **Death's Forsaken** have returned from death with a new resolve.
- **Justicars** avenge the injustices that the law has overlooked.

NEW MONSTERS

- The **Iron Toad** is an unnatural creation of metal and magic.
- The **Spawn of Syllisia** and **Tremor Roots** undermine cities to destroy the advances of civilization.

AND MUCH MORE

Touched by the Gods includes a wealth of new rules and situations to enhance your campaigns. Here are a few examples:

- The **Sons of the Earth** are dwarven master craftsmen who charge a terrible price for their powerful magic items.
- **The Destiny Mechanic** allows ordinary characters to perform extraordinary feats of strength and courage.
- **Tent Revivals** are new communities of entertainers, exotic beasts, and sinister motivations.



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