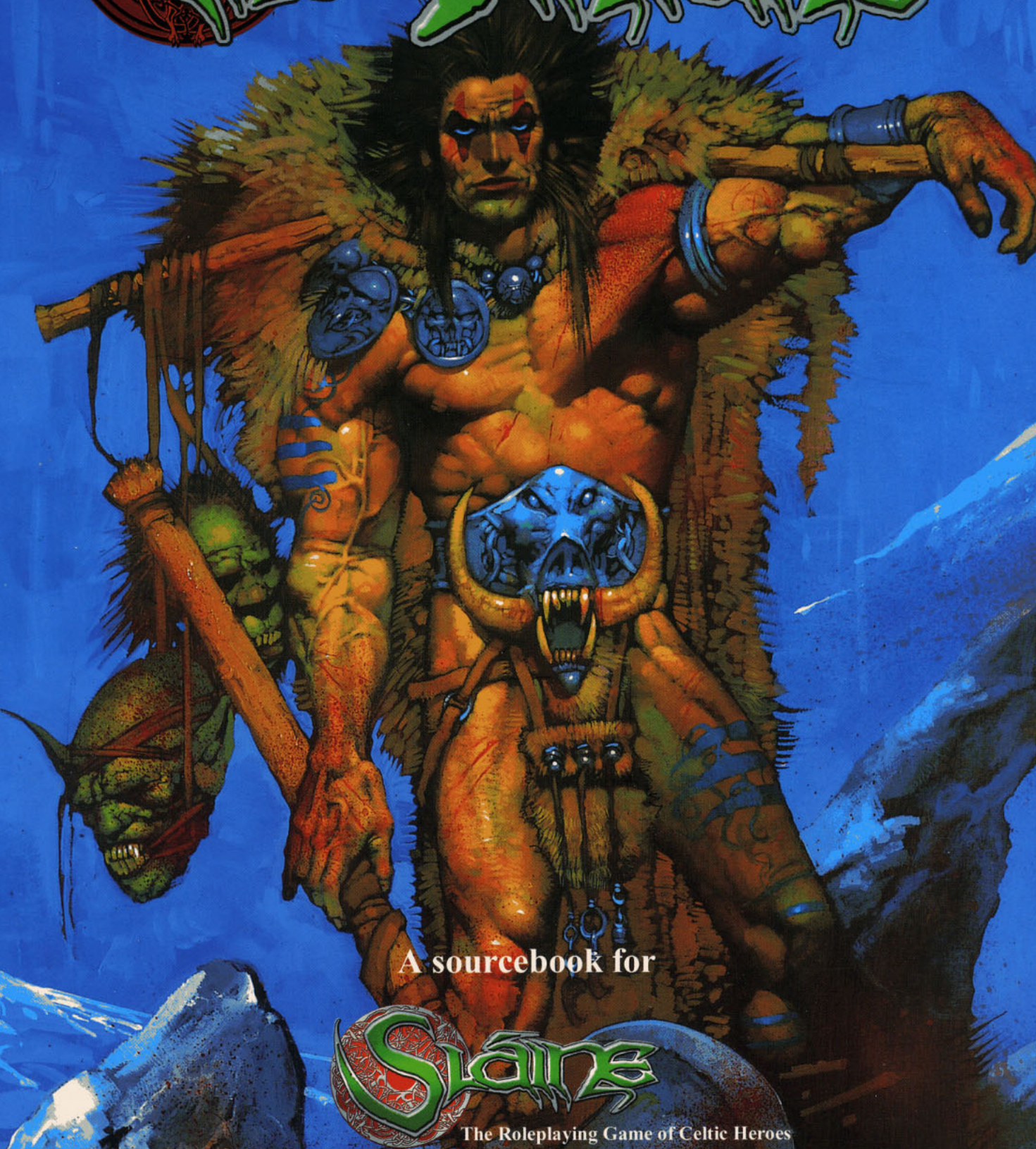




# The Finians



A sourcebook for



The Roleplaying Game of Celtic Heroes



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# The Finians

Ian Sturrock

## Contents

- 2 Introduction
- 3 History & Traditions of the Finians
- 7 The Tribe that Endures
- 15 New Feats
- 18 Magic of the Finians
- 22 New Feats
- 23 Magic of the Finians
- 27 Folk of the Finians
- 30 Scenario Hooks
- 31 Finians Reference List

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# Introduction

The Finians are a somewhat mysterious tribe, not so much due to deliberate efforts at obfuscation as in the case of the Tribe of the Shadows, but simply because of their geographic isolation in Alba to the far north of Tir Nan Og. What the other tribes know for certain is that the Finians are as fierce and valiant as even the Sessair in battle. This mighty Alban tribe is also noted for the dourness of its members and their relative indifference to what the other tribes regard as the essentials of life, such as fodder, fire, flax and frigg (as Sláine puts it). It is said that a Finian warrior could last a week without loving a woman, a month without food, a winter without a fire or a year without clothes such is his astonishing fortitude.

For this reason the Finians are also known as the Tribe that Endures. Where the Sessair might win wars by swift, decisive and violent action, the Tribe of the Shadows by stealth and treachery, and the Fir Domain by military tactics and the application of overwhelming force, the Finians rely on their ability to simply outlast the enemy. Many an invading army up from Gorias in the south has made it as far as Finias, only to realise that they will never take the great fortress city in a long siege. The Finians would sooner starve to the last man, woman and child than give in, and due to their unmatched endurance it seems likely that their besiegers would run out of food or fall victim to

ice-cold winter long before even the first Finian died of starvation.

Though the Finians are not quite so noted for their warped ones as are the Sessair, they do have their fair share of warped warriors, far more so than the Fir Domain or Tribe of the Shadows. The Fianna, tribal elite of the Finians, are often warped warriors either by virtue of race or the Blood of Heroes feat. Experts in guerrilla warfare as well as open battle, the Fianna are a major reason for the Finians' fierce reputation in combat.

## The TRIBE Books

This is the fourth in Mongoose Publishing's series of Tribe books for the Sláine RPG. Each Tribe book takes an in-depth look at one of the tribes in Sláine's world of Tir Nan Og, covering their history and traditions, their battle tactics and unique magic, and the most interesting personalities from each tribe. The Finians book concentrates especially on new character options and spells, because of two strong Finian traditions – that of military academies and that of the Second Sight.

The Tribe books are invaluable for any players considering playing a character from the tribe, and for Games Masters looking to expand the background information available for Non-Player Characters from the tribe. Games Masters are also well served by the scenario hooks provided for every one of the tribe's personalities.





# History & Traditions of the Finians

The Finians are widely regarded as the most humourless of the northern tribes, though this is unreasonable – it is simply that their grim sense of humour is in marked contrast to the jesting and jollity favoured by the other tribes. When a Finian cracks a joke, members of other tribes may find themselves wondering whether it was intended to be funny, or insulting, or a threat – or they may just be surprised that the Finian spoke at all about something other than his beloved turnips.

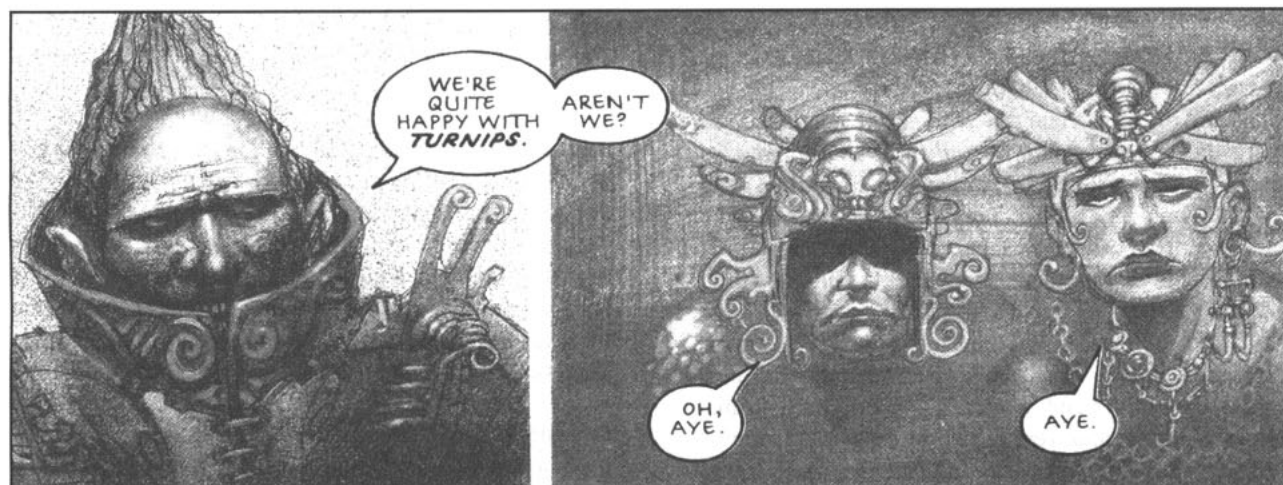
## The Origins of the Finians

As with the other tribes of the Earth Goddess, the Finians have nothing more than legend and guesswork to go on when attempting to determine their tribes origins and why they were named Finians. It is said that all the northern tribes came out of Atlantis many

generations ago, each bearing its own legendary weapon. Certainly the Finians have one such, the Flaming Spear of the Sun, capable of defeating almost any foe with its sheer might. How they got it, though, along with the rest of the history of the tribe, is a subject of tales and songs, not known fact.

Whether or not they did arrive from Atlantis, we can at least examine the possibility that the name Finian has a meaning of its own. Druidic and bardic scholars are divided as to whether it derives from Fionn, meaning 'to discover,' or Finn, meaning 'fair' or 'the fair one.'

A later myth, the Salmon of Knowledge, is shared with the Sessair and concerns the legendary founder of the tribe. Again, his name is either Fionn or Finn, depending on the bard telling the tale.



## THE DISCOVERERS

The Finians sometimes claim that their name hearkens back to the time they first left Atlantis, when the other tribes of the Earth Goddess settled in the relatively pleasant lands of Albion, Eriu and Cymry. The Finians, never satisfied with what could be gained easily, insisted on voyaging further north, into the icy and inhospitable land of Alba. Thus they were named for their instincts to explore, to discover new land rather than simply settling wherever they landed.

Cynics have suggested that this spirit of discovery is absent in the present-day Finian, who seems satisfied enough to stay in his fortified home and defend it against all comers. This suggestion is based on a lack of understanding of the Finian character, which, while stoic in defence, becomes inquisitive once he is certain his land and his people are safe for a time. Few outside of Alba are aware of the heroism of those Finians who band together to take vengeance on the fomorians deep in their home territory, freezing Lochlann itself, though it often means the death of every Finian in the group. Likewise, few outsiders know of the bravery of the Finian sailors who set out on wonder-voyages from the western shores of Alba almost as often as do the Sessair from western Eriu.

## THE FAIR ONES

As might be expected from any Celtic tribe, the Finians are generally quite happy to be thought of as the Fair Ones! Although they do not take such a consummate pride in their appearance as some of the vainer Sessair, Finian warriors of both sexes will be careful to ensure their hair is neat and stylish, either spiked and whitened with lime or reddened with ochre and blood as appropriate. Males will also comb and scrub their moustaches.

## THE SALMON OF KNOWLEDGE AND THE SESSAIR CONNECTION

The tale of Demna and the Salmon of Knowledge has already been told, in the *Sessair Tribe Book*, and need not be repeated here. The Finians have a variant of this tale, though they call the hero who gains his magical wisdom from eating the salmon by a different name: Finn or Fionn. Sometimes this hero is said to be the founder of the Finian tribe.

Certain scholarly druids have speculated that this could mean the Finians and Sessair sprang originally from the same tribe, and were somehow separated hundreds of years ago, long after they left Atlantis. Both tribes have legends of a great battle, in which the warriors of

the tribe were divided in loyalties; both tribes, though, claim they won. This insistence on victory might hide the real truth – that neither side won, but after a battle that caused devastation on both sides, the two sides came to an arrangement whereby the Finians would leave Eriu forever and settle to the north. Such speculation is rarely expounded within earshot of either Finian or Sessair warriors.

In any case, Finn or Fionn may have given his name to the tribe – either Finn for his fair features, or Fionn because he discovered great magical knowledge when he ate the Salmon of Wisdom. Whether or not this is the same Finn as is mentioned in more modern legends of Finn Mac Cool, or Fionn Mac Cumhail, is uncertain. It is possible that Mac Cool drew some of his legendary fame from the earlier Finn, though there is no doubt that he was a mighty hero in his own right.

## Traditions of the Finians CHOOSING AND CROWNING A KING

A new Finian king may be chosen in one of two ways – by the old king, when abdicating or coming to the end of his term, or by divination. In either case, the choice must be ratified by the tribal assembly.

The first method allows the Finians to avoid the danger of a new king being chosen simply because he is very different in style from the old one. They would regard this as a waste of time and effort, since he would likely attempt to undo his predecessor's best achievements. The assembly would prefer to ensure that a new king will have the wisdom to continue with his predecessor's programmes, and so the Finians have for centuries listened to the outgoing king's opinion when it comes to choosing his replacement. They rarely appoint an inappropriate king in any case; if a leader was good enough to rule them, he is also good enough to pick his successor.

The other method, that of divination, sometimes works parallel with the first method rather than instead of it. For such a major decision, it is inevitable that many ordinary Finians and professional seers alike will have prophetic dreams on the subject. It is their duty to bring these dreams to the attention of the assembly. In most cases, the dreams will strongly confirm the old king's choice for his successor.

Occasionally the old king will die or become incapacitated before having a chance to name his replacement. In this case, divination of any kind is





acknowledged as the only effective way to find the best king. The Alban tradition of the 'second sight' or simply 'the sight' usually means that there are a great many different Finians who can and generally will come forth with their visions or dreams of the new king. Again, these divinations almost invariably concur.

### KING AND ASSEMBLY

In Finian society, the King is certainly not regarded as having absolute power. He rules by consensus, not by tyranny. Fortunately, most of his followers usually agree with his political views anyway.

To an outsider, particularly another northern tribesman, the Finians often seem too agreeable. A character used to the constant argument and debate of the Sessair tribal assembly may find the apparent meek acceptance of the Finian assembly somewhat unnatural, even worrying. In fact, the Finians are just as apt to become loud and aggressive with those who do not share their point of view as the Sessair are; it is just that most Finians do happen to share the same point of view. With somewhat less wanderlust than their Sessair cousins, and a rather more hostile environment, Finian adults tend to think there is only one possible answer to most political questions – to endure. To outlast the enemy. This has worked so often for the tribe that many of them seem unable to conceive of any other tactic. The only time a major disagreement between king and assembly is likely is when the king is mad or otherwise lacking his full competence.

### FOES AND ALLIES

The Finians still feel an odd connection with the Sessair, and the two tribes are certainly similar in culture and even share some of the same legends. However, each tribe is also fiercely independent, and in most cases this connection is expressed in mutual cattle-raiding and the utmost rivalry. The Fir Domain are generally disliked too, though the raiding here is a little more one-sided – the Finians raid Albion incessantly, whereas the Fir Domain do not so much raid Alba as make occasional attempts to invade it outright. The Finians rarely ally with any of the other northern tribes, though occasionally they will negotiate a joint raid with

the Sessair against another foe, such as the fomorians or Fir Domain.

For the Finians, the main foe is and always will be the fomorians. They at least have this in common with their Sessair rivals. The fomorians infest the ice sheet of Lochlann, part of which extends over northern Alba itself. For this reason they are an ever-present threat, not even needing to cross the seas to get to Finian lands, as they do to raid the Sessair. Being sea devils, they also infest the icy seas around Alba, making fishing or sea trade fraught with danger for the Finians. For many Finians, battling the fomors is an almost religious duty. In defence against them, every man, woman and child will take up arms and fight to the last, knowing that being captured would be worse than death.

### THE SIGHT

One of Alba's most famed and feared qualities is that many of the Finians inhabiting it are gifted – or as some would put it, cursed – with the divinatory power known as Second Sight, or simply the Sight. This seems to be passed down through families in much the same way as the blood of heroes that makes some warriors warped. Just as it is speculated that a race of primal beast lords fathered the original warped ones, another ancient race may have once bred with humanity, specifically the ancestors of the Finians. Perhaps these were El creatures, or perhaps more natural folk, but in any case their descendants are noted for their powers of prediction and in some cases sorcery.



## MILITARY ACADEMIES OF ALBA

Warriors travel from every Earth Goddess tribe to northern Alba, to learn their trade from the famed warrior-women of this region. The three most prominent teachers are Aifa, Scathach and Cerena Fair-Mane. They take in boys of every tribe, usually with little concern for the current state of war or peace between the Finians and the other tribes – though Aifa is not so politically detached and may refuse to take on a pupil from Gorias or another place with whom the Finians are warring at the time. Later in life, many of these warriors return Alba to learn what is called in the local tongue 'Luth Gleas' or 'tricks of war'.

## Tales of the Fianna

The most famed of all Finian warriors are known as the Fianna. Many are the stories associated with the Fianna and their bravery, and it is said that to write them all in the Ogham script would require all the parchment ever made in Alba, Albion, Cymru and Eriu combined. Finian bards are required to know all of them, and so as not to risk putting them out of a job we will content ourselves with telling only the most relevant tale here.

### THE THEFT OF THE HOUNDS

It is said that at one time the Fianna warriors were more famed for the quality of their hounds than their horses, particularly two fine specimens, Bran and

Skolan. Today though their horses are the envy of the tribes of the Earth Goddess, whereas the large mastiff-wolf-cross dogs of the old days are now found throughout northern Tir Nan Og. This all stems back to a fateful hunt between the Fianna and a royal party of the Fir Domain which took place during a brief interlude of peace many hundreds of years ago.

A young prince called Arthyr, son of the Fir Domain king, took a fancy to Bran and Skolan and stole them from the Fianna during the hunt, drawing them off then capturing them with heavy nets. The Fianna inevitably pursued, and after a fierce battle with many dead on both sides the Fir Domain king sued for peace with the Fianna warriors. As part of the settlement, Bran and Skolan were returned to the Fianna, though Arthyr was permitted to breed a litter of puppies from them on a pair of powerful mastiffs of his own. In return he had to give over the prize horses of Gorias to the Fianna, a chestnut mare and grey stallion of exceptional quality.

From the puppies of Bran and Skolan sprang the war dogs of the Fir Domain, and later through captures in war and trickery the war dogs of the Tribe of the Shadows and Sessair as well. From the chestnut mare and grey stallion came the steeds of all the Fianna, and these are guarded with great care, for the Fianna are determined not to let other tribes breed from these superb horses as they bred from the Fianna's dogs.





# The Tribe that Endures

**T**his chapter presents new options for characters of the Finian tribe, including new prestige classes. In addition, it contains character concepts for Finian tribe characters in the *Sláine RPG*. Character concepts are an option for beginning characters, intended to provide a roleplaying 'hook' for the character but also allowing them minor special advantages and disadvantages.

## Finian Character Concepts

Character Concepts are an idea borrowed from the Quintessential series of sourcebooks from Mongoose Publishing and offer a range of templates for each tribe that will allow a player to quickly and easily provide a ready background for his character. As well as providing both a small bonus and penalty to his character's capabilities, each Character Concept gives a ready base for roleplaying, thus greatly shortening the time taken during character creation, as well as granting that oft-needed inspiration so important for a player to feel 'at home' with his new character.

Any one Character Concept may be applied to a character as it is being created. The listed bonuses and penalties are applied, any roleplaying description modified and adjusted to take into account the template and then the character is ready to play! From this point forth, both the player and the Games Master should be aware of the Character Concept chosen and take steps to ensure the character is played accordingly. It must be stressed that Character Concepts are a roleplaying tool, not simply a method to gain lots of new abilities!

The following character concepts are available to beginning characters from the Finian tribe. Character concepts are always optional – a player may prefer to play a standard character, and always has the option to do so.

**DRUID CHARACTER CONCEPT: ICEBREAKER**  
Certain druids of northern Alba specialise in casting

spells of fire and the sun to melt away the ice that covers the lands of Lochlann beyond the territory of the Finians. This affinity helps with making forays into fomorian territory for one reason or another, and when attempting to push back fomorian incursions. Icebreakers often work closely with bands of devilbane noble warriors (see below).

**Adventuring:** Icebreakers are very much in demand anywhere ice and snow impede movement, and some take work on ships that ply the northerly coastal routes. Most work to defend their homeland against fomorian attack, or aggressively counterattack the sea-devils in their own lands. An icebreaker will sometimes give up his mission to carry the light of the sun to the northern ice, and wander the rest of Tir Nan Og, much of which is also in need of the power of Lug and the Sun.

**Roleplaying:** Icebreakers tend towards a religious fanaticism rarely seen among northern druids, espousing the doctrines of Lug over and above the worship of any other deity. This can make them unpopular with Goddess-worshippers, though icebreakers do not care much. They see it as their religious duty to destroy the ice which threatens to engulf their land. The fomorians – enemies of fire and the sun – are hated enemies, sons of Chaos and Old Night, both of which are qualities in dire opposition to the ways of Lug.

**Bonuses:** Icebreakers gain the following spells: *sign of light*, *spear of light*, *sunbeam*, and *sunlight*. If they do not meet the prerequisites for all the spells listed, they gain all the spells for which they do meet the prerequisites. As soon as they meet the prerequisites for the other spells, they also gain them. In addition, they gain a +2 circumstance bonus to any skill check or magic attack roll called for when casting any spell which requires the caster to be a Lug worshipper. Furthermore, the icebreaker is proficient with the iron war-spear, symbol of Lug the Sun-God.



**Penalties:** The icebreaker is not proficient with any weapons other than the iron war-spear and the golden sickle. He does not gain the Diviner class feature. Additionally, he must be a worshipper of Lug the Sun-God, making appropriate sacrifices every year. If he ever fails to make appropriate sacrifices, he loses the bonuses to his specialised spells for one full year thereafter. Finally, he does not gain the benefits of the Druidic Awe class feature while he is carrying an iron war-spear – he is clearly confident and skilled in its use, rendering him outside the usual sacrosanct status of druids.

#### DRUID CHARACTER CONCEPT: FIOSAICHE

A druid who is also a seer, a person with the Second Sight, is known as a fiosaiche, meaning 'one who knows'. For a fiosaiche, the Sight is very much a tool to be used, rather than something of a mixed blessing. Fiosaiches are experts with all forms of divination, superseding normal druids in this respect, but they specialise in the Sight.

#### Adventuring:

Fiosaiches adventure in much the same way as any other druid, though they often move in the upper circles of their tribe's society even at very low levels. Anyone who has the Sight is respected and honoured as much as any druid, and a druid with the Sight (even a newly trained one) is especially valuable to kings and lords. For this reason a fiosaiche often adventures at the behest of a

powerful patron. He may have an oracular vision and be sent with a band of warriors to investigate it, or he may be the only person who knows of a plot against the king thanks to his gift of Sight.

**Roleplaying:** The fiosaiche is something of a contradiction. He is respected but also feared, sometimes both at once; for the Sight evokes strong emotions in all who come into contact with it. He is highly gifted and so may prove a little arrogant, but he is often somewhat nervous beneath his cocksure demeanour. After all, he may already have met and advised the Finian king before he even begins adventuring. Though the druids are told to regard themselves as outside of normal society and unbound by its rules, much of this attitude comes from experience rather than training, and to begin with the fiosaiche may be a little out of his depth.

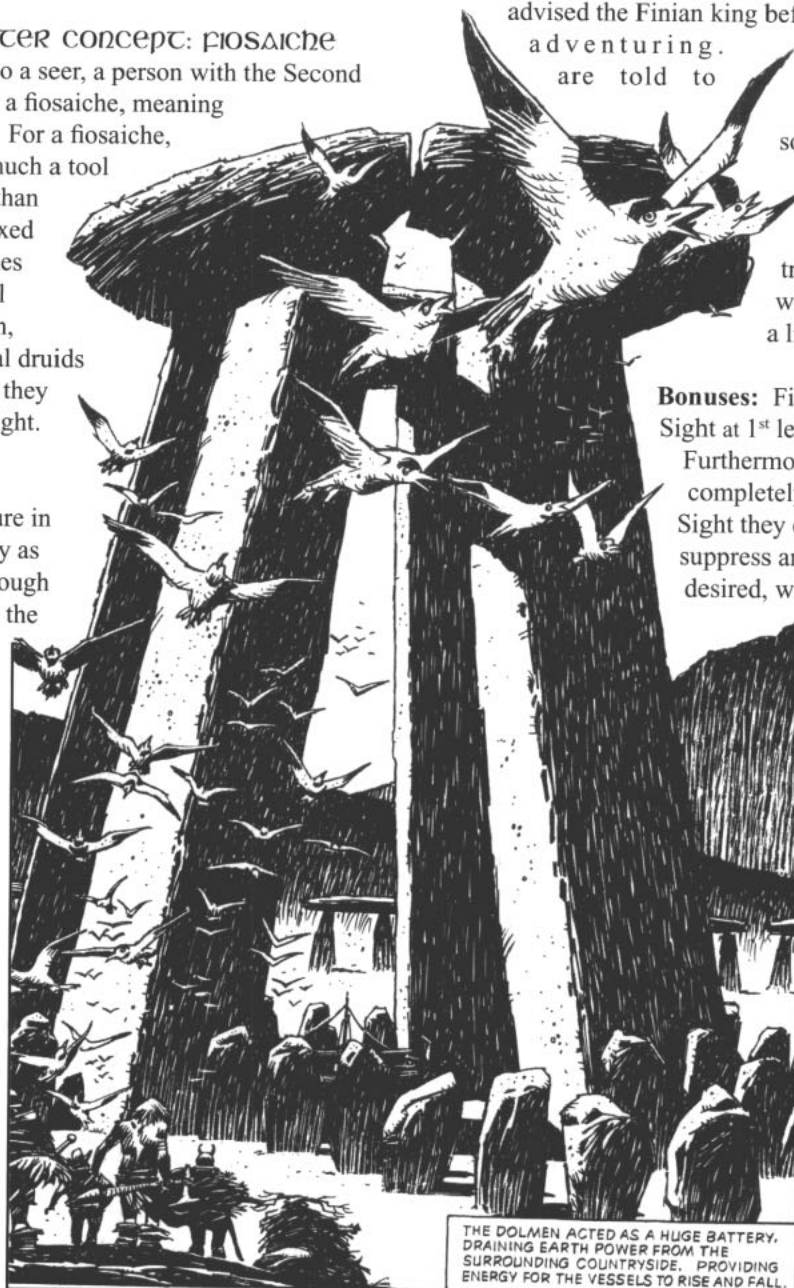
**Bonuses:** Fiosaiches gain Second Sight at 1<sup>st</sup> level as a bonus feat.

Furthermore, fiosaiches are so completely in control of their Sight they can always choose to suppress an unwanted vision if desired, without needing to make

a Will saving throw. Finally, the fiosaiche automatically learns every Divination spell available to him as soon as he meets its prerequisites, without needing to gain ranks in the Sorcery skill (other than the prerequisite ranks necessary to learn the spell) or use a feat such as Sorcerer's Boon to learn it.

#### Penalties:

Fiosaiches are largely uninterested in spells other than divinatory ones, and unsuited to



THE DOLMEN ACTED AS A HUGE BATTERY, DRAINING EARTH POWER FROM THE SURROUNDING COUNTRYSIDE, PROVIDING ENERGY FOR THE VESSELS TO RISE AND FALL.



learning them. Sorcery is always considered a cross-class skill for the fiosaiche druid. Note that warped ones may not be fiosaiches.

#### **NOBLE WARRIOR CHARACTER CONCEPT: UNSTOPPABLE HERO**

Though all Finians are famed for their endurance, their most powerful heroes dedicate their lives to such a path, toughening their bodies by long exposure to the elements and to battle, living outdoors and forsaking comfort. If any Finian might be said to personally embody the qualities most non-Finians expect to find in this tribe, it is the unstoppable hero.

**Adventuring:** Unstoppable heroes have a driving imperative to seeking out danger. If at all possible, they will travel to the very limits of known lands and beyond, looking deep in the sourlands or other wildernesses for adventure. Often they will take work as guides, leading a party of other heroes through uncharted territory to attack a secret base of the Drune Lords or Fomorian.

**Roleplaying:** Unstoppable heroes tend to be quietly competent, confident of their ability to endure almost anything life can throw against them. Most are extraordinarily courageous in battle, striding into even the deadliest conflicts in the sure and certain knowledge that if anyone is equal to the task, it is themselves. Few will go out of their way to start fights, but they will be certain to finish them.

**Bonuses:** For each of the following feats an unstoppable hero selects, he gains +1 bonus hit point, in addition to the normal benefits of the feat: Diehard, Endurance, Great Fortitude, Iron Will, Toughness, Toughness Of The Finians, or any feat with a Constitution prerequisite. There is no maximum to the number of bonus hit points that can be gained in this way. Furthermore, he gains a +4 resistance bonus to all Will saving throws concerned with resisting magical effects that would cause him to fall asleep.

**Penalties:** An unstoppable hero gains two new geases, as follows: must never sleep indoors, and must never eat food he has not caught and prepared personally. If he ever breaks either of these geases, he immediately loses the bonus hit points he gained from this feat, in addition to acquiring a minor weird as usual for a geas-breaker. Note that in the hospitality-oriented culture of Tir Nan Og, these two geases may be a good deal harder to maintain than they might first appear, at least without regularly offending those who offer the

unstoppable hero a place to sleep for the night and a warm meal.

#### **NOBLE WARRIOR CHARACTER CONCEPT: DEVILBANE**

The Finians are constantly at risk of fomorian attack and many of their warriors dedicate their lives to raiding and killing the sea devils. Known as sea devil's banes, or devilbanes for short, these highly trained fighters work long and hard to learn all they can of fomorian ways of war, so as to use that knowledge against their hated enemies. As well as heading the defence of the more northerly Finian settlements, devilbanes regularly lead war parties into the icy wastes of Lochlann to counterattack the fomorians on their home turf. Many of these war parties never return, but even these lost souls are able to inflict massive damage on their targets before they fall.

**Adventuring:** For the devilbane, life is war. Most have little interest in adventures other than to attack the fomorians or defend against them. However, they can make excellent allies for parties who intend to venture into the frozen realm of Lochlann for reasons such as recovering lost treasures or rescuing hostages. Some devilbanes also take time out from the endless war to hone their skills wandering Tir Nan Og and fighting new and different foes, though this is rare and most will want to return to the north and fight the fomors once more.

**Roleplaying:** Devilbanes are dedicated to the point of monomania. Though they are sometimes hired or persuaded to guide other groups through Lochlann, they both increase and decrease the risks for such a group. Although they are well adapted to existing in that icy wilderness, they can rarely contain their aggression towards the fomors, even if making their presence known against a numerically superior foe would jeopardise the entire group.

**Bonuses:** Devilbanes may enter into a rage once per day, exactly as described in the tribal warrior class feature in the *Sláine* RPG rulebook, so long as they are facing at least one fomorian in combat.

**Penalties:** Devilbanes must select Endurance as one of their chosen feats at 1<sup>st</sup> level. Nothing less than the utmost in resistance to hardship would be sufficient to cope with the extremes of cold and privation they must encounter on their visits to Lochlann. Furthermore, the devilbane gains an additional minor geas at 1<sup>st</sup> level; never encounter a fomorian without killing it.



**THIEF CHARACTER CONCEPT: MURK LURKER**  
Murk lurkers wait in the mists of the Alba-Albion borders, training themselves to be utterly silent, awaiting passers-by to attack and rob. In typical Finian style, they disdain the comforts of settlements, not so much due to preference as necessity, since their 'work' requires long spells out-of-doors and few towns will welcome a known murk lurker in any case.

**Adventuring:** Murk lurkers are in high demand as assassins, but can also find their way into more typical adventuring parties. This often occurs if circumstances conspire to force a murk lurker to move on – for example, if a larger gang of bandits moves into the area and chases out all the lone footpads, or if the region becomes sourland for some reason. In this case the murk lurker may drift into other work, perhaps a more urban style of violent robbery, or perhaps life as a drifter, vagabond or mercenary.

**Roleplaying:** Murk lurkers tend to be surly during quiet spells, having little idea how to relax, since they are used to spending long hours just sitting in the murk, every sense alert for prey. Most are unused to luxuries like time off, or hot meals, or a regular income. The murk lurker who becomes wealthy through adventuring may not know how to cope with his newfound level of comfort and pine for the simpler days of lurking in the mists.

**Bonuses:** The murk lurker is highly adept at sneak attacks, particularly when the victim is entirely unaware of his presence. His sneak attacks always deal d8s in damage rather than d6s, starting at 1d8 at 2<sup>nd</sup> level and rising to 7d8 at 20<sup>th</sup> level. Furthermore, during the surprise round of a combat, his sneak attacks deal +1d8 damage. Even a 1<sup>st</sup> level murk lurker may deal +1d8 sneak attack damage on the surprise round, despite not having the ability to do regular sneak attack damage till 2<sup>nd</sup> level.

**Penalties:** A murk lurker's talents revolve around simple concepts like sneaking up behind opponents and bashing in their skulls. Any additional skills they pick up along the way are peripheral, rather than a part of their job. For this reason, the murk lurker does not gain the Jack Of All Trades class feature, and only gains (6 + Int bonus) x4 skill points at 1<sup>st</sup> level and 6 + Int bonus skill points per additional level, rather than 8 + Int bonus as for a regular thief. Furthermore, a murk lurker must always spend the maximum allowable skill points on the Hide and Move Silently skills.

**THIEF CHARACTER CONCEPT: CANNIBAL**  
Far more shameful to the Finian psyche than the murk lurker is the cannibal. Though the northern tribes as a whole are ambivalent about what happens to them after they are dead, and indeed practice ritualistic head-hunting of their foes and semi-cannibalistic practices such as drinking from the skulls of their foes, northern Alba has a more serious problem with its professional cannibals. These are not warriors, honouring their fallen foes by taking their heads or tongues. Rather, they lie in wait for travellers in the highlands of Alba, attacking them mercilessly, robbing and murdering them, and eating their bodies. Cannibals make their homes in mountain caves, living out their primitive existence in whole cannibal families or even larger communities.

**Adventuring:** A clan of cannibals can make for an intriguing adventuring possibility in itself. Why wander the land in search of fighting and looting, when you can wait in your mountain pass for both opportunities to come to you in the form of tasty-looking travellers? On the other hand, a lone cannibal amongst a more traditional adventuring party may also be enjoyable, though he may wish to keep his Character Concept a secret from the rest of the group. The more civilised Finians of Alba regularly hunt down and slay cannibal groups, and so the lone cannibal may well be the sole survivor of such a purge, now celebrating his bloody heritage privately and secretly.

**Roleplaying:** Cannibals tend to affect a primitive demeanour. Their clothing may be taken from their victims or even manufactured from their victims' skins, but in either case it will be ill-fitting and often bloodstained. Their speech may be difficult to comprehend, because they rarely interact with non-cannibals and so have a somewhat coarse dialect. Most cannibals also have a rather unnerving way of looking at other humans – largely because they are always assessing their qualities as a meat animal, much as an ordinary Finian herder may look at a prize beef cow.

**Bonuses:** Cannibals gain a +1 bonus to attack and damage when targeting humans with any melee weapons (including unarmed attacks). Though they often try to begin a combat with a sneak attack, they fully expect many travellers to survive it and so have learnt to fight more effectively than most thieves. Their skill at butchering human carcasses also gives cannibals a basic but workable knowledge of anatomy, allowing them to target attacks to inflict maximum harm.





**Penalties:** Cannibals do not have Disable Device, Open Lock or Sense Motive as class skills. They do not work as burglars and tomb robbers, or get involved in extensive negotiation, and so have little need for such niceties. Furthermore, a cannibal must butcher at least one human corpse per month, and eat at least 10 lbs. of the flesh. Most of the meat can be salted and dried for later consumption if desired. A cannibal who does not eat one corpse a month loses his +1 bonus to damage until he is next able to do so.

#### TRIBAL WARRIOR CHARACTER CONCEPT: ACADEMY TRAINED

Almost all the children trained in Alba's military academies go on to become noble warriors as adults. Some, for various reasons, do not. Usually this is through choice or ill-luck. Though some children go to the academies from quite low-class backgrounds and are not of noble birth, even these will usually be treated as noble warriors by the time they have come through the training. After all, in the society of northern Tir Nan Og, nobility is more about prowess in battle than an accident of birth. However, some low-born children find that after going through the full training programme, they prefer the simple life of a herder or crafter. They return to a traditional tribal warrior profession, taking up arms only in time of war or quarrel. Other times, a warrior comes through the academy training programme but is unable to find a lord to support him as a noble warrior, or disgraces himself towards the end of training and is ejected from the school with most of the skills of a noble warrior but without the final 'pass grade' from the warrior-woman who runs the academy.

**Adventuring:** Academy-trained tribal warriors are sometimes seen as a natural choice to lead other tribal warriors on battles or cattle-raids, but this is not always the case. After all, an academy-trained warrior may be perceived as arrogant by his fellow tribal warriors, not quite fitting into either the noble warrior or the tribal warrior bracket. The loneliness such a fellow must feel often leads to him leaving his tribe and beginning a life of wandering and adventure, seeking out travelling companions who will judge him only for his prowess in battle rather than his background.

**Roleplaying:** Academy-trained tribal warriors can be divided squarely into two camps: those who do not wholeheartedly resent noble warriors, military academies and warrior-women, and those who do. The former are usually very similar in character to any other tribal warriors, but with a particular added

respect for noble warriors and those who train them, since the academy-trained tribal warrior has seen what a gruelling life such fighters lead. The latter, though, may be more of a problem in an adventuring group. He is unlikely to be happy taking orders from a noble warrior, and will probably be outspoken in his hatred of the military aristocracy in general.

**Bonuses:** An academy-trained tribal warrior gains one bonus feat at 1<sup>st</sup> level, taken from the following list: Combat Reflexes, Combat Expertise, Dodge, Exotic Weapon Proficiency (gae bolga), Power Attack or Weapon Focus (javelin, sling, any spear, sword,). He must meet the prerequisites for the feat as usual.

**Penalties:** The academy-trained tribal warrior gains only (2 + Int bonus) x4 skill points to spend at 1<sup>st</sup> level, rather than (4 + Int bonus) x4 as usual for tribal warriors. From 2<sup>nd</sup> level onwards, he gains 4 + Int bonus skill points per level as usual. Furthermore, academy-trained tribal warriors can never gain the Expert class feature. They have not had the lifetime of practice in any field other than war, and so could never truly be considered an expert in a profession or craft.

#### TRIBAL WARRIOR CHARACTER CONCEPT: HIGHLANDER

The central portion of Alba is highly mountainous, with steep fells, narrow valleys and great summits and ridges. The mountain passes are known only to the inhabitants of these regions, who are called highlanders or simply hill people.

**Adventuring:** There is little profit in the hills of Alba, and most highlanders must supplement their meagre income by cattle raiding or mercenary work. Many get the wanderlust early in life, rarely returning home to their native Alba unless a particularly dangerous foe threatens the whole land. Some keep their strong familial bonds active by raiding or warring as an entire clan or even an alliance of clans, sweeping out of the highlands into northern Albion or Eriu.

**Roleplaying:** Highlanders exemplify the dour, taciturn Finian, never using a dozen words when one or preferably none would do. They often have a grim sense of humour, but their comrades may not realise it until after several years and the perfect situation arises, the highlander opens his mouth, and general hilarity ensues.

**Bonuses:** Highlanders have a +2 circumstance bonus to Handle Animal checks made with regard to animals



whose climate/terrain type includes (temperate or cold) mountains or hills, and a +2 circumstance bonus to all Hide, Listen, Move Silently, Ride, Search, Spot and Wilderness Lore checks made in (temperate or cold) mountains or hills.

**Penalties:** Highlanders are notoriously insular, even to other highlanders of differing clans. Bluff, Diplomacy, Gather Information and Perform are always cross-class skills for the character.

#### WITCH CHARACTER CONCEPT: WARRIOR-WITCH (FEMALE ONLY)

Alba is famous for its military academies, and noble warriors travel from all over northern Tir Nan Og to embark on courses that will hone their fighting skills to the utmost. Each academy is headed by a warrior-woman of almost supernatural combat prowess, and these women are often willing to give budding witches a little martial training designed specifically to complement their powers of witchcraft.

**Adventuring:** Warrior-witches delight in hurling themselves into battle. They will try just about anything once, whether a quest, voyage, treasure-hunt, or divine mission. They enjoy the feeling that there is little or nothing they cannot achieve, and in many cases they may well be right, too. In a party of adventurers, the warrior-witch can hold her own either on the front line of combat (at least briefly) or working in a support role. Though she might not be either the best fighter or the best sorcerer in the party, she can act in either capacity competently.

**Roleplaying:** The typical warrior-witch is determined to prove herself as capable in battle as in sorcery, and delights in showing off her combat prowess. Often she will be far more interested in gaining and keeping Enech than most witches. Many warrior-witches are determined to join an all-women band of true war witches (see the *Sláine RPG* main rulebook, p. 142) at the earliest opportunity. Few warrior-witches have anything to prove where men are concerned – as far as the warrior-witch can see, men are simply inferior in both war and magic.

**Bonuses:** The warrior-witch may select one of the following as a bonus feat: Exotic Weapon Proficiency (gae bolga, razor-edged shield, tathlum, or throwing blade) or Shield Proficiency. Note that a warrior-witch or other character who is proficient with the razor-edged shield but not with shields in general does not

gain an AC bonus from the razor-edged shield, though she may use it as a weapon without penalty.

**Penalties:** The warrior-witch gains only (2 + Int bonus) x4 skill points to spend at 1<sup>st</sup> level, rather than (4 + Int bonus) x4 as usual for witches. From 2<sup>nd</sup> level onwards, she gains 4 + Int bonus skill points per level as usual. Warrior-witches do not have Diplomacy as a class skill.

#### WITCH CHARACTER CONCEPT: TAIBHSEAR

Taibhsear literally means 'spectre-haunted', a reference to the Second Sight which is the most noteworthy feature of this character. The Taibhsear is an expert with the shadowy realms of the Sight and its related sorcery. She is especially feared for her ability to appear as a spectre to his enemies by means of the *tamhasg* spell (see the Magic of the Finians chapter).

**Adventuring:** The taibhsear is often hired as a form of sorcerous assassin, with villagers paying her well to kill off an enemy or rival in love by means of the *tamhasg*. Given that she is a witch, though, it is equally possible that she will get into trouble, feuds or fights all by herself without any need for a patron. Many a taibhsear has had to flee town after attempting to push one of her own enemies off a cliff, whether or not she succeeds.

**Roleplaying:** The taibhsear may be even more distant and intimidating than the typical witch, making it well-known to all who meet her that she has the powers of the spirits running through her. Some taibhsears are not especially proud of their gift of Sight and all the attendant trouble and infamy it can bring. For this reason they may attempt to reject their magical heritage, avoiding the use of *trance of the second sight* and associated spells. Such attempts are usually doomed to failure, for one day the taibhsear is almost certain to come into a situation where she must use her powers to save herself or friends.

**Bonuses:** The taibhsear learns the *spectral sight* and *tamhasg* spells (see the Magic of the Finians chapter) for free as soon as she meets the prerequisites. Furthermore, when she casts the *tamhasg* spell she does so at half the usual EP cost (3 points). She may interact freely with other creatures or objects when affected by a *tamhasg* spell, and gains a +4 enhancement bonus to her Strength and Dexterity while in *tamhasg* form.







**Penalties:** The taibhsear must select the Second Sight feat as one of her chosen feats at 1<sup>st</sup> level. Furthermore, she does not gain the Hexer class feature at 1<sup>st</sup> level. In fact, she finds it trickier to control and utilise these spells; all Curses cost +1 Earth Power to cast and incur a -1 circumstance penalty to the magic attack roll (if applicable). If she wishes to hurt her enemies, she sends out her tamhasg rather than simply cursing them.

## Finian Prestige Class

The Finian elite warrior prestige class is the Fianna warrior. The Fianna warrior is the Finian tribe's local equivalent of the Sessair Red Branch warrior. This book also introduces a less combat-oriented prestige class, the fiosaiche.

### FIANNA WARRIOR

The Fianna form the most feared and deadly warriors of the Finians. Like the Red Branch, the Fianna are often warped warriors, though as many of them wear

armour they are somewhat less likely to warp spasm than their Sessair counterparts.

The Fianna's main duty is the defence of the realm of Alba. Unlike the elites of the other northern tribes, and indeed the ordinary Finian warriors, they can rarely be found on cattle raids into their rivals' territories. It is felt that protecting the land and its people from the raids of other tribes, the attacks of the fomorians, and the plundering of the Northmen of Midgard, is far more important than showing off one's supposed valour by stealing a few cows. They will usually be found at the borders of Alba, watching for troop movements in Albion from nearby hilltops, patrolling the ice sheet at the edge of Lochlann, and rowing coracles up and down the coast to keep an eye out for sea-borne attackers.

The Fianna are also expected to be superb woodsmen, capable of melting into the forest without trace only to strike back at the enemy when the time is right. On occasions in the past when Alba has been successfully invaded, the Fianna have endured not by holing up in Finias or other fortresses with their kin, but by taking to the woods and the hills. Though their main function has always been defence, they are expected to take the battle to the foe with devastating counterattacks and ambushes. For this reason their outdoors skills are heavily tested during the lengthy initiation procedure into the Fianna.

When not afoot, the Fianna favour horses over the more common chariots as transport. This is due to the versatility of the horse when not on the wooden and stone roads of northern Tir Nan Og, which do not extend far into Alba in any case, and also due to the sheer speed of a horse that is not too over-burdened by pulling a chariot.

Unlike most Finians, the Fianna are required to be capable of entertaining their friends and allies. Anyone who wishes to join this elite group must demonstrate at least a minimal ability with song. Many Fianna warriors rival professional bards in their singing standard and knowledge of heroic songs and tales.

### Class Skills and Attributes

The Fianna warrior's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (song, poetry, or other verbal-based performance styles only) (Cha), Ride (Dex) and Wilderness Lore (Wis).

**Skill Points at each level:** 4 + Int modifier



### Fianna Code

- † Speak truth in all things.
- † Never refuse a fight.
- † Never flee from your enemies unless outnumbered nine to one or more.
- † Do not have anything to do with fools, even in battle.
- † Do not beat your dog.
- † Do not accuse your wife without proof.
- † Do not quarrel or argue with your friends and allies.
- † Honour your obligations to your kin, but only after you have honoured your obligations to the Fianna.
- † Obey the king of the Finians in all things.
- † Be kind towards women and children.
- † Honour bards and druids.
- † Respect farmers, herders and other common folk of your tribe.
- † Never taunt or intimidate an enemy you would not be willing to battle.
- † Never let go of your melee weapon in battle.
- † If you agree to protect another, protect him with your life; do not give up protecting him, even if you are offered a reward to do so.
- † Do not spread rumours.
- † Do not drink in taverns.
- † Always grant hospitality if it is requested of you, even if you are in the wilderness with nothing to offer save a place at the fire and a share of your dinner.
- † Dwell in the wild places, away from human settlements save those of your fellow Fianna, for at least six months of the year. In practice, this is the summer months between Beltaine and Samhain. Most Fianna travel about Alba in the winter too but demand and receive hospitality wherever they go, in return for their vital job of protecting all Finians.
- † Keep the peace, and do your best to resolve the quarrels and disputes of others before they turn to violence. Assist honourable local lords in ensuring justice is done in the land.

**Hit Die:** d10

#### Requirements

The following requirements must be met by any would-be warrior of the Fianna.

**Base Attack Bonus:** +6 or higher.

**Race:** Must be human or warped one.

**Feats:** Battle Cry, Diehard, Door of Battle, Endurance, Run, Track.

**Skills:** Perform (song, poetry or other verbal-based performance style) 6+ ranks, Ride 6+ ranks, Survival/Wilderness Lore 8+ ranks.

**Enech:** 8 or higher.

**Special:** Must swear to abide by the Fianna Code (see sidebar). Must be Finian.

#### Class Features

All of the following are class features of the Fianna warrior prestige class.

**Weapon and Armour Proficiency:** The Fianna warrior is proficient with all simple and martial weapons, shields, and light, medium and heavy armour. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape

Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

**Warp Bonus:** All Fianna warriors gain a bonus equal to their half their class level (rounded up) when rolling on the Warp-Spasm table (see the *Sláine RPG* rulebook p.56). This is a supernatural ability.

**Fianna Code:** All members of the Fianna are expected to abide by the Fianna code. If a Fianna warrior ever breaks one of the strictures of the code, his former comrades will judge him. They may have mercy, and give him a suitably arduous quest to fulfil to regain his privileges; or they may hunt him down and deal harshly with him.

**Gae Bolga Proficiency:** At 2<sup>nd</sup> level the Fianna warrior learns how to use the feared gae bolga. Though most Finians never learn this weapon, the Fianna favour it for use in serious warfare. The Fianna warrior gains Exotic Weapon Proficiency: Gae Bolga as a bonus feat. If he already has this feat, he instead gains Weapon Focus: Gae Bolga.





**Forest Runner:** The Fianna warrior of 3<sup>rd</sup> level has a speed faster than the norm for his race by +10 feet when outdoors, as long as he is not wearing heavy armour or carrying a heavy load. This stacks with the bonus from the tribal warrior class' fast movement ability where applicable. This is an extraordinary ability.

**Fianna Steed:** At 4<sup>th</sup> level the Fianna warrior is gifted with a special steed bred for Fianna use only, said to be one of the line of powerful Albion horses originally taken by Finn in the legend of The Theft of the Hounds (see the History & Traditions of the Finians chapter). This horse is a warhorse (see the *Sláine RPG* rulebook, p.153) except that it has the feats Alertness, Endurance and Run, a +4 racial bonus to Strength and Constitution, and a +2 racial bonus to Dexterity. A

Fianna warrior whose steed dies or is lost in any way will be given a new one next time he gains a class level.

**Ambush:** From 4<sup>th</sup> level onwards, the Fianna warrior becomes adept at ambushing his enemies. Any time he is able to act during a surprise round (that is, when he is not surprised but other creatures involved in the combat are) he gains a +2 bonus on his initiative roll and any attacks he makes against a surprised, flat-footed creature are considered sneak attacks and deal 1d6 extra damage. This ability follows all the normal rules for the thief's sneak attack ability (see the *Sláine RPG* rulebook, p.22) but may only be used during surprise rounds. If the Fianna warrior was a member of the thief class before joining the Fianna, the sneak





**Table 3-1: The Fianna Warrior**

Level	Base Attack Bonus	Magic Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	+0	Warp Bonus, Fianna Code
2	+2	+0	+3	+0	+0	Gae Bolga Proficiency
3	+3	+0	+3	+1	+1	Forest Runner
4	+4	+0	+4	+1	+1	Fianna Steed, Ambush (+1d6)
5	+5	+1	+4	+1	+1	Silver Tongue
6	+6	+1	+5	+2	+2	Swift Tracker (normal speed)
7	+7	+1	+5	+2	+2	Strider
8	+8	+1	+6	+2	+2	Ambush (+2d6)
9	+9	+1	+6	+3	+3	Swift Tracker (run speed)
10	+10	+2	+7	+3	+3	Crane Bag

attack damage bonuses stack where appropriate. This is an extraordinary ability.

At 8<sup>th</sup> level the initiative bonus increases to +4 and the sneak attack bonus to +2d6.

**Silver Tongue:** A Fianna warrior of 5<sup>th</sup> level is probably already renowned as a poet. He has the 'gift of the gab' and gains a +2 circumstance bonus to all Bluff, Diplomacy, Intimidate and Perform checks that depend on verbal communication. This bonus therefore does not apply to mostly non-verbal uses of the above skills, such as a Bluff check to feint in combat or a Perform (drums) check. This is an extraordinary ability.

**Swift Tracker:** A Fianna warrior of 6<sup>th</sup> level may move at his normal speed without penalty while tracking. He may move at up to twice normal speed while following tracks and take only a -10 penalty, rather than the usual -20. This is an extraordinary ability.

From 9<sup>th</sup> level, the Fianna warrior's tracking abilities are legendary. He may track while moving at up to his run speed without penalty.

**Strider:** A Fianna warrior of 7<sup>th</sup> level may walk overland for up to 24 hours at a stretch before he begins to suffer subdual damage (see *Core Rulebook I*). Furthermore, he may hustle for up to 3 hours at a stretch before he begins to suffer subdual damage. Finally, he can run for a number of rounds equal to three times his Constitution score before needing to rest. These are extraordinary abilities.

**Crane Bag:** At 10<sup>th</sup> level, the Fianna warrior is permitted to dip his hand into the Fianna Treasurer's legendary crane-skin bag and pull out one of the warrior-band's legendary treasures for his own use. This is a loan of indefinite term, not a gift; the Fianna warrior is not permitted to sell it, and will be made to return it if he uses it improperly or breaks the Fianna Code. If he loses it, he must find three treasures of equal or higher value to add to the bag; once this has been done, he is permitted to draw another treasure.

The table below gives various different treasures that the bag may contain. In a campaign with more than one 10<sup>th</sup> level Fianna warrior, the Games Master may wish to avoid duplicating the specific items of treasure given for dice rolls 18-20; he can either substitute an item of similar powers if he has a chance to prepare one or simply allow the player a free choice from among the various items in the bag.

**Jewellery:** A single piece of jewellery worth 1d4 x 100 s  ts. This is usually a finely crafted arm or neck torc made of gold, and will clearly mark the Fianna warrior out as a person of great status (+2 circumstance bonus to Diplomacy checks while wearing the jewellery).

**Masterwork Spear:** This is of the quality of the Masterwork Gae Bolga (see below).

**Masterwork Gae Bolga:** This is an iron gae bolga, masterwork like all its kind. It will be of exceptional quality, even for a masterwork item. It is chased in gold and silver, with highly ornamented figures of boars, wolves and other fearsome items. It grants a +1 circumstance bonus to Intimidate checks as well the usual masterwork benefits, so long as it is brandished fiercely in hand.



*Masterwork Iron Sword:* This is of the quality of the Masterwork Gae Bolga (see above).

*Three Masterwork Javelins:* These are fancy, well-made javelins with no special qualities other than the usual masterwork ones.

*Breastplate:* This is a standard breastplate, but still one of the most expensive items of equipment a warrior is ever likely to possess or want.

*Masterwork Breastplate:* A beautifully constructed and silver-ornamented breastplate.

*Magical Gae Bolga:* This resembles the famous Spear of the Sun, in that it flames and screams in battle, though it will not fly of its own volition nor return to its owner by itself. It is classed as a masterwork weapon and deals an additional +1d6 fire damage when it hits an opponent. This weapon's magic will only function for the character who drew it from the crane bag and only as long as he remains faithful to the ideals of the Fianna. In anyone else's hands, it does not flame and only functions as an ordinary masterwork gae bolga.

*Magical Sword:* This is a masterwork sword which inflicts +2d6 damage whenever it strikes a fomorian (including any of the variant fomorian races presented in the *Tir Nan Og* sourcebook and elsewhere). This weapon's magic will only function for the character who drew it from the crane bag and only as long as he remains faithful to the ideals of the Fianna. In anyone else's hands, it functions as an ordinary masterwork sword with no additional damage against fomorians.

*Magical Wolfskin Cloak:* The Fianna are sometimes said to be werewolves, and this is the case for some of them – those who own one of the wolfskin cloaks from the crane bag. These allow the owner to take on

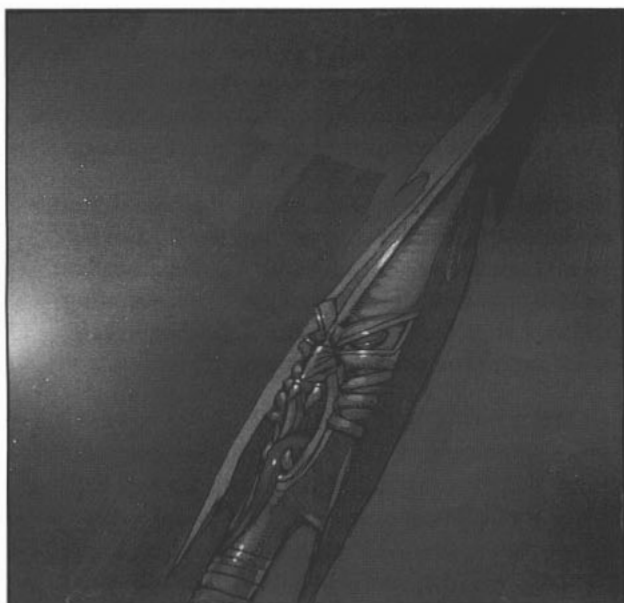
**Table 3-1: Treasures from the Crane Bag**

d20 roll	Treasure
1-6	Jewellery
7-8	Masterwork spear
9-10	Masterwork gae bolga
11-12	Masterwork iron sword
13-14	Three masterwork javelins
15-16	Breastplate
17	Masterwork breastplate
18	Magical gae bolga
19	Magical sword
20	Magical wolfskin cloak

the form of a wolf once per day as a move-equivalent action. Upon changing, he regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage or provide other benefits of resting for a day). Changing back to human form does not heal him further. If slain the wolf reverts to its original form. The Fianna warrior acquires the physical and natural abilities of a wolf while retaining his own mind. Physical abilities include natural size and Strength (13), Dexterity (15), and Constitution (15) scores. The Fianna warrior retains his Intelligence, Wisdom and Charisma scores, character level, class abilities, hit points, base attack bonus and base saves, though his new Strength, Dexterity and Constitution scores will probably alter his final attack bonus, save bonuses and hit point total). Natural abilities include a bite attack (1d6+1) and abilities derived directly from his new physical form – movement rate (50 ft.), trip attack, low-light vision and tracking by scent. The Fianna warrior retains his own type ('humanoid'), extraordinary abilities, spells, and spell-like abilities, but not his supernatural abilities. The Fianna warrior cannot cast spells he knows while in wolf form, unless they have no somatic or verbal component.

Any part of the body or piece of equipment that is separated from the wolf reverts to its original form. When the transformation occurs, the Fianna warrior's equipment (if any) melds into the wolf form and becomes nonfunctional. Material components and focuses melded in this way cannot be used to cast spells.

On first transforming into wolf shape, the Fianna warrior can freely designate the wolf form's minor physical qualities (such as fur shade, distinguishing marks, shape of head) within the normal ranges for a



wolf. The wolf form's significant physical qualities (such as height and weight) are determined by the Fianna warrior when he first transforms but must fall within the norms for an adult wolf. In subsequent transformations the Fianna warrior will always take precisely the same form. The wolf is always of the same gender as the Fianna warrior.

The Fianna warrior may remain in wolf form for up to one + Wisdom modifier hours, after which he must revert to human form. He may voluntarily return to human form before this time is reached. The transformation back to human form is always a move-equivalent action. A Fianna warrior in wolf form may also have a warp-spasm, in the right circumstances; he gains a +2 circumstance bonus to his warp-spasm check when in wolf form. If he was naked when he changed into wolf form he will also gain the skyclad bonus. This is a spell-like ability.

## Military Academies

Alba is famous for its military academies. Just as the finest druids go to learn at the seminary of Durrington in Albion, so the greatest warriors learn from Alba's powerful warrior-women.

Some of these warrior-women seclude themselves from ordinary society, regarding themselves as above matters such as petty tribal politics. These include Scathach, the most respected military teacher of all Tir Nan Og, who is detailed along with her home and fighting style in the *Tir Nan Og* sourcebook. Scathach and her ilk do not truly regard themselves as Finians, in much the same way that the druids of Durrington do not consider themselves members of the Fir Domain tribe.

Other warrior-women immerse themselves in the rulership of the local land, attempting to build up a clan around them to function as a political power base to go alongside the inherent military power of a teacher and her military academy. One such is Aifa, Scathach's greatest rival, who is treated as royalty by the citizens of her land.

### Academy Fighting Styles

An academy fighting style can be learnt by anyone who fulfils all the listed prerequisites for entry. It can be learnt in addition to a noble warrior's tribe training or tribal warrior's fighting style without prejudice. The warrior wishing to learn an academy fighting style must train continuously and undisturbed at the academy for the period shown to reach the level of

Initiate in that style. There are four more levels beyond initiate, which the warrior may learn in sequence whenever he fulfils the prerequisites for each one and trains for the additional time. Each style also has certain Style Restrictions, which must be adhered to, to gain the benefits of the style. For example, the benefits of Aifa's fighting style may only be gained while the character is wielding a sling or sword, as appropriate.

Fighting styles were initially introduced in Mongoose Publishing's *The Quintessential Fighter*, intended for use in other d20 games. For purposes of the *Sláine RPG*, fighting styles are handled in a very similar manner, but with some important differences. These differences should also be taken to apply to the fighting style presented in *Tir Nan Og*, Spearrach Carden.

### Fighting Style Teachers

Each fighting style is taught by a particular teacher. These teachers are all women, almost all high-level noble warriors or war-witches, usually with many ranks in the Sorcery skill, and all are non-player characters. It is never possible for a player character to devise or teach a fighting style in the *Sláine RPG*, even if he has learned an entire style from another teacher.

### Fighting Style Geases

Fighting style teachers each have a particular power over all their pupils, due to the intense nature of their teaching. In effect, each fighting style teacher has the power to place a minor geas on each of their pupils, if she so chooses. Not every teacher will place such a geas, and those who do often use practical geases such as 'never attack me or any other of my pupils'. However, some teachers regard themselves as having much the same role with regard to their pupils as druids have in regard to their community. These teachers consider themselves to be agents of destiny and so will give out geases according to their whim or intuition.

If a character learns a fighting style, the Games Master should consider whether or not they should also be given a suitable geas. The player should be aware of the risk, though the precise chance of this occurring will vary from teacher to teacher, according to her mood and her beliefs concerning the pupil.

### Aifa's Fighting Style

Aifa's simple, direct fighting style has no fancy name, unlike that of her rival Scathach. Aifa is a firm believer in slaying her enemies as rapidly as possible with a minimum of fuss. Although she is no stranger to intricate swordplay and demands perfect technique of





all her pupils, she regards Scathach's fighting style as overly complex and even decadent. She teaches the use of only two weapons, the sword for close work and the sling for ranged attacks, though her pupils are permitted and even encouraged to study other weapons – even the dreaded gae bolga, preferred weapon of Aifa's enemy Scathach.

Those who learn from Aifa are encouraged to seek out and fight students of Scathach's fighting style, Spearrach Carden. These fights should be honourable but may be to the death or otherwise, at the discretion of the participants. Aifa has the power to place a single minor geas on anyone who takes Initiate status in her style, if she so wishes. She will not always do this but when she does so the geas will often be intended to provoke combats with Scathach's pupils.

All the benefits provided by Aifa's fighting style are extraordinary abilities.

### Style Restrictions

**Required Weapons:** Sling and iron sword.

### Prerequisites

Warriors who wish to learn from Aifa must fulfil the following prerequisites:

**Base Attack Bonus:** +5 or higher.

**Enech:** 6 or higher.

**Equipment:** Sling and sword.

**Feats:** Combat Expertise, Improved Sunder, Martial Weapon Proficiency (sword), Martial Weapon Proficiency (sling), Mighty Sling, Weapon Focus (sling), Weapon Focus (sword).

### Initiate

#### Sundering Parry

Aifa's first lesson to her pupils is that rather than simply parrying a weapon, the most effective tactic is often to simply slice that weapon in half with a powerful strike of one's blade.

**Benefit:** Once per round, if your opponent attacks you with a weapon in melee combat and misses, but



would have hit you had it not been for your dodge bonus from Combat Expertise, you may make an immediate attempt to sunder the attacking weapon as a free action. This sunder attempt is made at your highest attack bonus.

### Slinger of Sleep

#### Thunder Sling

The Slinger of Sleep's slingstones whirl with unerring accuracy into his opponents, incapacitating most foes in one powerful strike.

**Prerequisites:** Whirring Sling, base attack bonus +8 or higher.

**Benefit:** Whenever you use the Whirring Sling feat, you gain a +1 competence bonus to your damage roll. This stacks with the +2 bonus gained from the Whirring Sling feat.

### Unstoppable Sword

#### Cleaving Sunder

Aifa teaches her pupils to destroy their enemies' weaponry as a prelude to destroying the enemy themselves.

**Prerequisites:** Cleave, base attack bonus +11 or higher.

**Benefit:** Once per round, immediately after you successfully destroy your opponent's weapon with a Sunder attempt, you may instantly make an attack against that same opponent as a free action. This attack is at the same attack bonus as the attack used to make the Sunder attempt.

**Table 3-3: Aifa's Fighting Style**

Level of Ability	Title	Bonus	Training Time
1	Initiate	Sundering Parry	1 month
2	Slinger of Sleep	Thunder Sling	2 months
3	Unstoppable Sword	Cleaving Sunder	4 months
4	Slinger of Sorrow	Crippling Slingstone	6 months
5	Living Sword	Relentless Followup Attack	1 year



## Slinger of Sorrow

### Crippling Slingstone

The Slinger of Sorrow's slingstones are quite capable of smashing skulls, breaking bones and bursting open internal organs, depending on where they are aimed. A well-placed cobblestone-like missile could also be used to deaden the nerves of a sword-arm or cause the target's muscles to seize up.

**Prerequisites:** Point Blank Shot, base attack bonus +14 or higher.

**Benefit:** Any time you use a sling to inflict normal damage (rather than non-lethal damage as for the Whirring Sling feat), your opponent must make a Fortitude save (DC 10 + damage dealt by the slingstone) or suffer 1d3 temporary ability damage to either Strength, Dexterity or Constitution (determined randomly). This fighting style technique may only be used against opponents within 30 feet of the slinger.

## Living Sword

### Relentless Followup Attack

In single combat Aifa's most advanced students are almost unstoppable. Raining down blow after blow, they can batter down the defences of almost any enemy.

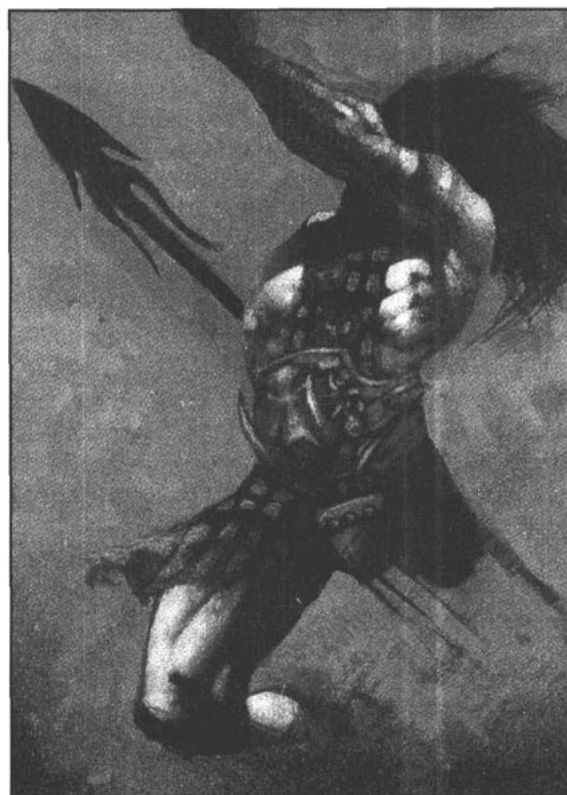
**Prerequisites:** Intelligence 12+, Dodge, base attack bonus +17 or higher.

**Benefit:** If you make a full attack at the opponent you are dodging, and at least three of your attacks hit, you gain the following benefits: For the following round you may add your Intelligence modifier as a dodge bonus to your AC against that opponent, and as a circumstance bonus to your melee attack and damage rolls against that opponent.

## CERENU FIGHTING STYLE

The clan known as the Cerenu occupy northwestern Alba, where they are one of the main bulwarks of defence against the fomorians. Their chieftain, Cerena Fair-Mane, devised this fighting style for flexibility when battling the sea devils. For this reason it is relatively simple, with the only weapon taught being the javelin, used alongside the large shield. Unusually, the javelin is used both for ranged and melee combat, allowing the Cerenu warriors to concentrate on mastering that one weapon. As might be expected with such a skirmishing style, the Cerenu favour minimal armour.

The Cerenu are not exclusive – Cerena will teach the basics of her fighting style to anyone who has proven himself a skilled warrior and foe to the fomorians. Those who wish to learn all her secrets must slay more



and more sea devils before she will reveal her most powerful fighting techniques. Unlike most fighting styles, few feats are required to learn the Cerenu method of fighting; this makes it attractive to tribal warriors and even thieves or the occasional witch wishing to expand their combat repertoire, since it is possible they may learn most of its secrets through sufficient dedication.

If Cerena Fair-Mane grants a geas to one of her students, it almost invariably involves a requirement to hunt down or otherwise fight with fomorians.

All the benefits provided by the Cerenu fighting style are extraordinary abilities.

### Style Restrictions

**Required Weapon:** Javelin.

**Required Armour:** Light or none, large wooden shield:

### Prerequisites

Warriors who wish to learn the Cerenu must fulfil the following prerequisites.

**Base Attack Bonus:** +5.

**Enech:** 5 or higher.

**Equipment:** Large wooden shield and three javelins, light or no armour.



**Feats:** Door of Battle, Martial Weapon Proficiency (javelin), Point Blank Shot, Shield Proficiency, Weapon Focus (javelin).

**Special:** Must have killed at least one fomorian, either in single combat or in battle.

## Initiate

### Thrusting Javelin

Cerenu warriors must learn to use the javelin as effectively as a longer spear in close combat, holding it almost at one end and wielding it rather like a stabbing sword.

**Benefit:** You no longer have the -2 penalty for wielding a javelin in melee combat (see the *Slaine RPG* rulebook, p.47). Furthermore, your javelin deals 1d8 damage when used in melee combat, rather than the usual 1d6. Note that thrown javelins still deal 1d6 damage.

## Blooded Slayer

### Blood Paint

Blooded slayers have their faces ritually daubed with the blood of slain fomorians. These crudely painted designs help the hero to resist the magic and attacks of the sea devils.

**Prerequisites:** Must have killed at least ten fomorians either in single combat or in battle, Sorcery 8 ranks or higher, base attack bonus +8 or higher.

**Benefit:** Blood paint takes one minute to apply and lasts for a full week after each application. However, it must be taken from fresh fomorian corpses. One corpse will provide enough blood to daub six blooded slayers. Each blooded slayer so painted gains a +2 morale bonus to AC when fighting fomorians, and a +2 morale bonus to all saving throws caused by fomorian action of any kind.

## Charging Boar

### Javelin Charge

The charging boar has learned that the most effective time to throw a javelin is from within charging range of one's enemy, using the same explosive movement

that propels the javelin forward to charge and impale the enemy with a second javelin. Experts with this technique rival the thrown javelin for speed, barrelling into the enemy an instant after the hurled javelin strikes him.

**Prerequisites:** Must have killed at least twenty fomorians either in single combat or in battle, Quick Draw, base attack bonus +11 or higher.

**Benefit:** Whenever you make a charge attack from at least 20 feet away from your target, you may throw one of your javelins as a free action at your highest attack bonus as you begin your charge. You may draw another javelin during your charge movement to use as a melee weapon when you deliver your charge attack.

## Shield of the North

### Shield Ally

The Shield of the North learns to use his shield to protect his friends as well as himself.

**Prerequisites:** Must have killed at least fifty fomorians either in single combat or in battle, Door of Battle, base attack bonus +14 or higher.

**Benefit:** When you perform the aid another action in combat, you may add +4 to your ally's AC rather than +2. This has no effect on aid another actions performed to increase an ally's attack bonus.

## Many-Tusked Boar

### Javelin Charge Mastery

The many-tusked boar is capable of hurling several javelins at his foe while he charges home to finish them off.

**Prerequisites:** Must have killed at least one hundred fomorians either in single combat or in battle, Rapid Shot, base attack bonus +17 or higher.

**Benefit:** As for Charging Boar, except that when you make a charge attack from at least 40 feet away from the target, you may make two thrown javelin attacks against him, one before you begin moving and a second one at the halfway point of your move. Each thrown javelin attack is at your full base attack bonus, but with a -2 penalty.

Table 3-4: Cerenu Fighting Style

Level of Ability	Title	Bonus	Training Time
1	Initiate	Thrusting Javelin	1 month
2	Blooded Slayer	Blood Paint	2 months
3	Charging Boar	Javelin Charge	3 months
4	Shield of the North	Shield Ally	4 months
5	Many-Tusked Boar	Javelin Charge Mastery	6 months





# New Feats

**M**ost of the feats presented here may only be learned by members of the Finian tribe, and so count as Special feats.

## Diehard (general)

By sheer strength of purpose and determination, you can force yourself to act almost normally despite mortal wounds.

**Prerequisite:** Endurance.

**Benefit:** When reduced to between -1 and -9 hit points, you automatically become stable. You do not have to roll d% to see if you lose 1 hit point each round. When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious. When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous, including some free actions, such as casting a quickened spell) you take 1 point of damage after completing the act. If you reach -10 hit points, you immediately die.

**Normal:** A character without this feat who is reduced to between -1 and -9 hit points is unconscious and dying.

## Finian Sorcery (special)

This is much like the Sorcerer's Boon feat, except that rather than choosing two spells, you learn all the tribal specialty spells.

**Prerequisites:** Int 13+, Sorcery 8 ranks or higher, must be a member of the Finian tribe.

**Benefit:** You gain the following spells: *sign of the moorland*, *sign of the spiral*, *sign of the straight spear* and *sunlight*. If you do not meet the prerequisites for all the spells listed, you gain all the spells for which you do meet the prerequisites. As soon as you meet the prerequisites for the other spells, you also gain them.

## Mighty Sling (general)

By selecting larger, heavier stones than usual, you can inflict more damage to your opponents.

**Prerequisites:** Str 15+, attack bonus +5 or higher, Weapon Focus (sling).

**Benefit:** You may add your full Strength bonus to all sling attacks you make.

**Normal:** Without this feat you may only add one-half your Strength bonus to the sling attacks you make.

## Second Sight (special)

You are one of Alba's legendary seers, capable of predicting the future with uncanny detail.

**Prerequisites:** Wis 13+, Divination 4 ranks, may only be taken at 1<sup>st</sup> level, must be a human member of the Finian tribe.

**Benefit:** You gain a +2 competence bonus on all Divination checks. Furthermore, you gain the spell *trance of the second sight*, described in the Magic of the Finians chapter.

**Normal:** Without this feat you may not select the spell *trance of the second sight*.

**Special:** The gift of Sight comes with a drawback. You are occasionally plagued with visions when you do not wish them. See the description of the spell *trance of the second sight* for more information.

## Toughness of the Finians (special)

You can shrug off blows that would cripple or kill a normal man

**Prerequisites:** Toughness, must be a member of the Finian tribe.

**Benefit:** Your gain bonus hit points equal to +1 per character level or hit die.

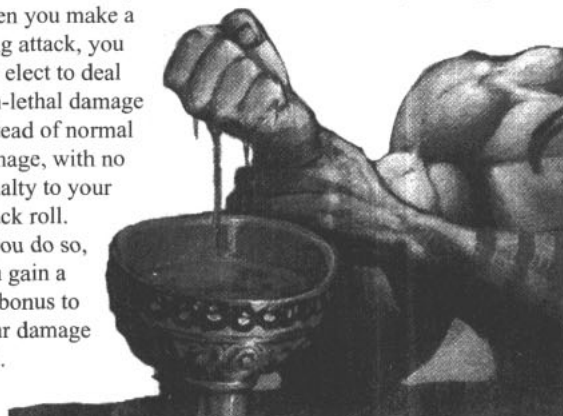
**Special:** Each time your character level increases, you gain another +1 bonus hit point.

## Whirring Sling (special)

You are so accurate and forceful with the sling that can stun your enemies with a successful strike. The woman-warrior Aifa is said to have taught this feat to those heroes who came to her for instruction in the arts of war, instead of going to her rival Scathach. Knowledge of the whirring sling is so useful that it has spread among many Finian warriors, particularly those who favour slings over spears.

**Prerequisites:** Attack bonus +8 or higher, Weapon Focus (sling), Mighty Sling.

**Benefit:** If you are within 30 ft. of your target when you make a sling attack, you can elect to deal non-lethal damage instead of normal damage, with no penalty to your attack roll. If you do so, you gain a +2 bonus to your damage roll.



# Magic of the Finians

## New Spells

The following spells are generally available to anyone, although they originated with the Finians and are far more commonly known in northern Alba than elsewhere in the Land of the Young. If the Games Master requires Player Characters to learn spells from those who already know them, it is unlikely they will find a non-Finian teacher for any of these spells. The only spell which can only be learnt by Finians is *trance of the second sight*. Note that although most of the spells are open to members of any tribe, a committed Finian sorcerer can have access to them a great deal more cheaply – by taking the feat Finian Sorcery (see the New Feats chapter), he can acquire most of the new spells for which he meets the prerequisites.

The new spells are very much related to the Finians and their way of life. *Sunbeam* and *sunlight* are crucial in taking the fight to the fomorians, with the one burning them directly and the other melting their icy land to allow the Finians to penetrate deeper into Lochlann. *Sign of the moorland*, like the similar barrier spells of the other tribes, is used both on a large scale to block the path of armies and on a smaller scale to prevent the escape of the sorcerer's victims. *Sign of the spiral* and *sign of the straight spear* are also powerful war spells.

*Spectral sight*, *tamhasg*, and *trance of the second sight* are somewhat restricted in that only characters with the Second Sight feat may select them at all. They all form part of the mystery that is the Sight, and one day will be only half-remembered in legend by the later practitioners of the Sight.

### Sign of the Moorland

*Nature Magic*

**EP Cost:** 3+ points

**Components:** S

**Casting Time:** 1 action

**Range:** Line of Sight

**Area:** Circle with a diameter of 100 ft., plus 50 ft. per extra point of EP expended

**Duration:** Ten minutes per rank of Sorcery skill

**Saving Throw:** See below

**Spell Resistance:** No

**Prerequisite:** Magic attack bonus +6 or higher

**Magic Attack Roll:** Sets DC for saving throws

The Ogham letter Ohn represents the furze, a spiny yellow-flowered plant that grows only on waste ground and moorland. This spell creates a great, furzy hillock of moorland in an instant, acting as a major barrier in the area of effect. Any creature attempting to move through the area must clamber up the hill, and thanks to the encumbering furze plants will move at only one-half speed within the area of effect. If any creatures are inside the area of effect when the spell is cast, they will find themselves atop the new moorland, which peaks at 20 feet high.

### Sign of the Spiral

*Nature Magic*

**EP Cost:** 10 points

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Line of Sight

**Area:** All non-animal creatures within one woodland, to a maximum size of 10 acres per rank of Sorcery skill

**Duration:** One day

**Saving Throw:** Will partial

**Spell Resistance:** No

**Prerequisite:** Must be a worshipper of Carnun

**Magic Attack Roll:** Sets DC for Will saving throws

The Ogham letter Gort represents the ivy, which gains its life by spiralling around other plants. This spell draws on magic that was old in Alba even before the arrival of the Finians, magic of the land and the trees, to confuse wanderers in a section of woodland. It is powerful in defence of the land, but somewhat more limited in its use outside of Alba.

All creatures within the woodland, except those of the Animal type, must make Will saving throws. Even successful saves mean that the creatures within the woods are somewhat lost: they have a penalty of -12 to all Wilderness Lore skill checks to find their way or follow tracks. Those with the Track feat may reduce this penalty to -6, but must still make Wilderness Lore checks if they wish to follow tracks or otherwise find their way, despite the usual benefits of that feat. Creatures who fail the Will check



d20	Behavior
1-4	Act normally, though they are still hopelessly lost
5-12	Do nothing but babble incoherently
13-18	Flee in a random direction at their maximum possible speed
19-20	Attack nearest creature

are completely unable to find their way through the woods, and will wander around in circles for the duration of the spell (or until they give up and elect to simply stay where they are, of course).

When the spell is cast within the country of Alba, it has an additional effect on those who fail their saving throws. They become lost mentally as well as physically, and are unable to consciously control their actions. Roll on the following table at the beginning of each subject's turn each round to see what the subject does in that round.

A victim who fails their Will saving throw but may not carry out the indicated action does nothing but babble incoherently. Note that attackers are not at any special advantage when attacking an affected character – if attacked, they automatically retaliate on their next turn, and will not have to roll on the above table whilst engaged in combat.

When casting this spell the edge of the area of effect must be within range, though it is not necessary to see the whole of the woodland or even its centre.

**Material Component:** A small piece of furze.

### Sign of the Straight Spear

*Bless*

**EP Cost:** 6 points

**Components:** S

**Casting Time:** 1 action

**Range:** Touch

**Target:** One or more named iron war-spears or gae bolgae

**Duration:** Till end of next encounter or battle

**Prerequisites:** Bless skill 6+, *blade blessing*, must be a worshipper of Lug the Sun-God

**Skill Check:** Bless (DC = 16)

The Ogham letter Nuin represents the ash-tree, traditional material for spear-shafts – almost as hard as oak, but more flexible and resilient. *Sign of the straight spear* is used before a group of warriors go into combat. Each iron war-spear or gae bolga blessed with a *sign of the straight spear* becomes *keen*, that is, its threat range is doubled. As usual for doubled doublings, a character who has the Improved Critical feat and is wielding a spear blessed with *sign of the straight spear* triples the threat range of the weapon. A success with the Bless skill check allows the sorcerer to

bless a single weapon; for every 10 full points by which the skill check exceeds the DC, the sorcerer may bless a further weapon. Thus, a skill check result of 16 to 25 allows just one weapon to be blessed, 26 to 35 allows two weapons to be blessed, and so forth. All the weapons to be blessed must be named weapons and be wielded by their namers for the spell to function. Any weapons blessed by this spell count as enchanted weapons for the duration of the encounter or battle.

### Spectral Sight

*Divination*

**EP Cost:** 4 points

**Components:** S

**Casting Time:** 1 action

**Range:** See below

**Area:** See below

**Duration:** One hour per rank of Sorcery skill

**Spell Resistance:** No

**Prerequisite:** *Trance of the second sight*, Divination skill 8+

**Skill Check:** Divination (DC 15)

This spell grants the sorcerer the ability to see all things as they truly are. She can see through normal and magical darkness, notice secret doors hidden by magic, see invisible creatures or objects normally, see through illusions and see the true form of shapeshifted, changed, or transmuted things. She can also determine the true type and subtype of any creature observed, so a war-witch of 10<sup>th</sup> level or above – though appearing to ordinary sight as a human – would be seen as an El creature to a sorcerer with the benefit of *spectral sight*. A sorcerer under the effects of *spectral sight* can clearly see another sorcerer in *tamhasg* form, so the latter does not gain the form's usual Armour Class bonus against the caster. All these benefits are conferred through the sorcerer's normal range of vision, as though the area were fully lit by daylight.

*Spectral sight*, however, does not penetrate solid objects. It in no way confers x-ray vision or its equivalent. It does not negate concealment, including that caused by fog or anything other than darkness. *Spectral sight* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot usually be further enhanced with known magic, so one cannot use *spectral sight* in conjunction with *scrying flames*, for example.

If the Divination skill check result is at least 35 (20 points higher than the DC), *spectral sight* provides some additional benefits. The sorcerer gains a +10 enhancement bonus to all Search, Sense Motive and Spot checks for the duration of the spell. Furthermore, the sorcerer may now







utilise the *spectral sight* spell with other known magic, such as in conjunction with *scrying flames*.

### Sunbeam

*Nature Magic*

**EP Cost:** 4 points

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Evil Eye

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Reflex negates and Reflex half; see below

**Spell Resistance:** Yes

**Prerequisite:** Must be a worshipper of Lug, *sunlight*, magic attack bonus +3 or higher

**Magic Attack Roll:** Sets DC for Reflex saving throws

This spell causes searing beams of sunlight to shine out from the sorcerer's eyes, dazzling and burning the target creature. The target creature is blinded and dealt 3d6 points of fire damage. Any creature to which sunlight is harmful or unnatural, or a creature of the cold subtype, takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature targeted by the beam and who fails its Reflex save is destroyed, rather than being blinded.

**Material Component:** A small chunk of amber.

### Sunlight

*Nature Magic*

**EP Cost:** 1+ points (2+ points at night)

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Personal

**Area:** Circle with a diameter of 100 ft. per point of EP expended (daytime) or 10 ft. per 2 points of EP expended (night-time)

**Duration:** Ten minutes per rank of Sorcery skill

**Saving Throw:** None

**Spell Resistance:** No

**Prerequisite:** Must be a worshipper of Lug

This spell may only be used outdoors. Directly above the character's head, clouds part and the sun shines down, strongly illuminating the area affected by the spell. Even during the night, the power of Lug the Sun-God is capable of bringing forth sunlight within the area of the spell. This counts as bright sunlight for all purposes. Beyond the area directly affected by the spell, dim light shines for an additional 100 feet (10 feet during the night). As well as the light of the sun, this spell also provides the warmth of a hot summer sun for its duration; this is quite capable of melting ice, unfreezing rivers, and even causing avalanches in snowy regions.



Creatures that take penalties in bright light also take them while within the radius of this magical light.

*Sunlight* and *cloak of blackness* immediately cancel one another out if their areas overlap.

**Material Component:** A small quantity of honey.

### **Tamhasg**

*Divination*

**EP Cost:** 6 points

**Components:** V, S

**Casting Time:** 10 minutes

**Range:** See below

**Area:** Self

**Duration:** One round per rank of Sorcery skill

**Spell Resistance:** No

**Prerequisite:** *Trance of the second sight*

**Skill Check:** Divination (DC 16)

The *tamhasg* is a ghostly figure which has the form of a living human. This spell allows the sorcerer to send out his spirit and consciousness into the world in the form of a spectral duplicate of himself, clothed in whatever the sorcerer himself is wearing but without any other equipment, armour or weaponry.

He makes a Divination skill check (DC 16) to send the spectral form out to a place of his choosing, or to a specific person. This place or person may be anywhere or anyone known to the sorcerer. Once there, he may communicate verbally with any other creatures present for the duration of the spell if he so wishes. Furthermore, he may move around at his normal speed and also attempt to interact physically with objects or persons there. Interacting physically with objects or persons requires a concentrated effort of will on the part of the sorcerer, expending 1 EP per round. A physical interaction could be an unarmed attack, overrun, grapple attempt or similar, or it could be something less violent such as a kiss or handshake.

A sorcerer in *tamhasg* form has his usual ability scores. The *tamhasg* form has Damage Reduction 15/enchanted, though the sorcerer's real body is in a trance state (completely helpless and incapable of perceiving anything, even damage to itself) at the time. The *tamhasg* form has the same number of hit points as the sorcerer at the time of casting. It cannot heal damage as such, but it always has the same number of hit points as the caster when cast. If it is destroyed, the sorcerer permanently loses 1d3 points of Wisdom and may not cast this spell again for at least one year. The *tamhasg* form is only partially visible and its outline is very blurred, giving it a +8 circumstance bonus to Armour Class.

The sorcerer can end the spell and return to his body as a free action at any time.

*Tamhasg* is often used to frighten or even try to kill an enemy, particularly if the sorcerer can use this spell when his victim is passing close by a cliff or other dangerous situation where a single push from a spectral figure could kill him. In a more peaceful mode of use it could allow communication over great distances.

### **Trance of the Second Sight**

*Divination*

**EP Cost:** 3 points

**Components:** See below

**Casting Time:** See below

**Range:** See below

**Area:** See below

**Duration:** One minute per rank of Sorcery skill

**Saving Throw:** See below

**Spell Resistance:** No

**Prerequisite:** Second Sight feat

**Skill Check:** Divination (see below)

This spell allows the caster to enter into a divinatory trance in which he sees visions of what is taking place far away. Unlike all other spells, *trance of the second sight* is not deliberately cast; rather, it occurs of its own accord (that is, at the discretion of the Games Master), using up EP as usual as it drains magical energy from the caster, but the effects are not under his control.

*Trance of the second sight* rarely gives predictions of the future, but more commonly allows the sorcerer to gain an insight into an event relevant to himself or his allies that is occurring far away. The visions seen are similar to those seen by *scrying flames*, but with the important difference that the sorcerer need not deliberately choose to view a specific place or creature; rather, he automatically views the most important events to him or his close associates, wherever they take place, even if he has no idea that anything significant is occurring at the time.

Whenever the Games Master determines that an event of significance is occurring, he makes a Divination check on behalf of the sorcerer. The DC is 13 + 1 per mile distant the event is occurring. The event may be of significance either to the sorcerer himself, his allies or employers, or simply the people with whom he is present at the time. The sorcerer has a momentary hint that the spell will begin to take effect, at which point he may attempt to resist it if the time is inconvenient. If the sorcerer does attempt to resist, the Games Master makes a magic attack roll on behalf of the sorcerer, which sets the DC for the sorcerer's own Will saving throw!

A sorcerer affected by this spell is in a trance state for the duration of the spell. This means he is completely helpless and incapable of perceiving anything, even damage to himself.



# Folk of the Finians

This section includes game stats, descriptions, and personality write-ups for three of the most politically important Non-Player Characters of the Finians. All the characters listed are given accompanying scenario hooks at the end of their descriptions, to give the Games Master an idea of how to integrate them into his campaign.

## Aifa the Warrior-Woman

Aifa is a princess of the feared Smertes tribe, whose lands border on the shadowy realm claimed by Scathach (see *Tir Nan Og*). Her father, 'King' Ardgeim, rules the partially autonomous tribe from Finias, and has his eye on increasing their independence and perhaps even wresting northern Alba from the rule of King Genann. To that end he sent Aifa to Scathach as a girl to learn the ways of the warrior-woman. Aifa exceeded all his hopes during the training period, but became estranged from Scathach. Aifa claims this was because Scathach recognised the superiority of her student; Scathach that Aifa stole from Scathach's personal armoury.

Aifa is breathtakingly beautiful, with the coppery red hair of the northern Finians and the fiercest expression ever seen on a woman outside of a betrayed Sessair wife.

**Male Human Noble Warrior 20:** Medium-sized humanoid (H 5'7", W 170 lbs.), **HD** 20d10+80; **hp** 190; **Init** +3 (+3 Dex); **Spd** 20 ft.; **AC** 22 (+3 Dex, +5 breastplate, +2 large wooden shield, +2 Door of Battle); **Attacks** +28/+23/+18/+13 melee or +23/+23/+18/+13/+8 ranged (1d8+8, iron sword, or 1d6+6, slingstone); **SA** Tribe (Finian: +4 to saves and checks against environmental hazards), Sundering Parry, Thunder Sling, Cleaving Sunder, Crippling Slingstone, Relentless Followup Attack; **EP** 3 (+1 Wis, -4 breastplate); **Magic Attack Bonus** +6; **SV** Fort +16, Ref: +9, Will +7; Str 22, Dex 17, Con 18, Int 10, Wis 13, Cha 14; Enech 22.

**Skills and Feats:** Balance +16, Bless +5, Intimidate +9, Jump +18, Sorcery +4, Tumble +26; Chariot Combat, Cleave, Combat Expertise, Dodge, Door of Battle, Great Cleave, Improved Critical (iron sword),

### Scenario Hook

Aifa has hated Scathach for a long time, and regularly makes war against her hated rival. This time, though, she has gone too far. She insinuated a spy into Scathach's household, ascertained her movements, and passed the information on to the fomorians. The sea devils despatched an elite war party, which captured Scathach despite enormous losses and only by very nearly killing her in the process.

Now Scathach must be rescued, one way or the other. The characters may be students or former students of hers, in which case this will be a matter of honour. Alternately, they may be hired in from outside, in which case Scathach's students may be uncooperative, regarding the rescue as their business and theirs alone. In any case, even if Scathach is brought back the matter will not end, for she will want revenge on Aifa, one way or the other. . .

Improved Sunder, Mighty Sling, Mobility, Point Blank Shot, Power Attack, Rapid Shot, Spring Attack, Sundered Heads, Weapon Focus (iron sword), Weapon Focus (sling), Weapon Specialisation (iron sword), Whirring Sling.

**Possessions:** Breastplate, named masterwork iron sword, sling, six slingstones, fur cloak, gold neck-torc.

**Spells:** *Blade blessing, cure injury, sign of light, sign of reprisal.*

## Conan Mac Morna

Conan Mac Morna, also known as Conan Maol (Conan the Bald), is one of the fiercest warriors of the Fianna warband. Many tales are told of his deeds in battle, and almost as many of his extraordinarily irascible nature. He is widely regarded as the most quarrelsome of all the Fianna, if not the most quarrelsome of all warriors. He has slain hundreds of foes in battle, and hundreds more for looking at him disrespectfully, or just being in the wrong place at the wrong time. . .

Some speculate that Conan is no more than a bully, loath to face a warrior of his own stature. If this is







true, he has certainly been paying the bards to sing otherwise.

Conan is large and tough-looking, though his back has no flesh save for a black sheepskin that grows there instead of skin. He is bald due to a disagreement with the women of Finias, who staked him to the ground by his hair – he had to pull the hair out by the roots to get free.

**Male Human Noble Warrior 6/Fianna Warrior 10:** Medium-sized humanoid (H 6'2", W 250 lbs.), **HD** 16d10+103; **hp** 191; **Init** +1 (Dex); **Spd** 20 ft.; **AC** 20 (+1 Dex, +5 breastplate, +2 large wooden shield,

#### Scenario Hook

Conan's aggression has brought him into trouble again. He has deeply offended King Genann, to the extent that neither man's honour will permit anything less than a duel to take place. At present it looks like this will be a duel to the death. The characters are asked to negotiate with both parties and persuade them to either call the duel off and have Conan make a formal apology and reaffirmation of loyalty to his king, or at the very least persuade them to agree to fight to first blood or submission only, rather than to the death.

+2 Door of Battle); **Attacks** Gae bolga +22/+17/+12/+7 melee or javelin +17/+12/+7/+2 ranged (1d8+6, gae bolga, or 1d6+2, javelin); **SA** Ambush (+4 initiative and +2d6 sneak attack against surprised foes); **SQ** Silver Tongue (+2 to verbal skill checks), Tribe (Finian: +4 to saves and checks against environmental hazards), Swift Tracker (track at run speed without penalty), Strider (walk, run and hustle for extended periods), Forest Runner (+10 ft. movement in medium or less armour outdoors), **Magic Attack Bonus** +1; **SV** Fort +17, Ref: +6, Will +3; **Str** 18, **Dex** 13, **Con** 20, **Int** 10, **Wis** 6, **Cha** 7; **Enech** 25.

**Skills and Feats:** Heal +9, Intimidate +17, Perform (song) +4, Ride +14, Wilderness Lore +13; Battle Cry, Diehard, Door of Battle, Endurance, Exotic Weapon Proficiency (gae bolga), Quick Draw, Run, Toughness, Toughness of the Finians, Track, Weapon Focus (gae bolga), Weapon Specialisation (gae bolga),.

**Possessions:** Breastplate, named gae bolga, large shield, four javelins, gold neck-torc, Fianna steed, magical sheepskin (this gift from the Crane Bag has now fused with his back, making him quite a figure of fun to those few who dare mock him. More importantly, it enables Conan to regenerate 2 hp per round whenever he has 1 or more hp).

## King Genann\*

\*Note that King Gann of the Finians has already been described, in *Tir Nan Og*. King Genann is his brother and successor, after the events depicted in the *Sláine* graphic novel *Sláine: The Horned God*. For more on the succession and related matters, see the *Sláine RPG* scenario *Way of the Horned Lord*.

Genann looks like a typical wealthy Finian warrior, with finely silver-chased iron plate armour and a similarly ornate decorated helmet in traditional Celtic style. He is in his late thirties. Unlike most Finians he prefers a sling for ranged combat rather than the spear,



### Scenario Hook

Genann has been having some trouble with the Fianna. Many of these wild warriors regard him as unfit for kingship, feeling that since he would not even qualify to join their warband he should not be permitted to lead them. There is talk among them of taking to the hills and waging war on the king and the forces loyal to him, so as to replace him with a more worthy monarch.

The characters might be hired by either Genann or the Fianna, to spy on or even directly attack their perceived enemy. Alternatively and more satisfyingly they might be drawn into the situation simply through their own loyalties and ties in Alba. This is especially effective if the party's loyalties are divided, just as most Finians' are. That way they must attempt to broker peace between the two sides – probably in vain, since the pride of warriors is at stake here. Any major conflict between king and warband will certainly lead to other problems as other parties attempt to take advantage of the apparent weakness of the Finians. These problems could include large-scale Sessair cattle raids, fomorian slaving bands making incursions into the north and carrying off large numbers of cumals, and Fir Domain aggressiveness up to and including a full-scale invasion.

following the deadly cobblestone-slinging traditions of the famous Alban warrior-woman Aifa.

Before becoming king, Genann was a counsellor, messenger, information-gatherer, and right-hand man to his brother Gann. These roles have given him a

useful skill set with which to strengthen and safeguard his new role as king of the Finians. He is very much a traditional Finian ruler, stoic and steadfast, a firm ally of the other Earth Goddess Tribes so long as they are united against the fomorians and drunes but a stern foe when the cattle-raids and little wars begin once more. Genann wants what is best for the tribe, first and foremost. He has a good deal of respect for the Sessair and surprisingly also gets on well with many in the Fir Domain, thanks to spending much of his childhood in Albion.

**Male Human Noble Warrior 10:** Medium-sized humanoid (H 5'9", W 160 lbs.), **HD** 10d10+30; **hp** 92; **Init** -2 (-2 Dex); **Spd** 20 ft.; **AC** 17 (-2 Dex, +5 breastplate, +2 large wooden shield, +2 Door of Battle); **Attacks** +15/+10 melee or +7/+7/+2 ranged (1d8+5, iron war-spear, or 1d6+5, slingstone); **SQ** Tribe (Finian: +4 to saves and checks against environmental hazards); **Magic Attack Bonus** +4; **SV** Fort +15, Ref: +10, Will +8; Str 16, Dex 7, Con 17, Int 12, Wis 13, Cha 14; Enech 16.

**Skills and Feats:** Intimidate +13, Jump +9, Sense Motive +14, Spot +12, Wilderness Lore +12; Door of Battle, Endurance, Far Shot, Mighty Sling, Point Blank Shot, Read Ogham, Run, Weapon Focus (iron war-spear), Weapon Focus (sling), Weapon Specialisation (iron war-spear), Weapon Specialisation (sling).

**Possessions:** Breastplate, named masterwork iron war-spear, sling, six slingstones, fur cloak, gold neck-torc.



# Finian Reference

## Tables

**T**his appendix covers a number of fairly typical Finian characters along with the rather more unusual Fianna Warrior, allowing the Games Master to easily populate Alba with a variety of ordinary and not-so-ordinary folk.

### Cerenu Clan Chieftain

**Medium-Size Humanoid (Human 12<sup>th</sup> level noble warrior)**

**Hit Dice:** 12d10+12 (78 hp).

**Initiative:** +3 (Dex).

**Speed:** 20 ft. (mail shirt).

**AC:** 21 (+3 Dex, +3 mail shirt, +1 helmet, +2 large shield, +2 Door of Battle).

**Attacks:** Javelin +16/+11/+6\* melee; or javelin +14/+14/+9/+4 ranged.

**Damage:** Javelin 1d8+1 melee, or javelin 1d6 ranged.

**Special Attacks:** One javelin (usually the one retained for melee combat) is named, for +1 to attack rolls; Javelin Charge (+16 ranged javelin attack when charging from at least 20 feet away).

**Special Qualities:** Blood Paint (+2 to AC vs. fomorians, +2 to saves vs. fomorian attacks).

**Magic Attack Bonus:** +2.

**Base EP:** 2 (Base 6, -4 mail shirt).

**Space/Reach:** 5 ft. by 5 ft. / 5 ft.

**Saves:** Fort +9\*, Ref +7\*, Will +4\*.

**Abilities:** Str 13, Dex 17, Con 12, Int 11, Wis 10, Cha 10.

**Skills:** Climb +16, Intimidate +15, Listen +15, Spot +15.

**Feats:** Diehard, Dodge, Door of Battle, Endurance, Far Shot, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Spring Attack, Weapon Finesse (javelin), Weapon Focus (javelin).

**Enech:** 15.

**Climate/Terrain:** Any land.

**Organization:** Solitary (at the head of a large army of Cerenu tribesmen – treat as Finian noble/tribal warriors).

**Advancement:** By character class (noble warrior).

**Possessions:** Named masterwork javelin, three further javelins, large shield, iron dagger, silver neck-torc, mail shirt, helmet.

### Fianna Steed

**Large Animal**

**Hit Dice:** 3d8+15 (28 hp).

**Initiative:** +2 (Dex).

**Speed:** 60 ft.

**AC:** 15 (-1 size, +2 Dex, +4 natural).

**Attacks:** 2 hooves +6 melee; bite +1 melee.

**Damage:** Hoof 1d4+5; bite 1d3+3.

**Space/Reach:** 5 ft. by 10 ft. / 5 ft.

**Special Qualities:** Scent, low-light vision.

**Saves:** Fort +8, Ref +5, Will +2.

**Abilities:** Str 20, Dex 15, Con 21, Int 2, Wis 13, Cha 6.

**Skills:** Listen +9, Spot +9.

**Feats:** Alertness, Endurance, Run.

**Climate/Terrain:** Any land.

**Organization:** Domesticated.

**Advancement:** –

**Carrying Capacity:** A light load for a Fianna steed is up to 400 pounds; a medium load, 401-800 pounds; a heavy load, 801-1200 pounds. A Fianna steed can drag 6,000 pounds.

### Fianna Warrior

**Medium-Size Humanoid (Human 6<sup>th</sup> level noble warrior/4<sup>th</sup> level Fianna warrior)**

**Hit Dice:** 10d10+10+13 (78 hp).

**Initiative:** +1\* (Dex).

**Speed:** 20 ft. indoors, 30 ft. outdoors (mail shirt, Forest Runner).

**AC:** 19 (+1 Dex, +3 mail shirt, +1 helmet, +2 large shield, +2 Door of Battle).

**Attacks:** Iron war-spear +13/+8 melee; or gae bolga +11 ranged.

**Damage:** Iron war-spear 1d8+3, or gae bolga 1d8+1.

**Special Attacks:** Warp-spasm (+4 warp bonus),





Ambush (+2 to Initiative and +1d6 sneak attack if acting during a surprise round).

**Special Qualities:** Forest Runner (+10 ft. movement if in medium or less armour and outdoors), Fianna Code, Fianna Steed.

**Magic Attack Bonus:** +1.

**Base EP:** 2 (Base 6, -4 mail shirt).

**Space/Reach:** 5 ft. by 5 ft. / 5 ft.

**Saves:** Fort +10, Ref +4, Will +3.

**Abilities:** Str 16, Dex 12, Con 13, Int 10, Wis 11, Cha 10.

**Skills:** Heal +4, Perform (song) +8, Ride +7, Wilderness Lore +9.

**Feats:** Battle Cry, Blood of Heroes, Diehard, Door of Battle, Endurance, Exotic Weapon Proficiency (gae bolga), Run, Toughness, Toughness of the Finians, Track.

**Enech:** 12.

**Climate/Terrain:** Any land.

**Organization:** Gang (2-3), raiding party (6-10 plus

1 leader of 12<sup>th</sup> to 14<sup>th</sup> level), or war party (10 to 20 Fianna warriors plus one Fianna warrior leader of 13<sup>th</sup> to 15<sup>th</sup> level plus 20 to 30 1<sup>st</sup> level noble warriors plus 30-60 1<sup>st</sup> level tribal warriors plus 2 lieutenants of 3rd-6th level and 1 leader of 4th-10th level).

**Advancement:** By character class (Fianna warrior).

**Possessions:** Named iron war-spear, gae bolga, large shield, iron dagger, silver neck-torc, mail shirt, helmet, Fianna mount (see above).

### Finian Headman

**Medium-Size Humanoid (3rd level tribal warrior)**

**Hit Dice:** 3d12+3 (23 hp).

**Initiative:** -1 (Dex).

**Speed:** 40 ft.

**AC:** 15 (-1 Dex, +2 large wooden shield, +2 Door of Battle, +1 helmet, +1 fur cloak).

**Attacks:** Iron sword +3 melee; or javelin +4 ranged.

**Damage:** Iron sword 1d8, or javelin 1d6.

**Special Attacks:** Rage 1/day, Tribal fighting style (Finian – thrown spear bonus).

**Special Qualities:** Expert (+2/+1).

**Magic Attack Bonus:** +1.

**Base EP:** 6.

**Space/Reach:** 5 ft. by 5 ft. / 5 ft.

**Saves:** Fort +4, Ref +0, Will +2.

**Abilities:** Str 11, Dex 8, Con 12, Int 10, Wis 11, Cha 13.

**Skills:** Bluff +6, Craft (silversmith) +8, Intimidate +6, Profession (any one) +4, Sense Motive +4, Wilderness Lore +6

**Feats:** Door of Battle, Skill Focus (Craft – silversmith), Weapon Focus (javelin).

**Enech:** 4.

**Climate/Terrain:** Any land.

**Organization:** Solitary, or village of one headman plus 20 to 100 1<sup>st</sup> level tribal warriors and 10 to 50 non-combatant children.

**Advancement:** By character class (tribal warrior or prestige class).

**Possessions:** Named iron sword, three javelins, large wooden shield, fur cloak, helmet, silver neck-torc.

### Finian Noble Warrior

**Medium-Size Humanoid (1<sup>st</sup> level noble warrior)**

**Hit Dice:** 1d10+2 (7 hp).

**Initiative:** +0.

**Speed:** 30 ft.

**AC:** 17 (+2 cuirboilli, +1 helmet, +2 large shield, +2 Door of Battle).



**Attacks:** War-spear +4 melee; or javelin +1 ranged.  
**Damage:** War-spear 1d8+1, or javelin 1d6.  
**Magic Attack Bonus:** +0.  
**Base EP:** 2 (+1 Wis, -4 cuirboilli, -1 helmet).  
**Space/Reach:** 5 ft. by 5 ft. / 5 ft.  
**Saves:** Fort +4, Ref +0, Will +3.  
**Abilities:** Str 13, Dex 10, Con 14, Int 11, Wis 12, Cha 9.  
**Skills:** Climb +4, Intimidate +2, Listen +4, Spot +4.  
**Feats:** Door of Battle, Iron Will, Weapon Focus (war-spear).  
**Enech:** 1.

**Climate/Terrain:** Any land.  
**Organization:** Gang (2-3), raiding party (6-10 plus 1 leader of 3rd-6th level), or war party (30-60 plus 2 lieutenants of 3rd-6th level and 1 leader of 4th-10th level).  
**Advancement:** By character class (noble warrior or prestige class).

**Possessions:** Named war-spear, three javelins, large wooden shield, cuirboilli armour, helmet, copper neck-torc.

#### Finian Warrior

**Medium-Size Humanoid (1<sup>st</sup> level tribal warrior)**  
**Hit Dice:** 1d12+2 (8 hp).  
**Initiative:** +0.  
**Speed:** 30 ft.  
**AC:** 16 (+2 large wooden shield, +1 leather tunic, +1 helmet, +2 Door of Battle).  
**Attacks:** Named war-spear +4 melee; or named war-spear +4 ranged.  
**Damage:** War-spear 1d8+1, or thrown war-spear 1d8.  
**Special Qualities:** Tribal fighting style (Finian – thrown spear bonus).  
**Magic Attack Bonus:** +0.  
**Base EP:** 3 (-2 leather tunic, -1 helmet).  
**Space/Reach:** 5 ft. by 5 ft. / 5 ft.  
**Saves:** Fort +4, Ref +0, Will +0.  
**Abilities:** Str 12, Dex 10, Con 15, Int 10, Wis 11, Cha 8.  
**Skills:** Craft (any one) +4 OR Profession (any one) +4, Listen +4, Search +4, Spot +4, Wilderness Lore +4.  
**Feats:** Door of Battle, Weapon Focus (war-spear).  
**Enech:** 1.

**Climate/Terrain:** Any land.  
**Organization:** Gang (2-3), raiding party (6-10 plus 1 leader of 3rd-6th level), or war party (30-60 plus 2 lieutenants of 3rd-6th level and 1 leader of 4th-10th level).  
**Advancement:** By character class (tribal warrior or prestige class).

**Possessions:** Named iron war-spear, second war-spear, leather tunic, helmet, iron neck-torc, large wooden shield.

#### Fiosaiche Druid

**Medium-Size Humanoid (3rd level druid)**  
**Hit Dice:** 3d4+3 (10 hp).  
**Initiative:** +0.  
**Speed:** 30 ft.  
**AC:** 10.  
**Attacks:** Iron sickle (+2).  
**Damage:** Iron sickle (1d6 -1).  
**Special Attacks:** The Head Aflame.  
**Special Qualities:** Diviner, Druidic Awe (DC 12), Know Ogham, Salmon of Knowledge.  
**Magic Attack Bonus:** +1.  
**Base EP:** 8.  
**Space/Reach:** 5 ft. by 5 ft. / 5 ft.  
**Saves:** Fort +2, Ref +1, Will +7.  
**Abilities:** Str 8, Dex 10, Con 13, Int 14, Wis 14, Cha 11.  
**Skills:** Bless +6, Concentration +7, Diplomacy +6, Divination +12, Heal +8, Innuendo +8, Knowledge (astronomy) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (religion) +9, Sorcery +3.  
**Feats:** Iron Will, Second Sight, Skill Focus (Divination), Weapon Focus (sickle).

**Climate/Terrain:** Any land.  
**Organization:** Solitary.  
**Advancement:** By character class (druid or prestige class).

**Possessions:** Iron sickle.

**Spells:** *Astronomy (short-term), astronomy (medium-term), protective circle, scrying flames, sign of the raven, sunlight, tamhasg, trance of the second sight.*







# The Finians

## The Tribe that Endures

The Finians are without a doubt the toughest of all the Earth Goddess tribes. No other tribe could continually defend Alba as the Finian Tribe does. From resisting the incursions of the sea-devils of Lochlann, to skirmishing the territorial Fir Domain and the persistent rivalry of the southern Sessair, the Finians are under constant seige – and always endure. Theirs is the most stable of the tribes, stoic and proud, who take bitter war to their enemies as often as they themselves are attacked. With the formidable war academies of Scathach, Aife and Cerena Fair-Mane in their lands and the weird gift of Second Sight recurring in their bloodline, the Finians have both the might and vision to survive the darkest of times.

### Inside You Will Find:

**History and Traditions of the Finian:** An overview of the special history and circumstances of the Finian Tribe.

**The Tribe that Endures:** Detailing ten optional character concepts for Finian characters and the elite Fianna Warrior prestige class.

**Academy Fighting Styles:** Complete breakdown of two new warrior styles as taught by the warrior-women Aife and Cerena Fair-Mane.

**New Feats:** Introducing specific new Finian feats, such as Second Sight and Toughness of the Finians.

**Magic of the Finians:** New spells which originated in Finian lands but are available to anyone, though still most common in Alba.

**Folk of the Tribe that Endures:** Full descriptions of the current powers within Alba, from Scathach's rival Aife to King Gennan, including scenario hooks to link them into your campaign.

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