

RING OF DIVINE SERVICE

d20 fantasy magic created by Rick Lewis and Patric L. Rogers. Release 1.0.

This special ring comes in four kinds (*ring of divine service I*, *ring of divine service II*, *ring of divine service III*, and *ring of divine service IV*), all of them useful only to divine spellcasters. The wearer's divine spells per day are doubled for one specific spell level. A *ring of divine service I* doubles 1st-level spells, a *ring of divine service II* doubles 2nd-level spells, a *ring of divine service III* doubles 3rd-level spells, and a *ring of divine service IV* doubles 4th-level spells. Bonus spells from high ability scores, domains, or any other source are not doubled.

Moderate (*divine service I*) or strong (*divine service II-IV*) (no school); Caster Level 11th (I), 14th (II), 17th (III), 20th (IV); Forge Ring, *minor miracle*; Price 20,000 gp (I), 40,000 gp (II), 70,000 gp (III), 100,000 gp (IV).

Ring of Epic Divine Service

Like the *ring of divine service*, this ring comes in a variety of types useful only to divine spellcasters. The wearer's divine spells per day are doubled for one particular spell level. A *ring of epic divine service V* doubles 5th-level spells, a *ring of epic divine service VI* doubles 6th-level spells, a *ring of epic divine service VII* doubles 7th-level spells, a *ring of epic divine service VIII* doubles 8th-level spells, and a *ring of epic divine service IX* doubles 9th-level spells. Bonus spells from high ability scores, domains, or any other source are not doubled.

Caster Level 23rd (V), 26th (VI), 29th (VII), 32nd (VIII), 35th (IX); Forge Ring, Forge Epic Ring, *miracle*; Price 250,000 gp (V), 360,000 gp (VI), 490,000 gp (VII), 640,000 gp (VIII), 810,000 gp (IX).

Behind the Curtains:

Pricing the Ring of Divine Service

This is the divine version of the *ring of wizardry*. It is easy and interesting to restrict the alignment or deity the ring supports. A ring limited to one alignment axis (law-chaos or good-evil) has a -20% cost modifier.

Limiting the ring to a single alignment (e.g. Lawful Neutral) is a -

30% cost modifier instead. Rings

limited to followers of a specific pantheon, such as the Egyptian or

Asgardian, have a -20% cost modifier, which rises to -30% if

limited to followers of a single specific deity such as Horus or Thor.

Rings linked to a pantheon or deity typically have an alignment

restriction and the two cost modifiers stack. (Obviously, a ring dedicated

to Neutral Good clerics of Horus is very valuable to that small group,

but just about worthless to anyone else.) At the GM's option, these

same limitations can be applied to a *ring of wizardry*, which adds flavor to

the campaign, especially if there are gods with the magic or spell

portfolio. These cost modifiers can

also be applied to *rings of epic divine service* and *rings of epic wizardry*, but

those rings are still epic magic items regardless of the final cost.

Appendix

Minor Miracle

Evocation

Level: Clr 7, Luck 7

Components: V, S, XP; see text

Casting Time: 1 standard action

Range: See text

Target, Effect, or Area: See text

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

You do not so much cast a *minor miracle* as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A *minor miracle* can do any of the following things.

- Duplicate any cleric spell of 6th level or lower (including spells to which you have access because of your domains).
- Duplicate any other spell of 5th level or lower.
- Undo the harmful effects of certain spells, such as *geas/quest* or *insanity*.
- Have any effect whose power level is in line with the above effects.

If the *minor miracle* has any of the above effects, casting it has no experience point cost.

Alternatively, a cleric can make a different request for aid.

Behind the Curtains:

Minor Miracle

This is the cleric's version of *limited wish* and can be adjudicated similarly.

Casting such a *minor miracle* costs the cleric 300 XP because of the powerful divine energies involved. Examples of especially powerful *minor miracles* of this sort could include the following.

- Produce any other effect whose power level is in line with the above effects, such as a single creature automatically hitting on its next attack or taking a –7 penalty on its next saving throw.
- Moving you and your allies, without your or their gear, from one plane to another through planar barriers to a specific locale as if using *plane shift*.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster by partially mitigating the impact of the natural event.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save DCs are as for a 7th-level spell. When a *minor miracle* duplicates a spell that has an XP cost, you must pay that cost, or 300 XP whichever is greater. When a *minor miracle* spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

XP Cost: 300 XP (for some uses of the *minor miracle* spell; see above).

	Single-Axis Alignment Limitation			Single Alignment Limitation		
	Any Deity	Specific Pantheon	Single Deity	Any Deity	Specific Pantheon	Single Deity
<i>Ring I</i>	16,000 gp	12,000 gp	10,000 gp	14,000 gp	10,000 gp	8,000 gp
<i>Ring II</i>	32,000 gp	24,000 gp	20,000 gp	28,000 gp	20,000 gp	16,000 gp
<i>Ring III</i>	56,000 gp	42,000 gp	35,000 gp	49,000 gp	35,000 gp	28,000 gp
<i>Ring IV</i>	80,000 gp	60,000 gp	50,000 gp	70,000 gp	50,000 gp	40,000 gp
<i>Ring V</i>	200,000 gp	150,000 gp	125,000 gp	175,000 gp	125,000 gp	100,000 gp
<i>Ring VI</i>	288,000 gp	216,000 gp	180,000 gp	252,000 gp	180,000 gp	144,000 gp
<i>Ring VII</i>	392,000 gp	294,000 gp	245,000 gp	343,000 gp	245,000 gp	196,000 gp
<i>Ring VIII</i>	512,000 gp	384,000 gp	320,000 gp	448,000 gp	320,000 gp	256,000 gp
<i>Ring XI</i>	648,000 gp	486,000 gp	405,000 gp	567,000 gp	405,000 gp	324,000 gp

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