

Call to Arms Mantles of Power

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Call to Arms is a book line for players and gamemasters alike. Each book focuses on a different type of item, expanding rules for those items and adding everything from new mundane and magical examples of the item to new character options related to the item. While **Call to Arms: Mantles of Power** includes mantles that are merely made of cloth, the real focus of this book is to introduce new mechanics for mundane mantles of authority and mystical mantles of power, imbuing characters with in-game benefits. Whether it would be taking on the title of "Town Guard" to becoming the "Hero of Light", various boons, responsibilities, and abilities come with these titles. And of course there is the usual review and expansion of mundane, magical, cursed, mythic, and artifact mantles.

The knight lay on his side, breathing deeply, his armor splattered with blood and black ichor as a foul smell filled the air. The dark patch of the wound was spreading across his skin rapidly. "Brice, come here boy," gurgled the knight, blood coming from his mouth.

Brice, loyal squire these long years, knelt beside his lord, potions in hand "I'm here m'lord – what may I do to heal you."

"It's no use, no use..." his eyes lost focus as he stared into the cloudy sky above, "but the time has come. There's still time, yes – raise me up Brice."

Brice rolled and lifted the knight to a sitting position attempting words of comfort. "Surely the healers have seen worse than this, m'lord," but both he and the knight were unconvinced.

"No, no its time. You are ready," stated the knight and his voice changed to a deeper tone. "Brice of the Western Valley – will you swear your allegiance to the Cause of Light?"

"Of course, m'lord, I've served you..." responded Brice, but he was cut off.

"Not like that! No, do you swear boy! Swear to me now, promise to take on my Cause and my Burden!" the knight grasped the collar of Brice's mail and pulled him near, a spray of blood splattering his face.

"I swear my lord," began Brice steadily but his voice faltered, "I swear to take on your Cause, to fight the Darkness in our land, to – to – to take on your burden."

Rising his empty, gauntleted hand into the air the knight cried out, "Come Light, guide my hand!" and a dagger of coalesced light formed in his hand. The knight drove this blade into his chest and from his eyes, mouth, and wound burst brilliant light, causing Brice shielded his eyes.

Brice felt the power flow from his master to himself, felt the light burn through his body, energizing him, healing old wounds, and suffusing his essence with a protection from the harms of Darkness he never knew existed. As the light faded, he looked down to find his former master's body laying still, the light having left his now dead eyes.

The mantle had a new bearer.

A Brief History of the Mantle

As Mere Cloth

In plainest terms, a mantle is an odd word for a cloak or cape. While the exact meaning and connotation of a "mantle" versus a "cape" or "cloak" has varied over time, a simple definition for a mantle is that of a loose outer garment worn over indoor clothing, and used to protect the wearer from the cold or bad weather while outdoors. What would make a mantle different, most often, from say a cloak or cape is that it was typically loose in design, though fully enveloping a person from front to back (possibly leaving their arms exposed or in just long sleeves). Overcoats (like the WWI trench coat) would be the best modern example of a similar garment meant to be worn over other, bulky clothing like a uniform, a suit, or possibly even armor.

These types of mantles were once quite common, and would likely have been made of tough materials like wool. Depending upon the background and wealth of the owner, a mantle could range from merely a blanket with a hole cut into it or like a traditional poncho, to a highly stylized, embroidered, and even silk and fur-lined cloak with long tails that could be tucked into your belt. On this other end of mantles made of cloth, you also find

the term commonly used within the various Christian churches for a variety of forms of full capes worn by the clergy.

With a variety of names like cope, mantum, cappa magna, cassock, and ferraiolo, numerous garments worn in all Christendom could variously be called mantles, and would be most clearly characterized as being outer garments worn to show off a members rank and significance within their religion. It is likely from this connection to various churches, as well as the word being commonly used in translations of the Christian Bible that leads to another, more interesting use of the term mantle.

As a Vessel of Authority and Power

While a mantle can mean be merely a bit of cloth or a holy vestment, it also is used to imply the **POWER** that such clothing carries. This power doesn't have to come from some mystical source, as mantles of authority exist in our own world when people take on titles like "Commander" or "Leader." By simply enacting their own titles, a person can declare authority to comment, judge, or dictate how a related event or activity will proceed. The coach of a sport team leads his players, the general of an army leads his soldiers, and the president of a nation leads his people. Likewise, in discussion or debate, people will declare their education, experience, or other source of their authority to speak on a matter. The master tradesman demonstrates to the apprentice the correct way to do it, the professor teaches their students, and the elder shares words of worldly wisdom. Additionally then, people take on the authority of other agencies or offices with titles and use



that to take charge of a situation. A police officer pulls out his badge, the lawyer references a prior similar case settled in court, and a referee sites the wording of a sport's charter.

These mantles of authority take many shapes and offer each person with them a variety of powers. With those boons come responsibilities and duties which can undermine the benefits of the mantle. While the governor of a state may be able pardon a criminal, they are unable to force a neighboring state to pay for new roads. A small town sheriff may be able to do mostly as he pleases in private, but when crime is committed on his watch it falls to him and his deputies to find and punish the perpetrators. The local hero may be able to ask a neighbor for help, but in a foreign town or country he is just another face in the crowd.

If mantles of authority can have such power in our own world, imagine how the stakes change when arcane magic, divine blessings, and honest-to-goodness gods, goddesses, lesser deity and just plain other powerful beings are added to the mix. The purpose of this book is to offer at least a set of guidelines and examples of how to try to address this idea. Beyond then the mundane mantles of authority, we have made a habit of using the term "mantle" in other, more interesting ways. From descriptive text like being "enshrouded in a mantle of shadows" to "the mantle of the High King," writers have imbued the concept of a mantle into a mystical, metaphysical "thing" which is both benefit and burden to take on. This more whimsical use of mantle leads to the discussion of the mantles of power below.

Mere Cloth Mantles

While any number of various garments might be called a mantle, mundane mantles can be broken down into a few basic categories. No specific prices or statistics are listed for these garments because a character could be expected to afford as impressive or generic of a mantle as would be fitting their station in life, and mere cloth mundane mantles could be considered an integral part of standard outfits found in the Pathfinder Roleplaying Game. Likewise, any armor piece called a mantle would be just one of many pieces of a number of medium to heavy armors.

Common Mantles

Mantles are meant to be worn over other clothing typically, so that they are the outermost layer and are thus made to be functional and able to put up to wear and rough conditions. While a mantle of a high class person may be decorative, in either its pattern or simply in the various dyes used in its creation, even commoners may own a mantle that they use as essentially a blanket wrapped around themselves at night. In these cases, a mantle is an ideal choice for outdoor garment when a character wishes to dress a particular way beneath it. Unlike more close-fitting jackets, a mantle is specifically made to be worn over even the bulkiness of full plate armor. Differing from most cloaks or capes, a mantle is more likely to wrap or secure more tightly in the front, to better protect against the weather and it's not unheard of for someone to wear a warm mantle over a more decorative (or possibly magical) cloak, cape, etc.

Religious Mantle

Unlike common mantles above, the purpose of religious mantles is not to protect the wearer

against the elements. Instead, religious mantles serve as formal wear for a religious order. These types of mantles come in a variety of styles and names, from a highly ornate *mantum* with sewn gold and silver iconography of the religion, to an ornate *cappa magna* ("great cape") with train, a *cope* with large holy symbol, to a solid colored *ferraiolo* or even simple all-black *cassock*. A mantle made for use by an ordained member of a religion exists to inspire awe in the faithful and to mark the rank and importance to that religion of its member. Like common mantles, a religious mantle is made specifically to be worn over other clothing, with priests being buried under layers and layers typically. This could work equally well as having a formal mantle to wear over armor or similar protective gear for clerics and paladins, proudly declaring their allegiance to an order or devotion to a god.

Armor Mantles

A third mundane use of the term mantle for an article of clothing is the piece of armor worn around the neck, shoulders and upper chest. This was normally just one piece of a set of armor, and it has been called a number of different things over time and in different cultures, with a "chainmail bishop's mantle" being one such example term. This kind of mantle would often be attached or even built directly into a chainmail *coif* (hood) and extend from the top of the wearer's head to the edges of their shoulders, as well as down the front and back of the wearer as low as their breastbone. An *aventail* or *camail* is a similar piece of armor that attached instead directly to the skull of a helmet, and a *gorget* was one term for a leather or metal circular neck protector that could be a functional bit of armor or a highly decorated piece of artwork for a rich noble. While offering no specific in-game benefit for being worn alone, each of these pieces could be a more fitting design for the magical mantle of a warrior or martial character.

Mantles of Authority

Titles, rank, or similar marks of distinction and those who hold them have a natural amount of power, influence, or sway over people. While these effects are typically left to gamemaster discretion and good role-playing, occasionally it would be advantageous if said characters received minor boons to certain skill checks or had more guidance or rules for what they might be able to do. These mantles of authority are not merely for NPCs either, as PCs in an established area could often earn one or more of these mantles with all associated benefits and expectations.

A mantle of authority can be broken down into various components. A general **name** and **description** of each is provided, with some suggested commonly associated **titles** to that mantle. The typical **requirements** or expectations of a person to earn and maintain a mantle of authority and in turn the **boon** or benefit gained by possessing it are also listed. Generally all bonuses to skill or other checks are circumstance bonuses. It is recommend the boons listed act as only a starting point for creative gamemasters, with world-specific and situation-specific benefits being added to the list for player characters that hold a mantle of authority. Finally, the mantles of authority are made to work with various **campaign systems** found in the *Pathfinder Roleplaying Game: Ultimate Campaign*, like the Contacts, Honor, and Reputation and Fame systems. There is some significant overlap between mantles and these various systems, but they do not need to be used mutually exclusive from one another.

As a special note, some mantles of authority can be worn as lies. Sometimes by simply possessing a badge of office or wearing the right uniform, people may treat you as if you



held one of the following mantles. Likewise, tall tales and misunderstanding about how important your role was in something ("yes I fought in the Great War, but I never saw no action – was but a boy whom cleaned the stables" may still make you a veteran of a famous war, for instance) can lead to you holding one or more mantles.

TABLE: SETTLEMENTS

Type ¹	Population	Wealth
Thorp	< 20	50 gp
Hamlet	21-60	200 gp
Village	61-200	500 gp
Small Town	201-2,000	1,000 gp
Large Town	2,001-5,000	2,000 gp
Small City	5,001-10,000	4,000 gp
Large City	10,001-25,000	8,000 gp
Metropolis	>25,000	16,000 gp

¹See the Pathfinder Roleplaying Game: GameMastery Guide for more information on a settlement's type

ACOLYTE

You joined in a religion of some sort, whether a formal order or as the apprentice of a local priest, priestess, oracle, cleric, or other clergy.

Titles: Acolyte, Neophyte, Apprentice, Follower

Requirements: You need to be in formal tutelage as a member of a religion, though this does not mean you must be a cleric, paladin, or similar class. Anyone could potentially be receiving training in a religion and carry the badges of office and hold a mantle of an acolyte. Remaining in the good graces of your superiors and in the eyes of the religion you have joined is enough to maintain this mantle.

Boon: The primary benefit of being an acolyte is the education related to religion you are receiving, typically from someone holding the ordained mantle. Depending upon how formal or thorough this education is, you may also gain the educated and/or

expert mantles. For the standard acolyte though, they have at least one mentor, if not an entire staff of them, or at least a library of texts to reference when questions come up that they can freely access. This open access to a mentor, especially those that are some form of cleric or other divine caster, means they have fairly open access to divine spellcasting as well as someone to ask with difficult Knowledge (religion) questions.

The other benefits of being an acolyte depend upon the public perception of the religion to which the acolyte is training in. An acolyte to the Dark Lord of Destruction and Death is unlikely to be viewed kindly by your average commoner, where as an acolyte of the God of All the Good Things in the World can expect to never need to pay for a meal or question where he'll spend the night. In established religious systems, with many churches spread across a land, an acolyte is typically also given access to local resources via the church. Assume an acolyte can call upon a local related church and its people for goods and services equal in value to half of what is available in a settlement by its size. This can include free spellcasting and even straight gold if the need for it is somehow directly related to the cause of the church itself.

Campaign Systems: Depending on the nature of the religion you are joining, if using the *contacts* system, you may gain access to an Academic or possibly Heretic contact. Using the *honor* system, people holding the acolyte mantle of authority typically adopt the code of the church with new opportunities to earn and lose honor. And under the *reputation and fame* system, merely joining a church in this manner should increase your fame and prestige points as other members of the church take the time to learn of your name. If you already possess at least 20 fame, you should take the Initiate title as well.

CIVIL AUTHORITY

You serve as a formal leader of a settlement, county, country, jurisdiction, or similar collection of people. You are to act in those people's best in-

terest, and typically govern some important portion of local politics, taxation, etc. Often times, those whom hold a mantle of civil authority also hold the leader mantle, though this is not always the case.

Titles: Mayor, Burgomaster, Council member, Senator, Governor, Count, Duke, Earl, King, Chieftain, Chief

Requirements: You must have civil authority over some group of people, area, etc. This can come from a birthright, a land grant, a promotion, or some democratic process (being an elected official, for instance). You must maintain your position, which varies by what exactly that position is, to maintain this mantle.

Boon: Depending upon the exact nature and ranking of your position, you may be a, if not the sole, civil authority (and thus, legally fully in charge of) a settlement, county, country or similar entity. In that entity, you are able to order about most people to a fair extent. This may be the case regardless of if you are viewed kindly or not. Those whom like you and feel you rule in their interest are typically willing to do what you ask, where as those that feel you are tyrant typically fear the repercussions of not falling in line. As such, the end product is roughly the same (though angering a population can lead to rebellion and other repercussions).

Regardless then if you are feared or loved (or just indifferently tolerated), you can typically extract in pure gold up to the value of your settlement on short notice. With time, you can typically produce up to ten times this value. If instead some item or service is needed, you can typically instantly find up to four times the value listed and requisition it for public use.

Campaign Systems: Using the *contacts* system, you should gain access to numerous contacts though you may still need to win their loyalty.. Depending upon the exact nature of the role you've taken on, everyone from Crime Bosses, Gossips, Lunatics, Manipulators, Observers, Politicians, Rumormongers, Snitches, to Watch Guards may be open to becoming your contacts,

often for the right price or favor. Under the *honor* system, taking on a civil authority mantle should come with its own political code of conduct. And under the *reputation and fame* system, your fame should increase relative to the job you've taken (everyone in a town would know the mayor, whereas most people in a county are likely to know the new count). The Initiate title and even Officer and/or Warden titles would be appropriate to take, and some uses of prestige points may be reduced, like Privileged Meetings, to your direct superiors.

CIVILIAN COMMANDER

You are a leader in some form of civil force (i.e. non-military), be it police, a ship, militia, or just being in charge of every able-bodied male of fighting age in your tribe or clan. Most civilian commanders also gain the enforcer of the law mantle of authority, though the boon as a civilian commander overrides most as an enforcer of the law. Often times, those whom hold a mantle of civilian commander also hold the leader mantle, though this is not always the case.

Titles: Captain, Chief, Chieftain, Officer, Chief of Police, Commissioner

Requirements: Your position of authority over a civil force is likely granted to you from some external source (like a city council, an aristocrat, or similar civil government) but to truly take advantage of the boons associated with this mantle of authority, you must have earned and kept the respect of both the people in the force you are in charge of, and fairly enforce the law of your people onto the general populace. Remaining in the position (or a similar one) within a settlement or jurisdiction is all that is typically necessary to maintain this mantle.

Boon: You have a powerful amount of influence on people in your civil force and in turn on the people that force protect. Depending upon rank in such a force and overall size of such a force, you have a large number of people you can call upon

to ask even difficult favors from. When interacting with people protected by the civil force you lead, you gain a +10 circumstance bonus to all Charisma-based skill checks. People typically find your gaze and interrogation intimidating and you gain a +5 circumstance bonus to Sense Motive with your people or in your jurisdiction. You also typically have an unparalleled knowledge of the locals and your area, gaining a +10 circumstance bonus to all Knowledge (local) and similar checks.

As the leader of a civil force you have access to other areas of governance and typically to a sizable value of wealth (up to full value on Table: Settlements above) that is meant to be used to operate your force. Your force typically works out of some formal building, possess possibly a separate jail or prison space, and commonly has a well stocked armory to equip your civil force with (any number of weapons or armor, up to the value of the settlement's wealth can be taken out of the armory for free). Finally, you often have it just within your power to "temporarily" commandeer or seize any piece of property of a person in your jurisdiction to use as you see fit.

Campaign Systems: Using the *contacts* system, a civilian commander mantle should gain access to Crime Boss, Fence, Gossip, Lunatic, Manipulator, Observer, Politician, Professional Criminal, Rumormonger, Snitch, thug, and Watch Guard contacts. Some should come automatically, like access to Watch Guard contacts as they begin to work for you, or Snitches of other enforcers of the law under your control. Under the *honor* system, you should be expected to take some type of code that may most closely resemble the political code for your level of affairs, though other aspects (like upholding the law) should be included. And under the *reputation and fame* system, you should gain a significant amount of fame and prestige points, which should be spent to take as many titles in line as you are able to get up to High Commander title if possible, but absolutely need to take the warden title, which should be gained automati-

cally and/or with enough fame to be greater than 30 points at least.

EDUCATED

You have a formal education, which was either under tutelage of some well-known sage or at a prestigious institution full of experts in their field.

Titles: Scholar, Bachelor of Arts, Master of Science, Doctorate of Philosophy

Requirements: You must have spent four or more years in formal education. This can be under a specific tutor or at an institution like a college or university, or it can even be twice as many years spent in self-study and introspective work relying on a library or workshop, etc. Once you have gained this education, you rarely lose this mantle, though age and deficiency of the mind may lead to people no longer trusting your opinions, right or wrong.

Boon: You are considered well-read and well versed in a number of skills. If you spent at least four years dedicated to study, you gain a free Skill Focus feat. This feat is not lost if this mantle is lost. Spending an additional three years beyond this time leads to you being a well-known expert within a narrow field, gaining the expert mantle of authority. For all Knowledge or similar information-based skill checks related even indirectly to your narrow focus, you gain a +2 insight bonus. Spending an additional four years beyond this increases the insight bonus to +5. You typically gain the greater benefit too of the expert mantle, regardless of not having held it for ten years.

While your knowledge should be pin-point specific ("the historic role of the gentry in the Goblin Wars of 1400 to 1450", for instance), you can still gain at least half these bonuses on things besides the obvious Knowledge (history) check. For instance, if you were trying to identify an alchemical concoction created by a goblinoid, you could gain your bonus to the Craft (alchemy) skill because you are familiar with those substances used historically by them in that war. Likewise, you gain your bonus to Heal or Knowledge (local)

checks to understand goblinoid physiology. Also, it would be reasonable to say you gain your bonus to Knowledge (religion) to identify the holy symbol used by a goblin priest, or even to Spellcraft checks to guess the spells being used by a goblin sorcerer, etc.

Campaign Systems: Under the *contacts* system, the educated should gain access to numerous Academic contacts, typically each with a specialty background. They may also gain Artisan or Merchant contacts, depending upon the nature of their educational background. Using the *honor* system, a few extra opportunities to earn or lose honor should exist, typically related to service to their field of knowledge and adding or taking away from its overall knowledge about something (discovering a new plant, animal, spell or the like may gain honor, while allowing the last copy of a manuscript to burn in a fire may lose it). Similarly, using the *reputation and fame* system, academics are nothing if not preoccupied with their reputation and level of fame, with many whom take on this mantle gaining access to free or reduced cost access to uses of prestige points like Arcane Study and Lore of Ages, with titles like Intense Student, Master of Trade, Sage, and World Fame relevant options for those with the educated mantle.

ELDER

You are not merely old, but are considered wise even compared to your peers. While entire groups of people may be lead by an elder, others simply choose to look to you in times of need for advice.

Titles: Old Man <insert surname>, Elder, the tribe's Wiseman/Wisewoman

Requirements: Simply being old is not enough; you need to be experienced, because it is this experience to which people are coming to rely on. With that experience and the willingness to share it, comes the respect needed to gain the mantle of being an elder. Continuing to be of use to those who rely on you, you maintain this mantle.

Boon: There are two major benefits of holding the elder's mantle. One is that you are respected, with people from your same settlement, county, country, or similar entity naturally treating you two steps more friendly than normal. People will often go out of their way to aid you and offer you even small comforts free of charge or cast simple spells for you without expecting compensation.

The second benefit falls into the extraordinary, where in people have come to you so often for advice and so storied is your own past that you can replace any standard Knowledge check with a Knowledge (history) check as you recall your own memories of days gone by. To this you can add a circumstance bonus for each phase beyond the standard age you are. If you are considered "middle aged" for your race, you gain a +2 circumstance bonus to such Knowledge (history) checks. If you are considered "old" for your race, you gain a +5 circumstance bonus to such Knowledge (history) checks. If you are considered "Venerable" for your race, you gain a +10 circumstance bonus to such Knowledge (history) checks. If you are considered older than Venerable, for your race, include +1 for every 50 additional years you have lived.

Campaign Systems: Under the *contacts* system, a person with the elder mantle could gain access to contacts like Academic, Artisan, Gossip, Manipulator, Merchant, Observer, Politician, or Rumormonger. Using the *honor* system, elders most commonly have a code that might look like a blending of the political and tribal codes, even if they live in a very modern society. And in the *reputation and fame* system, one who holds the mantle of the elder is most often called upon to act as many of the roles, like as a Character Witness, Lore of Ages, or being someone whom requires a person to request a Privileged Meeting from. That said, the elder should gain a significant amount of fame, at least within a narrow sphere of influence, and titles like Palm Greaser, Master of Trade, Sage, Patriot, and The Great are all worthy ambitions to chase.

ENFORCER OF THE LAW

You serve as some form of peace officer, serving a settlement, county, or similar jurisdiction as a formal enforcer of the laws of the land.

Titles: Sheriff, Deputy, Constable, Town Guard, Trooper, Marshal, Detective

Requirements: You must possess a formal job as a keeper of the peace. Typically you work as part of a large policing force that is paid by taxes on a set area (settlement, county, etc.) and you are expected to act as an enforcer of the laws of the area. Most commonly you possess some badge, uniform and/or other clear token of your allegiance and right to enforce laws. Your continued access to this badge, uniform or other marker is typically all that is needed to maintain most of this mantle, even if you have, for instance, technically lost your job as a guard.

Boon: You are part of a well respected (or at least feared) agency or civil force and in turn can expect to be respected by the people which you protect. When interacting with people protected by the civil force you work for, you gain a +5 circumstance bonus to all Charisma-based skill checks. People typically find lying to a uniformed officer or one flashing a badge of his office intimidating and you gain a +2 circumstance bonus to Sense Motive with people in your jurisdiction. Finally, you have a strong knowledge of the locals and you area and you gain a +5 circumstance bonus to all Knowledge (local) and similar checks.

Additionally, you have some access to the civil force's armory and can request favors from your fellow enforcers as well as your commander. You are able to request an item worth 1/10th the Wealth value listed on the Table: Settlements above typically without question and can request at least one common weapon or set of armor or similar items out of the force's armory.

Campaign Systems: Under the *contacts* system, a person with the enforcer of the law mantle should automatically gain at least one Watch Guard contact to represent their fellow enforcers. In addition, they should be exposed to

and able to accrue contacts like Fences, Gossips, Lunatics, Manipulators, Observers, Petty Criminals, Professional Criminals, Rumormongers, Snitches, and Thugs depending upon where they are an enforcer and how dirty a cop they may be. Using the *honor* system, enforcers are typically held to a high standard and should gain a clear code of conduct that is basically in opposition to a criminal code, in line with a political code, and could adopt a few examples from the chivalric and samurai codes. Such a code should above all other things related directly to how well they uphold the laws of the settlement or land where they are an enforcer. And under the *reputation and fame* system, a holder of the enforcer of the law mantle should gain enough fame to either adopt the Warden title, or they could gain it earlier than normal and then lose it if they do not make steady progress toward holding it. Depending upon circumstance, beginning the process of attaining titles like Initiate and Officer could start them down the path to earning the Civilian Commander mantle (perhaps earned when they qualify for the Commander title), and they should be able to use their prestige points fairly liberally to gain a number of other benefits like Character Witness and Temporary Cohort as they deputize or otherwise take advantage of perhaps a strong contact or ally in an investigation.

EXPERT

While fame means you are well known, expertise is less about renown and more about actual skill. You possess a narrowly defined skill, typically related to Craft, Knowledge, Profession, or Perform, and are considered to be an expert within your field. In all likelihood, your own expertise is narrowly defined to a specific form of expression within your chosen specialty.

Titles: Master craftsman, the best <insert profession> in the country, prima donna, etc.

Requirements: You must have proven yourself a master of your chosen craft or profession. Typically this will require having created or performed in some competitive testing methodolo-

gy, either a contest or passing a competency test. Most especially, to have made it to the point of holding an actual mantle, you must be one of, if not the single, best person at this specific thing. Often experts of this nature are able to hold their title by narrowly focusing their expertise, so that an artist only gains the full benefits of this mantle while working in a specific medium (like oil paint landscapes or charcoal profile sketches) or performing music of a certain style (piano concertos written by a specific master composer) or you are known for having masterly crafted one specific item or type of item (like your own, personal stout beer or a peculiar blade form for the katana). Continuing to create quality goods or perform well at your chosen profession is all that is needed to maintain this mantle.

Boon: You gain a +2 circumstance bonus to any Craft, Perform, Profession, or related Knowledge skill to the area of expertise you have. Typically, areas of expertise are narrowly defined (like a master of a particular art form or crafting a specific item, etc.), in which your bonus increases to +5 for these specific checks. If you are a well known and respected expert in your field (typically taking 10 years or more of having held the mantle previously), then your bonus for your narrow focus is instead +10.

Campaign Systems: Under the *contacts* system, a holder of the expert mantle would typically be the type of person to become a contact. Likewise than, though they should clearly have fellow Artisan and Merchant contacts of their own, they could potentially develop any relevant contact because that person has called on them. Using the *honor* system, most experts hold themselves to various codes of good and fair business practices, and should gain some honor when they assist someone in good faith or use their expertise to the betterment of a community or important people. And using the *reputation and fame* systems, the an expert mantle should be trying to build their fame and reputation up, trying to earn titles like Initiate in a trade guild, Master of Trade, Sage, Worldly Fame and even The Great.

FAMOUS ARTIST/PERFORMER

Life is easier for the famous. You are viewed as a famous artists or performer in your field.

Titles: First Chair, Master Painter, The Great
<insert your name here>

Requirements: Fame is fickle, and can come and go for no apparent reason. To become famous requires not only skill within a specific field, but also to have performed or had your crafts bought by the right people at the right time. Many artists are not famous until after they have died, and thus they never gain this mantle. Comparatively, relatively unremarkable individuals become famous simply because they become popular. The right song or speech, given to the right audience, can lead to a life of leisure as they ride on the coattails of that one special performance. Gamemaster discretion then is often the sole arbiter of whether a character attains or maintains this mantle.

Boon: Depending upon how famous you are, you benefits may vary. While a local known for being a great storyteller may gain a small bonus, a musician declared a national treasure may gain a much greater bonus.

Typically, famous artists and performers are viewed more favorably. When making Craft, Perform, or Profession checks related to their chosen art form and to calculate the value of the performance (either in gold pieces earned or how well liked it was), add a +2 circumstance bonus to the check, increasing this by +2 for each additional level of fame a person has in an area. The exact nature of this increase is left to gamemaster discretion, but for instance, a local famous singer in a small town may gain a +2 circumstance bonus in a neighboring town, but a +4 in either a small thorp or their hometown, and no bonus in a larger city as their fame hasn't reached there yet. Comparatively, a world-famous artist may get a +20 bonus while performing in a hamlet or small town, but only a +10 bonus in a metropolis that is more used to their type of art.



Famous artists and performers also often receive free gifts while in a place. This could be as simple as being able to stay and eat for free at the thorp's inn that they are visiting to being given various costly items crafted locally like rare pigments, musical instruments, or similar items. The value of such gifts is almost never more than one-eighth the Wealth of a settlement on the table above.

Campaign Systems: Under the *contacts* system, a person with the mantle of a famous artist or performer could gain access to contacts that range from Academics, Artisans, and Merchants in their chosen art form, to Politicians, Crime Bosses, and other powerful people that admire them. Using the *honor* system, famous artists and performers are typically held to a standard within their field that involves keeping their work original (i.e. not plagiarizing from their peers) as well as always trying to increase the importance and size of their given audience to earn honor. Likewise, using a *reputation and fame* system, a person could perhaps be required to have earned enough fame and then spent enough prestige points to have normally earned at least the 30 Fame and taking the Worldly Fame title for each settlement they visit. Once holding these, The Great is another clear title to aim for, because what is the point of being famous if not to take advantage of that fame for the numerous privileges and exclusive access that it offers.

LEADER

You have a dedicated group of followers whom are willing to go to extreme lengths to aid you. You have been chosen as their leader, either formally (and given a title) or informally (because you're the best at the task, etc.) but regardless these people are there to help you.

Titles: Boss, Lead, Captain, and numerous other titles from Mayor to Commander that may include other mantles and roles

Requirements: You must have developed a following, typically by actions which inspired others

to greatness. While some mantles of authority are thrust upon a person just by taking on a title or rank (like gaining civil authority or military commander mantles) this mantle is one earned by people that want to follow you, not just must follow you.

As an alternate requirement, you could see this mantle as being gained when a player takes the Leadership feat. In these instances, the followers they gain from that feat are the ones this boon works upon.

Regardless of how this mantle is earned, maintaining it requires you to keep your followers and continue to inspire new ones with your actions.

Boon: You are able to inspire your followers to greatness. This can come from numerous sources, from being a living example and embodiment of ideals or by use of speeches and praise. Regardless of how you inspire followers, the effect is similar – once per day you are able treat your followers as if affected by either the inspire courage or inspire competence bardic performance abilities, with your character level used to calculate the number of rounds they are inspired and as your levels as a bard for the maximum possible bonus. This effect is considered a mind-affecting ability, though it is extraordinary rather than supernatural in nature. This extraordinary source allows this bonus to stack with supernatural bonuses from standard bardic performances or similar sources.

Campaign Systems: Unlike other mantles, in games where you are playing with the various systems, you may actually set up the mantle of the leader as one that must be earned. Under the *contacts* system, while almost any contact could potentially be relevant, it is only the well connected that can typically be leaders and one alternate means of handling the Leadership feat could be that you are gaining access to a number of contacts. A leader, of all the mantles, may be held to the highest standards of the *honor* system, with a gamemaster requiring that the leader reach and then maintain a minimum honor level in the eyes of those they lead. And finally with

the *reputation and fame* system, this mantle could be restricted to those that have earned the Commander title for instance. Alternately, giving a player this mantle could help them gain all of those other benefits of the various systems at gamemaster discretion.

LOCAL HERO

You have gained a reputation within your settlement for some brave deeds done on the settlement's behalf. This could include having fought to protect the village or some important villager, it may have been acting as some sort of rebel against despotic rulers, or simply having provided resources or necessary skills in a settlement's time of need. Often times, those whom hold a mantle of local hero also hold the leader mantle, though this is not always the case.

Titles: The Hero of <insert settlement's name>, The People's Friend, rebel leader

Requirements: You must have (or have been thought to have) performed some exceptional action on behalf the settlement or similar jurisdiction. The exact nature of this action is up to the gamemaster but the description above suggests a number of such actions. You can typically maintain this mantle just by not being found to act against the settlement's best interest.

Boon: Interactions with all locals, whom are made aware of your prestige, are treated as if they were one level more friendly in all checks. Even if they would normally despise you, the NPCs are more likely to "put up with you" because of not wanting to lose face with their fellow locals. Specialists and spellcasters may offer their services for free or reduced cost and those with the local hero mantle of authority can often request an object worth up to half a settlement's wealth to borrow, with someone volunteering to lend the person the object free of charge.

Campaign Systems: Under the *contacts* system, the holder of the mantle of the local hero could gain access to contacts for anything from

Academic, Artisan, and Merchants to Gossips, Lunatics, Observers, Politicians, and Rumormongers. Using the *honor* system, a local hero is likely held to a code of conduct fitting of the culture. This may look like the chivalric or samurai codes, or it could be an original construction that is full of beliefs the people hold, like treating peasants fairly and defending the weak, etc. And in games using a *reputation and fame* system, to have earned the mantle of the local hero, the character should have need to have reached a certain level of fame before being able to adopt the mantle. This could be represented by needing to take to the Favored Territory title, the Patriot title or even the Vindicator title, choosing a local rival of the populous as your rival organization.

MILITARY COMMANDER

You serve not only in a military organization (which could be a formal military of a country or nation, to the war band of a clan or tribe), but act as a leader within its ranks. Military commanders typically gain the soldier in a military mantle of authority, though the boon as a military commander overrides most as a soldier in a military. Often times, those whom hold a mantle of military commander also hold the leader mantle, though this is not always the case.

Titles: Army Rank (Corporal, Sergeant, Lieutenant, Captain, Major, Colonel, Brigadier, General, etc.) or Navy Rank (Petty Officer, Warrant Officer, Ensign, Lieutenant, Commander, Captain, Commodore, Admiral, etc.) or War Chieftain, First Blade

Requirements: You must have not only served in a formal military but also have been given command over a group of soldiers (be they a squad, a patrol, platoon, a ship, etc.). As long as you serve in your role as a leader in the military you typically naturally maintain this mantle.

Boon: As a leader of a military unit you are able to command soldiers in your unit to do a fairly extensive list of tasks. You also likely

can request additional soldiers and supplies from commanding officers. The possible size of such requests can be calculated on the Table: Settlements above, using the number of soldiers you command multiplied by 10 equaling the population. The related wealth is what you should have “on-hand” at any given moment to pay your soldiers and account for various debts. Most militaries have the ability to call upon the citizens of the nation they protect to provide quarter (both food and lodging), though the exact nature of this arrangement may vary (allowing soldiers to sleep in your barn could be considered acceptable in some nations, while others would demand a separate bed for each soldier, forcing family members out of their own, etc.).

A commander of a military can likewise request aid from settlements they are in. Assume this gives them a similar level access as if they held a civil authority mantle, though it may in fact be only in proxy (and with the help of) the local leaders. Abusing this mantle can quickly lead to a rebellious population, but even a populous that hates the military will provide up to the value listed on the Table: Settlements for a settlement of their size before open defiance becomes an issue. On the other side of the coin, settlements recently freed or actively being defended from eminent threat are likely to give too much quite willingly (use up to four times the value listed). A similar amount can be sapped from a conquered people; though draining the people so thoroughly is likely to lead again to open rebellion.

Campaign Systems: Under the *contacts* system, a holder of the military commander mantle is likely to have gained contacts that are Politicians or Watch Guards. They may also have learned of Saboteurs, Thugs, and Traitors though these people they may need to win over various ways. Using the *honor* system, most military commanders and held to a code similar to the chivalric or samurai codes of conduct, with fair and lawful execution of duties to protect and defend earning them as much honor as major victories in battle. If a game includes the *reputation and fame*

system, the person earning the mantle of the military commander may need to have developed enough fame to have taken on the Commander or even High Commander titles, though low-level play could open this up to people taking or automatically gaining the Initiate and Officer titles.

ORDAINED

You have served as an acolyte long enough to have gained a level of respect and recognition within your religion. Regardless of if you are a divine class, with or without access to spellcasting, you can still become an ordained member of a church and gain the benefits of this mantle.

Titles: Priest, Deacon, Pastor, Elder, Minister, Chaplin

Requirements: You must have spent a considerable amount of time (typically five or more years) studying to become an ordained member of a religion. While this tutelage could be by a sole member or in a formal institution, you typically must undergo various rites of passage to become ordained. For a god of war this may mean literally having bathed in the blood of your enemies, while for a god of healing it may mean having helped nurse a particular patient back to health, etc. As long as you remain in the religion's good graces, you typically can still be considered to be able to hold the mantle of being ordained.

Boon: A direct benefit of becoming ordained within a religion is that you are recognized by your peers as knowledgeable about the religion, its orders, and how to administer to its followers. For non-divine spellcasters this may mean that they can take part in reading of religious texts or ceremonies normally excluded from mere followers. Likewise, the ordained within a religion will often be granted access to mysteries and secrets of a religion that lay people never would. This may mean being able to access a sacred circle of the druids, or being allowed to handle holy relics, or even being able to read special texts no one else is able to.

The other benefits of being ordained depend upon the public perception of the religion to which you are trained in. A priest to the Dark Lord of Destruction and Death is unlikely to be viewed kindly by your average commoner, where as an deacon of the God of All the Good Things in the World can expect to never need to pay for a meal or question where he'll spend the night. In established church systems, with many churches spread across a land, an ordained church member is typically also given access to local resources via the church. Assume someone with the ordained mantle can call upon a local related church and its people for goods and services equal in value to twice of what is available in a settlement by its size. This can include free spellcasting and even direct wealth if the need for it is somehow directly related to cause of the church itself, and it is more than would normally be expected as people are often willing to give a little extra to gain favor of the church.

One other option for those holding the ordained mantle is that they are finally qualified, according to religion, to have and hold a congregation of followers of their own. This benefit varies from game world to game world, religion to religion, but can mean they run the sole church in a small thorp or hamlet or they are just one of many churches, possibly to the same god or possibly rival gods, in a large city or metropolis. Regardless, those holding the ordained mantle with their own congregations have access to additional wealth, skills, and resources based on the nature of their followers. In a tiny town, this may mean they can always get to use someone's horse for a ride to the city on church business, while in large cities where the merchants or nobles wish to buy their way into heaven they might be able to exercise considerable political and economic influence through their contacts.

Campaign Systems: Under the *contacts* system, the holder of the mantle of the ordained are likely to gain Academic contacts and others related to their religion, even pos-



sibly the Heretic. Using the *honor* system, most ordained mantle holders are held to a code of conduct decreed by their church or religion, and could vary from needing to show bravery in battle for a god of war, to never turning away the sick, even the enemy, for a god of healing. Remaining ordained within the organization may even require the player to maintain a certain level of honor. And using the *reputation and fame* systems, the character taking on the mantle of the ordained should either gain enough fame and prestige points to gain the Officer title for their religion, or they may need to alternately have earned enough fame to take it themselves. Regardless of which way it is, the ordination of a member of a religion is almost always a public affair (unless you worship a dark god or one that keeps all rites secret), and as such simply being ordained may increase your fame and allow you access to benefits like the Worldly Fame bonus when visiting a settlement where you have a church to visit.

PERSONAL GUARD

You serve as the personal guard to some fairly important personage. This may be in the role of the local mayor, the baron or count's house guard, the King's Praetorian, or the personal bodyguards of some important religious figure, etc.

Titles: The King's Guard, Men of the Count, the Royal Protectors, Blue Guard, the Musketeers

Requirements: Typically, personal guards are chosen either through some process or hand-selected by the person they are guarding. Regardless of the initial source of becoming a personal guard, to maintain this mantle a personal guard must remain in their charge's good graces to retain their position typically.

Boon: The benefits of being a personal guard in part are dependent on whom the guard protects, but also seemingly straddles many other mantles like that of the soldier of an army or en-

forcer of the law. Guards are typically granted a certain amount of the mantles of authority given to the one they protect, so that for instance, those protecting civil authorities may have the ability to call upon a local populace in times of need. If instead their charge is a military officer, they are commonly treated as just below in rank to the one they protect, especially as many are used as mouthpieces of their officers.

Regardless of other mantles either fully gained (like also counting as a soldier in a military or enforcer of the law), personal guards often receive special training in specific, even occasionally exotic weapons and armor, as well as training in combat or teamwork feats related to protecting a target or working in tandem with other personal guards to protect their charge. This training is not lost if this mantle is.

Unlike many other mantles that can be lost with no specific penalty, few people are able to retire gracefully from being a personal guard. Additionally, many personal guards bear marks like tattoos or special fighting styles that clearly identify them as former personal guards and those that have left the service are viewed with suspicion. Typically this means treating them as one category less friendly naturally when someone realized whom they are without knowing why they left the personal guardianship of someone.

Campaign Systems: Generally speaking, only "important people" ever earn a personal guard. The nature of this person of interest is likely to decide at least one, major contact a holder of the mantle of the personal guard should gain if the *contacts* system is used. Whether this person is a Politician or a Crime Boss however, may dictate other contacts the mantle holder is able to take on. It is an excellent idea to force characters holding the personal guard mantle to be held to a strict code of conduct using the *honor* system. This code should be heavily influenced by the nature of who is guarded, but would typically revolve around protecting their charges and fulfilling their wishes dutifully while not accepting bribes or even accidentally exposing those they

are to protect to danger. A character should need to gain a certain level of honor before even being considered for becoming a person's personal guard, so the gamemaster may make this an inherent part of the process. Using the *reputation and fame* system, many personal guards exist as extensions of the person they protect, and thus may gain temporary or even permanent access to their charge's reputation. The members of the personal guard are typically the gatekeepers of who has access to their charge and it may be they who can give out such favors as Privileged Meeting.

PILLAR OF THE COMMUNITY

You and your life in a single settlement or similar entity exist as an example to others on how they should live their lives. While your influence over them is not direct (you can't necessarily ask people to do a thing for you like if you had command over them), people often look to you and your actions for indirect advice on how and what to do.

Titles: Rarely do pillars of the community hold formal titles, instead just being well known

Requirements: You must have lived (generally for a long period of time) as an ideal example within a community or settlement. You must have been right on more than one occasion about issues in the groups past that people disagreed about, and you must be in general well respected. Continuing to find yourself on the right side of disagreements within a community decides if you continue to hold this mantle.

Boon: Your influence on others is not direct (i.e. through command) but instead from leading by example. When you donate money to a cause, suddenly three times as many people pitch in. When you treat a person graciously, others follow your lead deciding that if you like them then they must be ok. This influence is fickle and out of your control (i.e. utterly up to gamemaster discretion) but for players wishing to play established characters in a setting, it can be quite interesting.

Alternately, cunning players may realize that finding out who within a community is or are the pillars of that community mean that they need only convince these few people and the rest will back their action. This is another way this mantle can aid players.

Campaign Systems: Most often, a holder of the mantle of the pillar of the community is a highly sought after contact themselves, often because they have such a good grasp of a settlement or community. This can be represented by having numerous contacts, if the *contacts* system is being used. These contacts could include Academics, Artisans, Gossips, Manipulators, Merchants, Observers, Pariahs, Politicians, Rumormongers, and Watch Guards. To be considered a pillar of the community you must above all else be held to be an honorable person by the community, and thus in games where the *honor* system is employed, to maintain this mantle a gamemaster may set a minimum honor level for the character. And the real power of this mantle comes from their reputation, so games using the *reputation and fame* system could work marvelously together with this mantle. An example of a mechanic for making their indirect influence felt may be to give the character the ability to expend prestige points to "win over" various people, be they the mob or the leaders.

SOLDIER IN A MILITARY

You serve in a formal military force of a settlement, country, or similar entity.

Titles: Private, Seaman, Warrior of the Clan, or simply Soldier

Requirements: You must be a member of a military. This military does not need to be formal in the sense that tribes and clans can have militaries. What makes a military different from say a militia of every able-bodied male of fighting age is that soldiers in a military receive formal training common to the military they have joined. Simply remaining in the service of a military maintains this mantle.

Boon: Boons of serving in a military come in two forms, training and prestige. Unlike other benefits imparted by mantles of authority, you do not lose the training if you lose the mantle of authority, though often the training is tied to working with other similarly trained soldiers whom may be unwilling to fight alongside you once you are no longer a soldier.

Soldiers in a military gain one or more weapon proficiencies and all armor proficiency fitting to the type of military they are in. For instance, soldiers trained to act as foot soldiers armed with pikes and short sword would gain the weapon proficiency in pike and short sword and likely at least light armor. Alternately, militaries that focus on firearms may only train a soldier in how to use two handed firearms and not teach any armor proficiency. It is also not uncommon for soldiers to learn one Teamwork feat depending on their role within the military.

Unlike police officers or other members of a civil force, while respected by the populous they fight for, a soldier has no authority over the people. As such, benefits of being a soldier typically depend on how well liked the leaders of the country are and how the military is viewed by the people. In the settlements of despots and tyrants, being in the military may actually be a negative, but in well-liked armies of leaders that are respected, soldiers can expect a +2 circumstance bonus for any skill check required to ask favors or attain information from locals. Likewise, soldiers often get discounts (typically 10%) when purchasing from favorable merchants and it is not uncommon for locals to buy food and drink for visiting soldiers. In some militaries, locals might even be required to provide quarter (both food and lodging) and may be able to call upon local civil forces like militia in times of need.

Campaign Systems: Under the *contacts* system, holders of the mantle of a soldier in the military could gain the ability to form various contacts depending upon what they do in the military and where they serve. The quar-

termaster of a platoon, for instance, may gain the confidence of an Artisan or Merchant contact that sells the army goods. Whereas soldiers that patrol the streets may get to know members of the city guard, earning a Watch Guard contact. Using the *honor* system, soldiers of a military should be held to a code of conduct by their superiors. This may range from performing bravely in battle to collecting a certain number of “trophies” from fallen foes depending upon the nature of the military being fought in. To progress up the ranks in a military organization a character may need to develop and maintain a certain level of honor. Likewise, in games with a *reputation and fame* system, characters may gain the Initiate title for free when they join the military, but must develop enough fame and prestige points to purchase Officer and Commander titles before earning the military commander mantle of authority. The hierarchy of a military organization also gives clear choices for how a member of that military could expend prestige points for various favors and boons from fellow soldiers and officers. In other cases, the holder of the soldier mantle may be able to use the reputation of the military as their own, or that of a famous war hero they fight under.

VETERAN OF FAMOUS WAR

You are believed to have served in some famous war in a settlement's, counties, countries, or nation's past and have survived it. You likely bolster your own legend by sharing “old war stories” of both yourself and those you served with. Those whom hold a mantle of the veteran of a famous war typically gain the training benefits of a soldier of a military mantle, though this is not necessarily the case.

Titles: Old Man <insert surname>, The <insert highest military rank earned>

Requirements: You must have, at least in passing, have served with a military in a historically important war. What the exact nature of your involvement in that war was (whether frontline

trooper, commander of forces, or merely the stable hand back at base) is immaterial to how you present yourself. Within a settlement, country, or similar entity you have to have allowed the rumor of your exploits to have spread. Often people help along this process by telling tall tales of their exploits, though those that really did such things often find those stories are spread about them regardless. As long as the story lives on, your mantle remains held securely.

Boon: Most people within a settlement that was part of the larger county, country, nation, or other entity of the military you served in view you in a favorable light. Treat them as one step friendlier in general toward you, unless they would naturally view you in a negative light or specifically would hate you for having served in that war.

Campaign Systems: The real power of holding the veteran of a famous war mantle is in getting to take advantage of things like the campaign systems. Under the *contacts* system, a veteran may have access to almost any type of contact, from Politician to Professional Criminal, depending upon the nature of their role in the war. Typically speaking, in games with the *honor* system, a holder of the veteran mantle is automatically given a certain level of honor, depending upon how favorably people viewed the war. If it was considered a very terrible war that should not have been fought, this mantle may also in fact come with a powerful infamy. Regardless, in games where honor is used, the character should be held to a code of conduct, but that code of conduct may be antiquated or out-of-place because it was based on the previous war rather than current situations. And in games with a *reputation and fame* system, the veteran is largely relying on the fame of their former military or unit as an important source of fame and prestige points. Being able to say that you were part of "The Charge of the Light Brigade" may be enough to earn you a Privileged Audience or work as a form of Character Witness when needed.

VOICE OF THE PEOPLE

Unlike the formal authority gained by holding public office (and typically the civil authority mantle), the voice of the people is an informal mantle given to people whom are viewed by a settlement, county, or other jurisdiction as having the ability to speak for the rights and views of a people. You typically do not hold an official office, but you are outspoken and have a mob of people willing to listen to you and that think you speak for them.

Titles: Posse leader, mob organizer, local braggart, rebel leader, etc.

Requirements: You must have a natural following of people in a settlement or other jurisdiction that feel you can act and speak on their behalf. Occasionally this is a formal arrangement (like being an elected official with little real power) but more commonly you are just a loudmouth that people like to hear speak their mind. Keeping your views in line with these followers is paramount to maintaining this mantle.

Boon: You can raise a mob or posse of people willing to undertake various actions. Hunting down criminals, pursuing monsters, defending a town, or similar swift events are most common as your power comes from inflaming passions in people, not simply maintaining anger. Comparatively, you can calm a populous down, being the voice of reason and preventing people from running off without a plan in their head.

To really gain full access to this mantle's boon, you need at least one-quarter of the population of a settlement or similar jurisdiction to like you. With that many followers, you can typically influence more people. You can easily make requests of the people whom follow you, gaining access to goods or skills worth up to half the value of a settlement, etc. Having a quarter or more of a population agreeing with you also can normally force civil authorities or civil commanders to give into your will, at least till the mob disbands.

Campaign Systems: Those who hold the mantle of the voice of the

people are often viewed as contacts by others, under the *contacts* system. The holder of the mantle also needs to find out their information from somewhere, so they are likely to have at least a few Gossip and Rumormonger contacts, as well as possibly Snitch, Traitor, and/or Manipulator contacts too. In games with an *honor* system, voices of the people typically need to have attained and maintain a certain level of honor to still be considered as speaking “for the people.” This can be an interesting means of deciding who holds this mantle. And in games with the *reputation and fame* system, it is the reputation of the holder that is really at play. Their level of fame could be limited to a small area (like a single settlement), but their reputation in that settlement allows them to be the one giving out things like the Character Witness benefit. Assume characters that perform such acts earn at least half the prestige points the character asking for the favor uses to get it, but only if that favor doesn’t reflect badly on the holder of the mantle (publicly defending a murderer doesn’t work out well in the mob scene, unless the murderer is found innocent later).

ZEALOT

You hold some conviction that is neigh unshakable. This conviction rallies others around you often, but even if you are hated (sometimes especially if you are hated) by the public, their hatred only fuels your passions.

Titles: Most who hold a mantle of a zealot enjoy self-styled titles of importance

Requirements: You must believe something, whole-heartily and absolutely. Not only that, you must have such conviction that you would die for said belief. The fervor you hold for your belief fuels the boon of this mantle of authority, as it gives you exclusive right to act as you do (at least in your own mind). To maintain this mantle you must both hold true to your convictions in the face of adversity unwaveringly and you must continue to be a loud mouth about your chosen cause.

Boon: In service to whatever belief you hold as an absolute, you gain a +2 morale bonus on all related rolls. This can include attack rolls against doubters, Will saves against having your opinion or actions changed (magically or otherwise), skill checks done to prove some point you are making, etc. The nature of when and where this bonus applies is between you and your game-master, but you hold this belief so strongly that you should argue any and all times you think you can get away with it.

Campaign Systems: Using the *contacts* system, you may gain access an Academic or Artisan that relates to chosen belief. Likewise, you may gain or even become for people a Gossip, Heretic, Lunatic or Outsider contact depending upon your belief system. Under the *honor* system, you should have conviction-based methods of gaining honor, as even people who disagree with your opinion will view you more honorably by having you stick to your values than giving in. Likewise, any action that you perform against your own belief drastically undermines you honor. And using the *reputation and fame* system, you should likely be trying to gain fame and reputation to specifically sway people over to your views.

Many other possible mantles of authority can and should exist in a given world. The ones above cover a range of topics, but are by no means exhaustive. They should instead be used as decent starting points for creative gamemasters looking to offer non-standard bonuses and “treasure” to players, just as the mantles of power below are similar, non-item based benefits for gamemasters to possibly give out. A “scholar” mantle of authority, for example, may be fitting for your game world that blends the educated and expert mantles into a single, unified mantle with additional benefits like access to a special library, etc.

MAGICAL MANTLE BASE COSTS IN GOLD PIECES (BY CRAFTER'S CLASS)¹

Spell Level	Cleric, Druid, Witch, Wizard	Oracle, Sorcerer	Alchemist, Bard, Inquisitor, Magus, Summoner	Paladin, Ranger ²
0	1,000	1,000	1,000	-
1 st	2,000	2,000	2,000	2,000
2 nd	12,000	16,000	16,000	16,000
3 rd	30,000	36,000	42,000	42,000
4 th	56,000	64,000	80,000	80,000
5 th	90,000	100,000	130,000	-
6 th	132,000	144,000	192,000	-
7 th	182,000	196,000	-	-
8 th	240,000	256,000	-	-
9 th	306,000	324,000	-	-

Prices assume the magic mantle is made at the minimum caster level. The cost to create a magic mantle is half the base price.

¹ The cost listed on this chart is adjusted if the duration of the spell being used is not measured in hours per level. Multiply the cost x4 for spells measured in rounds, x2 for spells measured in 1 minutes increments, and x1.5 for spells measured in 10 minute increments. Alternately, reduce the cost of spells measured in 2 hour increments by one-quarter, and divide the cost in half for spells measured in 24-hour or greater than 1 day increments.

² Caster level is equal to class level -3.

Magical Cloth Mantles

Within the game, magical mantles have a few peculiarities to them compared to other wondrous magical items. For one, items called "mantles" exist in at least two categories, the shoulders and the chest slot. For another, the fact that mantles are one of the few chest slot items is of note as it has very little real competition then from other magic items an adventurer would commonly try to have. Mantles, by design, are meant to be worn over all other clothing, even bulky armor. This allows a character then to both take advantage of a spot with little other competitions, and have it have no serious physical restrictions on design.

The mantle, as being able to fulfill the rarely used chest slot, can lend itself to a lot of easy "spell-in-a-can" type magic items. To this end, a special entry is included below that treats mantles more as a chest-slot-specific magical item that is presented more like a scroll, wand, or potion rather than as a standard wondrous item. In this method, simplified rules are presented for creating a magical mantle which holds any one spell, defaulting as a continual use item.

Creating Magical Mantles

The following are simplified rules for making magical mantles which can be made using any spell with a duration longer than instantaneous. Wearing a magical mantle of a spell is the same as having the spell active on the wearer



To create a magical mantle, a character usually needs some sort of equipment or tools to work on the item. She also needs a supply of materials, the most obvious being the fabric or metal used to craft the mantle as well as special materials for infusing it with magic. The cost for the materials is subsumed in the cost for creating the item. The cost to craft a magical mantle is determined by its spell level x caster level x 2,000 gp (as a continual item). This price can be modified by things like the duration of the spell (2,000 gp assumes a duration of 1 hour/level), or the need for expensive spell components (which must be added into the cost of the mantle). Refer to the table above, Magical Mantle Base Costs in Gold Pieces as a guideline. Creating an item costs half the market value, known as the base price (which is the price listed above).

As a spell is involved as a prerequisite for making the mantle, the creator must have prepared the spell to be cast (or must know the spell, in the case of a sorcerer or bard) but need not provide any material components or focuses the spells require except rare and expensive components, which you must provide enough for 100 uses of the spell in addition to the normal cost. The act of working on the mantle triggers the prepared spell, making it unavailable for casting during each day of the mantle's creation. (That is, that spell slot is expended from the caster's currently prepared spells, just as if they had cast the spell.

as if they cast it on themselves, only with a continual and unending duration for as long as the mantle is worn. Assume the caster level for any of the following mantles is the lowest possible needed to cast the spell. Magical mantles should be written out as *mantle of spell name*. The exact material nature of the mantle for each of these is irrelevant to the basic mechanics, so a range of optional designs and patterns are possible (see the Mere Cloth entry above about examples of historic mantles).

Crafting a magical mantle requires 1 day for each 1,000 gp of the base price.

Item Creation Feat Required: Craft Wondrous Item.

Skill Used In Creation: Spellcraft or an applicable Craft (cloth), Craft (clothing), or Craft (leather) check or Profession check.

EXAMPLE MAGIC MANTLES

Prices on the following chart assume the best possible choice of class for the crafter. A range of spells are presented, but as duration of the spell to be included drastically affects the price of the mantle, those spells with the longest durations are favored.

Specific Spell	Market Price
Age resistance ^{UM}	80,000 gp
Age resistance, greater ^{UM}	130,000 gp
Age resistance, lesser ^{UM}	42,000 gp
Alter self	48,000 gp
Ant haul ^{APG}	3,000 gp
Antipathy	288,000 gp
Barkskin	36,000 gp
Beast shape I	120,000 gp
Bless	8,000 gp
Disguise self	6,000 gp
Endure elements	2,000 gp
Expeditious retreat	8,000 gp
Freedom of movement	168,000 gp
Gentle repose	12,000 gp
Life bubble	63,000 gp
Longstrider	4,000 gp
Longstrider, Greater ^{ACG}	60,000 gp
Mind blank	240,000 gp
Polymorph	360,000 gp
Protection from evil	8,000 gp
Sanctify corpse ^{UM}	2,000 gp
See invisibility	36,000 gp
Share language ^{APG}	2,000 gp
Spell resistance	360,000 gp
Stoneskin	176,000 gp
Undetectable Alignment	2,000 gp
Water breathing	45,000 gp
Water walking	90,000 gp

^{ACG} Pathfinder Roleplaying Game: Advanced Character Guide

^{APG} Pathfinder Roleplaying Game: Advanced Player's Guide

^{UM} Pathfinder Roleplaying Game: Ultimate Magic

Specific Magic Mantles

The magical mantles that can be found in the main rulebooks of the Pathfinder Roleplaying Game are included below. Comparing magical mantles as above to these official examples can give you suggestions for ways to reduce the effect of a spell in a magical mantle to make the price more manageable (compare the cost of a *mantle of stoneskin* to the *mantle of faith*). Other mantles are clearly overpriced above, or underpriced below (compare the two *mantles of spell resistance*, which would both give the user an SR 21).

Specific Mantle	Market Price
Mantle of faith	76,000 gp
Mantle of immortality	50,000 gp
Mantle of spell resistance	90,000 gp
Mantle of spores	13,400 gp

MANTLE OF FAITH

Price 76,000 gp; **Slot** chest; **Aura** strong abjuration; **CL** 20th; **Weight** —

This holy garment bears the varied religious icons and favored colors of a specific faith. When worn over normal clothing, grants damage reduction 5/evil to the character wearing it.

CONSTRUCTION REQUIREMENTS

Cost 38,000 gp

Craft Wondrous Item, *stoneskin*

MANTLE OF IMMORTALITY

This item can be found in the Pathfinder Roleplaying Game: Ultimate Equipment book.

Price 50,000 gp; **Slot** chest; **Aura** strong transmutation; **CL** 17th; **Weight** 1 lb.

This elegant cape, trimmed in gold in a pattern resembling an ancient maze, forestalls the negative effects of aging. The wearer no longer suffers penalties to Strength,

Dexterity, and Constitution from being of middle age or older. The penalties return if the robe is removed (or its powers suppressed), and the sudden weight of years is so traumatic that the wearer must make a DC 20 Fortitude save or be exhausted for 24 hours. Donning the robe again removes the age penalties, but does not remove this exhaustion, which must pass on its own or be remedied with magic.

CONSTRUCTION REQUIREMENTS

Cost 25,000 gp

Craft Wondrous Item, *greater age resistance*

MANTLE OF SPELL RESISTANCE

Price 90,000 gp; **Slot** chest; **Aura** moderate abjuration; **CL** 9th; **Weight** —

This light mantle bears a variety of mysterious symbols. When worn over normal clothing or armor, this magical garment grants the wearer spell resistance 21.

CONSTRUCTION REQUIREMENTS

Cost 45,000 gp

Craft Wondrous Item, *spell resistance*

MANTLE OF SPORES

This item can be found in the Pathfinder Roleplaying Game: Ultimate Equipment book.

Price 13,400 gp; **Slot** shoulders; **Aura** faint necromancy; **CL** 5th; **Weight** 1 lb.

This mantle grants the wearer a +4 resistance bonus on saving throws against disease. Once per day, the wearer can flourish the cape as a swift action to surround himself with a cloud of deadly spores. Creatures adjacent to the wearer take 1d6 points of damage from the spores, plus 1d3 points of damage per round for 3 rounds as the spores grow into fuzzy green mold. After these rounds the mold becomes harmless, and can be washed away with a minute of scrubbing. The spores can be destroyed by making a DC 15

Heal check on an affected creature, or by effects that remove diseases. The spores are a disease effect.

CONSTRUCTION REQUIREMENTS

Cost 6,700 gp

Craft Wondrous Item, *contagion*

Cursed Mantle

MANTLE OF THE BEGGAR

Slot chest; **Aura** moderate illusion; **CL** 10th; **Weight** 1 lb.

This mantle makes the wearer appear to all around them as if they were the most repugnant of people. How the wearer appears to each individual is typically specific to that individual, playing on their prejudices and hatreds. For someone that hates filth and goblins then, the wearer appears to be a hobbled and diseased goblin in little but rags. The mantle only allows for a generic image, so the wearer will never appear as an infamous criminal or the like, though they could appear similar enough to be believed to be that person in passing. This mantle has no effect on the wearer's voice, or on the nature of what other items they are wearing or wielding, merely on their seeming appearance. Even majestic clothing or beautiful artworks in the wearer's possession appear obscene to the viewer. The primary mechanic of this effect is that the attitudes of NPCs that the character tries to interact with always starts at the lowest possible position. This is a mind-affecting effect. Many people are lucky if they are not run out of town while wearing the *mantle of the beggar* or end up in jail. Only a *remove curse* spell enables the wearer to be rid of the mantle once its nature is revealed, but trying to convince the local cleric for aid while appearing as his god's hated enemy may deter this from happening.

INTENDED MAGIC ITEM

Any mantle

Intelligent Mantle

THE ARCHON'S COPE OF THE UNDYING SUN

Price 110,000 gp; **Slot** chest; **Aura** strong evocation; **CL** 15th; **Weight** 2 lbs.

Alignment Lawful good; **Senses** 30 ft., *detect evil* at will

Intelligence 14; **Wisdom** 11; **Charisma** 10; **Ego** 12

Language Truespeech

This short, unblemished white mantle is threaded in purest gold with the pattern of the sun projecting light and is made to hang down the back and front of the wearer of the mantle. Once this mantle is donned, the wearer of the mantle gains a halo of light floating roughly 6 inches from the top of their head, treating them as if under the effects of the *protection from evil* spell. This halo sheds light as if from the *light* spell and cannot be extinguished while the mantle is worn. The wearer also gains low-light vision if they do not possess it and a resistance to electricity 5. Any that step to within 20 feet halo are affected as if the wearer were projecting an aura of menace as a lantern archon (DC 13). Finally, once per day as standard action, the wearer of this mantle can call upon the power of the god of the sun and cause their halo to burst forth with brilliant radiance. All creatures in a 20-ft. radius burst of the wearer are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save (DC 22) negates the blindness and reduces the damage by half. An undead creature caught within the area takes 15d6 points of damage, or half damage if a Reflex save is successful. In addition, the burst results in the destruction of any undead creature specifically harmed by light if it fails its save. The ultra-violet light generated by this spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures. This effect will dispel any darkness spell lower than 9th level in the area.

No mere magical item, this mantle in fact has a lantern archon that was willing bound to it, to better serve the righteous clergy of those dedi-

cated to a god of the sun. This archon has gained knowledge over its many years of service and will aid the worthy that choose to don this mantle. The archon in the mantle is able to make Knowledge (planes) and Knowledge (religion) checks at a +10 skill check, doubling this bonus in relation to identifying an outsider or undead and its weaknesses. It is also capable of speech, which makes the brilliance of the halo of light change as it speaks. When not worn, the archon can make the halo effect shine from the gold threads of the mantle and even speak this way, but it cannot access other abilities of the wearer like the flash of brilliant radiance or the aura of menace.

Those deemed unworthy of wearing this mantle by the archon within suffer as the archon bestows one permanent negative level on any evil creature attempting to wear it. The negative level remains as long as the mantle is worn and disappears when the mantle is no longer worn. This negative level cannot be overcome in any way (including by *restoration* spells) while the mantle is worn.

CONSTRUCTION REQUIREMENTS

Cost 55,000 gp

Craft Wondrous Item, *protection from evil*, *sunburst*, an archon must willing be bound to this item

Mythic Mantles

THE LLEN OF THE NIGHT-KING

Price 137,000 gp; **Slot** chest; **CL** 10th; **Weight** 1 lb.

Aura moderate divination and illusion

According to legend, this mantle was used by a famous king to sneak into the castle of the woman he loved that was married to another. Unlike most mantles, this one is in fact a solid sheet five foot-square of fabric so sheer it can be seen through, and made with no space to put the wearers head through. Instead it is worn whole over the top of one's head and draped loosely over their body. Anyone or thing thus covered by the mantle is invisible as if by the

greater invisibility spell, but able to see clearly through the sheet from beneath it.

As a standard action, the wearer can expend one use of their mythic power to treat anyone viewing something through the sheet as if affected by the spell *true seeing*. This effect lasts for a number of minutes equal to the wearer's mythic tier. The fabric has a clear underside and top side, and this benefit can be gained various ways, for instance, the fabric could be wrapped around a creature revealing to all who see it so bundled for what it truly is, or the sheet can be held up to allow multiple people to look at an area opposite it.

CONSTRUCTION REQUIREMENTS

Cost 68,500 gp

Craft Wondrous Item, Mythic Crafter, *greater invisibility*, *true seeing*

MANTLE OF THE FAITHFUL VESSEL

Price 10,000 gp; **Slot** chest; **CL** 3rd; **Weight** 2 lbs.; **Aura** faint enchantment and necromancy

This simple robe automatically shifts color and style to match the signature colors, fabrics, and symbols of the wearer's faith (if any) when she dons it.

When the wearer channels energy, any creatures healed by the energy gain the benefits of *bless* for 1 minute, and any creatures harmed by the energy are subjected to *bane* (Will DC 11 negates) for 1 minute. The wearer adds her mythic tier to the damage dealt or healed when she channels energy.

CONSTRUCTION REQUIREMENTS

Cost 5,000 gp

Craft Wondrous Item, Mythic Crafter, *bestow curse*, *bless*, channel energy class feature

Mantles of Power

While both mundane and magical mantles can be worn, and mantles of authority are held, the nature of mantles of power mean they are borne. The language below refers to "the bearer of this mantle," and the reason for this is more than mere semantics; it is because mantles of power are both a blessing and a burden.

The mantles of power entries are broken up into various components. There is a **title** for each mantle as well as a **description**. While formally each mantle should be referred to as the *Mantle of Title*, those whom bear the mantle are commonly referred to by simply the title of the mantle. Each mantle of power comes with a built-in set of rules, called a **geis**, that governs whom can bear the mantle, what the bearer of the mantle may or may not do, or to whom the bearer of the mantle owes allegiance. In exchange for following this geis, the bearer of the mantle gains some **benefit**. The range of possible benefits runs the gambit from merely allowing you to be recognized by certain creatures as a non-threat, to as powerful as to make you near a demigod.

Applying a mantle of power then is more akin to taking on an acquired template, often with an associated adjustment to your **challenge rating**. For player characters, this adjustment can be treated as if they were that many levels higher than their current character level, as the benefits of the mantle of power will make challenges such as combat typically easier. Giving a mantle to an enemy of the players is also an easy way to give that villain an edge or otherwise increase its CR, just as adding many templates to monsters does.

While many abilities granted by mantles default to using a creature's character level or Hit Dice (whichever is greater) to calculate their effects, some specifically say a creature's **overall CR**. A creature's overall CR includes any CR adjustment

from templates or mantles it wears, in addition to its normal character levels or Hit Dice. This alternate number is purposefully used to empower such mantle bearers with greater effects beyond what might be normally available, for instance, allowing them to cast a 9th level spell.

In general, a mantle of power is given from one powerful being to a mortal character. This powerful being may be a god or goddess, other deity, demigod, powerful outsider, natural spirit, or even passed from one mortal bearer to another. Whatever the creature is, it most importantly needs a source of mystical energy to empower a mantle. This source can be thought of as similar to the *fons honorum* ("fount of honor" in Latin) kings claimed to hold that allowed them to bestow titles like "knight" upon others. Each mantle has a means of **investiture**, as well as a how and why a mantle can be transferred and what happens if this system is interrupted. Most often, some form of ceremony, ritual, or rite is performed as a mantle is bestowed.

Below are a number of example mantles of power. Mantles of power, due to their nature, are often best adjusted to the specifics of the character receiving the mantle as well as the particulars of the game world by the gamemaster. Most of the examples presented are thus fairly generic. The final collection, **The Courts of the Fey**, is an example of how world-specific information and considerations can be integrated into a system of mantles of power to greater effect.

Mantle Making Made Manageable

When possible, a gamemaster should create mantles of power for their specific campaign. While the various mantles presented give some examples of pre-made mantles to adjust to your game, it does not have to be hard to create all new mantles as well.

One of the simplest means of creating a new and interesting mantle for your game is to use a simple template from one of the *Pathfinder Roleplaying Game Bestiaries* as a basis. While typically designed to be added to creatures without levels, the rebuild rules work as a solid basis for the benefits of taking on a mantle of power. For example, the advanced, celestial, entropic, fiendish, and resolute creature templates all offers interesting examples of what a creature could gain for a +1 CR mantle.

Even the various simple class templates from the *Pathfinder Roleplaying Game: Monster Codex* offer intriguing options for how to augment a character by bestowing them with a mantle of power. Using the various spellcaster simple class templates for the cleric, druid, sorcerer or wizard offer insight into how to possibly give a more martial character a minor edge by giving them access to a few level-appropriate spells or magical abilities. Likewise, a devoted spellcaster may benefit from some of the more martial skills of a barbarian, fighter, or monk character, which could reflect a mantle of power bestowed onto them of some long-forgotten famous war hero.

Even more advanced templates, like the lich or vampire, can be viewed in fact as mantles of power that can be gained. Whether such a mantle bearer is the only such creature or if all such creatures in your game world are merely bearers of a mantle is left to gamemaster discretion, but the first of a kind of creature must come from somewhere, right?

Finally, the *Pathfinder Roleplaying Game: Mythic Adventures* book introduces a whole other avenue to explore. In a game where you don't plan on using the entire rule system for mythic characters, granting access to even low level abilities could give characters a solid benefit. Just adjust the expenditure of one use of a mythic power for either an alternative cost

(taking one point of ability damage, for instance), or simply limit it to a number of times per day based on the character's level or Hit Dice. For example, a *mantle of the mightiest* could grant a bearer an inherent bonus to its Strength score and grant it access to the "display of Strength" 1st-tier universal path abilities from *Mythic Adventures* once per day.

What is most important when creating a mantle is applying a strong enough geis to balance its benefit. Giving that warrior access to a spell like *divine vessel*^{APG} could be a simple mechanic for them to be "channeling the spirit-essence of a long-dead general", but that spirit should only be willing to come forth to the warriors aid if it was to defeat his ancient enemy that has risen again, not just beat up the local riffraff. Penalizing characters that abuse their mantles is part of the design of the geis, and the example geis of the pre-made mantles in this book as well as the basic rules of the spell *geas/quest* offer some means of penalizing a mantle bearer that violates their rules. Alternate means of controlling such bonuses from using the simple class templates is to have the character's effective class level for the template be reduced by a number of steps (typically -2 to -5 levels), as a 17th level fighter getting access to even two 3rd level spells once per day shouldn't be totally unbalancing in any adventure.

^{APG} *Pathfinder Roleplaying Game: Advanced Player's Guide*

Mantles of Providence

In my stars I am above thee; but be not afraid of greatness: some are born great, some achieve greatness, and some have greatness thrust upon 'em. Thy Fates open their hands, let them blood and spirit embrace them...

(William Shakespeare's *Twelfth Night*,
II.v. 141-145)

Destiny, Fate, and Providence have played a vital role within storytelling in general for as long as we have told such tales. Gaming is no different, regardless of medium, and for all the systems in the *Pathfinder Roleplaying Game*, so much of these kinds of matters are left merely in the hands of the gamemaster. Mantles of power offer an excellent way to give clear benefits to a player character, connecting those benefits to specific geis or rules.

While such mantles of power should be carefully crafted by the gamemaster to fit perfectly into their game world, some example mantles of providence are supplied to act as starting points.

CHOSEN ONE [CR VARIES ON ABILITY GAINED]

You have been chosen, by the gods, the Fates, the powers that be, etc. and it is you and only you that is able to complete some task. This could range from being the only person able to wield a special weapon, activate a magic item, or understand a secret knowledge. Alternately, it could be a benefit that helps beyond the specific tasks but makes that possible as well. Examples of this would include being able to breathe underwater naturally, having an innate immunity to fire, or being immune to mind control. Whatever your destiny may be, you have a special, likely unique ability that will aid you in completing this task.

Geis: You have a destiny and you must fulfill it. If you were born with this mantle, then from the time you come of age you must spend at least 50% of your time attempting to fulfill your destiny or complete your special task. If you had this mantle bestowed upon you later in life, the same holds true as if you already are of age. This time doesn't need to be expressly spent moving toward or attempting your task, but could be spent on learning more about it, seeking special tools needed to complete it, or the like. Traveling for three months to a continent on the other side of the world to speak with a sage about the monster you're destined to slay or to retrieve a shield

able to defend you from its attacks can be considered time on task. Staying an extra six months on holiday, performing random side quests cannot. Time spent on task earns you time toward other goals on a one for one basis. Spending one day, one week, or one month pursuing something related even tangentially to your destiny earns you an equal amount of time to do other things. Your mantle, via your gamemaster, naturally tracks this time and gives you 24 hours to get back on task before punishing you for not spending enough time on your quest. When this 24 hours has elapsed, you suffer one point of ability damage to one of your attributes each day, rotating between attributes, damaging each starting with your highest attribute and working its way down. This damage heals at a rate of 1 per hour to each ability score that has been damaged, starting the day after you have begun devoting time your task once more. Only *limited wish*, *wish*, and *miracle* are able to heal this ability damage, other spells that heal ability damage have no effect.

Benefit: You gain a special ability that either no one else or only a very select few are able to do. The nature of this benefit should be directly tied to your destiny and is chosen in consultation with your gamemaster. The geis on you is fairly strong, though it is largely a stick to make you do as the gamemaster wants. They should be rewarding you with an equally large carrot for doing as they ask. Generally, the bearer of the *Mantle of the Chosen One* should also gain attribute bonuses appropriate to their special ability (Strength for combat, Wisdom for willpower, etc.).

Investiture: You are the Chosen One, and have no control over this. You may have been born with it in place, or you have had it thrust upon you by a powerful being, but regardless of how the mantle was bestowed, only you are capable of doing this task and only you may bear this mantle. What happens to this mantle once you have completed your task is anyone's guess.

HERO OF LIGHT

[+1 CR]

Particularly within Japanese video games, the concept of the "hero of light" is prevalent. The *Mantle of the Hero of Light* is designed to give any character the ability to cast a limited number of light-based spells to aid them in their quest, likely to vanquish some sort of great and dark evil in or more likely coming to the world.

Geis: As a Hero of Light, you are held to a higher standard. This typically takes the form of a code of conduct that would require you to act in accordance with a lawful good version of chivalry or a similar order. If your game world includes a god of light or the sun, they are likely your patron (possibly even the one to have bestowed you with the mantle) and their belief system becomes yours. Those whom bear the *Mantle of the Hero of Light* and act against this code find themselves weakened, suffering one temporary negative level per transgression of their code. They may also lose access to their light magic if they choose to aid any creature connected to the "great darkness" they oppose. These negative levels can only be removed through atonement to the being that bestowed your character with the mantle, which may take the form of completing a side quest or even just asking for forgiveness and explaining your actions.

Benefit: While bearing the *Mantle of the Hero of Light*, you gain the following abilities:

Light Magic (Sp): You add +1 to the DC of any saving throws against spells with the light descriptor that you cast. Automatically add any spell with the light descriptor to your spells known if you are a spontaneous caster, even if you normally could not cast the spell. If you possess a Charisma of 11 or higher, you also gain the following spell-like abilities: 3/day—*light* and *flare*. The caster level for these effects is equal to your character level or Hit Dice. The DC for these spells is equal to 10 + the spell's level + your Charisma modifier.

Light of Day (Sp): At 6th level, your light magic is more powerful. Your previous spell-like abilities with the *light* and *flare* spells become at will. You gain the

following spell-like abilities using the same rules for your light magic ability: 3/day – *daylight* and *searing light*.

Brilliance of the Sun (Sp): At 16th level, you are able to channel the light of the sun in your spells. Your previous spell-like abilities with *daylight* and *searing light* become at will. You gain the following spell-like abilities using the same rules for your light magic ability: 1/day – *sunburst* and 3/day – *sunbeam*.

Investiture: Typically some powerful being, be it a deity, demigod, or high ranking outsider, bestows this mantle upon people. The bearer may have been born for this task, or they may be asked to perform it by the being offering the mantle. This being is typically the only one able to transfer this mantle, though some mantles may be such that the final dying act of one bearer is to pass it onto another of their own choosing.

CAITIFF OF DARKNESS

[+2 CR]

If your world has “heroes of light” than it needs a villain dedicated to darkness. The *Mantle of the Caitiff of Darkness* is made to be a mockery of the *Mantle of the Hero of Light*, and to be able to oppose them. Typically, the bearer of this mantle is working to bring about some great evil connected to “a Gathering Darkness” and the following abilities are gifted to the caitiff to further their goals.

Geis: As the Caitiff of Darkness, you are the one the Gathering Darkness has chosen to help them return to the world or rise again. Alternately, you have adopted this mantle and now aim to bring some evil power into this world hoping to garner further power from this Darkness. This could be a long dead god, a powerful being from beyond the stars, or some locked away and terrible monster. Regardless of the nature of what you seek to bring to the world, you oppose the

Heroes of Light and any gods associated with them. Aiding a creature of light, or allowing a Hero to survive, or otherwise taking any action that

delays the return of the powerful evil you seek to unleash punishes you while bearing this mantle. This takes one of two forms, either you suffer a temporary negative level for each transgression, or you take 1d4 ability damage to a random attribute. Unlike the Hero of Light, there is no power in the world currently to maintain these punishments and so while you are temporarily weakened for your transgression you are able to recover from these penalties normally with either rest or magical aid.

Benefit: While bearing the *Mantle of the Caitiff of Darkness*, you gain the following abilities:

Dark Magic (Sp): You add +1 to the DC of any saving throws against spells with the darkness descriptor that you cast. Automatically add any spell with the darkness descriptor to your spells known if you are a spontaneous caster, even if you normally could not cast the spell. If you possess a Charisma of 11 or higher, you also gain the following spell-like abilities: 1/day – *darkness* and 3/day – *shadow weapon*^{UM}. The caster level for these effects is equal to your character level or Hit Dice. The DC for these spells is equal to 10 + the spell’s level + your Charisma modifier.

Dark of Night (Sp): At 5th level, your dark magic is more powerful. Your previous spell-like abilities with the *darkness* and *shadow weapon* spells become at will. You gain the following spell-like abilities using the same rules for your dark magic ability: 3/day – *deeper darkness* and *dread bolt*^{UM}.

Deepest Darkness (Sp): At 10th level, you are able to channel deeper darkness into your spells. Your previous spell-like abilities with *darkness* and *dread bolt* become at will. You gain the following spell-like abilities using the same rules for your dark magic ability: 3/day – *shadow conjuration* and *shadow evocation*. At 15th level, these spells improve to the *greater* versions of themselves.

^{UM} *Pathfinder Roleplaying Game: Ultimate Magic*

Investiture: How this mantle transfers depends upon the nature of the Gathering Darkness trying to be brought back into this world and how a person is chosen. It could be that you were chosen for some quality or act you performed that began the process, or you may have just

been a convenient vessel of the outer evil and by transferring this power to you it hijacked your body for its nefarious ends. Often the power of these mantles does not go away, or become destroyed just because a current host dies. Instead the power moves to some other creature, unless the power of this mantle is specifically captured or otherwise entrapped. This may be the primary method of preventing the returning of the Darkness, as the Caitiff of Darkness may act as an evil Chosen One.

Mantles of the Deities

The most likely source of any mantle could be a god, goddess or other deity transferring some or all of its power to a mortal to allow them to complete some task or quest on behalf the divine being granting the mantle. A few very general examples are given that are as neutral as possible, both by alignment as well as specific to the numerous options of the gods.

Evil and Unholy Gods: Many of the following terms like consecrate and sacred are associated in the *Pathfinder Roleplaying Game* with good and holy deities. To “consecrate” a thing is to set it aside as sacred or otherwise special to a deity. The nature of what a god sees as worthy of being thus “set aside” changes depending upon their areas of interest. Evil and unholy deities are able to bestow these mantles as well, though the bonuses gained are profane rather than sacred or otherwise similarly adjusted to fit an evil or unholy character.

ANOINTED

You have been smeared with a substance that is holy in the eyes of a specific deity by one of their faithful followers, after having been blessed and given protection by that follower.

Geis: You are able to retain the benefits of this mantle long after the holy substance (unction) has been washed away as long as you follow the

strictures of the religion of the deity in whose name you have been blessed. You are held to the same strictures as a member of the clergy of that religion. Violating the code of conduct of a cleric of the church leads to this mantle being torn away. If this violation is extreme enough, the deity may even be able to bestow the *Mantle of the Desecrated* on you.

Benefit: You are treated as if you are under the effects of the *bless* and *protection from evil* spells continually as if they had been made permanent using the spell *permanency*. Effects that would end a spell that has been permanence will end this benefit.

Investiture: The *Mantle of the Anointed* can be given to any creature that does not ideologically oppose the teachings of a specific deity. Bestowing this mantle takes a divine caster of that deity to cast the spells *bless* and *protection from evil* onto you and then to apply an unction of a substance holy to that deity. This is normally expensive oil with rare herbs or blessed wine. The caster of the spell needs to be at

least 9th level and the unction used needs to be worth at least 500 gp.

CONSECRATED

While any that fulfill the requirements of a church or religion may become ordained within its organization (see the ordained mantle of authority above), it is only with the consent of a deity that a creature becomes consecrated. Simply being a faithful cleric or paladin within a religion is not enough to become consecrated, nor are the bearers of this mantle limited only to divine classes.

Geis: Consecration of a creature often comes after it has been ordained into a religion. As such, it comes with explicit commands and a code of conduct set by each god. The nature of this code varies depending upon the nature of the deity's religion you have joined, but your adherence to it is absolute. Breaking this code, even unintentionally, strips you of this mantle and you will often receive the ire of your deity by bearing the *Mantle of the Desecrated*.

Benefit: You hold favor of the divine, and most can sense as such in your aura (with *detect good* or similar spells). You gain a +1 sacred bonus to your AC and on all attack rolls, weapon damage rolls, saves, and skill checks.

Investiture: The *Mantle of the Consecrated* is bestowed upon the worthy at the time and place of the deities choosing. There is no specific rule as different gods are likely to grant such an honor upon those they see worthy at a time they see fitting. A god of war may consecrate a creature just after a glorious victory in battle, while others may grant this mantle before they take up arms.

DESECRATED

Unlike most mantles, this one is not a benefit but instead a hindrance. Those whom have been "cursed by a deity" or "cast out" of a religion can be punished by becoming bearers of this mantle. The geis of this mantle similarly

works differently, in that it is made to prevent the desecrated from accessing the divine. Only those formerly of a religion can become bearers of this mantle, as the deity has no ability to bestow a *mantle of the desecrated* onto followers of other deities. It is not unheard of for a divine caster or other faithful character to be given this mantle but still have access to their other powers (i.e. they do not become ex-clerics or ex-paladins). These people see themselves as being tested by their deity and seek to find a way to atone and have this mantle removed.

Geis: You have been cast out of a specific religion or otherwise deemed unworthy by its deity. This may have been by violating your holy orders, by allowing great harm to have come to that which your deity held sacred, or by having acted against your religion in some fashion. You are forbidden from entering the sacred places of that god or dealing with those it deems sacred. This may mean people, creatures, objects, etc. Trying to enter a holy place or trying to even aid a protected creature makes you suffer one temporary negative level. As long as you remain within the space or near the creature you continue to suffer this penalty and no magic short of a *wish* or *miracle* is able to remove it from you.

Benefit: You have earned the wrath of a deity, and most can sense as such in your aura (with *detect evil* or similar spells). You suffer a -2 penalty on all attack rolls, weapon damage rolls, saves and skill checks. You also suffer a -1 penalty to your AC, as weapons become more likely to strike you by divine intervention.

Investiture: This mantle is earned through misdeeds of the formerly faithful and is not one anyone would wish upon another. Instead, the bearer of this mantle seeks to remove it, as it is a burden to bear. The exact means of removal is between you and your god, but most that bear this mantle have at least an idea of how to atone for their crimes against their deity.

SACROSANCT AGNOSTIC

In a world where gods and goddesses have followers able to enact their will in the form of

divine magics and literal miracles, it may be hard to argue the view of an atheist (though a number of great authors have tackled this subject). While refusal of the gods outright may be an illegitimate argument, denial of their worthiness of praise and worship can still be argued against. While not common, some individuals of such great personal power are able to exist that seem almost protected against the power of the gods. Whether this is from a personal fount of power, by sheer conviction, or a mantle provided by some other, unrecognized deity is a concern for the theologians (and gamemasters).

Geis: More than simply believing the gods have no right to be worshipped, you must actively and openly deny it. The exact nature of this defiance doesn't require you try to convert the faithful to your views or actively attack religions or their followers, but will vary from world to world. Refusing to wear a particular religious symbol or article of clothing, not participating in local church services, or speaking out against a local theocracy all may be fitting. Beyond this, you must also never voluntarily accept divine magical aid or call upon the favor of a god or goddess. Calling out to a deity in such a way instantly strips you of this mantle, losing all its benefits, and you may never possess it again. You do not need to fight or otherwise act against friends and allies that attempt to heal you using items, divine magic, or other divine sources of healing but they will need to overcome your various abilities as normal.

Benefit: While bearing the *Mantle of Sacrosanct Agnostic*, you gain the following abilities:

Divine Resistance (Su): You gain a spell resistance of 11 + your character level against all divine spells and similar effects. Additionally, if you can make a saving throw to prevent a divine spell that does beat your resistance, you must attempt to resist it, even if it is harmless or beneficial. Unlike some spell resistances, you can never voluntarily lower this resistance against divine spells and you must make these saving throws even if you are unconscious or normally unable to make them. Healing spells from potions, wands, or similar magic items always count as divine magic (unless specifically made to not be) and must also be resisted. This ability has no effect

on arcane spells of any kind, including those that are able to heal you or raise you from the dead, or otherwise mimic abilities normally only performed through divine magic.

Hearty Body (Ex): Your body is strengthened, being more hearty and robust than most. Recalculate your hit points to the maximum of a character of your level and hit die, as if you had rolled the maximum possible value on each die. Additionally, you regain twice as many hit points from rest, mundane Heal checks, or any other non-divine source of healing. If you are ever stripped of this mantle, recalculate your hit points as if you only rolled the minimum number each level.

Rest in Peace (Su): If you die while bearing this mantle, no divine magic short of a *miracle* or the intervention of a deity may bring you back to life. Casting a divine resurrection spell is treated as if your soul refused to return to life. This ability applies to divine necromancy as well that would turn your body or soul into an undead creature. This ability does not apply to divine spells like *breath of life*, which are meant to help you to survive near fatal events (your divine resistance ability, however, still applies against such spells). This ability has no effect on arcane spells of any kind, so you may be able to be brought back to life through such alternate means.

Will to Live (Ex): You gain Endurance and Diehard as bonus feats. Additionally, once per round as an immediate action against any attack or effect which would lead to your death you may make a Will save to remain alive and stable at your lowest possible hit points. The DC for this save is either against the damage you have received beyond your lowest possible hit points if you would die because of hit point loss, or against a DC of 40 for automatic death effects. You may add your character level or Hit Dice to any such Will save check.

Investiture: Only the gods (and gamemaster) know how this mantle is bestowed, and they are all silent on the matter. Most whom have borne this mantle of power claim to have only realized they bore it when some harmful effect from a divine source would have gravely injured or killed them. This has led some to claim a god dedicated to balance is surreptitiously bestowing

it upon people, while others see it as only at such a dire moment that the wellspring of personal power is tapped. The bearer of this mantle has no means to transfer it, and a life of simply denying the gods is not enough to earn it either.

Harbingers of the Apocalypse

The end times have been predicted by numerous groups and are said to play out in a multitude of possible means. Many of them have specific heralds or harbingers that will move across the world to prepare the way. Below are some examples using the classic Four Horsemen of the Apocalypse from Christian theology as well as additional examples from popular culture.

Restrictions on these mantles: The Mantles of the Horseman can only be fully borne by intelligent, corporeal mortals like humanoids, fey, magical beasts, and monstrous humanoids. Though such creatures can have other types or subtypes as well through various means, the access to the powers of the mantle seem tied to these creature types only. Aberrations, dragons, outsiders, and undead are able to hold the mantle, but gain no benefits from it, nor are they bound by its geis. Animals, constructs, oozes, plants, and vermin seem utterly unable to even hold the mantle. When a mantle is passed from one creature to another, of any type, any items previously bound lose this connection as if the item were destroyed.

CLASSIC BIBLICAL

The following four mantles of power are derived from the Christian Bible's Four Horsemen of the Apocalypse with liberal interpretation.

The powers of each of these Horsemen is made to help each mantle bearer gain an army of some sort, and would likely work best when

applied to antagonists in a campaign. In this way then, the player's characters will have to face off against the amassed armies of each of the mantle bearers before taking on each Rider. Alternately, the players could be the mantle bearers and be amassing an army of their own.

THE WHITE HORSEMAN (CONQUEST) [+3 CR]

And I saw, and behold a white horse: and he that sat on him had a bow; and a crown was given unto him: and he went forth conquering, and to conquer. (Rev 6:2; AV)

Known also as "Conquest," the First Horseman is the one with the most varying of interpretations (see Alternate Horseman below). The powers gained by the mantle here relate to being able to subjugate others into the Army of the White Horseman through a domination of the mind.

Geis: You have been sent into the world to conquer its people and raise a powerful army. Failure to use your abilities to do this enacts a terrible punishment upon you. Each 24 hours you go without using your crown of conquest ability, you suffer one temporary negative level. An additional 24 hour after this time, that negative level becomes permanent as you take one additional temporary negative level. This process continues until you either use your crown of conquest ability on any target (removing all temporary negative levels but not permanent ones, which can then be restored normally) or you die. Nothing short of a *wish* or *miracle* spell may prevent this process and then only for one year and a day per casting of the spell.

Benefit: While bearing the *Mantle of the White Horseman*, you gain the following abilities. When casting a spell with one of the following abilities, use your character level or Hit Dice + 2 as your caster level and the mental attribute of your choice (Int, Wis, or Chr).

Bow of Subjugation (Su): Choose one ranged weapon you possess. By performing a blood ritual with it as a full-round action, this weapon becomes bonded to you as your *bow of subjugation*. You may only

have one *bow of subjugation* at a time. In addition to working as a normal ranged weapon of its type, creatures struck by any attack from this weapon (including using it as an improvised melee weapon) becomes vulnerable to your crown of conquest ability. If your bonded weapon is destroyed, creatures currently under the effect of your crown of conquest ability are freed and must be struck again by your new weapon to again be dominated. You can choose to bond to a new ranged weapon at any time, but this treats the previous bonded item as if it had been destroyed.

Crown of Conquest (Su): At will, you can affect a target at any range, but still on the same plane as you, as if by the *dominate person* spell. This ability can only affect creatures you have successfully hit with your *bow of subjugation*. It does not matter how long ago the creature had been struck, so long as it has been since you personally took on the mantle and have used the same bonded range weapon that struck the creature. You can retry to dominate a target that has been able to resist your control by making a successful save or been freed through other magical means without needing to successfully hit them again with your *bow of subjugation* 24 hours after they have been freed of your domination. This ability counts as a mind-affecting effect.

Conjure Mount (Su): As a standard action, you can summon a special mount. This effect allows you to use the spell *phantom steed* at will. The mount always appears as a majestic, purest-white horse, and Ride is always a class skill for you.

Investiture: The *Mantle of the White Horseman* can never be destroyed, only defeated. And in defeat, the power of the mantle automatically transfers to the new victor. A White Horseman is not considered defeated as long as they remain conscious and retain a *bow of subjugation* in their possession. They are always allowed to create a new bonded weapon if their old one was just stolen to try to defeat them. The death of the bearer of the mantle also counts as their defeat, with the one who slew them automatically taking on the mantle in their stead. This destroys any still existing *bow of subjugation*, both the bond and the bound item.

THE RED HORSEMAN (WAR)

[+3 CR]

And there went out another horse that was red: and power was given to him that sat thereon to take peace from the earth, and that they should kill one another: and there was given unto him a great sword. (Rev 6:4; AV)

Known also as “War,” the Second Horseman is the one with the clearest design and focus. The powers gained by the mantle here relate to being able to make the peaceful desire war, and at least temporarily serve in the Army of the Red Horseman through a manipulation of emotions.

Geis: You have been sent into the world to bring war to its people and raise a powerful army. Failure to use your abilities to do this enacts a terrible punishment upon you. Each 24 hours you go without using your incite war ability, you suffer one temporary negative level. An additional 24 hour after this time, that negative level becomes permanent as you take one additional temporary negative level. This process continues until you either use your incite war ability on any target (removing all temporary negative levels but not permanent ones, which can then be restored normally) or you die. Nothing short of a *wish* or *miracle* spell may prevent this process and then only for one year and a day per casting of the spell.

Benefit: While bearing the *Mantle of the Red Horseman*, you gain the following abilities. When casting a spell with one of the following abilities, use your character level or Hit Dice + 2 as your caster level and the mental attribute of your choice (Int, Wis, or Chr).

Conjure Mount (Su): As a standard action, you can summon a special mount. This effect allows you to use the spell *phantom steed* at will at a caster level equal to your character level or Hit Dice + 2. The mount always appears as a powerful, fiery-red horse, and Ride is always a class skill for you.

Incite War (Su): As a 1 round action, you are able to give a short speech decrying some chosen enemy (individual target, group, race, etc.) while holding your *great-sword of strife*. All humanoids for 100 feet per your character level or Hit Dice.

are affected as if by the *vengeful outrage*^{UM} spell, with the enemy you have decried being their target enemy as well. You do not need to share a language with the targets of this effect. You must make concentration checks normally while using this ability as if you were casting the spell, but you are able to take any action that does not require speaking, including a full-attack action or full defense action while giving your speech. Creatures that fail their saving throw are compelled as per the spell for a duration of one hour per your character level. Creatures that succeed at their saving throw are immune to this ability for 24 hours. Creatures currently under the effect of the White Horseman's crown of conquest ability are also immune to this ability. This ability counts as a mind-affecting effect.

^{UM} *Pathfinder Roleplaying Game: Ultimate Magic*

Greatsword of Strife (Su): Choose one melee weapon you possess (it does not need to be a greatsword). By performing a blood ritual with it as a full-round action, this weapon becomes bonded to you as your *greatsword of strife*. You may only have one *greatsword of strife* at a time. In addition to working as a normal melee weapon of its type, a creature struck by any attack from this weapon becomes vulnerable to your incite war ability, which normally only affects humanoids. If your bonded weapon is destroyed, creatures currently under the effect of your incite war ability are freed and must have the incite war ability used on them again, or be struck again (for non-humanoids) by your new weapon to again be incited. You can choose to bond to a new melee weapon at any time, but this treats the previous bonded item as if it had been destroyed.

Investiture: The *Mantle of the Red Horseman* can never be destroyed, only defeated. And in defeat, the power of the mantle automatically transfers to the new victor. A Red Horseman is not considered defeated as long as they remain conscious and retain a *greatsword of strife* in their possession. They are always allowed to create a new bonded weapon if their old one was just stolen to try to defeat them. The death of the bearer of the mantle also counts as their defeat, with the one who slew them automatically taking on the mantle in their stead. This

destroys any still existing *greatsword of strife*, both the bond and the bound item.

THE BLACK HORSEMAN (FAMINE) [+3 CR]

And when he had opened the third seal, I heard the third beast say, Come and see. And I beheld, and lo a black horse; and he that sat on him had a pair of balances in his hand.

And I heard a voice in the midst of the four beasts say, A measure of wheat for a penny, and three measures of barley for a penny; and see thou hurt not the oil and the wine. (Rev 6:5-6; AV)

Known also as "Famine," the Third Horseman has what might come off as odd abilities. The powers gained by the mantle here relate to being able to make the creatures of all sorts feel an unwholesome hunger, that comes with the knowledge that the only way to sate the feelings within is to give into cannibalistic taboos. In this way the starved serve in the Army of the Black Horseman through a primal need.

Geis: You have been sent into the world to bring famine and despair to its people and raise a powerful army. Failure to use your abilities to do this enacts a terrible punishment upon you. Each 24 hours you go without using your abhorrent hunger ability to infect food with the contagion, you suffer one temporary negative level. An additional 24 hour after this time, that negative level becomes permanent as you take one additional temporary negative level. This process continues until you either use your abhorrent hunger ability on any target (removing all temporary negative levels but not permanent ones, which can then be restored normally) or you die. Nothing short of a *wish* or *miracle* spell may prevent this process and then only for one year and a day per casting of the spell.

Benefit: While bearing the *Mantle of the Black Horseman*, you gain the following abilities. When casting a spell with one of the following abilities, use your character level or Hit Dice + 2 as your caster level and the mental attribute of your choice (Int, Wis, or Chr).

Abhorrent Hunger (Su): As a ritual that takes 1 minute

to perform, you may weigh any amount of a drink or food on your *scales without balance*, infecting it with a powerful contagion. Even the tiniest morsel of this food can affect all other food stored with it, so that a single grain of wheat could infect an entire silo or a drop of water infect a barrel or even a well. Mundane means of cleaning or cooking a drink or food item have no affect on this contagion, so that an affected egg used in baking would still infect its contagion on everything from the frosting to the cake itself. Magical spells to purify or otherwise clean food and drink are effective against this contagion. At any point that a drink or food that has been previously contaminated is consumed, the creature is affected as if by the spell *feast of ashes*^{APL} and overcome with a devastating famine that lasts for one week per your character level. Creatures thus affected also begin to crave the flesh of intelligent humanoids, inherently knowing that consuming any part of such a creature will stave off the starvation effect for one hour. This ability can also be used to affect non-humanoid creatures, even animals that would normally not eat flesh. In this case, the creature is driven mad with starvation and still inherently knows that eating a humanoid's flesh will sate this hunger. This ability counts as a curse and a disease.

^{APL} *Pathfinder Roleplaying Game: Advanced Player's Guide*

Conjure Mount (Su): As a standard action, you can summon a special mount. This effect allows you to use the spell *phantom steed* at will at a caster level equal to your character level or Hit Dice + 2. The mount always appears as an emaciated, pitch-black horse, and Ride is always a class skill for you.

Scales without Balance (Su): Choose one wand, rod, staff, or similar shaft-like object (it does not need to be a weapon or magical but it may be). By performing a blood ritual with it as a full-round action, this object becomes bonded to you as your *scales without balance*. You may only have one *scales without balance* at a time. In addition to working as a normal object of its type, at will a glowing set of scales appear or disappear, hanging from the end of the object to be used with your abhorrent hunger ability. If your bonded object is destroyed, creatures currently under the effect of your abhorrent hunger ability are freed and must consume food affected

by your new scales to again be incited. Previously contaminated food also becomes safe to consume unless infected again by your new scales. You can choose to bond to a new object at any time, but this treats the previous bonded item as if it had been destroyed.

Investiture: The *Mantle of the Black Horseman* can never be destroyed, only defeated. And in defeat, the power of the mantle automatically transfers to the new victor. A Black Horseman is not considered defeated as long as they remain conscious and retain a *scales of imbalance* in their possession. They are always allowed to create a new bonded object if their old one was just stolen to try to defeat them. The death of the bearer of the mantle also counts as their defeat, with the one who slew them automatically taking on the mantle in their stead. This destroys any still existing *scales of imbalance*, both the bond and the bound item.

THE PALE HORSEMAN (DEATH)

[+3 CR]

And I looked, and behold a pale horse: and his name that sat on him was Death, and Hell followed with him. And power was given unto them over the fourth part of the earth, to kill with sword, and with hunger, and with death, and with the beasts of the earth. (Rev 6:8; AV)

Known also as "Death," the Fourth Horseman as the bearer of the mantle is not the avatar of any greater being, abstract concept incarnate, or god of death. Instead, they gain a level of control over the dead created in the wake of the Horseman and the imminent apocalypse. The powers gained by the mantle here relate to being able to make the fallen into undead soldiers and in this way serve in the Army of the Pale Horseman even after death.

Geis: You have been sent into the world to raise a powerful undead army in the wake of your fellow Horsemen. Failure to use your abilities to do this enacts a terrible punishment upon you. Each 24 hours you go without using your armies of hell ability to create undead, you



suffer one temporary negative level. An additional 24 hour after this time, that negative level becomes permanent as you take one additional temporary negative level. This process continues until you either use your armies of hell ability on any target (removing all temporary negative levels but not permanent ones, which can then be restored normally) or you die. Nothing short of a *wish* or *miracle* spell may prevent this process and then only for one year and a day per casting of the spell.

Benefit: While bearing the *Mantle of the Pale Horseman*, you gain the following abilities. When casting a spell with one of the following abilities, use your character level or Hit Dice + 2 as your caster level and the mental attribute of your choice (Int, Wis, or Chr).

Conjure Mount (Su): As a standard action, you can summon a special mount. This effect allows you to use the spell *phantom steed* at will at a caster level equal to your character level or Hit Dice + 2. The mount always appears as a sickly, pale horse, and Ride is always a class skill for you.

Totem of Death (Su): Choose one object, like a holy symbol or scythe, with which you associate death (it does not need to be a weapon or magical but it may be). By performing a blood ritual with it as a full-round action, this object becomes bonded to you as your *totem of death*. You may only have one *totem of death* at a time. In addition to working as a normal object of its type, it glows when used as a focus with your armies of hell ability. If your bonded object is destroyed, undead created with your armies of hell ability are destroyed, their souls and bodies unable to be used for necromancy again. Creatures previously reanimated using this ability and thus destroyed can now be resurrected normally, though the material remains of their bodies used to create the destroyed undead have become dust. You can choose to bond to a new object at any time, but this treats the previous bonded item as if it had been destroyed.

Armies of Hell (Su): As a one round action that is treated the same as casting a spell, you can use your *totem of death* in a simple ritual to create undead from those slain by any of the Horseman or their abilities. The widest possible meaning of

“those slain by the Horseman” can be used (including those killed by you), so that creatures that died at the hands of a Horseman count as much as those killed by the actions of a dominated, enraged, starved or otherwise afflicted creature. This ability counts as if casting the spell *create greater undead* with a one round casting time. You gain automatic control of these undead as if using the *control undead* effect, but there is no limit to the number of undead or total Hit Dice worth of undead you can control. These undead are bound to your *totem of death*, and are instantly destroyed with the destruction of the bonded object. Control of these undead can be broken using normal means, but you can use your *totem of death* to cast *control undead* at will on any undead you created using this ability. You can only give a specific command to an undead while holding your *totem of death*, with only the last order given lasting until a new one replaces it. Non-bearers of this mantle gain no specific benefit from handling your *totem of death*. Despite the name of this ability, it has no specific connection to the plane of Hell or the outsiders that reside there.

Investiture: The *Mantle of the Pale Horseman* can never be destroyed, only defeated. And in defeat, the power of the mantle automatically transfers to the new victor. A Pale Horseman is not considered defeated as long as they remain conscious and retain a *totem of death* in their possession. They are always allowed to create a new bonded object if their old one was just stolen to try to defeat them. The death of the bearer of the mantle also counts as their defeat, with the one who slew them automatically taking on the mantle in their stead. This destroys any still existing *totem of death*, both the bond and the bound item.

Alternate Horsemen

The following three mantles of power are alternative mantles, designed to be traded out typically for one of the other mantles above (most commonly the White Horseman). They are derived from examples found in popular culture

of how various members of the Four Horseman are portrayed. An alternative is to have five, six, or even more Horseman of the Apocalypse.

ANARCHY

[+3 CR]

This version of a Horseman of the Apocalypse is one that is sent to cause confusion and mass panic in the population.

Geis: You have been sent into the world to bring confusion and anarchy. Failure to use your abilities to do this enacts a terrible punishment upon you. Each 24 hours you go without using your mass hysteria ability, you suffer one temporary negative level. An additional 24 hour after this time, that negative level becomes permanent as you take one additional temporary negative level. This process continues until you either use your mass hysteria ability on any target (removing all temporary negative levels but not permanent ones, which can then be restored normally) or you die. Nothing short of a *wish* or *miracle* spell may prevent this process and then only for one year and a day per casting of the spell.

Benefit: While bearing the *Mantle of the Horseman of Anarchy*, you gain the following abilities. When casting a spell with one of the following abilities, use your character level or Hit Dice + 2 as your caster level and the mental attribute of your choice (Int, Wis, or Chr).

Conjure Mount (Su): As a standard action, you can summon a special mount. This effect allows you to use the spell *phantom steed* at will at a caster level equal to your character level or Hit Dice + 2. The mount always appears as a wild, skewbald horse, and Ride is always a class skill for you.

Mark of Havoc (Su): Choose any one object. By performing a blood ritual with it as a one round action, this object becomes bonded to you as your *mark of havoc*. You may only have one *mark of havoc* at a time. In addition to working as a normal object of its type, it glows when used as a focus with your mass hysteria ability. Unlike most such bonded items of the Horsemen, if your bonded object is destroyed those that it affected are not instantly

cured of their insanity. You can choose to bond to a new object at any time, but this treats the previous bonded item as if it had been destroyed. Objects larger than a Medium sized creature may take longer than one round to bond to, adding at least one minute per size category larger than Medium it is.

Mass Hysteria (Su): You may inflict creatures with madness in one of two ways. As a 1 round action, you are able to give a short speech while brandishing your *mark of havoc*. All humanoids able to see the mark at this time are affected as if you had cast *insanity* on them. You do not need to share a language with the targets of this effect. You must make concentration checks normally while using this ability as if you were casting the spell, but you are able to take any action that does not require speaking, including a full-attack action or full defense action while giving your speech. Creatures that succeed at their saving throw are immune to this ability for 24 hours. Creatures currently under the effect of the White Horseman's crown of conquest ability are also immune to this ability. This ability counts as a mind-affecting effect. Alternately, you can make a single touch attack with your *mark of havoc* (assuming it is an object you can wield). Creatures thus struck are affected as if you cast *insanity* on them. This is a mind-affecting effect.

Investiture: The *Mantle of the Horseman of Anarchy* can never be destroyed, only defeated. And in defeat, the power of the mantle automatically transfers to the new victor. The Horseman of Anarchy is not considered defeated as long as they remain conscious and retain a *mark of havoc* in their possession. They are always allowed to create a new bonded object if their old one was just stolen to try to defeat them. The death of the bearer of the mantle also counts as their defeat, with the one who slew them automatically taking on the mantle in their stead. This destroys any still existing *mark of havoc*, both the bond and the bound item.

MAJESTY

[+3 CR]

This version of a Horseman of the Apocalypse is one that is sent to rule over the all the people of the world as their god-king.

Geis: You have been sent into the world to rule it. Failure to use your abilities to do this enacts a terrible punishment upon you. Each 24 hours you go without using your obedience through fear ability, you suffer one temporary negative level. An additional 24 hour after this time, that negative level becomes permanent as you take one additional temporary negative level. This process continues until you either use your obedience through fear ability on any target (removing all temporary negative levels but not permanent ones, which can then be restored normally) or you die. Nothing short of a *wish* or *miracle* spell may prevent this process and then only for one year and a day per casting of the spell.

Benefit: While bearing the *Mantle of the Horseman of Majesty*, you gain the following abilities. When casting a spell with one of the following abilities, use your character level or Hit Dice + 2 as your caster level and the mental attribute of your choice (Int, Wis, or Chr).

Conjure Mount (Su): As a standard action, you can summon a special mount. This effect allows you to use the spell *phantom steed* at will at a caster level equal to your character level or Hit Dice + 2. The mount always appears as a magnificent, perfect horse, and Ride is always a class skill for you.

Crown of Tyranny (Su): The moment you bear this mantle, a gilded crown forms upon your head that cannot be removed, but alters to not interfere with any headgear you choose to use. It also cannot be removed from your head as a physical object. From this moment on, you are surrounded by a constant effect as if you had cast the *overwhelming presence*^{UM} spell with an unlimited duration, forcing all creatures within 30 feet of you to prostrate themselves before you as if you were a god. Creatures which make the save upon exposure to this effect are immune to it for 24 hours as well as your obedience through fear ability. Those that resist the effect later are immune only to this effect, not your

obedience through fear ability. Creatures that leave the area of effect and return to it that have not succeeded at a previous save are affected again, getting another check. This is a mind-affecting effect. Fellow Horsemen are unaffected by this ability.

^{UM} *Pathfinder Roleplaying Game: Ultimate Magic*

Obedience through Fear (Su): As a standard action you can curse a single creature within your *crown of tyranny* effect. Those actively still affected by the crown of tyranny effect automatically are cursed. Those that were affected but have freed themselves since get a saving thrown as if you were casting *bestow curse*. The specific effect of this curse is that a creature must follow any command given, or they are affected as if you had cast *phantasmal killer* on them. Though they are not specifically compelled or otherwise magically forced to complete the action, taking any action that is in direct conflict with the command triggers the *phantasmal killer*, and once cursed a creature inherently knows the consequences of disobeying. A creature can only have a single such curse at a time, but you can curse any creature again negating the previous curse or after they have completed what you had previously commanded them to do. Such commands last as long as you bear this mantle.

Investiture: The *Mantle of the Horseman of Majesty* can never be destroyed, only defeated. And in defeat, the power of the mantle automatically transfers to the new victor. The Horseman of Majesty is not considered defeated as long as they remain alive. The death of the bearer of the mantle is the sole means of their defeat, with the one who slew them automatically taking on the mantle in their stead. It is said a bearer of this mantle may willingly give it up to another by taking the crown off their head and placing it on another, but no one has ever done this.

PESTILENCE

[+3 CR]

This version of a Horseman of the Apocalypse is one that is sent to infect the world with plague.

Geis: You have been sent into the world to bring plague and spread death. Failure to use your abilities to do this enacts a terrible punishment upon you. Each 24 hours you go without

using your spread plague ability to infect people with the contagion, you suffer one temporary negative level. An additional 24 hour after this time, that negative level becomes permanent as you take one additional temporary negative level. This process continues until you either use your cause pandemic ability on any target (removing all temporary negative levels but not permanent ones, which can then be restored normally) or you die. Nothing short of a *wish* or *miracle* spell may prevent this process and then only for one year and a day per casting of the spell.

Benefit: While bearing the *Mantle of the Horseman of Pestilence*, you gain the following abilities. When casting a spell with one of the following abilities, use your character level or Hit Dice + 2 as your caster level and the mental attribute of your choice (Int, Wis, or Chr).

Spread Plague (Su): As long as you wear your *filthy rags*, you are able to cast *epidemic*^{UM} at will. Unlike with that spell, you must make a successful touch attack to affect a creature. A successful saving throw or otherwise cured creature of one disease does not prevent you from infecting them again with the use of this ability.

^{UM} *Pathfinder Roleplaying Game: Ultimate Magic*

Conjure Mount (Su): As a standard action, you can summon a special mount. This effect allows you to use the spell *phantom steed* at will at a caster level equal to your character level or Hit Dice + 2. The mount always appears as a dying, disease-riddled horse, and Ride is always a class skill for you.

Filthy Rags (Su): Choose an article of mundane or magical clothing. By performing a blood ritual with it as a full-round action, this clothing becomes bonded to you as your *filthy rags*. You may only have one *filthy rags* at a time. While still working as a normal article of clothing of its type, the piece of clothing appears soiled and disgusting. If your bonded object is destroyed, creatures currently suffering from a disease spread using your spread plague ability get a new saving throw against their disease with a +10 bonus. If this save is successful, they are cured of their affliction. If they fail this save, they remain diseased but it is a completely mundane version of the disease using the stan-

dard rules for curing. You can choose to bond to a new object at any time, but this treats the previous bonded item as if it had been destroyed. As long as you wear your own *filthy rags* you are immune to all disease, natural and magical.

Investiture: The *Mantle of the Horseman of Pestilence* can never be destroyed, only defeated. And in defeat, the power of the mantle automatically transfers to the new victor. The Horseman of Pestilence is not considered defeated as long as they remain conscious and retain their *filthy rags* in their possession. They are always allowed to create a new bonded object if their old one was just stolen to try to defeat them. The death of the bearer of the mantle also counts as their defeat, with the one who slew them automatically taking on the mantle in their stead. This destroys any still existing *filthy rags*, both the bond and the bound item.

Courts of the Fey

The following section gives a detailed set of mantles that are designed to work together, but make fairly remarkable assumptions about the game world. In summary, those assumptions are:

The world that this exists in experiences a normal change of seasons like we do on Earth, with roughly a 12 month year and experiencing special, naturally occurring dates like the Spring Equinox, Summer Solstice, Autumn Equinox, and Winter Solstice.

There is an epic battle playing out in the **Natural World** around us between the fey and other creatures of the woodlands.

That war, known as the **War of Seasons**, is between the four Demesnes of the Fae, each of which corresponds to one of the four seasons of the natural world.

These four Demesnes are broken up into two courts, with the **Demesne of**

Spring and the **Demesne of Summer** forming the **Seelie Court**, and the **Demesne of Autumn** and the **Demesne of Winter** forming the **Unseelie Court**.

These four Demesnes are balanced but not the same, with the **Queens of Summer** and **King of Spring** ruling the Seelie Court and the **Queens of Winter** and **King of Autumn** ruling the Unseelie Court.

The War of Seasons involves literal, staged battles to decide if one Demesne's season can come to the world in a place. Ice Ages can occur when Winter dominates, while Summer knows unending heat would cause desertification. The **Change of Seasons** only finally occurs when the right seasons wins a definitive victory.

Each side is always looking for a new way to gain the upper hand in the War. The Unseelie would be fine with unending Ice Age, but the Seelie Court would like to return to the state of balance known as The Procession, wherein each Demesne rules a part of the world only briefly and moves on without warfare.

The greatest concern is that this shadow war will spill over into **Open War** and the world will be drove into a world-altering era of climatic catastrophe.

And with these assumptions in place, you are able to have an entire secret war occurring around the mortals of the land. When the human farmers complain that it has been too long since the life-giving rains have come, it may be because the Demesne of Summer is winning too many battles or that the attention of the Queen of Land & Light are focused elsewhere. Meanwhile, when the breeze cools too soon and the leaves fall from the trees in August, it may be that Autumn pulled off a successful pre-emptive strike on the armies of the Seelie Court.

Unless stated differently in the text, assume that any ability or benefit gained from a mantle can be suppressed at will. Even if an ability or effect is suppressed however, it may still have

minor affects that are out of your control. For instance, a Queen of Summer could suppress their affect weather ability, preventing weather for miles around to become warmer, but the snow under her feet may still melt as if under the radiant sun. If it ever became an issue, treat suppressing an ability the same as maintaining it actively, meaning it might require a concentration check to keep in check.

Mere Mortals

But what of the other races? The world can still be peopled with all the normal assortment of humans, elves, dwarves, and orcs, goblins, and kobolds as well as dragons, outsiders, etc. To these people, the seasons, the weather, the climate --- these are all things that just change naturally and normally. Some years the snow stays a little longer, sometimes the rains last a little longer, and every once in a while you get a summer day in late autumn.

When you look at the comparative power of the Queens of Winter and Summer, you'll see their power levels are almost god-like. They command vast powers and are capable of incredible destruction, but for their own reasons they each normally keep themselves in check. Rarely if ever do they get involved in the affairs of the mortals, only ever caring about those very rare few that learn of the War of Seasons and join their court as the Sidhe.

Elves, gnomes, or any race that has a strong connection to the natural world is likely to possibly be recruited into the War of the Seasons. The nature of this recruitment varies depending on circumstance and whether it is a member of the Seelie or Unseelie Court (or even the Midnight Court) doing the recruiting, but the end goal is fairly similar. Almost universally, those that get recruited into the War will end up as "sidhe" of one of the Courts, which is both an acquired template at the end of this chapter as well as a

The War of Seasons

The War of Seasons, or fully the War of the Seasons, is more than one thing. While it could be considered the conflict between the Seelie and Unseelie Courts of the fey, this idea is limited. A full discussion of what the War is and why it's being fought, as well as even *how* it is being fought is presented but only in bits and pieces. It is left purposefully ambiguous so that gamemasters can insert their own purpose and impose their own design without having to remove much from the section. While the War has clear effects upon the environment and climate of a world, would it really serve anyone's specific end to either cover the whole world in unending ice or bake the world in such harsh heat that whole oceans evaporate? A suggested reason for the War and its continuation are that one or more of the Courts has become perverted from their original design, with its leaders unwilling to return to the Procession. This may be from some external affect (a diseased mind, alien influence, etc.) or it may be as simple as the Queen of one Court wishing to exact revenge upon another. An alternate reason is that the purpose of the War is to churn up power to return the world to a more natural state. This may require massive amounts of energy, the death of millions of souls, etc. While no clear purpose to the War is discussed at length here, to get the full effect of these mantles it is suggested the gamemaster at least have a clear end goal in mind.

mantle and a title within the fey society. Each of the Courts and their Demesnes seek certain types to join them, but typically speaking all are potentially welcome.

As a side note, though many of the following mantles imply a possible

gender, either in their title or their description, all titles are actually gender ignorant. It is even possible that a male creature could have the *Mantle of the Queen of Ice & Shadow* bestowed upon it, at which point the fey would need to decide if they stick to tradition and continue to call this man the “Queen” or if the Demesne of Winter would finally have a male ruler. In the end, it is mere tradition that dictates things like gender and race within these mantles, and creative gamemasters and players may play with these mantles as they see fit.

FRIEND OF THE FEY

[CR +o]

You have had your eyes opened to the world of the War of Seasons. Thus far, you have declared no allegiance, acting as a free agent, but you will be sought after by both Courts to join the War.

Geis: You must not share the secrets of the War of Seasons with the uninitiated. Attempting to do so brings down the power of the Queen Mother’s of both Courts in the form of The Mothers’ Wrath (see sidebar). If you are lucky, you will only suffer the mythic version of the *confusion* spell from the *Pathfinder Roleplaying Game: Mythic Adventures* until you give up trying to talk to the uninitiated. Pushing the matter through this stage leads to a forced summoning before the Elder and the Crone.

Benefit: You have been initiated into the War of Seasons and are able to learn about the War, the Courts, the Demesne, etc. Members of both Courts and the Weald will speak with you about it, and you do not suffer The Mothers’ Wrath after discussing the War with other initiated people. Having been initiated into the War, you can no longer have your life energies drained away by using a token given to you by a sidhe using their skill blessing ability, though you are free to still use such a token, which counts against the

total number of tokens that sidhe can produce.

Investiture: This mantle can be bestowed by a member of any Court of the fey. Once you have

been initiated into the War of Seasons, it is difficult for you to ever get out. If you are willing to have your memories erased utterly, this mantle can be given up freely, but you will lose all memories of your life from the time you adopted the mantle until you gave it up, regardless of how involved you were with the War. Mechanically, this means giving up not only the memories but any levels of experience gained during that time as well.

Dying with this mantle dissipates the magic of it back into the natural world, carrying a token of you with it. Your place within the unending story of the War of Seasons can be recalled by all those whom fight the War from now until the end of time.

Seelie Court (Freedom & Self-Expression)

Both the Seelie and Unseelie Courts have a three tier rank of recognition for those that join them. These three stages are generically referred to as Child, Adolescent, and Adult, though each of the Courts has their own particular terms for the individual ranks. The choice of growth from childhood to adulthood is purposeful, as each rank shows the progress the individual has made as they transition from understanding the War of the Seasons as petty battles to the see it as the epic crusade each side believe it to be. The ranks themselves have no relation to age or time, as a 25 year old adult human could as easily earn the rank of *Sidhe of the Court* while a 250 year old elf remains a child.

The three ranks of the Seelie Court are Ward, Ally, and Sidhe. The Seelie Court values **freedom** to do as your heart and mind compel you as their core value, while also demanding of their members to show great amounts of **self-expression**. The form that this self-expression takes for many seems to be merely present in their flashy dress and the non-conformist posturing of its mem-

bers, but understanding how a cohesive army able to rival the cold, calculating tyranny of the Unseelie armies from what can feel like a ragtag bunch of misfits is an important part of the transition from childhood to adulthood in the Seelie Court.

The true sidhe of the Seelie Court, like all sidhe, can gather the life energies of mortals that are unaware of the War of Seasons (they must not be the initiated, nor can they be told why such energies are being collected for it taints it). While most would argue this theft of energy is horrific, the mantles of the Court seem to be tied directly to such power, and keeping them fully powered requires it. While both Seelie and Unseelie sidhe collect this energy, they typically do so differently. The Seelie fey tend to become patrons to famous artisans and performers, providing such targets with creature comforts of material wealth and fame in exchange for a low but steady supply of energies. Unseelie approach this matter differently (see below).

Mantles of the Seelie Court

The following mantles are for those individuals who know of the War of Seasons and wish to fight on the side of Summer and Spring in the Seelie Court. The bearer of any of the following mantles is considered part of the Seelie Court and gains the following ability while bearing an active Mantle of the Seelie Court.

Seelie Covenant (Su): Members of the Seelie Court can be bound to their word. While in informal conversation a member of the Court is under no specific obligation, a member of the Seelie Court can make a formal covenant between themselves and another intelligent creature. The nature of these deals is immaterial, but typically involves the member of the Court promising to either take or not take some action against a specific target for a set

The Mothers' Wrath

Both the Queen-Mothers of the two Courts help to ensure the secrecy of their children's war by use of a powerful, global, even mythic *confusion* effect. Anyone whom has not been initiated into the War of Seasons (typically represented by bearing the *Mantle of the Friend of the Fey*) has those memories slowly fade, leaving the person with any strong memories as if they merely had a day dream about it. The fey of both courts joke that this is likely the source of the fairy tales that most love to tell about them. These memories can only be brought back with the power of a *wish* or *miracle*, or the direct intervention of a deity. Any attempt to force the matter, such as interrogation of a person about what they saw, typically leads to them reacting the same as if under the mythic version of the spell *confusion*, often lashing out at the person asking the wrong questions or otherwise draining them of strength and vigor. This is commonly called *The Mothers' Wrath* after the Elder and the Crone, which support it through their powers jointly.

period of time or until a certain event. Regardless of the particulars, the member of the Seelie Court is binding the mantle they hold within the Court to the promise, sacrificing their access to the mantle if they break the deal. As opposed to the Unseelie Pacts, Seelie Covenants are typically merely verbal agreements and most often the intention of the deal is paramount in arbitrating whether a violation has occurred. These covenants are typically taken in the name of one or more of the various Queens of Summer or the King of Spring and any named persons are the arbiter of if the covenant has been broken.

WARD OF THE SEELIE COURT (CHILD) [+0 CR]

You have officially declared your allegiance to the Seelie Court and been recognized by one of the royal members of a related Demesne.

Geis: You may not speak to the uninitiated about the War of Seasons or suffer The Mothers' Wrath. Additionally, you must answer the call to arms or any request for an audience with a higher ranked member of the Seelie Court. You must abide by their laws and any decrees or additional geasas they lay upon you. Failure to do so leads to you suffering one point of ability damage to each of your abilities scores each day you refuse. An ability score cannot be dropped below 0 using this effect, though you will typically be unconscious and moved against your will to answer the summons at that point.

Benefit: The Seelie Court and all members of its various Demesnes consider you to be a member of the Seelie Court. They will fight with and for you in all your causes and will come to your aid when asked. You are also able to bestow people with the *Mantle of the Friend of the Fey*.

Investiture: This mantle of power is bestowed upon the bearer when they declare their allegiance to one of the royalty of the Seelie Court. This can be the Queen-Mother, the Queen, or the Princess of Summer, or the King of Spring. Only another member of the royalty is able to remove or transfer this mantle to another, as well as to promote this mantle to its next ranking. In the event of the death of the bearer while holding this mantle, its energy dissipates back into the Natural World.

ALLY OF THE SEELIE COURT (ADOLESCENT) [+0 CR]

While a simple declaration of intent to the right member of the Seelie Court may be enough to gain admittance to the Court as a Ward; you must have served the needs of the Seelie Court to gain this mantle.

Geis: You may not speak to the uninitiated about the War of Sea-

sons or suffer The Mothers' Wrath. Additionally, you must answer the call to arms or any request for an audience with a higher ranked member of the Seelie Court. You must abide by their laws and any decrees or additional geasas they lay upon you. Failure to do so leads to you suffering one point of ability damage to each of your abilities scores each day you refuse. An ability score cannot be dropped below 0 using this effect, though you will typically be unconscious and moved against your will to answer the summons at that point.

Benefit: The bearer of this mantle can now take on additional mantles of either the Demesne of Summer or the Demesne of Spring. Without this mantle, those mantles will not function. You are also able to bestow people with the *Mantle of the Friend of the Fey*.

Investiture: This mantle is bestowed upon those currently bearing the *Mantle of the Ward of the Seelie Court*, replacing that mantle with this one. To earn this, you must have performed one or more tasks (commonly called quests among the Seelie) for a sidhe of the Seelie Court. This sidhe must then vouch for you to a member of the royalty of either the Demesne of Summer or the Demesne of Spring, who will bestow the new mantle. In the event of the death of the bearer while holding this mantle, its energy dissipates back into the Natural World.

SIDHE OF THE SEELIE COURT (ADULT) [+2 CR TEMPLATE]

To be called "sidhe" is to be recognized as a full member of Seelie Court. This recognition typically comes with a formal title (Baronet, Baron, Earl, etc.) as well as possibly lands, men-at-arms, or other physical rewards in addition to the mantle itself.

Geis: You may not speak to the uninitiated about the War of Seasons or suffer The Mothers' Wrath. Additionally, you must answer the call to arms or any request for an audience with a higher ranked member of the Seelie Court. You must abide by their laws and any decrees or

additional geasas they lay upon you. Failure to do so leads to you suffering one point of ability damage to each of your abilities scores each day you refuse. An ability score cannot be dropped below 0 using this effect, though you will typically be unconscious and moved against your will to answer the summons at that point. Additionally, you are expected to both recruit new members to the cause of the Seelie Court as well as to harvest power from the mortals of the world for the Seelie Court's use.

Benefit: As with the *Mantle of the Ally of the Seelie Court*, the bearer of this mantle can now take on additional mantles of either the Demesne of Summer or the Demesne of Spring. Without this mantle, those mantles will not function. In addition, the bearer of this mantle gains the sidhe template below. Sidhe of a Court also gain the right to voice their opinion within the Court on matters of interest. You are also able to bestow people with the *Mantle of the Friend of the Fey*.

Investiture: This mantle is bestowed upon those currently bearing the *Mantle of the Ally of the Seelie Court*, replacing that mantle with this one. To earn this, you must have performed at least one great service to the Seelie Court, the Demesne of Summer, or the Demesne of Spring, the royalty of which will bestow the new mantle. In the event of the death of the bearer while holding this mantle, its energy dissipates back into the Natural World.

Demesne of Summer (Chaotic Good)

The Demesne of Summer is ruled by the kind and generous Queens of Summer. They oppose the Demesne of Winter in almost every possible way. Though not every creature to join the Demesne is or must be good, they all must be willing to live under the rule of the three queens, whom have opinions and commands which can contradict and change like the breeze (even if they have a

lawful nature naturally). The Queen of Land & Light sees her subjects as willing volunteers to her cause of stopping the oppression the Unseelie Court pushes as their agenda. Unlike their opponents, the Queen of Land & Light is almost always willing to give up her claim to rule as the seasons change, wishing nothing more than a return to the proper Procession.

Sovereignty of Summer: In an average year, the Sovereignty of Summer begins at Beltane (the date halfway between the Spring Equinox and the Summer Solstice) and lasts until Lughnasadh (the date halfway between the Summer Solstice and Autumn Equinox). Each week from Beltane until the Summer Solstice, all seasonally-dependent powers of the mantles increase by a cumulative +1, reaching their normal maximum as listed no later than the Summer Solstice. Each week from the Summer Solstice to Lughnasadh, all seasonally-dependent powers of the mantles decrease by a cumulative -1, reaching their normal minimum as listed no later than Lughnasadh. From Lughnasadh to Beltane, the seasonally dependent powers remain at their minimum.

MANTLES OF SUMMER

The following mantles can only be held by someone with either the *Associate of the Seelie Court* mantle, or the *Sidhe of the Seelie Court* mantle, including the *Mantle of The Elder*. The mystical energies of those mantles power these mantles and if the bearer loses access to a mantle (for instance, by violating the geis of the mantle they hold) they also lose access to the following mantles.

The bearer of any of the following mantles is considered part of the Demesne of Summer and gains the following ability while bearing an active Mantle of Summer.

Blessings of Summer (Su): Members of the Demesne of Summer are less affected



by heat and summer-time weather. They gain the ability to ignore hot weather as if under the *endure elements* spell (hot only, cold weather still bothers them) and have a minimum resistance to fire energy of 10 and minimum resistance of electricity energy of 5. During the Sovereignty of Summer, these values adjust (see Sovereignty of Summer above). The maximum value for either resistance of any bearer is equal to their 10 + their overall CR (including the CR gained by bearing the mantle). During the dark hours on the night of the Winter Solstice, all members of Summer suffer a negative to all checks made equal to the CR of the Mantles of Summer that they hold.

THE ELDER
(QUEEN-MOTHER OF SUMMER) [+10 CR]

At least two bearers of this mantle have existed. Little is known of the previous one, though speculation abounds. The current bearer is a norn^{B3}, and though her current form is wizened, she appears only as a kindly grandmother to most people, though often people recount experiences with “strangers” whom they believe may have been The Elder in an alternate form. The Elder typically acts as an ideal of grandmotherhood, seemingly spoiling her decedents while teaching them important life lessons.

^{B3} *Pathfinder Roleplaying Game: Bestiary 3*

Geis: You are the ideology (the concept of freedom given form, which you change to your needs of the moment) of the Demesne of Summer incarnate. Each time you make an action that is in direct opposition to those principles, your physical form suffers. This can take the form of either accepting a new oracle’s curse (using your character level or Hit Dice [whichever is greater] + 10 to calculate your oracle’s level) or you are affected as if you have aged to the point of being venerable for your race (-3 Strength, Dexterity, and Constitution; +1 Intelligence, Wisdom, and Charisma). With the latter option, the bonus to your mental attributes is permanent but your physical attributes regain +1 for every century spent without breaking your geis. Similarly, living a century without violating the ideology of the Demesne of Summer removes one oracle’s curse.

No other means, save the direct intervention of a deity, may prevent or recover these injuries faster. Unlike all others, since your mantle empowers The Mothers' Wrath, you may speak to whomever you wish about the War of Seasons.

Benefit: While forced to look the role of an elderly woman, age and fear of death from disease or similar failure of the body are irrelevant to you. While this does not grant you true immortality, you can only be killed by the purposeful action of an intelligent creature that takes said action knowingly. The Elder would never allow herself to become a meal to a hungry beast, nor allow frailty of the body, nor simple accident end her life – unless it served a greater goal.

Beyond this benefit, you gain the following special abilities:

Affect Weather (Su): Your presence creates a natural effect upon the weather. For a radius equal to your overall CR in miles, you affect the local weather as if you had completed casting a continual duration *control weather* spell, with the weather of the area slowly bending to your will. The weather naturally wants to become Summer-like for you, but when you first arrive in a location it starts at the normal weather for the season. After one hour of your presence, the season naturally moves one step closer to being Summer and what weather you can create changes as well. When your armies experience a victory over the Unseelie Court, you are instead treated as if you were a mythic caster of the spell of the augmented version and it adds one mile to the area of effect. The presence of each additional Queen of Summer or the King of Spring decreases the time between steps by half and doubles the area of effect. You must keep your emotions in check, or the weather will fluctuate with it, so that your anger brings violent storms or your sadness causes it to precipitate, etc. The radius of this effect grows and shrinks with the Sovereignty of Summer (see above).

All Fire Spells (Sp): You are able to cast any spell, arcane or divine, with the fire descriptor at will, from *spark* to *meteor storm* to *fire shield* (heat shield only). Your caster level for such spells is equal to your character level or Hit Dice + 10. All spells you cast use your Wisdom score.

Anarchic Flaming Burst Vorpal Weapons (Su): Any

Parallelism of Summer & Winter

From my earliest designs, I had always intended the Demesnes of Summer and Winter to have largely a parallel design. When I first started my research, I decided to meld the concepts of a triple goddess (Maiden, Mother, Crone) with playing cards (Ace = Crone, King = Mother, Queen = Maiden, etc.) and having each trump the ones below it, etc. As the two main Demesnes of the opposing Courts, it was paramount that they be equally matched and thus each has mantles that correlate to others save one (there is no Consort of the Queen in Winter).

Originally I'd strongly considered using the minor arcana of the Tarot, the source of adding the Page below the Knight, but needed to abandon this aspect worrying about the four suits regardless of cards used being represented as I realized this section would need to be upwards of four times as long to do everything I had hoped. So for the sanity of my publisher and self, I have limited the mantles to a smaller number and simpler blending. I would recommend to creative gamemasters that they research the history of the Tarot and playing cards, to learn about the historic class associations and sources of the various suits in playing cards (which have an equally fascinating history to plumb). I had intended the Wands/Clubs (representing the Peasantry) and the Cups/Hearts (representing the Clergy) to be in the Seelie Court, while the Pentacles/Coins (representing the Merchants) and the Swords (representing the Nobility and the Military) to be in the Unseelie Court.

weapon wielded by you gains the *anarchic*, *flaming burst*, and *vorp*al weapon qualities as long as it remains in your grasp.

Fire Subtype (Ex): You gain the fire subtype, but are not vulnerable to cold, treating cold damage normally.

Command Seelie Fae (Su): All those whom claim allegiance to the Seelie Court are your subject. Your formal commands to an individual member then are treated as the spell *dominate monster* or a similar spell (caster level same as for all fire spells ability) if they try to resist you. If two or more royals of the Seelie Court (the three Queens of Summer or the King of Spring) use this ability on the same target to give conflicting commands, the subject instead becomes immune to the ability for 24 hours.

Entitle Mantle (Su): You are able to bestow or strip any of the Mantles of Summer or Mantles of the Seelie Court.

Grant Wish (Su): You are able to grant any mortal being, fey or otherwise, one wish as if casting the *wish* spell for them (caster level same as for all fire spells ability). You are only ever able to perform this service one time for a given creature and also are under no obligation of any form to ever grant such a request.

Warp Reality (Su): For 1 mile around you on the Material Plane, you have complete control of reality. You can reshape the landscape, alter gravity, transmute the air to poison, turn people into mice, or innumerable other options at will. Typically, as The Elder you have strong tastes for warm and inviting landscapes filled with green and life, but you are not technically prevented from producing any specific effect. Only the direct intervention of a deity or similarly powerful being (like The Crone of Winter) can prevent or revert your alterations to reality, even once you have left a location. The only restrictions upon what can be altered are that unwilling creatures receive a Will save (DC = 10 + your character level or Hit Dice) and you can never kill a creature outright. Success on a Will save prevents you from using this ability on them for one year and one day. Using this ability to transmute a creature into an inanimate substance does not kill them; instead they become trapped in that new form and can be reverted to their natural state by

use of a *wish* or *miracle* spell. The Elder likes to use this ability often to take on the guise of many forms to walk among her people. The radius of this effect grows and shrinks with the Sovereignty of Summer (see above).

Summer's Love (Ex): You are unaffected by the negative effects to movement, visibility, or other penalties for being in, on, or exposed to heat, sand, vegetation and similar summer-themed hazards and dangers. You also gain a druid's woodland stride and trackless step abilities. Your woodland stride ability even applies against thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion.

Investiture Unlike the *Mantle of The Crone*, the *Mantle of the Elder* has been known to have been transferred at least one time. The exact circumstances of the prior bearer's death are not well understood, as some say she willingly sacrificed herself for the good of the Seelie Court to end the last Ice Age, while others say she merely grew weary of responsibility. Regardless, the current bearer was at the time the bearer of the *Mantle of The Queen of Land & Light* and seemed to gain the *Mantle of The Elder* as she passed out of the Natural World.

QUEEN OF LAND & LIGHT
(QUEEN OF SUMMER)

[+8 CR]

The Queen of Land & Light is the regent of the Demesne of Summer, though The Elder is technically more powerful than her. The current holder of this mantle is a young norn^{B3} that may or may not be literally the daughter of the current Queen-Mother. In the eyes of the mantle, it is immaterial. The Queen of Land & Light treats The Elder as she does all her people, with warmth, kindness, generosity, and unwavering support.

^{B3} *Pathfinder Roleplaying Game: Bestiary 3*

Geis: As the ruler of the Demesne of Summer, you are expected to be warm and generous in your thoughts, leaving aside logic. Whenever you act against this nature, allowing your actions to be governed by your hard logic, you suffer a cumulative -1 penalty to your Intelligence and Wisdom scores. This penalty can only be removed

at the discretion of The Elder, whom normally only forgives such a transgression once every few decades. There is an understandable loophole to this geis in the form of being allowed to rely on the logic or ruling of any previous action of any Queen of Summer as a justification for what you choose to do. Striking down an enemy because it is a threat (rather than for personal gain) or withholding resources in times of scarcity (rather than giving every last thing you had) have existing precedents to follow and thus exempt from such considerations. This is how, despite the geis, you are able to still lead the Demesne of Summer and the Seelie Court.

Benefit: While forced to look the role of a middle aged mother, age and fear of death from disease or similar failure of the body are irrelevant to you. While this does not grant you true immortality, you can only be killed by the purposeful action of an intelligent creature that takes said action knowingly. The Queen of Land & Light would never allow herself to become a meal to a hungry beast, nor allow frailty of the body, nor simple accident end her life.

Beyond this benefit, you gain the following special abilities:

Affect Weather (Su): Your presence creates a natural effect upon the weather. For a radius equal to your overall CR in miles, you affect the local weather as if you had completed casting a continual duration *control weather* spell, with the weather of the area slowly bending to your will. The weather naturally wants to become Summer-like for you, but when you first arrive in a location it starts at the normal weather for the season. After one hour of your presence, the season naturally moves one step closer to being Summer and what weather you can create changes as well. When your armies experience a victory over the Unseelie Court, you are instead treated as if you were a mythic caster of the spell of the augmented version and adds one mile to the area of effect. The presence of each additional Queen of Summer or the King of Spring decreases the time between steps by half and doubles the area of effect. You must keep your emotions in check, or the weather will fluctuate with it, so that

your anger brings violent storms or your sadness causes it to precipitate, etc. The radius of this effect grows and shrinks with the Sovereignty of Summer (see above).

All Fire Spells (Sp): You are able to cast any spell, arcane or divine, with the fire descriptor at will, from *spark* to *meteor storm* to *fire shield* (heat shield only). Your caster level for such spells is equal to your character level or Hit Dice + 8. All spells you cast use your Charisma score.

Anarchic Flaming Burst Weapons (Su): Any weapon wielded by you gains the *anarchic* and *flaming burst* weapon qualities as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Fire Subtype (Ex): You gain the fire subtype.

Command Seelie Fae (Su): All those whom claim allegiance to the Seelie Court are your subject. Your formal commands to an individual member then are treated as the spell *dominate monster* or a similar spell (caster level same as for all fire spells ability) if they try to resist you. If two or more royals of the Seelie Court (the three Queens of Summer or the King of Spring) use this ability on the same target to give conflicting commands, the subject instead becomes immune to the ability for 24 hours.

Entitle Mantle (Su): You are able to bestow any number of *Mantles of a Page of Summer*, *Mantles of a Man-at-Arms of Summer*, or *Mantles of a Knight-Errant of Summer* as you see fit. You also select the next bearer of the *Mantle of the Princess of Sun & Rain*. You are able to bestow or strip any of the Mantles of the Seelie Court.

Summer's Sorceress: You gain access to greater arcane spellcasting. If you already possess levels in an arcane spellcasting class, increase your level by +2. If you have no spellcasting class levels, you instead gain the sorcerer creature simple class template (see the *Pathfinder Roleplaying Game: Monster Codex* for more information). You also add all spells with the fire descriptor to your spells known or spellbook for free. This level and the normal adjustment to your CR from this template are already included in the CR adjustment of this mantle.

Summer's Love (Ex): You are unaffected by the negative effects to movement, visibility, or other penalties for being in, on, or exposed to heat, sand, vegetation and similar summer-themed hazards and

dangers. You also gain a druid's woodland stride and trackless step abilities. Your woodland stride ability even applies against thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion.

Investiture: While technically the bearer of the *Mantle of The Elder* chooses the next to bear the *Mantle of the Queen of Land & Light*, this choice is in fact already made for her in that the current bearer of the *Mantle of the Princess of Sun & Rain* instantly gains the mantle upon the current bearer's death or promotion to the *Mantle of The Elder*. Beyond this method, most believe the Elder could withdraw the mantle at anytime, and choose another successor.

PRINCESS OF SUN & RAIN
(QUEEN-APPARENT)

[+5 CR]

While the Queen of Land & Light is expected to allow her heart to rule over her mind, you are paradoxically expected to be logical in your actions. You are expected to show self-restraint and to consider your actions, even as your mother allows whims to dictate law in the Seelie Court. While this can possibly put you at odds with the Queen of Land & Light, your ability to make solidly logical declarations give her the ability to follow your example without violating her geis. You also know, no matter how angry your mother the Queen gets with you, your grandmother, the Elder, will always defend you and your actions. The current bearer of this mantle is a beautiful nymph that was a dear friend of the Queen when she was still the Princess.

Geis: Unlike almost all other fey of the Seelie Court, you are not only allowed to let logic and law dominate your life, you are expected to let them. While you are not specifically forbidden from relying on your emotions or listening to your heart, anytime you allow yourself to become overemotional you suffer a -1 penalty to your Wisdom and Charisma. This penalty can only be removed at the discretion of The Elder, whom normally only forgives such a transgression after a few years have passed.

The purpose of this geis seems to be teach the Princess how think with a clear head and in a logical manner necessary to rule.

Benefit: While forced to look the role of a young maiden, age and fear of death from disease or similar failure of the body are irrelevant to you. While this does not grant you true immortality, you can only be killed by the purposeful action of an intelligent creature that takes said action knowingly. The Princess of Sun & Rain would never allow herself to become a meal to a hungry beast, nor allow frailty of the body, nor simple accident end her life.

Beyond this benefit, you gain the following special abilities:

Affect Weather (Su): Your presence creates a natural effect upon the weather. For a radius equal to your overall CR in miles, you affect the local weather as if you had completed casting a continual duration *control weather* spell, with the weather of the area slowly bending to your will. The weather naturally wants to become Summer-like for you, but when you first arrive in a location it starts at the normal weather for the season. After one hour of your presence, the season naturally moves one step closer to being Summer and what weather you can create changes as well. When your armies experience a victory over the Unseelie Court, you are instead treated as if you were a mythic caster of the spell of the augmented version and adds one mile to the area of effect. The presence of each additional Queen of Summer or the King of Spring decreases the time between steps by half and doubles the area of effect. You must keep your emotions in check, or the weather will fluctuate with it, so that your anger brings violent storms or your sadness causes it to precipitate, etc. The radius of this effect grows and shrinks with the Sovereignty of Summer (see above).

All Fire Spells (Sp): You are able to cast any spell, arcane or divine, with the fire descriptor at will, from *spark* to *meteor storm* to *fire shield* (heat shield only). Your caster level for such spells is equal to your character level or Hit Dice + 5. All spells you cast use your Intelligence score.

Fire Subtype (Ex): You gain the fire subtype.

Command Seelie Fae (Su): All those whom claim al-

legiance to the Seelie Court are your subject. Your formal commands to an individual member then are treated as the spell *dominate monster* or a similar spell (caster level same as for all fire spells ability) if they try to resist you. If two or more royals of the Seelie Court (the three Queens of Summer or the King of Spring) use this ability on the same target to give conflicting commands, the subject instead becomes immune to the ability for 24 hours.

Entitle Mantle (Su): You are able to bestow any number of *Mantles of a Page of Summer*, *Mantles of a Man-at-Arms of Summer*, or *Mantles of a Knight-Errant of Summer* as you see fit. You are able to bestow or strip any of the Mantles of the Seelie Court. You are expected to only ever bestow a single person with the *Mantle of Princess's Betrothed*, as this choice of consort is expected to be made as a logical choice, not "out of love."

Flaming Burst Weapons (Su): Any weapon wielded by you gains the *flaming burst* weapon quality as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Summer's Wizard: You gain access to greater arcane spellcasting. If you already possess levels in an arcane spellcasting class, increase your level by +1. If you have no spellcasting class levels, you instead gain the wizard creature simple class template (see the *Pathfinder Roleplaying Game: Monster Codex* for more information). You also add all spells with the fire descriptor to your spells known or spellbook for free. These levels and the normal adjustment to your CR from this template are already included in the CR adjustment of this mantle.

Summer's Love (Ex): You are unaffected by the negative effects to movement, visibility, or other penalties for being in, on, or exposed to heat, sand, vegetation and similar summer-themed hazards and dangers. You also gain a druid's woodland stride and trackless step abilities. Your woodland stride ability even applies against thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion.

Investiture: The current bearer of the *Mantle of the Queen of Land & Light* can grant or withdraw this mantle at will. Typically this process requires a simple ceremony of taking the blood from the prior bearer and drawing an eldritch mark upon the new bearer, but it is unknown if

this is simple dressed up pomp and circumstance or a necessary step.

THE CONSORT
(TO THE QUEEN OF LAND & LIGHT) [+1 CR]

The Queen of Land & Light is allowed to be driven by her emotions, but you need to be her steady rock and confidante. This mantle is often given to someone already holding either the *Knight-Errant of Summer* or *Knave of Summer* mantles, which they retain. The current bearer of this mantle is a erlking^{B4} that most feel the Queen doesn't really love, but chose for more political reasons related to the Weald.

^{B4} *Pathfinder Roleplaying Game: Bestiary 4*

Geis: You must challenge all commands of the Summer Queen, using a cool and rationale mind. Failure to do so physically weakens you, giving you a -1 penalty to Strength, Dexterity, and Constitution each time you follow her blindly. Unlike most members of the Seelie Court, her command Seelie fae ability does not work on you. You must be persuaded to follow her commands, or your relationship to her is meaningless.

Benefit: You are able to resist the commands of the Queens. As being chosen as the paramour of the Queen of Summer, you are naturally immune to her command Seelie fae ability. While not immune to the same abilities of the other Queens of Summer, you gain a +10 enhancement bonus against their use of the abilities, and even if you fail a check may make a new saving throw against the effect in the dead of night, when the Summer Queens' magics are at their weakest. Additionally, as you are meant to rule at her side for many years to come, you gain her immunity to death by aging, typically being locked into your age at the time you are bestowed the mantle.

Investiture: Typically, the bearer of the *Mantle of The Princess's Betrothed* gains this mantle as his partner takes on the *Mantle of the Queen of Land & Light*. Only death is likely to free you of this mantle once borne, though The Elder is expected to able to strip the unworthy of it.

THE BETROTHED
(TO THE PRINCESS OF SUN & RAIN) [+0 CR]

While the ideals of the Demesne of Summer prize emotional decision making over rationale, calculated deliberation, the Princess of Sun & Rain must be allowed to live a different life, and you are her chosen companion in these pursuits. You are needed to make sure she is kept thinking in logical manners and not simply following her heart. This mantle is often given to someone already holding either the *Knight-Errant of Summer* or *Knave of Summer* mantles, which they retain. The current Princess has not yet given this mantle out to anyone.

Geis: You must challenge all commands of the Summer Princess, using a cool and rationale mind. Failure to do so physically weakens you, giving you a -1 penalty to Strength, Dexterity, and Constitution each time you follow her blindly. Unlike most members of the Seelie Court, her command Seelie fae ability does not work on you. You must be persuaded to follow her commands, or your relationship to her is meaningless.

Benefit: You are able to resist the commands of the Queens. As being chosen as the paramour of the Princess of Summer, you are naturally immune to her command Seelie fae ability. While not immune to the same abilities of the other Queens of Summer, you gain a +10 enhancement bonus against their use of the abilities, and even if you fail a check may make a new saving throw against the effect in the dead of night, when the Summer Queens' magics are at their weakest. Additionally, as you are meant to rule at her side for many years to come, you gain her immunity to death by aging, typically being locked into your age at the time you are bestowed the mantle.

Investiture: The *Mantle of The Princess's Betrothed* is borne by the one fey chosen by the Princess of Sun & Rain. Generally, the Summer Princess bestows this mantle onto a new paramour with a kiss. Once chosen, this arrangement is a marriage that is meant to last a

Princess's rule to be a Queen. It is assumed only The Elder is able to strip a person of this mantle once bestowed.

THE JESTER (JOKER OF SUMMER) [+4 CR]

Only one may bear the *Mantle of the Jester* at a time, which is given out solely by the Queen of Land & Light, and most would consider it an honor to bear. You may bear other Summer Mantles while holding this one as well, though that is not a necessity. The current bearer is a satyr bard with a terrible sense of humor but a good heart, that some feel the Queen is overly affectionate toward.

Geis: The bearer of the *Mantle of The Jester* must only speak the truth. While many may not see this as a geis, when you are the main performer in a Court of powerful individuals, it becomes dangerous to tell people what you really think. Jesters which choose to knowingly lie suffer physical pains in the form of taking non-lethal damage depending upon the nature of the lie. Typically 1d6 nonlethal damage for "white lies" and 3d6 for standard lies, while big lies, especially to important people can lead to the target of the lie's overall CR in d6 nonlethal damage. There is no method short of the intervention of a god or The Elder to prevent this damage as it is viewed as she is the one enforcing this geis. This danger to themselves may be why many Jesters choose to speak in rhyming riddles and to tell jokes so much, it softens the blow or allows them to reduce the strength of a lie to just a "innocent" white lie.

Benefit: You gain the following special abilities:

Flaming Weapons (Su): Any weapon wielded by you gains the *flaming* weapon quality as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Steal Bond (Su): You possess the unique ability among your Demesne to release any bearer of a Page's or Squire's mantle from their current master, taking them on temporarily yourself. This is most often used to protect a Page or Squire that is being unnecessarily punished for their actions. This bond

can only last for a number of risings of the sun equal to your character level or Hit Dice. After this time, the mantle they possess dissipates if they do not find a new source of power like another Knight or Knave. A Jester is even able to restore a mantle to a former bearer using this ability, though only if the bearer has not been through a sunrise since it was removed.

Summer's Love (Ex): You are unaffected by the negative effects to movement, visibility, or other penalties for being in, on, or exposed to heat, sand, vegetation and similar summer-themed hazards and dangers. You also gain a druid's woodland stride and trackless step abilities.

Weal or Woe (Su): You can bring harm or fortune to those with whom you deal. As a standard action, you can bestow a curse (–2 penalty on attack rolls, saves, ability checks, and skill checks until the curse is removed) or a boon (+2 bonus on attack rolls, saves, ability checks, and skill checks for 24 hours). A targeted creature can resist the curse with a successful Will save. The save DC is Charisma-based.

Investiture: Only the current Queen of Land & Light may bestow this mantle, and it is borne at her discretion.

KNIGHT-ERRANT OF SUMMER (KNIGHT OF SUMMER)

[+3 CR]

You are a, more or less, loyal member of the Army of Summer in the Seelie Court. You serve at the discretion of the various Queens of Summer and have attained this rank and mantle typically for service to the Seelie Court. There can be many bearers of the *Mantle of a Knight-Errant of Summer*, though the exact number people believe is based on the life energies collected by the sidhe of the Seelie Courts. You are also able to take on Pages and Squires.

Geis: You serve in the Demesne of Summer's army. You must obey the commands of your Queens and any officers they put above you. You may not engage in combat with members of the Unseelie Court without express permission from a superior officer or one of the Summer Queens. Doing so, or otherwise not obeying a direct command from a superior, revokes your access to this

mantle and may jeopardize your Mantle of the Seelie Court as well.

Benefit: You gain the following special abilities:

Bonus Combat Feats: You gain a number of bonus combat feats based on your overall character level or Hit Dice. You gain one bonus combat feat per five character levels or Hit Dice (minimum 1). You count as at least a 4th level fighter to qualify for feats, and if you possess levels as a fighter or similar class, your effective fighter level is +4 levels higher.

Entitle Mantle (Su): You are able to give out one *Mantle of a Man-at-Arms of Summer* per ten character levels or Hit Dice you possess. You are able to give out one *Mantle of a Page of Summer* per five character levels or Hit Dice you possess.

Flaming Burst Weapons (Su): Any weapon wielded by you gains the *flaming burst* weapon quality as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Summer's Embrace (Ex): You gain the druid's woodland stride and trackless step abilities. You also gain an energy resistance against cold equal to 5 + 5 per four character levels or Hit Dice you possess.

Investiture: You bear your mantle at the discretion of one of the Queens of Summer. Whichever Queen knighted you is normally the only one able to strip you of this power, though your actions may strip you automatically if you violate the geis, knowingly or unknowingly. Once so stripped, a Summer Queen must restore you with this honor. Knighting typically is a public ceremony similar to knighting within the mortal realm.

KNAVE OF SUMMER (JACK OF SUMMER)

[+3 CR]

Your usefulness to the Demesne of Summer goes beyond simple martial strength. Instead, a Queen of the Demesne of Summer has bestowed you with this mantle to aid you in your service to the Seelie Court.

Geis: You serve in the Demesne of Summer's army. You must obey the commands of your Queens and any officers they put above you. You may not engage in combat with members of the Unseelie Court without express permis-

sion from a superior officer or one of the Summer Queens. Doing so, or otherwise not obeying a direct command from superior, revokes your access to this mantle and may jeopardize your Mantle of the Seelie Court as well.

Benefit: You gain the following special abilities:

Entitle Mantle (Su): You are able to give out one *Mantle of a Page of Summer* per five character levels or Hit Dice you possess.

Fire Spell Focus (Ex): You gain the Elemental Focus feat for fire energy. If you are not a spellcaster or already possess the Elemental Focus feat, instead you gain the Skill Focus feat for any skill of your choosing.

Flaming Weapons (Su): Any weapon wielded by you gains the *flaming* weapon quality as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Summer's Embrace (Ex): You gain the druid's woodland stride and trackless step abilities. You also gain an energy resistance against cold equal to 5 + 5 per four character levels or Hit Dice you possess.

Investiture: You bear your mantle at the discretion of one of the Queens of Summer. Whichever Queen made you a Knave is normally the only one able to strip you of this power, though your actions may strip you automatically if you violate the geis, knowingly or unknowingly. Once so stripped, a Summer Queen must restore you with this honor. Becoming a Knave is a public ceremony similar to being made a councilor to a king within the mortal realm.

MAN-AT-ARMS OF SUMMER
(SQUIRE OF SUMMER)

[+2 CR]

The bearer of the *Mantle of a Man-at-Arms of Summer* is being groomed to become a knight in the service of the Demesne of Summer and Seelie Court.

Geis: Your servitude to your chosen Knight-Errant of Summer continues. Their rights of what they may ask of you extend to the point of almost certain death. By this, they may compel you to complete any task asked unless it would clearly lead directly to your death.

Refusing to complete any such command of the Knight you owe allegiance inflicts a -1 penalty on each of your physical attributes (Strength, Dexterity, and Constitution). This penalty can never lower any attribute to less than 0. Each new command refused can further reduce your attributes and these penalties can only be removed by either the offended Knight, a Queen of Summer, or a *limited wish*, *wish*, or *miracle* spell. Wise Squires always seek express permission of their Knights in almost any action, or at least standing commands, before making too many rash decisions.

Benefit: You gain the following abilities:

Armor & Weapon Proficiency (Ex): You are proficient in any armor or weapons gifted to you by the Summer Knight you serve. You also gain proficiency in all shields, including tower shields, and gain the Shield Focus feat for free as well.

Flaming Weapons (Su): Any weapon wielded by you gains the *flaming* weapon quality as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Gifted Gear: A Knight is expected to provide their Squire with appropriate gear. Those Knights whom fail to provide adequate gear may receive the ire of the Queens, or find other Knights try to "steal" especially loyal and useful Squires for themselves. The value of this gear is typically more than a character of your level could normally possess (use NPC gear of a character two levels higher).

Shieldbearer of Summer (Su): While wielding a shield, you gain an energy resistance to cold equal to 5. Simply having any shield equipped is enough. While so equipped, you are treated as having the druid's woodland stride ability.

Investiture: Knights, Knaves, and Queens are able to bestow this mantle upon a bearer. Whoever bestowed a mantle may also take it back. Bestowing a mantle like this is often a public affair, though "field promotions" of a Page to a Man-at-Arms to replace a fallen comrade are both common and held as being honorable. A Knight with an available mantle may give this mantle to someone else's Man-at-Arms, but the Man-at-Arms must accept the new mantle as well. Though considered rude, there are a num-

ber of legitimate reasons why a Man-at-Arms would agree to this arrangement and some where a Knight may even not take offense.

PAGE OF SUMMER

[+1 CR]

A Page of the Demesne of Summer is a nice word for a servant of a Knight or Knave. Most members of the Demesne of Summer are able to bestow at least one such mantle and it effectively “buys” the person’s loyalty on pain of death (see geis).

Geis: You are indentured to a member of the Demesne of Summer, typically a specific Knight or Knave, though it may even be directly to a Queen or to the Seelie Court, etc. The person bestowing this mantle on you cannot ask you to perform any task against your will which would harm you or lead to your death, but you may take on such a task willingly. Despite this provision, Pages that refuse to complete tasks are viewed as little more than hired help by the Demesne of Summer, and though they could appeal to one of the Summer Queens for mercy, it is the right of a Knight, Knave, or other to punish Pages as they see fit. All Pages must obey the command of any Queen of Summer over the commands of their normal master, though this is rarely done.

Benefit: You gain the following benefits:

Token Use (Su): A sidhe may give a Page of Summer a token using their skill blessing ability. You are not able to have your life drained away by the sidhe, but it still takes up one use of that ability from the sidhe’s total number of tokens possible.

Quenching Weapons (Su): Any weapon wielded by you gains the *thawing*^{UE} weapon quality as long as it remains in your grasp. Your natural attacks gain this benefit as well.

^{UE} *Pathfinder Roleplaying Game: Ultimate Equipment*

Summer’s Kiss (Su): You are treated as having the druid’s woodland stride ability when performing any task related to a command from a superior of the Demesne of Summer.

Investiture: To become a bearer of the *Mantle of a Page of Summer* you must find a sponsor. Knights, Knaves, and Queens can typically bestow this mantle. Whoever bestows such a mantle is



also typically the one able to remove it, so you bear it at their discretion.

Demesne of Spring (Chaotic Good)

The Demesne of Spring is ruled in a laissez-faire manner by The Green Man and His Wife. Unlike the Demesne of Summer, he technically shares his throne with no other, meaning he is the sole leader of the Demesne of Spring. The woman known as His Wife, thus titled because the Queens of Summer are unwilling to recognize her in her proper role as the Queen of Spring, is not fully recognized within the Seelie Court, though she in fact has the same rights as The Green Man, but only within the Demesne of Spring.

The Green Man allows only those with good intentions (and typically good alignments) into his Free People, and is vehemently defensive of his people and their freedom to live as they see fit. Despite being their king, The Green Man rarely commands anyone to do anything, believing that, like each seed in the Spring time soil, they will choose to grow and blossom when they are ready. It is common to hear a Freeman of Spring to exclaim, "Your right to swing your arm leaves off where my right not to have my nose struck begins." This core concept is the starting point of settling most arguments within Spring.

Sovereignty of Spring: In an average year, the Sovereignty of Spring begins at Imbolc (the date halfway between the Winter Solstice and the Spring Equinox) and lasts until Beltane (the date halfway between the Spring Equinox and Summer Solstice). Each week from Imbolc until the Spring Equinox, all seasonally-dependent powers of the mantles increase by a cumulative +1, reaching their normal maximum as listed no later than the Spring Equinox. Each week from

the Spring Equinox to Beltane, all seasonally-dependent powers of the mantles decrease by a cumulative -1, reaching their normal minimum as listed no later than Beltane. From Beltane to Imbolc, the seasonally dependent powers remain at their minimum.

MANTLES OF SPRING

The following mantles can only be held by someone with either the *Ally of the Seelie Court* mantle, or the *Sidhe of the Seelie Court* mantle. The mystical energies of those mantles power these mantles and if the bearer loses access to a mantle (for instance, by violating the geis of the mantle they hold) they also lose access to the following mantles.

The bearer of any of the following mantles is considered part of the Demesne of Spring and gains the following ability while bearing an active Mantle of Spring.

Blessings of Spring (Su): Members of the Demesne of Spring are less affected by the erratic weather of the Spring. They are treated as if constantly under the effects of an *endure elements* spell and have a minimum resistance to fire energy of 5 and minimum resistance of electricity energy of 10. During the Sovereignty of Spring, these values adjust (see Sovereignty of Spring above). The maximum value for either resistance of any bearer is equal to 10 + their overall CR (including the CR gained by bearing the mantle). During the dark hours on the day of the Autumn Equinox, all members of Spring suffer a negative to all checks made equal to the CR of the Mantles of Spring that they hold.

THE GREEN MAN (KING OF SPRING) [+8 CR]

The Green Man, or a vestige of him, appears in many different ways in many different cultures around the world. His image can be found peeking out from stained glass windows, stone faces of a gargoyle, or in woodblock prints. Sometimes appearing completely covered in green leaves, other times spitting out leaves, or even sprouting leaves and the like out of his eyes, nose, mouth, etc., he embodies the Seelie ideals of self-ex-

pression by changing both each year and each season. While his physical form is self-expressive, his ideology is to be as free as one can be while still living in an ordered society. There is a war to fight after all. The Green Man is currently a high-level faun^{B3} ranger.

^{B3} *Pathfinder Roleplaying Game: Bestiary 3*

Geis: Freedom is paramount to those in the Demesne of Spring, and you are the guardian of your Free Peoples' ability to remain free. While you have the ability to command your people, you must rarely do it and only in dire need. Beyond this, while decrees and other orders are a necessary part of ruling, you must not limit the rights of your people by such decrees. In the eyes of Spring, a person's rights extend to the point that they would begin to limit someone else's. Thus, forbidding people from entering a certain part of the forest is unacceptable, but commanding your people to not harm any type of a certain creature or to never enter a creature's home are acceptable. Your orders, even those using your command Seelie fae ability, can be ignored if a creature can merely think of how the way you worded your order does only limits them without impacting another. You lose your Spring's renewal and true freedom abilities for 24 hours if you make a decree and even one of your subjects is able to find it limits them unnecessarily.

Benefits: While forced to look the role of a man with foliage sprouting from your body, age and fear of death from disease or similar failure of the body are irrelevant to you. While this does not grant you true immortality, you can only be killed by the purposeful action of an intelligent creature that takes said action knowingly. The Green Man would never allow himself to become a meal to a hungry beast, nor allow frailty of the body, nor simple accident end his life.

Beyond this benefit, you gain the following special abilities:

Affect Weather (Su): Your presence creates a natural effect upon the weather. For a radius equal to your overall CR in miles, you affect the local weather as if you had completed casting a continual duration

Divergences of Spring & Autumn

Similar to how the mantles of the Demesnes of Summer and Winter parallel one another in design, the mantles of the Demesnes of Spring and Autumn correlate to one another. Instead of blending a triple goddess and the face cards of playing cards, the Spring and Autumn mantles more closely reflect chess blended with fertility and harvest pagan beliefs. Each of these two Demesnes has similar mantles, but in my original design I had hoped to take advantage of the concept of "fairy chess," which is a catch-all term for a number of chess problems and alternate forms of chess that have variously existed. These games differ from "orthodox" chess in having new rules, new conditions, different sized boards, or new chess pieces. I had hoped to have at one Demesnes' mantles include fairy chess pieces like the Princess (knight + bishop), Empress (knight + rook), Grasshopper, Nightrider, Berolina Pawn, Ferz, Wazir, Mann, and even other even more bizarre pieces from games similar to chess found the world over. It became a problem though making sure I presented each Demesne as roughly equal to their counterpart though and I abandoned the project. I recommend to creative gamemasters that they research some of these "fairy chess pieces" and create new mantles specific to each Demesne.

control weather spell, with the weather of the area slowly bending to your will. The weather naturally wants to become Spring-like for you, but when you first arrive in a location it starts at the normal weather for the season. After one hour of your presence, the season naturally moves one step closer to being Spring and what weather you can create changes as well. When your armies experience a victory over the Unseelie Court, you are instead

treated as if you were a mythic caster of the spell of the augmented version and adds one mile to the area of effect. The presence of each additional Queen of Summer decreases the time between steps by half and doubles the area of effect. You must keep your emotions in check, or the weather will fluctuate with it, so that your anger brings violent storms or your sadness causes it to precipitate, etc. The radius of this effect grows and shrinks with the Sovereignty of Spring (see above).

Anarchic Shocking Burst Weapons (Su): Any weapon wielded by you gains the *anarchic* and *shocking burst* weapon qualities as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Command Seelie Fae (Su): All those whom claim allegiance to the Seelie Court are your subject. Your formal commands to an individual member then are treated as the spell *dominate monster* or a similar spell (caster level same as true freedom ability) if they try to resist you. If two or more royals of the Seelie Court (the three Queens of Summer or the King of Spring) use this ability on the same target to give conflicting commands, the subject instead becomes immune to the ability for 24 hours. Your geis affects only those in the Demesne of Spring, not those of the Demesne of Summer in the Seelie Court.

Changing with the Seasons (Ex): Your physical form changes from that of a youth new to adulthood in the Winter, to a man in his prime in Spring, followed by a middle aged man in Summer, and finally an elderly man in Autumn. Foliage, coloration of your skin, or other qualities of your appear change with each season, with fresh, new green leaves that sprouted on your face in the Spring, growing to full size in Summer, then turning golden brown in Autumn, and finally falling off in the Winter. You gain +2 to all physical attributes (Strength, Constitution, and Dexterity) in Spring and take a -2 penalty to them in the Autumn, with no adjustments to your attributes in Summer or Winter. This does not count as an aging effect and can neither be suppressed or otherwise overcome.

Entitle Mantle (Su): You are able to bestow any number of *Mantles of a Yeoman of Spring*, *Mantles of a Freeman of Spring*, *Mantles of a Rector of Spring*, and up to two *Mantles of a Castellan*

of Spring as you see fit. You are able to bestow or strip any of the Mantles of the Seelie Court. You are the only person able to bestow someone with the *Mantle of His Wife*, though they hold it only at your discretion.

Lord of Song & Dance (Ex): You gain access to the abilities of a bard. If you already possess levels in the bard class, increase your level by +2. If you have no bard levels, you instead gain the bard creature simple class template (see the *Pathfinder Roleplaying Game: Monster Codex* for more information). You also add all spells from the ranger class to your spells known for free. These levels and the normal adjustment to your CR from this template are already included in the CR adjustment of this mantle.

Green Man (Ex): You count as your normal types and subtypes but also as a plant type creature. You gain immunity to all mind-affecting effects, paralysis, poison, polymorph, sleep effects, and stunning. You breathe and eat, but do not need to sleep. Do not recalculate your Hit Dice, skill points, etc.

Spring's Renewal (Su): You gain the universal monster ability of regeneration 5 (cold, electricity). In addition, if you die during the Spring, you *reincarnate* as if you had cast the spell of the same name on yourself. Death during any other season is handled normally.

True Freedom (Su): In addition to always being treated as if affected by the *freedom of movement* spell, you can cast the spell *freedom* at will on yourself or others. You are only able to affect those initiated into the War of Seasons, from those bearing the *Mantle of the Friend of the Fey*, all the way up to the other royalty of the Seelie and Unseelie Court. Your caster level for these spells is equal to your character level or Hit Dice + 8. All spells you cast use your Charisma score. You also gain the druid's trackless step ability.

Wild Empathy (Ex): You gain a druid's wild empathy class ability, using your character level or Hit Dice + 8 as your effective druid level. If you already possess this ability from a class feature, double your Charisma bonus to your rolls and you do not take a penalty to use this ability on magical beasts or creatures.

Investiture: It is unknown how many have borne the *Mantle of The Green Man*, for each season his image appears differently and each

new Spring, he never looks quite the same as previous years. Whether this is because the bearer changes each season, or merely that each Spring's growth reflects a change in the bearer is known to only him and maybe His Wife. The one time The Green Man was known to have died out of Spring (when he reincarnates automatically), no one bore this mantle or His Wife's until the Spring, when a new The Green Man appeared at the Seelie Court with His Wife. Most believed he was a Freeman of Spring that had died in the same battle as the former Green Man, but he would not speak of that time.

HIS WIFE
(CONSORT TO THE KING OF SPRING) [+6 CR]

While some would take offense at being known only as "His Wife," the consort of the King of Spring wears the title as a badge of honor. Not because of the domestic connotation, but because the reason she holds this title is that it began as a disparaging term flung around by the Queens of Summer and their people as they refused to recognize her as a true Queen of Autumn. Taking the term from them and making it the word spoken with either reverence (by her own people, whom also call her Mother Spring) or fear by others has made bearing it worth the price. His Wife can seem cheery most of the time, but it is important to remember that the storms of Spring clear away the worst of Winter. His Wife's appearance always adjusts to match The Green Man's, with new seasons and new years. His Wife is currently an advanced nymph.

Geis: Though viewed as a ruler within the Demesne of Spring, you are held to the same expectations as The Green Man when it comes to commanding the Free People. If you violate the geis by forcing someone to do something that limits their own rights, your physical form weakens, as you suffer a -1 penalty to Strength, Constitution and Dexterity. You take an additional -1 penalty for each additional command given. You regain these penalties by one point each sunrise until back to zero penalty. No other power can negate

these penalties short of divine intervention.

Benefit: You are able to resist the commands of the King of Spring and Queens of Summer. As being chosen as the consort of the King of Spring, you are naturally immune to his command Seelie fae ability. While not immune to same abilities of the Queens of Summer, you gain a +10 enhancement bonus against their use of the abilities, and even if you fail a check may make a new saving throw against the effect in the dead of night, when the Summer Queens' magics are at their weakest. Additionally, as you are meant to rule at his side for many years to come, you gain his immunity to death by aging, typically being locked into your age at the time you are bestowed the mantle.

Beyond this benefit, you gain the following special abilities:

Command Spring Fae (Su): All those whom claim allegiance to the Demesne of Spring are under your command. Your formal commands to an individual member then are treated as the spell *dominate monster* or a similar spell (use the rules for your freedom ability to calculate caster level, etc.) if they try to resist you. The King of Spring can automatically override any command you give. If this occurs to a member of the Demesne of Spring, the subject becomes immune to your for 24 hours. This ability is limited in by the same geis that affects The Green Man's ability to command the Free People of Spring.

Changing with the Seasons (Ex): Your physical form changes from that of a youth new to adulthood in the Winter, to a woman in her prime in Spring, followed by a middle aged woman in Summer, and finally an elderly woman in Autumn. Foliage, coloration of your skin, or other qualities of your appear change with each season, with fresh, new green leaves that sprouted on your face in the Spring, growing to full size in Summer, then turning golden brown in Autumn, and finally falling off in the Winter. You gain +2 to all physical attributes (Strength, Constitution, and Dexterity) in Spring and take a -2 penalty to them in the Autumn, with no adjustments to your attributes in Summer or Winter.

Entitle Mantle (Su): You are able to bestow

any number of *Mantles of a Yeoman of Spring*, *Mantles of a Freeman of Spring*, and *Mantles of a Rector of Spring* as you see fit. You are unable to bestow or strip any of the Mantles of the Seelie Court, as the Queens of Summer refuse to recognize your nobility.

Freedom (Su): In addition to always being treated as if affected by the *freedom of movement* spell, you can cast the spell *freedom of movement* at will on others. You are only able to affect those initiated into the War of Seasons, from those bearing the *Mantle of the Friend of the Fey*, all the way up to the other royalty of the Seelie and Unseelie Court. Your caster level for these spells is equal to your character level or Hit Dice + 5. All spells you cast use your Wisdom score.

Mother Spring (Su): You gain access to the abilities of a druid. If you already possess levels in the druid class, increase your level by +1. If you have no druid levels, you instead gain the druid creature simple class template (see the *Pathfinder Roleplaying Game: Monster Codex* for more information). You also add all spells from the bard class to your possible spells for free. These levels and the normal adjustment to your CR from this template are already included in the CR adjustment of this mantle.

Rebirth (Sp): You are able to cast *reincarnate* at will on creatures that held a Mantle of Spring. These creatures can have been dead for as long as one day before casting the spell. Calculate your caster level and bonuses for this ability the same way you do for your freedom ability.

Shocking Burst Weapons (Su): Any weapon wielded by you gains the *shocking burst* weapon quality as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Investiture: The *Mantle of His Wife* is borne at the leisure of the King of Spring. He may withdraw it or grant it to whom he sees fit, needing only to have line of sight of the target creature. Generally, The Green Man bestows this mantle onto a new bearer by literally marrying her (using a druidic ceremony). To maintain this mantle, you need only stay in the King's good graces. The Green Man rarely changes his wives, though each Spring, the whole Demesne is atwit-

ter with the possibility that the current bearer will be going out of fashion. If the mantle bearer of The Green Man dies out of Spring, you lose your mantle as His Wife when his mantle disappears.

CASTELLAN OF SPRING
(ROOK OF SPRING)

[+5 CR]

While the Demesne of Summer is able to divide its work between its three Queens, the King of Spring, The Green Man, has only His Wife to rely on and she is often busy herself. He is thus able to bestow two chosen with the Mantle of a Castellon of Spring. You have an almost unprecedented level of control within the Demesne of Spring, second only to The Green Man and His Wife, whom rarely contradict their Castellans. The current Castellans are a female faun and a satyr, which are rumored to be former lovers. The one time a King of Spring was known to have died while out of the Season of Spring, and thus did not automatically reincarnate, the Castellans became the de facto stewards of Spring in his stead till his return the next Spring.

Geis: Though viewed as a ruler within the Demesne of Spring, you are held to the same expectations as The Green Man when it comes to commanding the Free People. If you violate the geis by forcing someone to do something that limits their own rights, your physical form weakens, as you suffer a -2 penalty to Strength, Constitution and Dexterity. You take an additional -2 penalty for each additional command given. You regain these penalties by one point each sunrise until back to zero penalty. No other power can negate these penalties short of divine intervention.

Benefit: You are able to resist the commands of the King of Spring and His Wife. As being chosen as a Castellan of Spring to the King of Spring, you gain a +10 enhancement bonus against his use of the abilities, and even if you fail a check may make a new saving throw against the effect at sunset, when the King's magics are at their weakest. Your bonus against the commands of His Wife increases to +15.

Beyond this benefit, you gain the following

special abilities:

Breaker of Chains (Sp): You may cast *freedom of movement* on a willing creature. You are able to cast this spell a number of times per day equal to your overall CR, and your overall CR counts as your caster level for this spell. This is a Charisma-based spell-like ability.

Command Spring Fae (Su): All those whom claim allegiance to the Demesne of Spring are under your command. Your formal commands to an individual member then are treated as the spell *dominate monster* or a similar spell (use the rules for your breaker of chains ability to calculate caster level, etc.) if they try to resist you. The King of Spring and His Wife can automatically override any command you give. If this occurs to a member of the Demesne of Spring, the subject becomes immune to your for 24 hours. This ability is limited in by the same geis that affects The Green Man's ability to command the Free People of Spring.

Steal Bond (Su): You possess the ability among your Demesne to release any bearer of a Yeoman's mantle from their current master, taking them on temporarily yourself. This is most often used to protect a Yeoman that is being unnecessarily punished for their actions. This bond can only last for a number of risings of the sun equal to your character level or Hit Dice. After this time, the mantle they possess dissipates if they do not find a new source of power like another Freeman or Rector. You are even able to restore a mantle to a former bearer using this ability, though only if the bearer has not been through a sunrise since it was removed.

Investiture: The *Mantle of Castellan of Spring* is borne at the leisure of the King of Spring. He may withdraw it or grant it to whom he sees fit, needing only to have line of sight of the target creature. Generally, The Green Man bestows this mantle onto a new councilor in a public ceremony. To maintain this mantle, you need only stay in the King's good graces.

RECTOR OF SPRING (BISHOP OF SPRING) [+4 CR]

Your usefulness to the Demesne of Spring goes beyond simple martial strength. Instead, The Green Man or His Wife has bestowed you

with this mantle to aid you in your service to the Seelie Court.

Geis: You serve in the Demesne of Spring's army. You must obey the commands of your King and any officers they put above you, unless you can show they unduly limit your freedom. You may not engage in combat with members of the Unseelie Court without express permission from a superior officer or The Green Man. Doing so, or otherwise not obeying a direct command from superior, revokes your access to this mantle and may jeopardize your Mantle of the Seelie Court as well.

Benefit: You gain the following special abilities:

Electricity Spell Focus (Ex): You gain the Elemental Focus feat for electricity energy. If you are not a spellcaster or already possess the Elemental Focus feat, instead you gain the Skill Focus feat for any skill of your choosing.

Entitle Mantle (Su): You are able to give out one *Mantle of a Yeoman of Spring* per five character levels or Hit Dice you possess.

Shocking Weapons (Su): Any weapon wielded by you gains the *shocking* weapon quality as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Sovereign Freedom (Su): During the Sovereignty of Spring, from Imbolc to Beltane, you are treated as if constantly under the effects of a *freedom of movement* spell. The rest of the year, you may cast *freedom of movement* on yourself only once per day. Your overall CR counts as your caster level for this spell. This is a Charisma-based spell-like ability.

Wild Empathy (Ex): You gain a druid's wild empathy class ability, using your character level or Hit Dice as your effective druid level. If you already possess this ability from a class feature, double your Charisma bonus to your rolls and you do not take a penalty to use this ability on magical beasts or creatures.

Investiture: You bear your mantle at the discretion of The Green Man and His Wife. Either one, or the Castellans, are able to strip you of this power, though your actions may strip you automatically if you violate the geis, knowingly or unknowingly. Once so stripped, the

King of Spring must restore you with this honor. Becoming a Rector is a public ceremony similar to being made a councilor to a king within the mortal realm.

FREEMAN (KNIGHT OF SPRING)**[+4 CR]**

You are, more or less, loyal member of the Army of Spring in the Seelie Court. You serve at the discretion of The Green Man and His Wife, and have attained this rank and mantle typically for service to the Seelie Court. There can be many bearers of the *Mantle of a Freeman of Spring*, though the exact number people believe is based on the life energies collected by the sidhe of the Seelie Courts. You are also able to take on Yeomen.

Geis: You serve in the Demesne of Spring's army. You must obey the commands of your King and any officers they put above you, unless you can show they unduly limit your freedom. You may not engage in combat with members of the Unseelie Court without express permission from a superior officer or The Green Man. Doing so, or otherwise not obeying a direct command from superior, revokes your access to this mantle and may jeopardize your Mantle of the Seelie Court as well.

Benefit: You gain the following special abilities:

Bonus Combat Feats: You gain a number of bonus combat feats based on your overall character level or Hit Dice. You gain one bonus combat feat per four character levels or Hit Dice (minimum 1). You count as at least a 5th level fighter to qualify for feats, and if you possess levels as a fighter or similar class, your effective fighter level is +5 levels higher.

Entitle Mantle (Su): You are able to bestow one *Mantle of a Yeoman of Spring* per five character levels or Hit Dice you possess.

Grounded Shocking Weapons (Su): Any weapon wielded by you gains the *grounding*^{UE} and *shocking* weapon qualities as long as it remains in your grasp. Your natural attacks gain this benefit as well.

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Sovereign Freedom (Su): During the Sovereignty of Spring, from Imbolc to Beltane, you are treated as if constantly under the effects of a *freedom of movement* spell. The rest of the year, you may cast freedom of movement on yourself only once per day. Your overall CR counts as your caster level for this spell. This is a Charisma-based spell-like ability.

Investiture: You bear your mantle at the discretion of The Green Man and His Wife. Either one, or the Castellans, are able to strip you of this power, though your actions may strip you automatically if you violate the geis, knowingly or unknowingly. Once so stripped, the King of Spring must restore you with this honor. Becoming a recognized Freeman typically is a public ceremony similar to knighting within the mortal realm.

YEOMAN (PAWN OF SPRING)**[+2 CR]**

You have been accepted as a potential member of the Free People. Before you are able to be given the freedom of the Free People though, you must work to earn it. There for, you are expected to live as an indentured servant to one of the Freeman of Spring, often for a specific but limited term.

Geis: You are indentured to a member of the Demesne of Spring, typically a specific Freeman or Rector, though it may even be directly to the King or to the Seelie Court, etc. The person bestowing this mantle on you cannot ask you to perform any task against your will which would harm you or lead to your death, but you may take on such a task willingly. Despite this provision, Yeoman that refuse to complete tasks are viewed poorly, but the Demesne's belief in freedom seems to protect Yeoman from real harm. All Yeomen must obey the command of The Green Man over the commands of their normal master, though this is rarely done. If you refuse to do as asked, your mantle bears that refusal and any other bearer of a Mantle of Spring can tell you refused an order, even if would normally be a secret. Nothing short of a *wish*, *miracle*, or the intervention of a deity or similar being or The

Green Man himself can remove this mark. The person that bestowed this mantle on you then may take it back for refusing to do as told.

Benefit: You gain the following benefits:

Grounded Shocking Weapons (Su): Any weapon wielded by you gains the *grounding*^{UE} and *shocking* weapon qualities as long as it remains in your grasp. Your natural attacks gain this benefit as well.

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Taste of Freedom (Sp): Once per day, you may cast *freedom of movement* on yourself only. Your overall CR counts as your caster level for this spell. This is a Charisma-based spell-like ability.

Token Use (Su): A sidhe may give you a token using their skill blessing ability. You are not able to have your life drained away by the sidhe, but it still takes up one use of that ability from the sidhe's total number of tokens possible.

Investiture: This mantle is bestowed by another member of the Demesne of Spring. It can be taken away by the person that bestowed it or various powerful members of the Demesne like the Castellan, The Green Man, or His Wife. You thus bear this mantle at their discretion.

Unseelie Court (Order & Self-Interest)

Both the Seelie and Unseelie Courts have a three tier rank of recognition for those that join them. These three stages are generically referred to as Child, Adolescent, and Adult, though each of the Courts has their own particular terms for the individual ranks. The choice of growth from childhood to adulthood is purposeful, as each rank shows the progress the individual has made as they transition from understanding the War of the Seasons as petty battles to the see it as the epic crusade each side see it as. The ranks themselves have no relation to age or time, as a 25 year old adult human could as easily earn the rank of Sidhe of the Court while a 250 year old

elf remains a child.

The three ranks of the Unseelie Court, in order are Waif, Associate, and Sidhe. The Unseelie Court values absolute **order** and the following of commands from superiors as core values, while paradoxically also believing that every true Unseelie should have their own **self-interest** at heart in all actions they take, commanded or otherwise. Understanding how these two opposing views can lead to a way forward is part of the journey from child to adult in the Unseelie Court.

The true sidhe of the Unseelie Court, like all sidhe, can gather the life energies of mortals that are unaware of the War of Seasons (they must not be the initiated, nor can they be told why such energies are being collected for it taints it). While most would argue this theft of energy is horrific, the mantles of the Court seem to be tied directly to such power, and keeping them fully powered requires it. While both Seelie and Unseelie sidhe collect this energy, they typically do so differently. The Unseelie fey tend to find individuals of great personal strength that would be unfit to join the War properly and drain them for all they are worth. Seelie approach this matter differently (see above).

Mantles of the Unseelie Court

The following mantles are for those individuals who know of the War of Seasons and wish to fight on the side of Winter and Autumn. The bearer of any of the following mantles is considered part of the Unseelie Court and gains the following ability while bearing an active Mantle of the Unseelie Court.

Unseelie Pact (Su): Members of the Unseelie Court can be bound to their word. While in informal conversation a member of the Court is under no specific

obligation, a member of the Unseelie Court can make a formal pact between themselves and another intelligent creature. The nature of these deals is immaterial, but typically involves the member of the Court promising to either take or not take some action against a specific target for a set period of time or until a certain event. Regardless of the particulars, the member of the Unseelie Court is binding the mantle they hold within the Court to the promise, sacrificing their access to the mantle if they break the deal. As opposed to the Seelie Covenants, Unseelie Pacts are more typically written out documents that are signed and sealed, with only the letter of the agreement, not the intention of it as paramount in arbitrating whether a violation has occurred. These pacts are typically taken in the name of one or more of the various Queens of Winter or the King of Autumn and any named persons are the arbiter of if the covenant has been broken.

WAIF OF THE UNSEELIE COURT (CHILD) [+0 CR]

You have officially declared your allegiance to the Unseelie Court and been recognized by one of the royal members of a related Demesne.

Geis: You may not speak to the uninitiated about the War of Seasons or suffer The Mothers' Wrath. Additionally, you must answer the call to arms or any request for an audience with a higher ranked member of the Unseelie Court. You must abide by their laws and any decrees or additional geasas they lay upon you. Failure to do so leads to you suffering one point of ability damage to each of your abilities scores each day you refuse. An ability score cannot be dropped below 0 using this affect, though you will typically be unconscious and moved against your will to answer the summons at that point.

Benefit: The Unseelie Court and all members of its various Demesnes consider you to be a member of the Unseelie Court. They will fight with and for you in all your causes and will come to your aid when asked. You are also able to bestow people with the *Mantle of the Friend of the Fey*.

Investiture: This mantle of power

is bestowed upon the bearer when they declare their allegiance to one of the royalty of the Unseelie Court. This can be the Queen-Mother, the Queen, or the Princess of Winter, or the King of Autumn. Only another member of the royalty is able to remove or transfer this mantle to another, as well as to promote this mantle to its next ranking. In the event of the death of the bearer while holding this mantle, its energy dissipates back into the Natural World.

ASSOCIATE OF THE UNSEELIE COURT (ADOLESCENT)

[+0 CR]

While a simple declaration of intent to the right member of the Unseelie Court may be enough to gain admittance to the Court as a Waif; you must have served the needs of the Unseelie Court to gain this mantle.

Geis: You may not speak to the uninitiated about the War of Seasons or suffer The Mothers' Wrath. Additionally, you must answer the call to arms or any request for an audience with a higher ranked member of the Unseelie Court. You must abide by their laws and any decrees or additional geasas they lay upon you. Failure to do so leads to you suffering one point of ability damage to each of your abilities scores each day you refuse. An ability score cannot be dropped below 0 using this affect, though you will typically be unconscious and moved against your will to answer the summons at that point.

Benefit: The bearer of this mantle can now take on additional mantles of either the Demesne of Winter or the Demesne of Autumn. Without this mantle, those mantles will not function. You are also able to bestow people with the *Mantle of the Friend of the Fey*.

Investiture: This mantle is bestowed upon those currently bearing the *Mantle of the Waif of the Seelie Court*, replacing that mantle with this one. To earn this, you must have performed one or more tasks (commonly called trials among the Unseelie) for a sidhe of the Unseelie Court. This sidhe must then vouch for you to a member of the royalty of either the Demesne of Winter

or the Demesne of Autumn, who will bestow the new mantle. In the event of the death of the bearer while holding this mantle, its energy dissipates back into the Natural World.

SIDHE OF THE UNSEELIE COURT (ADULT)

[+2 CR FROM THE SIDHE TEMPLATE, SEE BELOW]

To be called “sidhe” is to be recognized as a full member of the Unseelie Court. This recognition typically comes with a formal title (Viscount, Count, Marquis, etc.) as well as possibly lands, squires, or other physical rewards in addition to the mantle itself.

Geis: You may not speak to the uninitiated about the War of Seasons or suffer The Mothers’ Wrath. Additionally, you must answer the call to arms or any request for an audience with a higher ranked member of the Unseelie Court. You must abide by their laws and any decrees or additional geasas they lay upon you. Failure to do so leads to you suffering one point of ability damage to each of your abilities scores each day you refuse. An ability score cannot be dropped below 0 using this affect, though you will typically be unconscious and moved against your will to answer the summons at that point. Additionally, you are expected to both recruit new members to the cause of the Unseelie Court as well as to harvest power from the world for the Unseelie Court’s use.

Benefit: As with the *Mantle of an Associate of the Unseelie Court*, the bearer of this mantle can now take on additional mantles of either the Demesne of Winter or the Demesne of Autumn. Without this mantle, those mantles will not function. In addition, the bearer of this mantle gains the sidhe template below. Sidhe of a Court also gain the right to voice their opinion within the Court on matters of interest. You are also able to bestow people with the *Mantle of the Friend of the Fey*.

Investiture: This mantle is bestowed upon those currently bearing the *Mantle of an Associate of the Unseelie Court*, replacing that mantle with this one. To earn this, you must have per-



formed at least one great service to the Unseelie Court, the Demesne of Winter, or the Demesne of Autumn, the royalty of which will bestow the new mantle. In the event of the death of the bearer while holding this mantle, its energy dissipates back into the Natural World.

Demesne of Winter (Lawful Evil)

The Demesne of Winter is ruled by the cold and calculating Queens of Winter. They oppose the Demesne of Summer in almost every possible way. Though not every creature to join the Demesne is or must be evil, they all must be willing to live under a rule that is absolute and directly felt (even if they have a chaotic nature naturally). The Queen of Ice & Shadow sees each of her subjects as another piece in the war machine she is building against the Seelie Court, and is willing to drain the mortal realm of its power to fuel her crusade.

Sovereignty of Winter: In an average year, the Sovereignty of Winter begins at Samhain (the date halfway between the Autumn Equinox and the Winter Solstice) and lasts until Imbolc (the date halfway between the Winter Solstice and Spring Equinox). Each week from Samhain until the Winter Solstice, all seasonally-dependent powers of the mantles increase by a cumulative +1, reaching their normal maximum as listed no later than the Winter Solstice. Each week from the Winter Solstice to Imbolc, all seasonally-dependent powers of the mantles decrease by a cumulative -1, reaching their normal minimum as listed no later than Imbolc. From Imbolc to Samhain, the seasonally dependent powers remain at their minimum.

MANTLES OF WINTER

The following mantles can only be held by someone with either the

Associate of the Unseelie Court mantle, or the *Sidhe of the Unseelie Court* mantle, including the *Mantle of The Crone*. The mystical energies of those mantles power these mantles and if the bearer loses access to a mantle (for instance, by violating the geis of the mantle they hold) they also lose access to the following mantles.

The bearer of any of the following mantles is considered part of the Demesne of Winter and gains the following ability while bearing an active Mantle of Winter.

Blessings of Winter (Su): Members of the Demesne of Winter are less affected by cold and wintery weather. They gain the ability to ignore cold weather as if under the *endure elements* spell (cold only, hot weather still bothers them) and have a minimum resistance to cold energy of 10 and minimum resistance of electricity energy of 5. During the Sovereignty of Winter, these values adjust (see Sovereignty of Winter above). The maximum value for either resistance of any bearer is equal to their 10 + their overall CR (including the CR gained by bearing the mantle). During the sunlit hours on the day of the Summer Solstice, all members of Winter suffer a negative to all checks made equal to the CR of the Mantles of Winter that they hold.

THE CRONE (THE QUEEN-MOTHER OF WINTER) [+10 CR]

Only one person is thought to have ever borne the Mantle of The Crone. Typically thought to have been a norn^{B3} prior to having taken on the mantle, her current form is so withered and aged that she appears only as a hobbling shrew of a woman (the current Crone suffers from the clouded vision and lame oracle's curses).

^{B3} *Pathfinder Roleplaying Game: Bestiary 3*

Geis: You are the ideology (living a strictly ordered life and absolute self-interest) of the Demesne of Winter incarnate. Each time you make an action that is in direct opposition to those principles, your physical form suffers. This can take the form of either accepting a new oracle's curse (using your character level or Hit Dice + 10

to calculate your oracle's level) or you are affected as if you have aged to the point of being venerable (-3 Strength, Constitution, and Dexterity; +1 Intelligence, Wisdom, and Charisma). With the latter option, the bonus to your mental attributes is permanent but your physical attributes regain +1 for every century spent without breaking your geis. Similarly, living a century without violating the ideology of the Demesne of Winter removes one oracle's curse). No other means, save the direct intervention of deity may prevent or recover these injuries faster. Unlike all others, since your mantle empowers The Mothers' Wrath, you may speak to whomever you wish about the War of Seasons.

Benefit: While forced to look the role of a wizened woman, age and fear of death from disease or similar failure of the body are irrelevant to you. While this does not grant you true immortality, you can only be killed by the purposeful action of an intelligent creature that takes said action knowingly. The Crone would never allow herself to become a meal to a hungry beast, nor allow frailty of the body, nor simple accident end her life.

Beyond this benefit, you gain the following special abilities:

Affect Weather (Su): Your presence creates a natural effect upon the weather. For a radius equal to your overall CR in miles, you affect the local weather as if you had completed casting a continual duration *control weather* spell, with the weather of the area slowly bending to your will. The weather naturally wants to become Winter-like for you, but when you first arrive in a location it starts at the normal weather for the season. After one hour of your presence, the season naturally moves one step closer to being Winter and what weather you can create changes as well. When your armies experience a victory over the Seelie Court, you are instead treated as if you were a mythic caster of the spell of the augmented version and adds one mile to the area of effect. The presence of each additional Queen of Winter or the King of Autumn decreases the time between steps by half and doubles the area of effect. You must keep your emotions in check, or the weather will fluctuate with it, so that

your anger brings violent storms or your sadness causes it to precipitate, etc. The radius of this effect grows and shrinks with the Sovereignty of Winter (see above).

All Cold Spells (Sp): You are able to cast any spell arcane or divine with the cold descriptor at will, from *ray of frost* to *polar ray* to *fire shield* (chill shield only). Your caster level for such spells is equal to your character level or Hit Dice (whichever is greater) + 10. All spells you cast use your Wisdom score.

Axiomatic Icy Burst Vorpall Weapons (Su): Any weapon wielded by you gains the *axiomatic*, *icy burst*, and *vorpall* weapon qualities as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Cold Subtype (Ex): You gain the cold subtype, but are not vulnerable to fire, treating fire damage normally.

Command Unseelie Fae (Su): All those whom claim allegiance to the Unseelie Court are your subject. Your commands to an individual member then are treated as the spell *dominate monster* or similar spell (caster level same as for all cold spells ability) if they try to disobey you. If two or more royals of the Unseelie Court (the three Queens of Winter or the King of Autumn) use this ability on the same target to give conflicting commands, the subject instead becomes immune to the ability for 24 hours.

Entitle Mantle (Su): You are able to bestow or strip any of the Mantles of Winter or Mantles of the Unseelie Court.

Grant Wish (Su): You are able to grant any mortal being, fey or otherwise, one wish as if casting the *wish* spell for them (caster level same as for all cold spells ability). You are only ever able to perform this service one time for a given creature and also are under no obligation of any form to do ever grant such a request.

Warp Reality (Su): For 1 mile around you on the Material Plane, you have complete control of reality. You can reshape the landscape, alter gravity, transmute the air to poison, turn people into mice, or innumerable other options at will. Typically, as The Crone you have strong tastes for cold and frozen landscapes filled with snow and ice, but you are not technically prevented from producing any specific

effect. Only the direct intervention of a deity or similarly powerful being (like the Elder of Summer) can prevent or revert your alterations to reality, even once you have left a location. The only restrictions upon what can be altered are that unwilling creatures receive a Will save (DC = 10 + your character level or Hit Dice) and you can never kill a creature outright. Success on a Will save prevents you from using this ability on them for one year. Using this ability to transmute a creature into an inanimate substance does not kill them; instead they become trapped in that new form and can be reverted to their natural state by use of a *wish* or *miracle* spell. The radius of this effect grows and shrinks with the Sovereignty of Winter (see above).

Winter's Love (Ex): You are unaffected by the negative effects to movement, visibility, or other penalties for being in, on, or exposed to cold, snow, ice and similar winter-themed hazards and dangers.

Investiture: Within all recorded history, the *Mantle of The Crone* has never been known to have been transferred. Whether it has merely been done in secret, or if the process is in fact impossible is unknown.

THE QUEEN OF ICE & SHADOW
(THE QUEEN OF WINTER)

[+8 CR]

The Queen of Ice & Shadow is the regent of the Demesne of Winter, though The Crone is technically more powerful than her. The current bearer of this mantle is a norn^{B3}, though she was not the first to bear this mantle.

^{B3} *Pathfinder Roleplaying Game: Bestiary 3*

Geis: As the ruler of the Demesne of Winter, you are expected to be cold and calculating in your thoughts, leaving aside emotion. Whenever you act against this nature, allowing your actions to be governed by your heart, you suffer a cumulative -1 penalty to your Wisdom and Charisma scores. This penalty can only be removed at the discretion of The Crone, whom normally only forgives such a transgression once a century or two.

There is a surprising loophole to this geis in the form of being allowed to give into your baser instincts. Striking down an enemy in fear of

its strength (rather than for vengeance) or giving into carnal desires (rather than loving a creature) are viewed as part of the Natural World for animals and thus exempt from such considerations. This is considered part of why, unlike the Queen of Summer, the Winter Queen has no formal consort that she may come to care too deeply for, but is still known to have had many lovers over time, both mortal and fey.

Benefit: While forced to look the role of a middle aged mother, age and fear of death from disease or similar failure of the body are irrelevant to you. While this does not grant you true immortality, you can only be killed by the purposeful action of an intelligent creature that takes said action knowingly. The Queen of Ice & Shadow would never allow herself to become a meal to a hungry beast, nor allow frailty of the body, nor simple accident end her life.

Beyond this benefit, you gain the following special abilities:

Affect Weather (Su): Your presence creates a natural effect upon the weather. For a radius equal to your overall CR in miles, you affect the local weather as if you had completed casting a continual duration *control weather* spell, with the weather of the area slowly bending to your will. The weather naturally wants to become Winter-like for you, but when you first arrive in a location it starts at the normal weather for the season. After one hour of your presence, the season naturally moves one step closer to being Winter and what weather you can create changes as well. When your armies experience a victory over the Seelie Court, you are instead treated as if you were a mythic caster of the spell of the augmented version and adds one mile to the area of effect. The presence of each additional Queen of Winter or the King of Autumn decreases the time between steps by half and doubles the area of effect. You must keep your emotions in check, or the weather will fluctuate with it, so that your anger brings violent storms or your sadness causes it to precipitate, etc. The radius of this effect grows and shrinks with the Sovereignty of Winter (see above).

All Cold Spells (Sp): You are able to cast any spell arcane or divine with the [cold] descriptor at will,

from *ray of frost* to *polar ray* to *fire shield* (chill shield only). Your caster level for such spells is equal to your character level or Hit Dice (whichever is greater) + 8. All spells you cast use your Intelligence score.

Axiomatic Icy Burst Weapons (Su): Any weapon wielded by you gains the *axiomatic* and *icy burst* weapon qualities as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Cold Subtype (Ex): You gain the cold subtype.

Command Unseelie Fae (Su): All those whom claim allegiance to the Unseelie Court are your subject. Your commands to a individual member then are treated as the spell *dominate monster* or similar spell (caster level same as for all cold spells ability) if they try to disobey you. If two or more royals of the Unseelie Court (the three Queens of Winter or the King of Autumn) use this ability on the same target to give conflicting commands, the subject instead becomes immune to the ability for 24 hours.

Entitle Mantle (Su): You are able to bestow any number of *Mantles of a Page of Winter*, *Mantles of a Squire of Winter*, or *Mantles of a Knight of Winter* as you see fit. You also select the next bearer of the *Mantle of the Princess of Moon and Snow*. You are able to bestow or strip any of the Mantles of the Unseelie Court.

Winter's Wizard: You gain access to greater arcane spellcasting. If you already possess levels in an arcane spellcasting class, increase your level by +2. If you have no spellcasting class levels, you instead gain the wizard creature simple class template (see the *Pathfinder Roleplaying Game: Monster Codex* for more information). You also add all spells with the cold descriptor to your spells known or spellbook for free. These levels and the normal adjustment to your CR from this template are already included in the CR adjustment of this mantle.

Winter's Love (Ex): You are unaffected by the negative effects to movement, visibility, or other penalties for being in, on, or exposed to cold, snow, ice and similar winter-themed hazards and dangers.

Investiture: While technically the bearer of The Crone's mantle chooses the next to bear the *Mantle of the Queen of Ice & Shadow*, this choice is in fact already made for her in that the current

bearer of the *Mantle of the Princess of Moon & Snow* instantly gains the mantle upon the current bearers death. Beyond this method, most believe The Crone could withdraw the mantle at any-time, and choose another successor.

THE PRINCESS OF MOON & SNOW
(THE QUEEN-APPARENT OF WINTER) [+5 CR]

Even within the Demesne of Winter, there is some place to let the heart control the mind. While your mother, the Queen of Ice & Shadow cannot allow her emotions to cloud her judgment, your youth is to be spent learning from your instincts and following your heart. This often puts you at odds with the Queen, but The Crone is always defensive of your action, typically reminding the Queen she once lived as you do once too. Unlike the other Queens of Winter, you are allowed to take a consort, whom you can give the *Mantle of The Princess's Mister*. How long the suitor can hold this mantle is typically their problem, not yours. The current bearer of this mantle is a rusalka^{B3} a dear friend originally of the norn whom bears the Queen of Ice & Shadow's mantle now.

^{B3} *Pathfinder Roleplaying Game: Bestiary 3*

Geis: Unlike almost all other fey of the Unseelie Court, you are not only allowed to let your emotions dominate your life, you are expected to let them. While you are not specifically forbidden from relying on intellect or listening to the sage advice of your elders, anytime you deny yourself one of your instinctual, base desires you suffer a -1 penalty to your Wisdom and Intelligence. This penalty can only be removed at the discretion of The Crone, whom normally only forgives such a transgression once a decade or two. The purpose of this geis seems to be to teach the Princess how to tap into her instincts and base emotions.

Benefit: While forced to look the role of a young maiden, age and fear of death from disease or similar failure of the body are irrelevant to you. While this does not grant

you true immortality, you can only be killed by the purposeful action of an intelligent creature that takes said action knowingly. The Princess of Moon & Snow would never allow herself to become a meal to a hungry beast, nor allow frailty of the body, nor simple accident end her life.

Beyond this benefit, you gain the following special abilities:

Affect Weather (Su): Your presence creates a natural effect upon the weather. For a radius equal to your overall CR in miles, you affect the local weather as if you had completed casting a continual duration *control weather* spell, with the weather of the area slowly bending to your will. The weather naturally wants to become Winter-like for you, but when you first arrive in a location it starts at the normal weather for the season. After one hour of your presence, the season naturally moves one step closer to being Winter and what weather you can create changes as well. When your armies experience a victory over the Seelie Court, you are instead treated as if you were a mythic caster of the spell of the augmented version and adds one mile to the area of effect. The presence of each additional Queen of Winter or the King of Autumn decreases the time between steps by half and doubles the area of effect. You must keep your emotions in check, or the weather will fluctuate with it, so that your anger brings violent storms or your sadness causes it to precipitate, etc. The radius of this effect grows and shrinks with the Sovereignty of Winter (see above).

All Cold Spells (Sp): You are able to cast any spell arcane or divine with the cold descriptor at will, from *ray of frost* to *polar ray* to *fire shield* (chill shield only). Your caster level for such spells is equal to your character level or Hit Dice (whichever is greater) + 5. All spells you cast use your Charisma score.

Cold Subtype (Ex): You gain the cold subtype.

Command Unseelie Fae (Su): All those whom claim allegiance to the Unseelie Court are your subject. Your commands to an individual member then are treated as the spell *dominate monster* or similar spell (caster level same as for all cold spells ability) if they try to disobey you. If two or more royals of the

Unseelie Court (the three Queens of Winter or the King of Autumn) use this ability on the same target to give conflicting commands, the subject instead becomes immune to the ability for 24 hours.

Entitle Mantle (Su): You are able to bestow any number of *Mantles of a Page of Winter*, *Mantles of a Squire of Winter*, or *Mantles of a Knight of Winter* as you see fit. You are able to bestow or strip any of the Mantles of the Unseelie Court. You are also the only one able to bestow the *Mantle of The Princess's Mister* as you see fit, changing it on a whim.

Icy Burst Weapons (Su): Any weapon wielded by you gains the *icy burst* weapon quality as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Winter's Sorceress: You gain access to greater arcane spellcasting. If you already possess levels in an arcane spellcasting class, increase your level by +1. If you have no spellcasting class levels, you instead gain the sorcerer creature simple class template (see the *Pathfinder Roleplaying Game: Monster Codex* for more information). You also add all spells with the cold descriptor to your spells known or spell book for free. This level and the normal adjustment to your CR from this template are already included in the CR adjustment of this mantle.

Winter's Love (Ex): You are unaffected by the negative effects to movement, visibility, or other penalties for being in, on, or exposed to cold, snow, ice and similar winter-themed hazards and dangers.

Investiture: The current bearer of the *Mantle of the Queen of Ice & Shadow* can grant or withdraw this mantle at will. Typically this process requires a simple ceremony of taking the blood from the prior bearer and drawing an eldritch mark upon the new bearer, but it is unknown if this is simple dressed up pomp and circumstance or a necessary step.

THE PRINCESS'S MISTER

[+0 CR]

While the ideals of the Demesne of Winter prize rationale, calculated deliberation over emotional decision making, the Princess of Moon & Snow must be allowed to live a different life, and you are her chosen companion in these pursuits. This mantle is often given to someone already

holding either the *Knight of Winter* or *Jack of Winter* mantles, which they retain. It is immaterial who the current Mister is; it is likely to change tomorrow.

Geis: You must obey all commands of the Winter Princess, and at least attempt even the most impossible or life-endangering. Failure to do so physically weakens you, giving you a -1 penalty to Strength, Constitution, and Dexterity each time you refuse her order. Unlike most members of the Unseelie Court, her command Unseelie fae ability does not work on you. You must choose to follow her commands, or your relationship to her is meaningless.

Benefit: You, among all other fey of the Unseelie Court, are able to resist the iron rule of the Queens. As being chosen as the paramour of the Princess of Winter, you are naturally immune to her command Unseelie fae ability. While not immune to same abilities of the other Queens of Winter, you gain a +10 enhancement bonus against their use of the abilities, and even if you fail a check may make a new saving throw against the effect when the sun reaches high noon, when the Winter Queens' magics are at their weakest.

Investiture: The *Mantle of The Princess's Mister* is borne at the leisure of the Princess of Moon and Snow. She may withdraw it or grant it to whom she sees fit, needing only to have line of sight of the target creature. Generally, the Winter Princess bestows this mantle onto a new paramour with a kiss. To maintain this mantle, you need only stay in the Princess of Winter's good graces.

THE JOKER

[+4 CR]

Only one may hold the *Mantle of the Joker*, which is given out solely by the Queen of Ice & Shadow, and most would consider it an honor to bear. You may bear other Winter Mantles while holding this one as well, though that is not a necessity. The current bearer of the mantle is a particularly wicked bogeyman^{B3}, with whispers in the Court saying that the fey beneath the mantle

is being punished doubly for some unknown crime against his Queen.

^{B3} *Pathfinder Roleplaying Game: Bestiary 3*

Geis: The bearer of the *Mantle of The Joker* must only speak the truth. While many may not see this as a geis, when you are the main performer in a Court of powerful individuals, it becomes dangerous to tell people what you really think. Jokers which choose to knowingly lie suffer physical pains in the form of taking non-lethal damage depending upon the nature of the lie. Typically 1d6 nonlethal damage for "white lies" and 3d6 for standard lies, while big lies, especially to important people can lead to the target of the lie's CR in d6 nonlethal damage. There is no method short of the intervention of a god or The Crone to prevent this damage as it is viewed as she is the one enforcing this geis. This danger to themselves may be why many Jokers choose to speak in rhyming riddles and to tell jokes so much, it softens the blow or allows them to reduce the strength of a lie to just a "innocent" white lie.

Benefit: You gain the following special abilities:

Weal or Woe (Su): You can bring harm or fortune to those with whom you deal. As a standard action, you can bestow a curse (-2 penalty on attack rolls, saves, ability checks, and skill checks until the curse is removed) or a boon (+2 bonus on attack rolls, saves, ability checks, and skill checks for 24 hours). A targeted creature can resist the curse with a successful Will save. The save DC is Charisma-based.

Frost Weapons (Su): Any weapon wielded you gains the *frost* weapon quality as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Steal Bond (Su): You possess the unique ability among your Demesne to release any bearer of a Page's or Squire's mantle from their current master, taking them on temporarily yourself. This is most often used to protect a Page or Squire that is being unnecessarily punished for their actions. This bond can only last for a number of risings of the sun equal to your character level or Hit Dice. After this time, the mantle they possess dissipates if they do

not find a new source of power like another Knight or Jack. A Joker is even able to restore a mantle to a former bearer using this ability, though only if the bearer has not been through a sunrise since it was removed.

Winter's Love (Ex): You are unaffected by the negative effects to movement, visibility, or other penalties for being in, on, or exposed to cold, snow, ice and similar winter-themed hazards and dangers.

Investiture: Only the current Queen of Ice & Shadow may bestow this mantle, and it is borne at her discretion.

KNIGHT OF WINTER

[+3 CR]

You are a, more or less, loyal member of the Army of Winter in the Unseelie Court. You serve at the discretion of the various Queens of Winter and have attained this rank and mantle typically for service to the Unseelie Court. There can be many bearers of the *Mantle of a Knight of Winter*, though the exact number people believe is based on the life energies collected by the sidhe of the Unseelie Courts. You are also able to take on Pages and Squires.

Geis: You serve in the Demesne of Winter's army. You must obey the commands of your Queens and any officers they put above you. You may not engage in combat with members of the Seelie Court without express permission from a superior officer or one of the Winter Queens. Doing so, or otherwise not obeying a direct command from superior, revokes your access to this mantle and may jeopardize your Mantle of the Unseelie Court as well.

Benefit: You gain the following special abilities:

Bonus Combat Feats: You gain a number of bonus combat feats based on your overall character level or Hit Dice. You gain one bonus combat feat per five character levels or Hit Dice (minimum 1). You count as at least a 4th level fighter to qualify for feats, and if you possess levels as a fighter or similar class, your effective fighter level is +4 levels higher.

Icy Burst Weapons (Su): Any weapon wielded you gains the *icy burst* weapon

quality as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Entitle Mantle (Su): You are able to give out one *Mantle of a Squire of Winter* per ten character levels or Hit Dice you possess. You are able to give out one *Mantle of a Page of Winter* per five character levels or Hit Dice you possess.

Winter's Embrace (Ex): You are able to traverse terrain made difficult from snow, ice, or similar effects without penalty. Snow, sleet, and similar cold weather does not impair your vision. You also gain an energy resistance against fire equal to 5 + 5 per four character levels or Hit Dice you possess.

Investiture: You bear your mantle at the discretion of one of the Queens of Winter. Whichever Queen knighted you is normally the only one able to strip you of this power, though your actions may strip you automatically if you violate the geis, knowingly or unknowingly. Once so stripped, a Winter Queen must restore you with this honor. Knighting typically is a public ceremony similar to knighting within the mortal realm.

JACK OF WINTER

[+3 CR]

Your usefulness to Demesne of Winter goes beyond simple martial strength. Instead, a Queen of the Demesne of Winter has bestowed you with this mantle to aid you in your service to the Unseelie Court.

Geis: You serve in the Demesne of Winter's army. You must obey the commands of your Queens and any officers they put above you. You may not engage in combat with members of the Seelie Court without express permission from a superior officer or one of the Winter Queens. Doing so, or otherwise not obeying a direct command from superior, revokes your access to this mantle and may jeopardize your Mantle of the Unseelie Court as well.

Benefit: You gain the following special abilities:

Cold Spell Focus (Ex): You gain the Elemental Focus feat for cold energy. If you are not a spellcaster or already possess the Elemental Focus feat, instead you gain the Skill Focus feat for any skill of your

choosing.

Entitle Mantle (Su): You are able to give out one Mantle of a Page of Winter per five character levels or Hit Dice you possess.

Frost Weapons (Su): Any weapon wielded by you gains the *frost* weapon quality as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Winter's Embrace (Ex): You are able to traverse terrain made difficult from snow, ice, or similar effects without penalty. Snow, sleet, and similar cold weather does not impair your vision. You also gain an energy resistance against fire equal to 5 + 5 per four character levels or Hit Dice you possess.

Investiture: You bear your mantle at the discretion of one of the Queens of Winter. Whichever Queen made you a Jack is normally the only one able to strip you of this power, though your actions may strip you automatically if you violate the geis, knowingly or unknowingly. Once so stripped, a Winter Queen must restore you with this honor. Becoming a Jack is a public ceremony similar to being made a councilor to a king within the mortal realm.

SQUIRE OF WINTER

[+2 CR]

The bearer of the Mantle of a Squire of Winter is being groomed to become a knight in the service of the Demesne of Winter and Unseelie Court.

Geis: Your servitude to your chosen Knight of Winter continues. Their rights of what they may ask of you extend to the point of almost certain death. By this, they may compel you to complete any task asked unless it would clearly lead directly to your death. Refusing to complete any such command of the Knight you owe allegiance inflicts a -1 penalty on each of your physical attributes (Strength, Constitution, and Dexterity). This penalty can never lower any attribute to less than 0. Each new command refused can further reduce your attributes and these penalties can only be removed by either the offended Knight, a Queen of Winter, or a *limited wish*, *wish*, or *miracle* spell. Wise Squires always seek express

permission of their Knights in almost any action, or at least standing commands, before making too many rash decisions.

Benefit: You gain the following abilities:

Armor & Weapon Proficiency (Ex): A bearer of a *Mantle of a Squire of Winter* is proficient in any armor or weapons gifted to them by the Winter Knight they serve. A Winter Squire also gains proficiency in all shields, including tower shields and gain the shield focus feat for free as well.

Gifted Gear: A Knight is expected to provide their Squire with appropriate gear. Those Knights whom fail to provide adequate gear may receive the ire of the Queens, or find other Knights try to "steal" especially loyal and useful Squires for themselves. The value of this gear is typically more than a character of your level could normally possess (use NPC gear of a character two levels higher).

Shieldbearer of Winter (Su): While wielding a shield, you gain an energy resistance to fire equal to 5. Simply having any shield equipped is enough. While so equipped, you never lose your footing on ice and are not penalized when crossing rough terrain from snow or ice.

Frost Weapons (Su): Any weapon wielded by you gains the *frost* weapon quality as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Investiture: Knights, Jacks, and Queens are able to bestow this mantle upon a bearer. Whomever bestowed a mantle may also take it back. Bestowing a mantle like this is often a public affair, though "field promotions" of a Page to a Squire to replace a fallen comrade are both common and held as being honorable. A Knight with an available mantle may give this mantle to someone else's Squire, but the Squire must not only accept the new mantle as well, the Squire's former Knight must release the Squire first as well. Though considered rude, there are a number of legitimate reasons why a Squire or Knight would agree to this arrangement and some where a Knight may even not take offense.

A page of the Demesne of Winter is a nice word for servant, and for some even an alternate word for slave. Most members of the Demesne of Winter are able to bestow at least one such mantle and it effectively “buys” the person’s loyalty on pain of death (see geis).

Geis: You are indentured to a member of the Demesne of Winter, typically a specific Knight or Jack, though it may even be directly to a Queen or to the Unseelie Court, etc. The person bestowing this mantle on you cannot ask you to perform any task against your will which would harm you or lead to your death, but you may take on such a task willingly. Despite this provision, Pages who refuse to complete tasks are viewed as little more than property by the Demesne of Winter, and though they could appeal to one of the Winter Queens for mercy, it is the right of a Knight, Jack, or other to punish pages as they see fit. All Pages must obey the command of any Queen of Winter over the commands of their normal master, though this is rarely done.

Benefit: You gain the following benefits:

Quenching Weapons (Su): Any weapon wielded by you gains the *quenching*^{UE} weapon quality as long as it remains in your grasp. Your natural attacks gain this benefit as well.

^{UE} *Pathfinder Roleplaying Game: Ultimate Equipment*

Token Use (Su): A sidhe may give a Page of Winter a token using their skill blessing ability. You are not able to have your life drained away by the sidhe, but it still takes up one use of that ability from the sidhe’s total number of tokens possible.

Winter’s Kiss (Su): You are unimpeded by snow, ice, or similar environmental hazards or effects when performing any task related to a command from a superior of the Demesne of Winter.

Investiture: To become a bearer of the *Mantle of a Page of Winter* you must find a sponsor.

Knights, Jacks, and Queens can typically bestow this mantle. Whoever bestows such a mantle is also typically the one able to remove it, so you bear it at their discretion.

Demesne of Autumn (Lawful Neutral)

The Demesne of Autumn is ruled by the firm hand of The Horned King. Unlike the Demesne of Winter, he shares his throne with no other, meaning he is the sole leader of the Demesne of Autumn. The woman known as His Mate is thus titled because the Queens of Winter are unwilling to recognize her in her proper role as the Queen of Autumn. As such, she is not allowed to technically rule, though she can in fact do almost everything The Horned King can, but only within the Demesne of Autumn.

Unlike most rulers of a Demesne, The Horned King will allow people of any alignment or disposition to join his Hunters. His willingness has more to do with the typically short lives of fresh recruits to Autumn, as The Horned King allow the weak among them to be culled in their fairly constant battles with the Seelie Court. The Horned King does not rule with an iron fist, his Hunters merely know that a refusal to follow his command is tantamount to a challenge with him personally, which he will gladly oblige. The Horned King is also known to reward those that prove their merit to him.

Sovereignty of Autumn: In an average year, the Sovereignty of Autumn begins at Lughnasadh (the date halfway between the Summer Solstice and the Autumn Equinox) and lasts until Samhain (the date halfway between the Autumn Equinox and Winter Solstice). Each week from Lughnasadh until the Autumn Equinox, all seasonally-dependent powers of the mantles increase by a cumulative +1, reaching their normal maximum as listed no later than the Autumn Equinox. Each week from the Autumn Equinox to Samhain, all seasonally-dependent powers of the mantles decrease by a cumulative -1, reaching their normal minimum as listed no later than Samhain. From Samhain to Lughnasadh, the seasonally dependent powers remain at their minimum.

Mantles of Autumn

The following mantles can only be held by someone with either the *Associate of the Unseelie Court* mantle, or the *Sidhe of the Unseelie Court* mantle. The mystical energies of those mantles power these mantles and if the bearer loses access to a mantle (for instance, by violating the geis of the mantle they hold) they also lose access to the following mantles. In rare cases, those holding other mantles, of either the Midnight Court or even the neutral Weald, are suddenly able to take a Mantle of Autumn, in which case their previous mantle naturally adjusts to an appropriate equal one within the Unseelie Court (see The Horned King for an example of when this has happened).

The bearer of any of the following mantles is considered part of the Demesne of Autumn and gains the following ability while bearing an active Mantle of Autumn.

Blessings of Autumn (Su): Members of the Demesne of Autumn are less affected by the foul weather of the fall. They are treated as if constantly under the effects of an *endure elements* spell and have a minimum resistance to cold energy of 5 and minimum resistance of electricity energy of 10. During the Sovereignty of Autumn, these values adjust (see Sovereignty of Autumn above). The maximum value for either resistance of any bearer is equal to their 10 + their overall CR (including the CR gained by bearing the mantle). During the sunlit hours on the day of the Spring Equinox, all members of Autumn suffer a negative to all checks made equal to the CR of the Mantles of Autumn that they hold.

THE HORNED KING (KING OF AUTUMN) [+8 CR]

The Horned King, or a vestige of him, appears in many different ways in many different cultures around the world. His image can be found carved in the wood, stone, brass, and steel of hunting-based societies from ancient times to now. While his exact form varies, he is typically imagined as a humanoid figure with antlers or sometimes horns



The Right to Challenge for Mantles of Autumn

Unlike most of the mantles of the Courts and Demesne, the Mantles of Autumn must typically be won in battle. This typically needs to be a formal battle, in that merely being routed in combat will not strip you of your mantle (though death in battle of course does). Instead, your right to bear a mantle needs to be directly challenged with the challenger having the specific intention of taking the mantle from the challenged. The challenged does not need to formally recognize the battle, they can even be unaware that they are in a competition, but the challenger needs to be clear in their own mind to gain it. Most often, you must possess some other mantle to gain the mantle, so that people from the Seelie Court or Demesne of Winter would never be able to take on one of these mantles. Battle does not need to be a physical affair, as political outmaneuvering, spell duels, and even games of cunning and wit can be used as battles.

If the Right of Challenge is enacted openly between two creatures and accepted by each, neither is able to use mantle-specific abilities to compel or otherwise force the other creature to act or not act via compulsion or similar enchantment. The Horned King, for instance, cannot simply tell a Hunter that challenges him to “stand down” using his command Unseelie fae ability, at least not once he’s accepted the challenge. Likewise, an upstart Varlet that challenges his Hunter does not violate his geis if his superior tells him to throw down his arms and surrender, only to gut the Hunter like the coward he clearly was.

coming out of the top of his head. Many think that Winter is the Season of Death, but in fact, it is in the Autumn that things die; those that make it to Winter are survivors. This truth leads to a core belief of The Horned King, that “survival of the fittest” is the highest ideal, but not without limits. This single concept influences all choices he makes and affects how he rules his Demesne as well as how he runs his war efforts against the Seelie Court. For one, the Fall is a time of plenty as the harvest grains planted in Spring come to fruition. Though it is a time of fattening up for some, the members of the Demesne of Autumn know that that is when the prey is at its prime to take. The current Horned King is an erlking^{B4} that had foregone neutrality after defeating the former bearer in combat over a dispute of neutral ground.

^{B4} *Pathfinder Roleplaying Game: Bestiary 4*

Geis: You and your entire Demesne must embody the ideal of “survival of the fittest.” The specific ban in this case then is that at any time you show mercy, show weakness, or allow a creature that did show itself to be weak to survive, you suffer, losing access to your first hunter and soul reaper abilities for 24 hours. While this does not mean you simply must slay any creature defeated in combat, you may only show deference to a creature that has shown its worthiness to live on. This can take the form of having bested you in an argument, having fought valiantly in an impossible battle, or otherwise proven to you their worth.

Benefits: While forced to look the role of a weather-beaten man with antlers or horns, age and fear of death from disease or similar failure of the body are irrelevant to you. While this does not grant you true immortality, you can only be killed by the purposeful action of an intelligent creature that takes said action knowingly. The Horned King would never allow himself to become a meal to a hungry beast, nor allow frailty of the body, nor simple accident end his life.

Beyond this benefit, you gain the following special abilities:

Affect Weather (Su): Your presence creates a natural effect upon the weather. For a radius equal to your overall CR in miles, you affect the local weather as if you had completed casting a continual duration *control weather* spell, with the weather of the area slowly bending to your will. The weather naturally wants to become Autumn-like for you, but when you first arrive in a location it starts at the normal weather for the season. After one hour of your presence, the season naturally moves one step closer to being Autumn and what weather you can create changes as well. When your armies experience a victory over the Seelie Court, you are instead treated as if you were a mythic caster of the spell of the augmented version and adds one mile to the area of effect. The presence of each additional Queen of Winter decreases the time between steps by half and doubles the area of effect. You must keep your emotions in check, or the weather will fluctuate with it, so that your anger brings violent storms or your sadness causes it to precipitate, etc. The radius of this effect grows and shrinks with the Sovereignty of Autumn (see above).

Huntsman Shocking Burst Stalking Weapons (Su): Any weapon wielded by you gains the *hunter*^{UE}, *shocking burst* and *stalking*^{UE} weapon qualities as long as it remains in your grasp. Your natural attacks gain this benefit as well. The *stalking* ability uses the total bonus of a magical weapon plus the implicit bonus from this ability (+5) to calculate the number of possible bonus dice based on the weapon's enhancement bonus. Your horns of the hunter gain this bonus as well.

^{UE} *Pathfinder Roleplaying Game: Ultimate Equipment*

Command Unseelie Fae (Su): All those whom claim allegiance to the Unseelie Court are your subject. Your formal commands to an individual member then are treated as the spell *dominate monster* or a similar spell (caster level same as your soul reaper ability) if they try to resist you. If two or more royals of the Unseelie Court (the three Queens of Winter or the King of Autumn) use this ability on the same target to give conflicting commands, the subject instead becomes immune to the ability for 24 hours.

Changing with the Seasons (Ex): Your physical form changes from that of a youth new to adulthood in the Summer, to a man in his prime in Autumn, followed by a middle aged man in Winter, and finally

an elderly man in Spring. You grow and shed a new set of antlers or horns each year. You start the process by growing a pair slowly during the Summer, with a set in full glory in the Autumn, which show signs of wear and possible breakage during the Winter, and falling off completely by the Spring, which you spend with just mere nubs. You gain +2 to all physical attributes (Strength and Dexterity, you have no Constitution) in Autumn and take a -2 penalty to them and your Charisma in the Spring, with no adjustments to your attributes in Summer or Winter. Despite being undead, your natural appearance does not reflect this nature.

Death's Favor (Ex): You count as your normal types and subtypes but also as an undead type creature. You have no Constitution score, instead using your Charisma score in place of your Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution. You gain immunity to all mind-affecting effects, bleed, death effects, disease, paralysis, poison, polymorph, sleep effects, and stunning. You are not subject to nonlethal damage, ability drain, or energy drain and are immune to damage to your physical ability scores as well as to exhaustion and fatigue effects. Negative energy heals you, where as positive energy harms you. You are typically immune to any effect that requires a Fortitude save, though effects that damage objects may still harm you. You do not breathe and eat, or need to sleep. Do not recalculate your Hit Dice (except to replace your Constitution bonus hit points with bonus hit points from your Charisma score), skill points, etc. Your alignment does not have to personally adjust to "evil" but you count as an evil creature and an undead for any and all effects that would harm you, but can also be affected as if you were your previous types or subtypes before.

Entitle Mantle (Su): You are able to bestow any number of *Mantles of a Varlet of Autumn*, *Mantles of a Hunter of Autumn*, and *Mantles of a Deacon of Autumn*. You are unable to strip these mantles as Mantles of Autumn can only be lost in defeat. You are able to bestow or strip any of the Mantles of the Unseelie Court, though the bearers within the Demesne of Autumn do not lose access to their Mantles of Autumn as normal.

First Hunter (Su): You gain the scent ability. Using this ability, you can track any creature you have injured with one of your weapons (treat as automatically succeeding at your Survival check), even if the creature has healed the wound. A creature is freed of this ability to be tracked once they have experienced a new sunrise since being injured by you, but being injured again means you are able to track them again. You also gain the druid's trackless step ability.

Horns of the Hunter (Ex): You gain a gore attack when you have antlers or horns in the Autumn and Winter. This attack can only be used by itself as a standard action or as a charge and cannot be used in combination with any other attacks. The antlers or horns used count as a *+1 keen vorpal longsword* of your size when used. At Imbolc each year, when you shed your antlers or horns, you can gift these to a loyal member of the Unseelie Court. They count *+1 keen longswords* made of bone when used as detached weapons.

Lord of Field & Forest (Ex): You gain access to the abilities of a ranger. If you already possess levels in the ranger class, increase your level by +2. If you have no ranger levels, you instead gain the ranger creature simple class template (see the *Pathfinder Roleplaying Game: Monster Codex* for more information). You also add all spells from the druid class to your possible spells for free. These levels and the normal adjustment to your CR from this template are already included in the CR adjustment of this mantle. Unlike most rangers, you can choose a different favored creature each year at Samhain. This choice affects what favored creature your Hunters gain (see below).

Soul Reaper (Sp): You are also treated as if constantly under the effects of the *deathwatch* spell. You can use the spell *death knell* at will as part of a special attack done as a standard action using your normal attack. Your caster level for these spells is equal to your character level or Hit Dice + 8. All spells you cast use your Charisma score.

Investiture: The Right to Challenge is an axiom within the Demesne of Autumn, and extends to even The Horned King. Many have bore this mantle, as you must prove your worth to any that challenge you, your command, or

your actions. Defeating all rivals is how you hold on to this mantle. You must possess any other Mantle of Autumn to earn this mantle. No one knows what would happen if a current Horned King lost in battle with someone unable to bear the mantle, as there has always been another challenger to steal the mantle before such an enemy could complete the job.

HIS MATE
(CONSORT TO THE KING OF AUTUMN) [+6 CR]

While many outside the Demesne of Autumn use this title with a sneer, few would show less than utter respect to bearer of the *Mantle of His Mate* to her face. Known thusly because the Queens of Winter are unwilling to recognize the sovereignty of the Consort to the King of Autumn as an equal, few forget the power that comes with this mantle. Even in the tropical climes of the world where true Winter never touches, Autumn's hurricanes are felt and it is the wise that mind His Mate equally. His Mate's appearance always adjusts to match The Horned King's, with new seasons and new years. His Mate is currently the current Horned King's chosen hamadryad^B, though she had to fight the former bearer of this mantle to become its bearer like any other.

^{B4} *Pathfinder Roleplaying Game: Bestiary 4*

Geis: You must remain a worthy mate for The Horned King. If you go longer than one phase of the moon without accepting a challenge, you suffer a -1 penalty to one attribute of your choice. Each additional month brings a new -1 penalty that must affect a different attribute. You must survive your challenge for the mantle to be healed of these penalties. No other means short of the intervention of a deity can remove them.

Benefit: You are able to resist the commands of the King of Autumn and Queens of Winter. As being chosen as the consort of the King of Autumn, you are naturally immune to his command Unseelie fae ability. While not immune to same abilities of the Queens of Winter, you gain a +10 enhancement bonus against their use of the abilities, and even if you fail a check may make a new saving throw against the effect when the

sun reaches high noon, when the Winter Queens' magics are at their weakest. Additionally, as you are meant to rule at his side for many years to come, you gain his immunity to death by aging, typically being locked into your age at the time you are bestowed the mantle.

Beyond this benefit, you gain the following special abilities:

Command Autumn Fae (Su): All those whom claim allegiance to the Demesne of Autumn are under your command. Your formal commands to an individual member then are treated as the spell *dominate monster* or a similar spell (caster level using your overall CR, as a Charisma-based spell-like ability) if they try to resist you. The King of Autumn can automatically override any command you give. If this occurs to a member of the Demesne of Autumn, the subject becomes immune to your for 24 hours.

Changing with the Seasons (Ex): Your physical form changes from that of a youth new to adulthood in the Winter, to a woman in her prime in Autumn, followed by a middle aged woman in Summer, and finally an elderly woman in Autumn. You may gain ornamental antlers or horns like your King, or you may have other signs on your body change. You gain +2 to all physical attributes (Strength, Constitution, and Dexterity) in Autumn and take a -2 penalty to them in the Spring, with no adjustments to your attributes in Summer or Winter.

Enslave the Fallen (Sp): You are able to cast *create greater undead* at will on creatures that The Horned King killed using his *death knell* spell or his horns of the hunter. These creatures can have been dead for as long as one day before casting the spell. These undead are always under your command as if you had cast *control undead* but only exist from the time of their creation until the next sunrise, when they deanimate and become mere dead creatures once more. You can control a number of Hit Dice in such undead equal to four times your overall CR at one time using this ability. A creature can have only been affected by this ability once. Your caster level for these spells is equal to your character level or Hit Dice +5. All spells you cast use your Wisdom score.

Entitle Mantle (Su): You are able to bestow any number of *Mantles of a Varlet of Autumn*, *Mantles of a Hunter of Autumn*, and *Mantles of a Deacon of*

Autumn as you see fit. You are not able to strip any of these mantles, as all mantles of Autumn are lost by defeat. You are unable to bestow or strip any of the Mantles of the Unseelie Court, as the Queens of Summer refuse to recognize your nobility.

Mother Autumn (Su): You gain access to the abilities of a druid. If you already possess levels in the druid class, increase your level by +1. If you have no druid levels, you instead gain the druid creature simple class template (see the *Pathfinder Roleplaying Game: Monster Codex* for more information). You also add all spells from the ranger class to your possible spells for free. These levels and the normal adjustment to your CR from this template are already included in the CR adjustment of this mantle.

Shocking Burst Weapons (Su): Any weapon wielded by you gains the *shocking burst* weapon quality as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Investiture: Like all Mantles of Autumn, you must battle the current bearer to earn this mantle. Once earned, it cannot be stripped by anyone, only lost in battle. This battle does not need to be physical combat, as any form of competition could suffice. More than with any other mantle, this mantle is won most often by cunning women whom never even let the current bearer realize they are in a battle for their mantle.

VICAR OF AUTUMN (ROOK OF AUTUMN) [+5 CR]

While the Demesne of Winter is able to divide its work between its three Queens, the King of Autumn, The Horned King, has only His Mate to rely on and she is often busy herself. He is served then by two that bear the *Mantle of a Vicar of Autumn*. They have an almost unprecedented level of control within the Demesne of Autumn, second only to The Horned King and His Mate, whom rarely contradict their Vicars. The current Vicars are a redcap^{B2} and a svartalfar^{B4}, which are rumored to be bitter rivals.

B2 *Pathfinder Roleplaying Game: Bestiary 2*

B4 *Pathfinder Roleplaying Game: Bestiary 4*

Geis: You must remain a worthy councilor for The Horned King. If you go longer than one phase of the moon without accepting a challenge, you suffer a -2 penalty to one attribute of your choice. Each additional month brings a new -2 penalty that must affect a different attribute. You must survive your challenge for the mantle to be healed of these penalties. No other means short of the intervention of a deity can remove them.

Benefit: You are able to resist the commands of the King of Autumn and His Mate. As having won the role as a Vicar of Autumn to the King of Autumn, you gain a +10 enhancement bonus against his use of his command Unseelie fae ability, and even if you fail a check may make a new saving throw against the effect at sunrise, when the King's magics are at their weakest. Your bonus against the commands of His Mate increases to +15.

Beyond this benefit, you gain the following special abilities:

Command Autumn Fae (Su): All those whom claim allegiance to the Demesne of Autumn are under your command. Your formal commands to an individual member then are treated as the spell *dominate monster* or a similar spell (caster level using your overall CR, as a Charisma-based spell-like ability) if they try to resist you. The King of Autumn and His Mate can automatically override any command you give. If this occurs to a member of the Demesne of Autumn, the subject becomes immune to your ability for 24 hours.

Enslave the Fallen (Sp): You are able to cast *create undead* at will on creatures that The Horned King killed using his *death knell* spell or his horns of the hunter. These creatures can have been dead for as long as one hour before casting the spell. These undead are always under your command as if you had cast *control undead* but only exist from the time of their creation until the next sunrise, when they deanimate and become mere dead creatures once more. You can control a number of Hit Dice in such undead equal to two times your overall CR at one time using this ability. A creature can have only been affected by this ability once. Your caster level for these spells is equal to your character level or

Hit Dice. These spells use your Charisma score.

Huntsman Shocking Weapons (Su): Any weapon wielded by you gains the *hunter*^{UE} and *shocking* weapon qualities as long as it remains in your grasp. Your natural attacks gain this benefit as well.

The Horned King's Quarry (Ex): You gain the ranger's favored enemy ability. Your chosen enemy is the same as the one chosen by The Horned King each Samhain with his lord of field & forest ability. For every five character levels or Hit Dice you possess, your bonus goes up by +2 to a maximum of +8 at 20th level or 20 Hit Dice.

Investiture: Like all Mantles of Autumn, you must battle the current bearer to earn this mantle. Once earned, it cannot be stripped by anyone, only lost in battle. This battle does not need to be physical combat, as any form of competition could suffice. You must currently possess the *Mantle of a Deacon of Autumn*, *Mantle of a Hunter of Autumn*, or *Mantle of a Varlet of Autumn* to earn this mantle. If you do not possess one of these mantles, the current bearer simply loses this mantle when they are defeated and The Horned King can bestow a new, worthy Vicar in their stead.

DEACON OF AUTUMN
(BISHOP OF AUTUMN)

[+4 CR]

Your usefulness to the Demesne of Autumn goes beyond simple martial strength. Instead, The Horned King or His Mate has bestowed you with this mantle to aid you in your service to the Unseelie Court.

Geis: You serve in the Demesne of Autumn's army. You must obey the commands of your King and any officers they put above you. You may not engage in combat with members of the Seelie Court without express permission from a superior officer or The Horned King. Doing so, or otherwise not obeying a direct command from superior, revokes your access to this mantle and may jeopardize your Mantle of the Unseelie Court as well.

Benefit: You gain the following special abilities:

Electricity Spell Focus (Ex): You gain the Elemental

Focus feat for electricity energy. If you are not a spellcaster or already possess the Elemental Focus feat, instead you gain the Skill Focus feat for any skill of your choosing.

Entitle Mantle (Su): You are able to give out one *Mantle of a Varlet of Autumn* per five character levels or Hit Dice you possess.

Shocking Weapons (Su): Any weapon wielded by you gains the *shocking* weapon quality as long as it remains in your grasp. Your natural attacks gain this benefit as well.

Tracker (Ex): You gain the ranger's track and woodland stride abilities. If you already possessed this ability, your ranger level counts as four levels higher when calculating the bonus to track. You gain the ranger's swift tracker ability when your character level or Hit Dice are equal to eighth level.

Wild Empathy (Ex): You gain a druid's wild empathy class ability, using your character level or Hit Dice as your effective druid level. If you already possess this ability from a class feature, double your Charisma bonus to your rolls and you do not take a penalty to use this ability on magical beasts or creatures.

Investiture: Like all Mantles of Autumn, you must battle the current bearer to earn this mantle. Once earned, it cannot be stripped by anyone, only lost in battle. This battle does not need to be physical combat, as any form of competition could suffice. You must currently possess the *Mantle of a Varlet of Autumn* to earn this mantle. If you do not possess one of these mantles, the current bearer simply loses this mantle when they are defeated.

HUNTER (KNIGHT OF AUTUMN)

[+4 CR]

You are a, more or less, loyal member of the Army of Autumn in the Unseelie Court. You serve at the discretion of The Horned King and His Mate, and have attained this rank and mantle typically for service to the Unseelie Court. There can be many bearers of the *Mantle of a Hunter of Autumn*, though the exact number people believe is based on the life energies collected by the sidhe of the Unseelie Courts. You are also able to take on Varlets.

Geis: You serve in the Demesne of Autumn's army. You must obey the commands of your King and any officers he put above you. You may not engage in combat with members of the Seelie Court without express permission from a superior officer or The Horned King's command. Doing so, or otherwise not obeying a direct command from superior, revokes your access to this mantle and may jeopardize your Mantle of the Unseelie Court as well. Before losing this mantle, you can always challenge your superior or even the King to a duel, with the victor of the duel becoming the leader and able to countermand the command.

Benefit: You gain the following special abilities:

Bonus Combat Feats: You gain a number of bonus combat feats based on your overall character level or Hit Dice. You gain one bonus combat feat per five character levels or Hit Dice (minimum 1). You count as at least a 4th level fighter to qualify for feats, and if you possess levels as a fighter or similar class, your effective fighter level is +5 levels higher.

Entitle Mantle (Su): You are able to bestow one *Mantle of a Varlet of Autumn* per five character levels or Hit Dice you possess.

Huntsman Shocking Weapons (Su): Any weapon wielded by you gains the *hunter's* ^{UE} and *shocking* weapon qualities as long as it remains in your grasp. Your natural attacks gain this benefit as well.

The Horned King's Quarry (Ex): You gain the ranger's favored enemy ability. Your chosen enemy is the same as the one chosen by The Horned King each Samhain with his lord of field & forest ability. For every five character levels or Hit Dice you possess, your bonus goes up by +2 to a maximum of +8 at 20th level or 20 Hit Dice.

Tracker (Ex): You gain the ranger's track and woodland stride abilities. If you already possess this ability, your ranger level counts as four levels higher when calculating the bonus to track. You gain the ranger's swift tracker ability when your character level or Hit Dice are equal to eighth level.

Investiture: While The Horned King and His Mate bestow people

with this mantle, it is only lost when the bearer is challenged. Becoming a recognized Hunter typically is a public ceremony similar to knighting within the mortal realm.

VARLET (PAWN OF AUTUMN)

[+2 CR]

You have been accepted as a potential Hunter to The Horned King's army. Before you are able to challenge a current Hunter for a mantle, you must work to earn it. There for, you are expected to live as an indentured servant to one of the Hunters of Autumn, until you are prepared to challenge a current Hunter for their mantle. Even if you lose that challenge, performing well may earn you the reward of a *Mantle of a Hunter* from The Horned King, who typically oversees such battles.

Geis: You are indentured to a member of the Demesne of Autumn, typically a specific Hunter or Deacon, though it may even be directly to the King or to the Unseelie Court, etc. The person bestowing this mantle on you cannot ask you to perform any task against your will which would harm you or lead to your death, but you may take on such a task willingly. Despite this provision, Varlet that refuse to complete tasks are viewed poorly, with the next command likely to be to prove yourself against some rival. All Varlet must obey the command of The Horned King over the commands of their normal master, though this is rarely done. If you refuse to do as asked, your mantle bears that refusal and any other bearer of a Mantle of Autumn can tell you refused an order, even if would normally be a secret. Nothing short of a *wish*, *miracle*, or the intervention of a deity or similar being or The Horned King himself can remove this mark.

Benefit: You gain the following benefits:

Grounded Shocking Weapons (Su): Any weapon wielded by you gains the *grounding*^{UE} and *shocking* weapon qualities as long as it remains in your grasp.

Your natural attacks gain this benefit as well.

^{UE} *Pathfinder Roleplaying Game: Ultimate Equipment*

Swift Runner (Sp): Once per day, you may cast *longstrider* on yourself only. Your overall CR counts as your caster level for this spell. This is a Charisma-based spell-like ability.

The Horned King's Quarry (Ex): You gain the ranger's favored enemy ability. Your chosen enemy is the same as the one chosen by The Horned King each Samhain with his lord of field & forest ability. For every five character levels or Hit Dice you possess, your bonus goes up by +2 to a maximum of +8 at 20th level or 20 Hit Dice.

Token Use (Su): A sidhe may give you a token using their skill blessing ability. You are not able to have your life drained away by the sidhe, but it still takes up one use of that ability from the sidhe's total number of tokens possible.

Investiture: This mantle is bestowed by another member of the Demesne of Autumn. It cannot be stripped from you once given, but you must defend it from challengers. Anyone that wants this mantle can challenge you for it. Unlike most battles, you do need to be made aware that this battle is for the mantle, especially if it could pass to someone whom does not hold a mantle within the Demesne of Autumn already.

The Weald and Other Neutral Parties (Neutrality & Non-Interference)

The War of the Seasons occurs in the Natural World, but not all take part. Many intelligent, non-fey creatures of the woodlands like the treants and centaur want nothing to do with the War, typically seeing the importance of all seasons occurring. Even many fey, like dryads and their chosen leaders the hamadryad^{B4}, choose to abstain from allegiance, more interested in their specific tree, grove, or forest than the politics. Most feel the spirits of the kami^{B3}, silent in many lands but omnipresent in others, are the force that protects these creatures in their neutrality, but getting a straight answer from them is like asking the mountain why the sky is so high. Regardless of the powers backing them, the neutrality of the Weald is commonly enforced by such powerful fey as the erlkings^{B4}, whom rarely choose to join the War of Seasons.

^{B3} *Pathfinder Roleplaying Game: Bestiary 3*

^{B4} *Pathfinder Roleplaying Game: Bestiary 4*

CHANGELING CHILD

[+0 CR]

While merely having the blood of the fey in you is not an automatic invitation to the War of Seasons or admittance to a Court, it can occasionally allow you a level of natural immunity to the first effect of The Mothers' Wrath; that of naturally forgetting the odd goings-on of the members of the Courts. Unlike most mantles of power, this mantle is inherent and generally naturally occurring due to birth, though those who only come into their fey blood later in life typically gain the mantle only once they access that part of them that is fey.

Geis: The Mothers' Wrath still affects you, though less so. Speaking to the uninitiated then is still not to be done, though this is often a lesson the bearer needs to learn the hard way.

Benefit: You are immune to the natural forgetting aspect of The Mothers' Wrath, though you still can suffer from the *confusion* effect (typically using the normal spell's version rather than the mythic one). Since this mantle is often one you are born with, young children learn quickly to not tell people that the reason it is snowing in July is because a fairy from the Winter Court succeed in defeating Seelie fairies the day before.

Investiture: Having any amount of fey blood or connection to fey ancestry (for instance, through a sorcerer's bloodline, being a gnome, or possessing certain feats) is typically all that is needed to gain the *Mantle of Changeling Child*. This mantle is also one of the few that does descend directly to decedents, as any offspring of a bearer also will have fey blood and are almost certain to discover they too bear this mantle. This mantle can only be lost by denying the fey-blood within yourself to the point that you shut yourself out from even seeing the War of Seasons occurring, allowing yourself to live in ignorance.

INITIATED DRUID

[+0 CR]

Not all druids are aware of the War of Seasons, but you have been chosen as one that does. Unlike most druids, you have been allowed into knowing the secret, typically after overcoming some challenge placed before you by senior druids in the know. You do not need to have the druid class to gain this mantle, only have been considered a friend or member of a druidic circle or enclave.

Geis: You cannot explain or discuss the War of Seasons with the uninitiated, but unlike many others, you do not need to remain completely neutral. Speaking to the uninitiated about the War of the Seasons enacts upon you The Mothers' Wrath.

Benefit: The druidic orders of the world long ago came into accord with both Courts that they may offer aid to any whom ask it. The druids' sacred circles and holy places count as neutral

territory and a druid need not fear reprisal from an opposing Court for rendering aid to another. Most druids feel their goals most closely ally with the Weald anyway, who are more likely to be most interested in defending the Natural World from humanoid encroachment. While not automatically viewed as friendly, the bearer of the *Mantle of the Initiated Druid* are likely to be at least shown deference by Weald. Most powerful Weald are likely to feel the druids have found a way to play favorites and not likely to be anything more than civil with them unless the druid's individual goals more closely align with their own.

Investiture: Those who lead the druidic circles of an area each have their own method for deciding who next will be initiated. While it is unknown if each druid circle only has a certain number of mantles to hand out, or if it is simply their habit to keep the number of bearers of the mantle low, the facts of the matter seem to be that a new bearer is only chosen when a previous mantle bearer passes on. In rare cases, a particular druid will even seemly pass the mantle on to a druid of their choosing rather suddenly, as if given a vision of their impending doom. For some reason, few survive long after giving up the mantle in such a manner.

THE MARKED

[+0 CR]

For whatever reason, you have broken your neutrality in the War of Seasons. While your allegiance to one side or the other is not automatic with this breaking of the trust, you are marked to all who are initiated and the Weald will never allow you to declare you neutrality again.

Geis: You may not speak to the uninitiated about the War of Seasons. Doing so affects you as if you were under The Mothers' Wrath. Also, all who are initiated into the War of Seasons can tell you broke trust with the Sylvain. This typically comes through to most as a visual "mark" that no means, magical or mundane, can hid save ridding yourself of this mantle.

Benefit: There are few "benefits" to being marked, as you are seen as a traitor without conviction. While in some circumstances a ruler of one of the Courts may pursue you for services rendered to their people, only powerful creatures are likely to be sought out. After all, you've already proven yourself untrustworthy and lacking commitment. You do retain your memories of the War and class levels and you do not suffer The Mothers' Wrath unless you violate its core value (speaking to the uninitiated about the War).

Investiture: The *Mantle of The Marked* is gained when you previously declared yourself a neutral Weald and then violate your oath to remain neutral. There are tales of the *Mantle of The Marked* transferring to the children of the bearer but few of The Marked have remained so long enough to have children and scholars of the matter typically feel that the freedom to choose a side is paramount to any such threat.

WEALD

[+0 CR]

You have chosen to abstain from the War of Seasons, but you are still able to be aware of it and can comment on it to others without suffering The Mothers' Wrath.

Geis: You must remain silent to the uninitiated and you must remain neutral in your dealings with both Courts. Even offering shelter or provisions to a member of any of the Demesnes or either Court can be viewed as a breaking of this neutrality, though providing the same benefit to each is also often agreeable. Breaking your neutrality loses you this mantle of power and replaces it with *The Marked* mantle.

Benefit: You are free to wander the realms of the fey, controlled by either Court as well as held by the Weald. Though the Weald are not a single entity or organization, you are recognized by fellow bearers of the *Mantle of the Weald* and will most commonly be offered guest rights while in an area controlled by any of these fey.

Investiture: Unlike many of the mantles of the fey, no creature or ruler hands out these mantles. Instead, a public declaration and simple ritual (typically involving the mixing of your blood with neutral lands you are claiming to protect or warden) is all that is needed. No fey inherits this mantle from their elders, as each must make the choice to become Weald. When someone dies while holding this mantle the power of it seems to dissipate back into the Natural World.

Cúirt An Mheán Oíche (The Midnight Court) [Evil Mockery]

Not every fey is even aware of the War of the Seasons, and those that do become aware of it often decide to abstain from choosing a side, instead taking the path of the Weald and choosing to focus on their own corner of the world. Still others that do find out about the War of Seasons realize the folly of the whole thing and feel they do not fit into any particular court. Especially wicked fey that are unwilling to live under the iron rule of the Winter Queens, but also find the Summer fey revolting in their freewheeling and typically good ways have formed a pseudo-Court to mock the others. The proper name of this Court is rendered in an ancient language related to Sylvan, but it is most commonly called “The Midnight Court.”

Membership in the Midnight Court is hodgepodge and unregulated. Any may declare themselves to be in the Midnight Court, but to hold the *Mantle of Sidhe of the Midnight Court* you must receive a title and mantle by any other bearer. The titles are always overly complicated and mocking in their use of various nobility from around the world. They are often a hodgepodge of multiple nationalities, like being “The Duchess of the Raj’s Empire” or some such and the specific title is almost always meaningless. They exist

to mock the Seelie and Unseelie Courts and little else, just as the entire existence of the Midnight Court is a bad parody of the Courts and their War itself.

Two odd things occasionally occur in relation to the Midnight Court. Occasionally, their ranks swell slightly, especially as former Weald bearing *The Marked* mantle seek any refuge from the ire of the Seelie and Unseelie Courts. And additionally, especially when these kinds of extra members join, the Midnight Court will suddenly join the War of Seasons in earnest, beating down most often the Court currently in power. While some parties, like the druids, believe this may be the real purpose of the Midnight Court, members of the Court universally say they simply did it for their own, ludicrous reasons. Regardless, recognized bearers of the mantle of the Midnight Court are at least approached with caution by members of all four Demesnes.

The members of the Cúirt An Mheán Oíche have no mystical form of bonding like the Seelie Covenant or Unseelie Pact, though many like to act as if they do to both one another and to unsuspecting mortals. Fairy tales that tell of fey able to break their promises often have a member of the Midnight Court at their heart.

SIDHE OF THE MIDNIGHT COURT [+1 CR FOR
MANTLE, AND +2 CR FROM THE SIDHE TEMPLATE]

You have found a mentor within the Cúirt An Mheán Oíche, or at least a temporary ally. They have offered you membership to the Midnight Court and you may now participate in their informal gatherings and revelries.

Geis: Members of the Midnight Court are still subject to The Mothers’ Wrath, and so still may not openly speak to the uninitiated about the War of Seasons without concern of retribution. They however delight in pushing the boundaries of this geis, and also, as sidhe, are able to offer any they choose the *Mantle of Friend*



of the Fey. Additionally, a bearer of the mantle is typically unable to participate in the normal politics of the War of Seasons. They are unrecognized by the members of both Courts, and the power they collect goes to neither Court (see the sidhe template below for more information). It is commonly believed that the power goes to the Midnight Court in general, which is how they seem able to hand out an unlimited number of additional mantles.

Benefit: Despite not being part of either the Seelie or Unseelie Courts, these bearers of the mantle still count as sidhe. As such, they gain the sidhe template (see below). Additionally, as bearers of this mantle, they are able to freely bequeath to people the *Mantle of Friends of the Fey*.

Investiture: Unlike their fellow Seelie Court and Unseelie Court sidhe peers, who gain their mantles by recognition from the various royalty of the Courts, the members of the Midnight Court are able to offer anyone whom holds the *Friend of the Fey* mantle of power this mantle. Typically this involves a simple ceremony that is a mockery of a proper knighting ceremony, though the exact form is irrelevant. The only required aspects are that the current bearer of a *Mantle of the Sidhe of the Midnight Court* give the new bearer a personalized title or rank, that the new bearer say "I choose to join the Cúirt An Mheán Oíche" in Sylvan, and the current bearer give the new bearer a token as if a badge of office. This token holds no specific powers itself, but its symbolic giving transfers the energy necessary to empower the new mantle bearer. The current bearer does not lose their own mantle in the process; they merely bestow a new mantle.

Sidhe Template (+2 CR)

CREATING A SIDHE

Regardless of which Court you gain the mantle from, those who take on the mantle of power as a sidhe gain the sidhe template as an acquired template. A sidhe uses all of a base creature's statistics and special abilities except as noted.

CR: Same as base creature +2.

Alignment: Dependent on Court or Demesne joined, but must be within one step of the Court or Demesne joined for all except the Demesne of Autumn (see above).

Type: Creature type changes to fey, but they also count as their base creature type for all effects. It gains the augmented subtype. Do not recalculate Hit Dice, Base Attack Bonus, skills, or saves.

Senses: A sidhe gains low-light vision if it didn't already possess it.

Defensive Abilities: It also gains DR 5/cold iron (DR 10/cold iron if it has 11 or more character levels or Hit Dice) and an SR equal to its overall CR (with adjustment from this template and all mantles).

Special Abilities: A sidhe gains the special abilities described below. Save DCs are equal to $10 + \frac{1}{2}$ its overall CR (with adjustment from this template and all mantles) + the sidhe's Charisma modifier.

Life Drain (Ex): A sidhe immediately knows if a creature uses its skill blessing token. Once per day per token as a standard action at any range, they can drain 1 point of any attribute (Strength, Constitution, Dexterity, Intelligence, Wisdom, or Charisma) from that creature. The affected creature can attempt a Will save against this effect, with success negating the drain. The energy of this attack is collected by their mantle for use by the Court or Demesne to which they belong each time they use this ability. They can only use this ability if their token is being actively used by the recipient.

Skill Blessing (Su): As a 1 round action, a sidhe can create a special token that takes the form of a masterwork artisan's tool for one Craft, Perform, or Profession skill. The intended recipient of this tool gains

a +4 bonus on skill checks made with the token in addition to any bonus from using a masterwork tool. Like with a cursed item, the recipient prefers to use the token, refuses to get rid of it, and finds that it returns if stolen or discarded. The sidhe can destroy the token as a standard action at any range. The sidhe can have a number of tokens in existence equal to their overall CR (with adjustments from this template and all mantles) divided by 5.

Abilities: You gain the following bonuses to your attributes: +4 Dex, +2 Int, +4 Chr. You also become less physically strong, suffering a -2 penalty to your Str.

Languages: Sidhe gain Sylvan as a bonus language if they do not already speak it.

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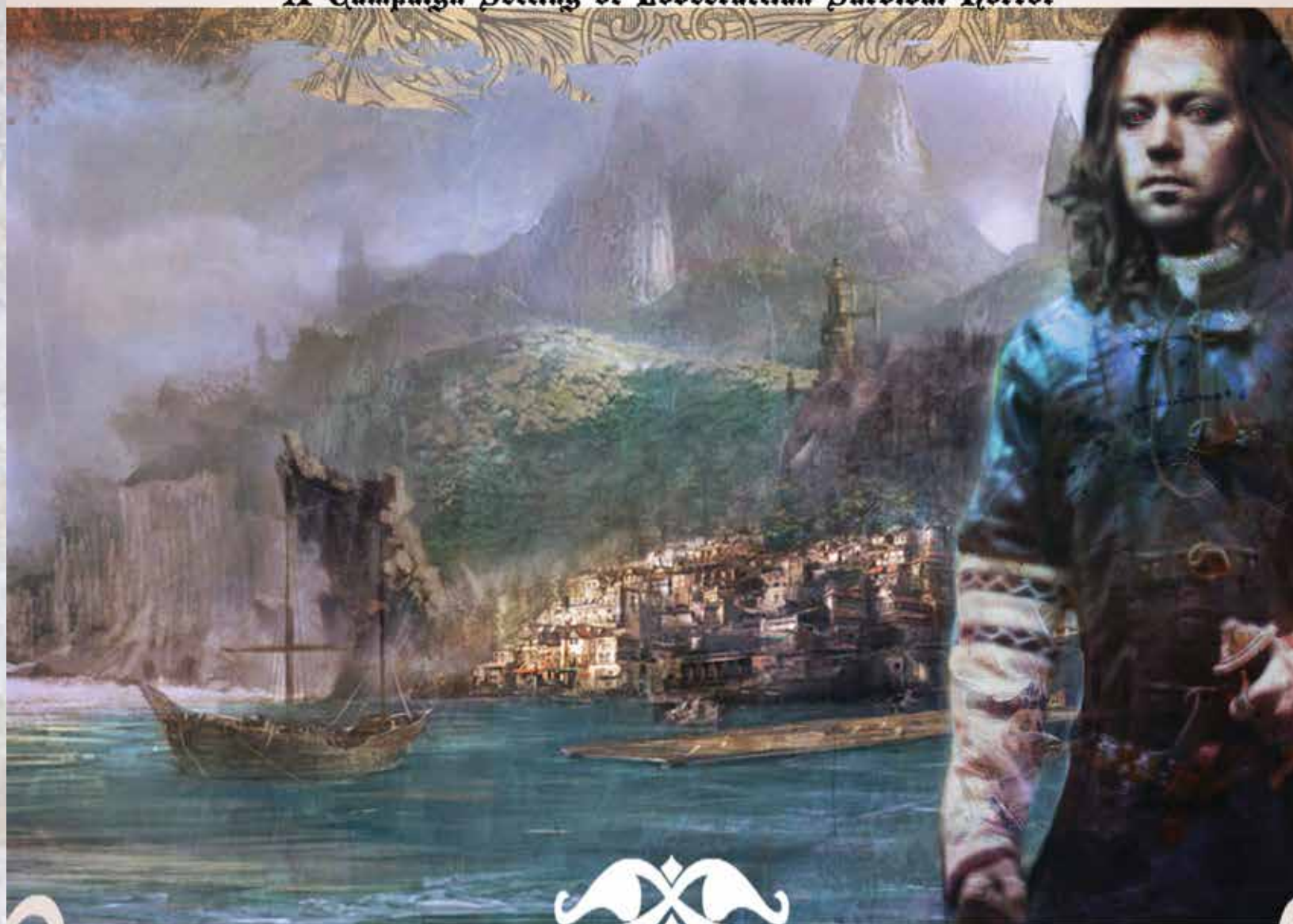
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Call to Arms

Mantles of Power

Call to Arms is a book line for players and gamemasters alike. Each book focuses on a different type of item, expanding rules for those items and adding everything from new mundane and magical examples of the item to new character options related to the item. While Call to Arms: Mantles of Power includes mantles that are merely made of cloth, the real focus of this book is to introduce new mechanics for mundane mantles of authority and mystical mantles of power, imbuing characters with in-game benefits. Whether it would be taking on the title of "Town Guard" to becoming the "Hero of Light", various boons, responsibilities, and abilities come with these titles. And of course there is the usual review and expansion of mundane, magical, cursed, mythic, and artifact mantles.