

Transcendence

Third Edition



d20
system

I think it's been five years since I envisioned the first edition of Transcendence. With a simple system using a d12 dice pool and set in the fantastic world of Corahen, that was the first time the Awakened champions saw battle. Then came the second edition, a giant project based on the brand-new Nova game engine I had developed. It resulted in a 178-page book with another 100 pages of rules and accompanying material. Gone was Corahen, as this time the game was set on Europe during the dark ages. The Awakened champions now had the chance to roam France, England and other medieval nations in their quest for supremacy.

This brings us to the third edition, which was much needed. Although Nova was a good game system, it was also a very complicated one. I think Transcendence desperately needed a rules overhaul. This time, instead of designing something of my own, I chose to use Wizards of the Coast's acclaimed d20 system. The idea of promoting the d20 system as a universal engine which anyone can freely use is a brilliant one. It allows for coherency between role-playing games and saves gamers from having to memorise different rules for each game. I'm not a fan of the "one set of rules for all games" concept, but I think that with a little tweaking, the d20 system can fit nicely into any fantasy game (and perhaps contemporary and science fiction ones as well).

Please be kind enough to send me some feedback or any comments. You can contact me at sidhe@otenet.gr. Check the dark dreams web site (<http://www.geocities.com/hernes.geo>) often for updates and new material.

Some final notes:

1. Throughout this book, the male gender is used as a neuter term.
2. I'm sorry if I insult anyone with my language. Before you blast me with an e-mail or a terrible review, please consider that I speak English as a second language.

George Chatzipetros, dark dreams

Important!

In November 2001 I'm beginning my army service, which will last approximately 16 months. Since I'm going to be away from home for long periods, it could take me up to a month to reply to any mail you're sending me. Please be patient and don't flood my mailbox with messages. Rest assured; I reply to every mail sent to me—eventually.

Requires the use of the Dungeons & Dragons(R) Player's Handbook, Third Edition, published by Wizards of the Coast®.

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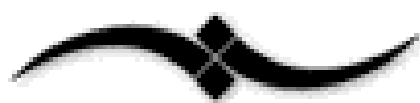
If you would like to use anything in this book in your game or product but are unsure of what is Open Game Content and what isn't, you are encouraged to send me a mail at sidhe@otenet.gr with your question (if these addresses do not work, check out the current address I use at my web site (<http://www.geocities.com/hernes.geo>)). Also, I would appreciate it if you pointed out to Transcendence as the original source of the information. It would be very kind of you.

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Introduction

Chapter The First



Transcendence takes place in Europe during the Dark Ages. The Europe of Transcendence has some differences with historical medieval Europe. Behind everyday life and the mundane world lies another one, dark and of infinite possibilities. Aside from mortals, Europe is also the home of faeries, supernatural beings and sorcerers. Magic is real, even though many people dismiss its existence as superstitions. These unseen forces act like in tales: they are dark, mysterious and rarely appear to mortals. Most people live and die without ever confronting the supernatural, except in fairy tales.

The cosmology of Transcendence's world is based on the conflict of "good" and "evil" powers. These powers are not to be confused with individuals. Rather, they are concentrations of spirits and ideas formed shortly after the universe did. These powers were always at war for the domination of Earth and its inhabitants. Their war was always fought indirectly, through their influence and minions.

The first inhabitants of the land were the faeries. They ruled earth even when men appeared. The "good" and "evil" powers decided that the faeries would make perfect soldiers for their war. They managed to seduce and divide the faeries in conflicting sides. The terrible wars that followed were not won

by any side. Instead, they only left ruins and destruction, being the first tragedy of the cursed and futile war between "good" and "evil". The few faeries that survived the wars faced the humans who began to spread and were forced to retreat into other, mystical dimensions, building their Faerie Realms and isolating themselves from the rest of Earth.

Without any competition, mankind spread to the four corners of Earth and built a mighty civilisation. But the powers of light and darkness were brooding and making plans. They could perceive the future and sense that there was going to be a period in which "evil" would dominate the land and another one during which "good" would be triumphant. After that time however, their vision of the future became blurred and blocked by something they called the **Barrier of Foresight**. The mighty powers were terrified by the blocking of their vision and feared that this period would be the one to determine the true ruler of Earth. Thus, they made preparations for the **Final Battle**.

They activated processes even they couldn't completely understand and brought about the **Transcendence**. Their mortal champions were put in a slumber that resembled death, but during which their spirit was kept alive to re-animate the body when the

right time would come. These champions of “good” and “evil” would awaken when the time for the Final Battle would be nigh. They came to be called the Awakened.

Many centuries passed until time drew close to the point when the vision of the powers became blurred. A period of twilight has spread across earth. Christianity has devolved into a despotic tyranny. The Roman Empire has been divided into petty kingdoms fighting through wars and political machinations. Advancement in science has grinded to a halt, with superstition replacing knowledge. Hunger and disease, exploitation and deception have become the standards of daily life. These are truly the Dark Ages of Europe.

In this depressing era, a war is about to break away from mortal eyes, as the Awakened are preparing for the Final Battle. What is the true meaning of the Barrier of Foresight? Does it mark the end of the world? Will the winner of the conflict achieve domination over Earth? What about the Awakened that have abandoned their cause and now work only for themselves? What role will mortals and faeries play in this epic conflict? The answer to these questions still remains to be seen.

“Good” and “Evil”

The Judeo-Christian perception about good and evil is something like black and white. It leaves no room for gray. This fits well the two powers that have managed to usurp these titles, for in truth they have nothing to do with good or evil. These are just ephemeral human terms that cannot describe such ancient and potent entities.

In truth, the two powers are just sides of the same coin. Their objective is domination over all reality and it's the means they use to accomplish that common objective which make them different. The “Good” powers believe in strict order and organization, using these tools to enslave others through strict

ethics, rules, laws and religions. The “Evil” powers are more chaotic, preferring to dominate through sheer force and intimidation and occasionally through corruption.

Chronology

Historically, the Middle Ages spanned nearly a millennium, from 476 AD when the last Roman Emperor of the West was deposed, to 1453 AD with the fall of Constantinople to the Turks. A Game Master is free to choose any point in this range as the awakening of the champions and the opening of the Final Battle. This book however, assumes that the opening point of the campaign in 980 AD, a few years before the new millennium and whatever new it brings with it.

Of course, we all live in the 21st century and we know what has transpired after 980 AD. It wasn't the end of the world for sure and there was no great battle for world domination. But this doesn't have to be the way things evolve in your campaign. Feel free to play with history and surprise your players by introducing events which never happened or altering the outcome of historical events. This ought to make your players a little worried and not be able to count on their knowledge of history to guess what will happen next. Maybe the world won't make it to the 21st century after all...

Theme

Transcendence is mainly a game about betrayed ideals, futile wars and lost causes. Of course, you can make **Transcendence** whatever you like it to be, but always remember that a good campaign needs a solid point around which it will expand and evolve. A theme provides such an anchor point for your campaign.

1. Betrayed ideals are perhaps the strongest of **Transcendence's** themes. Player characters find themselves amidst an ongoing war and as in any war

they will be forced to sometimes betray their sets of ethics and values in order to gain an upper hand or merely to survive. At first, they might find relief from their conscience in the fact that a little “tweaking” of the “rules” is justified in war. As this becomes common practice however, most of the Awakened feel that the war isn’t only taking a toll on their body and mind: it also extracts a toll from their soul.

2. Futile wars emphasise the ultimate futility of the conflict between the Powers. As the years pass and the war escalates, it should become obvious that neither side has the upper hand, at least not for long. For every major victory of the players, they should learn news of a great defeat of their forces somewhere else. Eventually, players should get the idea that their every movement is balanced by those of the other side and that the war could keep going on forever without anyone winning. Many veteran Awakened have realised this and they’ve either retired from the fight or sought to satisfy their personal needs. Still, others continue to fight as no side can really back down. It’s a curious situation that might remind someone of World War I: a nearly endless war without any purpose of existence.

3. Lost causes have to do with the strange new world opened before the Awakened. Many mortals who agreed to undertake the Transcendence had temporal things in their mind: their homes, tribes, realms or religions. When they awoke after centuries, a lot of these things were gone, replaced by strange constructions that made no sense to them. Most of their causes, the things they had to keep them going, had disappeared. Only they can answer what is that which convinces them to participate in the Final Battle.

Magic

Transcendence is a “low magic” game. Although magic certainly exists and is powerful, it’s neither common knowledge nor appears frequently. Most people

spend their entire lives without even encountering this wondrous force. Magicians are rare and talented men; because the power they wield is surrounded by mystery and most people are unaware of its exact potential, even weak magicians are extremely intimidating figures in the eyes of other mortals. Thus, magicians are feared and distrusted, even in a pagan community. The widespread acceptance of Christianity has made things even worse for magicians: in Christian lore a magician is always a servant of the Devil, deriving his powers from the lord of Hell.

Because of the unbelievers’ fear and hostility against magic, practitioners of the arcane arts lead a secret life, working their magic when no eyes fall on them. Flashy spells, like fireballs or lightning bolts, are rarely used because they attract attention on the wizard. Enchantment and divination spells on the other hand are favoured by many magicians, as they’re useful tools which don’t advertise one’s supernatural powers. The same also applies to divine spellcasters: their magic may seem like small miracles, but commoners are notoriously unable to distinguish divine miracles from satanic witchcraft.

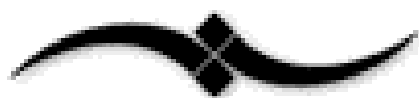
The rarity of magic also shows in the scarcity of magical items. No one can just go and buy a magical item; even the least powerful of them are treasured possessions and family heirlooms. Each has a unique history, which is often a good way to add an extra dimension to an otherwise “standard” magical item, something that will make it more interesting without necessarily altering its game statistics. For example, a sword +3 isn’t much on its own, but if it belonged to Scathach, teacher and mentor of the legendary Celtic warrior Cu Chulainn, it automatically becomes something more than any other sword +3.

In a “low magic” world, magic has the chance to evoke much ambience and atmosphere. When players encounter magic, it should be a mysterious, wondrous force, instead of standardised effects and plain game numbers. An enchanted forest or a faerie grove can

radiate magic that is felt in some vague way without any game statistics getting in the way. Magic should be treated as the stuff of legends, not as a common occasion. The works of JRR Tolkien can be of great help when trying to evoke the right atmosphere: magic rarely appears in a crystal-clear manner, but the heroes can always feel it working in the subtle ways in the background.

The Hidden World

Chapter The Second



Before all

For untold eons, the primal forces of order and chaos battled against each other for supremacy. Order tried to create a construct ruled by specific and strict laws. Chaos, on the other hand, preferred a universe of pure chance, where everything would be constantly changed according to random patterns.

15 billion years ago, the dawn of time

Order finally wins in the war against chaos, banishing most of it from reality. The result of this victory is the creation of the cosmos and its three levels: the outer, the middle and the inner ring.

14 billion years ago, the awakening of the Eternal Powers

In the outer ring of the cosmos, the Eternal Powers are formed. They are purely spiritual creatures, the first sentient beings in the universe. They are gifted with immortality and great powers and this soon leads to arrogance and war among them. Believing they were born to rule the cosmos, they are soon divided in two warring factions, following the law of duality. Each faction becomes a united consciousness, so that it is thinking and acting as a single entity with a vast mental potential.

11 billion years ago, life in the middle ring of the universe

The fire of life lights in the middle ring of the universe. The creatures evolving there have both a spiritual and a physical presence unlike the Eternal Powers. Although not as powerful, their spirit is still strong and they command considerable influence. They call themselves the Aionioi, meaning “eternal”, but eventually they’ll come to be called demons and angels by the inhabitants of the inner ring.

8 billion years ago, the great expansion

The Eternal Powers begin to realise that their war in the outer ring will never end, since each opponent is of equal power. Thus, they search for a new battleground to carry on their war. Since the outer ring is very distant from the other two rings of the cosmos, they can’t go there in person but have to use agents to conduct their battles. They manage to seduce the leaders of the Aionioi and turn each against the other, provoking a great schism in their society. One side uses a strict code of laws, rules and codes of ethics to dominate its subjects. The other uses direct intimidation and raw power. These attitudes will be given the simplified terms of “good” and “evil” by ignorant humans much later.

The war between the two sides continues renewed, but it eventually becomes apparent to the

Eternal Powers that they're also equal in the middle ring and they need a new battleground to achieve a final victory. They begin to look in the distant inner ring for that battleground.

4 billion years ago, the forming of Earth and the birth of the Dragon

The Earth is formed out of the void and an unknown power sets the supreme spirit known as the Dragon as its guardian. The Eternal Powers regard this as a threat to their expansion schemes and send waves of their angelic and demonic armies to destroy the Dragon. In a titanic battle, the Dragon decimates the agents of the Powers. The Powers are so weakened by this defeat as to be unable to send their agents en masse to Earth ever again. The massacre at Earth spells the end for the first generation of demons and angels, already decimated by the ongoing war. Only a few of them remain, as rulers among their lessen brethren.

2 billion years ago, the flight of the elder races

About this time, dragons and echidnas arrive at earth by flying through the void of space from unknown homeworlds. The two species soon develop an enmity for each other and settle down in different lands.

65 million years ago, the extinction meteor and the appearance of the faeries

A large meteor strikes earth, putting an end to the dinosaur's dynasty and severely affecting the magical fields of earth. The great spirits of nature are unharmed but many lesser ones are forced to merge with animals and live a physical existence to avoid extermination. This merging gives birth to an entirely new category of beings: the faeries. Using their magical powers, the faeries build a mighty civilisation and flourish.

15 million years ago, the rise of the lost continent of Mu

The most advanced faeries converge on the continent named Mu in the middle of the Pacific ocean. They build proud cities with tall towers and advance their powers of magic to unsurpassed levels. Soon, most of the faeries are drawn to Mu.

2 million years ago, the coming of a new breed

The first hominids appear on Earth. They evolve into complex, sentient forms of life, undisturbed by the faeries who remain at Mu.

500 thousand years ago, the descent of Kathadaastro

Kathadaastro, a malevolent spirit in the form of the worm-god and its followers descend on earth, on the continent of Atlantis, fleeing from their dying planet. Being advanced in both technology and magic, they set to build great and terrible cities on that island.

250 thousand years ago, the march of the Atlantians

For long, the Atlantians have managed to co-exist with the faeries, living in separate lands. But now, the power-hungry Kathadaastro plans to rule the entire world. He strikes a deal with the echidnas and trains proto-humans as soldiers in the use of technology. The faeries form the Seelie Court as a response to the Atlantians' aggression, a military body to coordinate their movements. They also have on their side most of the spirits, but the final solution comes from the dragons, who rise to oppose their old enemies, the echidnas. The Atlantians are defeated and their power is broken. The survivors return to Atlantis, where they begin to question the rule of Kathadaastro. This marks the beginning of Atlantis' decline.

245 thousand years ago, the forming of the Unseelie Court

The Seelie Court, having become very popular

since the defeat of the Atlantians, is contacted and corrupted by the “good” Eternal Powers. They begin to ask for more power and authority to impose their laws and beliefs on all faeries living in Mu. The most chaotic and lawless faeries form the Unseelie Court in return, an organisation to oppose the Seelie faeries.

100 thousand years ago, the faerian wars and the destruction of Mu

The conflict between the Seelie and the Unseelie Court escalates to open war. All of Mu is soon drawn into the vortex of civil war. The spells released are so powerful so as to break the integrity of the land, forcing it under the ocean. Most of the faeries' knowledge is lost under the waves along with their cities. The few survivors scatter around the world. This is the end of the great faerian civilisation.

15 thousand years ago, the sinking of Atlantis

The power of Atlantis has slowly decayed since the grand defeat of the Atlantians by the faeries. Even their god has finally abandoned them to ponder on his defeat in the deeps. Now comes the final end to their decline. The machines and energy sources they had constructed long ago but don't know how to maintain anymore severely malfunction, causing a colossal explosion which sends the island beneath the surface of the Atlantic ocean. Thus ends the most technologically advanced civilisation on earth.

10 thousand years ago, the resurface of the Unseelie Court

With the Atlantians out of the picture, the remnants of the Unseelie Court believe they can be the rulers of the Earth once more. All they have to do is to enslave the primitive humans. But humans have grown numerous and cunning and the old glory and power of the faeries is long lost. With no help from the spirits of the land and with the active opposition of the Seelie Court, the plans of the Unseelie are unrav-

elled and bounce back on them. Humans begin to hunt faeries down, for they are the new rulers of Earth. On the brink of extinction, faeries retreat to deep woods, secluded vales or high mountains.

Their retreat from the world is much deeper than they thought. They become so isolated that they begin to fade from Earth. As time passes, their domains are cut off from earth, in essence becoming worlds of their own. They form the fabulous faerie realms.

0 AD, the great enlightenment

The mysterious great spirit known as the Enlightener walks among humans as one of them. He freely uses magic to perform miracles and convince that he's a god. He spreads a message of peace, love and unity, creating many enemies, among them the Eternal Powers. He's finally arrested by mortal authorities and sentenced to death. He accepts that death, turning into a martyr. This sparks the creation of a new religion, one that soon becomes a dominant power in Europe. The Powers seek to turn this power into a tool of their own, infiltrating the structure of the new religion and altering the words of the enlightener so that they serve their purpose. By the set of the Dark Ages, they've succeeded in turning the Church into an oppressor of the people.

55 AD to 315 AD, the Transcendence

From the beginning of time, the Eternal Powers have used their incredibly potent divination powers to foresee the future and adjust to it. However, as they approach the year 1000 AD, images of the future become blurry and warped. A mysterious obstacle, which becomes known as the Barrier of Foresight, blocks their vision in the new millennium. This greatly frightens them, causing them to believe that the Final Battle for the domination of the world will be fought at that time. Knowing that humans are the only rulers of Earth now, they begin to prepare for war by selecting the cream of their human agents. These cham-

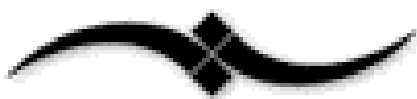
pions of the Powers are ascended in to a higher status, becoming more than a simple mortal, closer to a spirit. This ascension is called the Transcendence. Then, they are put to hibernation, destined to arise near the years 1000 AD and lead the other men in the Final Battle for the glory of their masters.

902 AD, the Awakening

The transcendent champions of the Eternal Powers begin to awake, becoming known as the Awakened. They possess humans and use them to infiltrate society and manoeuvre to positions of power. This marks the beginning of the Final Battle.

The Awakened World

Chapter The Third



The Barrier of Foresight

The Eternal Powers encountered the infamous Barrier of Foresight a few decades before the coming of Jesus, during the zenith of the Roman Empire. As they strived to see that the future held for them they began to see more blurry images until they came onto the Barrier of Foresight – a blackness in their eyes after the end of the first millennium.

The Powers felt like they've been rendered blind: weak and powerless. The Barrier hurt their pride but also scared them. They had always been used to know whatever was going to happen. The unknown as a new word in their dictionary and one they didn't like at all. Soon, the Powers became paranoid about the Barrier and the purpose of its existence. Their theories turned into certain facts: they were sure the Barrier means the end of time as they couldn't gaze beyond it. This was the time when the Final Battle would be fought for the domination of the world.

There was place for only one winner, so the Powers began to prepare fervently for that distant time. Along with the mortal servants they would have, they needed something more. They needed champions they could count on, competent men loyal to their cause. A strange idea began to hatch in their minds... the Transcendence.

The Transcendence

The Transcendence was a magical feat of grand size, unlike anything that has been attempted in the past. It involved the ascension of hundreds or thousands of their most loyal human servants into a higher state of being. The mortals were contacted by the Powers and informed of their holy mission. Then, they crawled to necropolis, crypts, mausoleums or underground chambers and died.

They died only to the eyes of other mortals of course. For they experienced the Transcendence. Their bodies lied frozen and suspended in time, but their spirits lived and were free to travel in the physical world and other worlds beyond the mortal realm in an incorporeal form, freed from the burdens of flesh. From mere humans, the champions of the Powers were transformed into half-spirits.

Now the Powers were content, for they had an army of powerful minions waiting in storage for the final days to come. When the time was right, they would be re-united with their bodies and awake to lead other mortals into the Final Battle.

Or so they thought...

The long sleep

In their arrogance, the Powers believed that their word was law for their champions, that their wishes were all that mattered to them. They believed their

champions would remain exactly as they were before their ascension, like they've been put to ice.

But the spirits of the champions were free to travel during the long time they waited and travel they did. They watched the events taking place in the real world and they traveled to other worlds too. They became more experienced and powerful, but also wiser.

Most of the champions remained true to their beliefs and waited for the day when they would awaken to fight for their masters and be rewarded after the Final Battle. These are called the Faithful. But some began to question the motives of the Powers. They realized the misery the war between the Powers was bringing to their world and they resolved to do something about it when they would awaken. These champions seek to inhibit both "good" and "evil" from claiming victory, following a neutral path. Still, others lost their idealism during the long years of their sleep, becoming interested in personal gain. They didn't believe in a cause anymore and when they awakened, they fought for themselves, not for the Powers. Awakened that lost their "faith", turning away from the Powers or switching allegiances, are commonly called Heretics by the Faithful.

The Awakening

When the era of twilight foreseen by the Eternal Powers came, they knew that the Barrier of Foresight stood right in front of them and that it was time to put their champions to action. They activated them, causing the Awakening to begin. Across the land, bodies that were thought dead long ago stirred in dark caverns and forsaken crypts. Their spirits felt the calling and were pulled back in their bodies in a burst of ecstatic energy.

Soon they emerged from their sanctuaries into a new world. Like the Transcendence, the Rising was not a sudden, fast procedure. There was no wave of awakenings across Earth. It was a rather, slow, un-

principled procedure that still continues. New champions gradually awake to be added among the ranks of the Powers' servants. There doesn't seem to be any pattern whatsoever in the awakenings. It's just a matter of luck if a Sleeper will awake tomorrow or after ten years.

There is a large number of Sleepers who awake only to find out that the precautions they took to ensure the safety of their physical bodies were not enough. Caverns collapse, mausoleums age and are destroyed or buried. Physical bodies are thus killed or the Sleepers awake to find themselves trapped without escape. Such Awakened lose their bodies as they die and find themselves exiled in an incorporeal form, cut off from Earth. Some of them never succeed in finding a new body and the Lithargos overcomes them. They are lost and out of the "game". Others, panicked, manage to possess a mortal. Finding themselves in an alien world, they don't have a chance to slowly adjust to the new conditions. Most of them act in weird ways, becoming outcasts or worse, getting themselves killed.

The Pretending

Awakened are part humans and that makes them a part of mortal society. The mortals have rules for members of their society. It is according to these rules an Awakened must operate and not the society according to the Awakened's standards. That acting of the Awakened as if they were normal humans is called the Pretending.

Among the first to awake there was the idea that the Awakened could be prophets that would unite the forces of mortals and march to victory with their help. Soon they discovered that things were a lot different. In this era of twilight and stagnation, no one is searching for prophets, messiahs or saints. The few that attempted to be one were scoffed, laughed at or hunted. They decided that their approach should be different. They should act unseen,

manipulating, converting, strengthening their position. They would work in a way that mortals would never realize their task and true nature. The mortals' xenophobia, distrust and fear of the supernatural would not be allowed to work against the Awakened.

In this struggle for unseen and invisible action, the Possession is the most blessed gift of all. It is the Possession which enables the Awakened to blend effectively into mortal crowds, assuming a ready position in the structure of society. They take the lives of mortals and use them, bending them to their purpose. But it also has a disadvantage. It provides the Awakened with things, affiliates, relationships he has little control over. A good example is a mortal's family. While it provides an effective social cover for the Awakened, it can also act as a hindrance. He can not act with the freedom he would like because of the fear of being discovered by his family as well as because of his responsibility towards them. And this is only one example. A thousand new factors enter the life of the Awakened and he can do little but accept them and try to deal with them as best as he can.

The Possession may be an effective tool, however the first time an Awakened enters human society he does it with his own body (hopefully). He encounters a new, unknown world that seems alien to him and he's expected to find a way to fit in. It usually take a lot of time to establish one's self in a relatively good position in mortal society. Most Awakened work hard during this time but this kind of social engineering is good experience for the future. After all, an Awakened may work hard for years to build his life and attain a position suitable for his purposes only to have them all ruined by the death of his mortal body, condemning him to start a new life from scratch.

Whichever path they choose, most of the Awakened soon encounter the difficulties of everyday life. They eventually become assimilated by society and resort to underground action. They all assume a position in society, but there are no stereo-

types. Awakened can be encountered in any profession or social layer. It is of course natural for them to seek power and influence. Thus, many Awakened belong or at least try to ascend to the higher social and economical layers. A pattern in social status can be identified among members of the same faction. For example, Guildsmen prefer position of power and influence. On the other hand, the Shadows tend to favour quiet and simple lives that do not attract much attention to their shady plans.

The Revealing

The Pretending is an act vital to the survival of the Awakened and the success of their mission, but it's not something that makes the Awakened happy. After all, they were made superior to other mortals. No Awakened wants to believe that so considerable effort on behalf of the Powers was taken for them to only hide among ignorant mortals. Many believe that there will come a stage in the Final Battle when the world will be ready for them to reveal themselves in their full glory and superiority.

The Revealing is for now limited extremely limited. In the real world, the Awakened need cumbersome mortal bodies to function. They have to live with their needs and weaknesses.

The changed champions

After the Awakening occurs, the most obvious question is: What now?

The answer would be simple if the Awakened were the loyal and faithful chosen ones, the perfect champions of the Powers. Unfortunately, things are not so simple. The Awakened are not the perfect loyal champions, even though the Powers would want that very badly. The Transcendence was a chaotic procedure³. Many felt the calling and were put to sleep. Granted, all of them had some connection with what the Powers represented. But not all of them were absolute and firm supporters of either Power.

Not all were so eager to forfeit their lives, sleep through the centuries and wake up in a new world to fight for the dominance of their masters. Though a lot more than humans, Awakened are still controlled by human motives and emotions: they value their lives and have difficulty abandoning them for their duty. They want to see their goal reached but they also want to succeed as individuals in their personal aims.

The most important thing though, is that Awakened simply aren't the same persons that departed from the mortal world centuries ago. All people can change given time and the Awakened had a lot of time in their hands while their bodies were into hibernation. The long years they spent in the world incorporeal, watching without being able to act, gave them experience, knowledge, reasoning, altered their ways of thinking and personality in many ways. Some were affected more, some less. No one however, remained the same. Maybe it was that the Powers, distant and arrogant in their might, could not comprehend the adverse effects the Transcendence would have on human personality.

Some champions questioned their aims and beliefs. They came to realize that they were fighting in the wrong side and they swapped sides. Evil people cracked under the weight of their guilt and conviction, while good men sought revenge and unearned values and abilities. Others realized how futile this struggle was. Such individuals abandoned their tasks and became neutral in the ongoing war. Either they seek to prevent and undo the damage brought by the conflict or they just don't give a damn about it. All these are collectively called Heretics.

The Faithful are these champions that stayed true to their original beliefs. But even "true" is a relative term. Many of their ideas have changed and the same is true about their attitude and personality. Some remain stubbornly stuck on old beliefs, others begin to doubt the base of their ideals, while some are on the verge of abandoning their original aim.

No one is the same anymore.

An Awakened Lexicon

Awakened

One of the immortal champions of the everlasting Powers that has risen again in the world to fight in the Final Battle and ensure the victory of his masters.

Awakening (the Rising)

The act of a champion spirit being re-united with his earthly body that has been into hibernation for centuries. The Awakening happens in the period of the Final Battle, when the immortal champions will fight to prevail over their opponents once and for all.

Barrier of Foresight

The mysterious phenomenon blocking the Foresight of the Powers in the current era. All divination magic is blocked by the Barrier, so that the caster only sees blurred, distorted images that don't make any sense. The existence of the Barrier forced the Powers to activate the Transcendence, so that their champions would fight for the final victory in that era. The Barrier is speculated to symbolize the end of time or an upcoming apocalypse for the world.

Believer

A mortal who has been in contact with the supernatural world. Sorcerers are an example, but even a peasant that happens upon a faerie meeting during a dusky evening is considered a Believer, because he positively knows that the supernatural does indeed exist. Believers are naturally more open-minded people, as they have glanced upon the real world.

Creator

The name attributed to the mysterious being or power that created earth and possibly the entire cosmos.

Factions

Organised, large groups of Awakened sharing the same ideas about how to succeed in their tasks. A large part of the Awakened population belongs to factions, but some are Independent.

Faithful

An Awakened who has remained true to his ideals and his allegiance to the Powers from his initial Transcendence till the moment of the Awakening.

Final Battle

The battle for supremacy fought between the champions of the Powers in the current era. It has been described to be invisible, full of intrigue, politics and careful manipulation behind the back of mortals. Some say that it will judge the winner of the everlasting conflict between good and evil; others say that it will bring an apocalypse and the end of the world as we know it.

Foresight

The ability to see into the future. Foresight is possessed by the Powers at an incredible level, but has been known to be also owned by powerful sorcerers and spirits, albeit at lower efficiency. All Foresight is blocked by the Barrier of Foresight, so that the future becomes too blurred to see.

Heretic

The opposite of the Faithful. These are Awakened that have altered beliefs during their hibernation. This has resulted in a change of sides or in becoming neutral in the conflict.

Independent

An Awakened that doesn't belong to any faction. This includes cast-outs from factions, but also individuals that feel a faction would limit them or just don't agree with the beliefs of any faction.

Lithargos

The condition of the Awakened in which his body is destroyed or in hibernation, while his spirit is free to roam the world but too weak to possess a physical body again. The Lithargos is a direct consequence of the weakening of the Awakened by spending too much time in an incorporeal state without having a body to serve as a link with the physical world.

Mortals (Pawns)

Humans, the majority of the sentient beings on Earth. Mortals are of special importance, since the victory of each Power depends on their manipulation and conversion. Mortals are used as pawns in the invisible war and are sometimes called this way by Awakened. Most of them are unaware of what's really happening and of the supernatural world behind the frail veil of their reality. These are called Unbelievers, in contrast to the Believers. Believers are almost never called Pawns.

Possession

One of the powers of the Awakened. An inherent function of these beings, Possession enables them to enter the minds of mortals and take control of their bodies, putting the spirit of the mortal in hibernation.

Powers

The two multitudes of entities inhabiting the outer ring of the cosmos. These two hiveminds are beings beyond any description. They wage an unseen war for untold eons.

Pretending

The act of the Awakened living close to mortals, accepting their standards, customs and laws, so as to work towards his aims without being discovered. The whole life of the Awakened in the physical world is called the Pretending.

Revealing

The act of the Awakened acting as his true self, that is like a mortal who has ascended to a higher state of consciousness nearly equal to being a true spirit. Because the Awakened function in the physical world with the help of a mortal body, the Revealing is very difficult and limited.

Sleeper

An immortal champion whose body is still in hibernation and hasn't awakened yet. Such beings have their spirits roaming the world in an incorporeal state, while their bodies rest in a forgotten crypt or similar place.

Transcendence (the Passage)

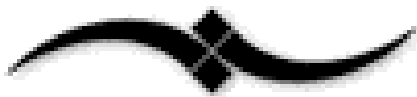
The process of a mortal having his spirit uplifted and transformed into a higher being, something akin to spirits, to serve as a champion for the Powers. The Transcendence happened centuries ago, for these champions awake now to serve their masters.

Unbeliever (Nocturnal)

A mortal that is not aware of the supernatural. Such people may believe in the existence of the supernatural, as is the case with most superstitious people, but they haven't experienced it during their lives. When they do confront it, they are bound to be shocked by the revelation and do what they can to reject it. Unbelievers are the majority of humans on Earth.

Wonders of the Awakened

Chapter The Fourth



Beyond death

An Awakened is not daunted by mortal death. Such a thing might set back his plans but it's only a temporary inconvenience. Being a creature of spirit, an Awakened, like other spirits, is very difficult to permanently kill. Doing so requires someone to enter the ethereal world and face the Awakened there.

Destroying an Awakened in the physical world

When an Awakened's body dies in the real world, his spirit remains in it for a very short time (usually one round) before it finally departs in an incorporeal form. During this time, another Awakened can touch the body and funnel spiritual energies inside it in an attempt to destroy the weakened spirit. This is exhaustive to say the least; an Awakened must devote some of his life force to succeed in destroying his enemy. Whether he's successful or not, he loses 1d6 hit points and 500 XP.

The defender makes a Will saving throw against DC 10 + the attacker's level. If he fails, his spirit is overcome by the hostile energy and is utterly destroyed. If he succeeds, he has managed to retain his spiritual integrity and flees to the safety his incorporeal form provides.

Only one Awakened can attempt this on a given body and only one attempt can be made before the spirit departs (the attempt is a full-round action).

Lithargos

In most cases, dying in the real world frees the spirit of the Awakened, who enters his incorporeal state. Without a physical body to connect him to Earth, the Awakened is in danger of succumbing to the condition known as Lithargos. Lithargos is the weakening of the Awakened and the revert to the state of the long sleep, when the Awakened was free to roam the world but couldn't physically manifest himself. As a result, the real world is lost to him and he becomes a creature of dreams purely. Perhaps, some very powerful magic (in the level of a *wish* or *miracle*) could bring him back. Players who manage to get their characters in Lithargos are advised to create a new character; being permanently incorporeal isn't much fun.

The Awakened faces Lithargos every 8 hours he passes without a mortal body. A successful Wisdom check with DC 10 allows him to avoid falling in Lithargos for another 8 hours; however, each additional check increases the DC by 2., as Lithargos grows harder and harder to resist. Only the possession of a new body allows the Awakened to cheat Lithargos indefinitely.

Incorporeal Awakened

Awakened without a body in the physical world exist in their incorporeal state. While in this state, the Awakened usually resides in the ethereal plane. This means that the Awakened is unable to affect the physical world, either with spells or other actions. On

the other hand, he can't be harmed by any attack originating from the physical world, be it weapon, spell or other magical ability. Other ethereal denizens, like spirits and other incorporeal Awakened, can normally attack him.

An incorporeal Awakened is able to manifest himself in the physical world as a free action. By doing so, he remains incorporeal but is able to affect the physical world (as well as be affected by it) in a limited manner. While manifested, an Awakened:

1. can be harmed only by other incorporeal or ethereal creatures, +1 or better magic weapons and spells, spell-like abilities or supernatural abilities. He is immune to all nonmagical attacks coming from the physical world and has a 50% chance to ignore any damage coming from a corporeal source.
2. is invisible as per the *improved invisibility* spell. This is continuous and the Awakened cannot halt this effect.
3. has a deflection bonus to AC equal to his Charisma modifier or +1, whichever is higher.
4. can pass through solid objects (but not force effects, like a wall of force).
5. has no Strength score (he uses his Dexterity modifier for both melee and ranged attacks).
6. is unable to attack, except through spells and spell-like abilities. His attacks that can be used ignore any natural armor, armor and shield.
7. moves silently and cannot be heard with Listen checks.

Anyone who can perceive the Awakened in his incorporeal state will see him as the creature he used to be, having his original appearance and not that of any mortal host. An Awakened in this state also uses his original game statistics, since he has no mortal host.

Awakened that are killed while in this state are permanently dead. This is why most of them are very careful when operating in their incorporeal forms. If they die, there's no coming back.

Possession

Possessing a mortal's body is an act the Awakened must do while incorporeal. The act of the possession, if successful, places the mortal's spirit in a coma, while the Awakened is in charge of his body. If the Awakened ever leaves the body while it's still alive, the mortal takes the reins again, not remembering a thing that has transpired and confused by the apparent "loss of time".

Before possessing a mortal, it's wise to first examine him to see if he fits the Awakened's needs. This is done by making a Wisdom check (Awakened with the second sight feat gain a +4 bonus) and requires that the Awakened is within 30 feet of the mortal. The exact score reveals facts about the mortal according to the following scale:

1-10: No information is gained.

11-12: Reveals the mortal's name and gender.

14-15: Reveals the mortal's general health condition and age.

16-17: Reveals the mortal's physical capabilities in general details (the Game Master should inform the player of the mortal's scores in the three physical abilities: Strength, Dexterity and Constitution).

18-19: Reveals the mortal's willpower, a measure of how much he'll resist the Possession (the Game Master should inform the player of the mortal's Will saving throw).

20-21: Reveals the mortal's purpose in life and his career (the Game Master should inform the player of some of the mortal's most representative skills).

22-23: Reveals information about the mortal's background: his social standing, siblings, family etc.

24 or more: Reveals any connection of the mortal with the hidden world. Perhaps he has faerie blood or is a sorcerer or diabolist. Such information is always presented in very vague details.

The Awakened can keep rolling to drain every bit of information he can about the mortal. Keep in mind however, that every attempt to gain information

requires 10 minutes of concentration.

The main Possession attempt requires 20 minutes of concentration and proximity to the target (within 30 feet). At the end of this period, the mortal makes a Will saving throw against DC 10 + the Awakened's character level + the Awakened's Wisdom modifier. If he is successful, he repels the Awakened away from him. In such a case, the Awakened can not attempt another Possession against that mortal for another 6 hours (however he can try to possess another mortal). If the mortal fails his Will save, the Awakened successfully possesses him, forcing his spirit into hibernation and taking over his body.

Life after the Possession

The Possession displaces the mortal as the master of his body and provides the Awakened with the means of interacting with the physical world. The mortal spirit sleeps while the Awakened rules.

Abilities: The Awakened gains the mortal's Strength, Dexterity and Constitution. He retains his Intelligence and Wisdom. Charisma is the average of the Awakened's and the mortal's, since it greatly depends on physical appearance. If the Awakened had increased Strength, Dexterity or Constitution in any of his previous bodies with bonus points received through level advancement, his current abilities are increased by that amount.

Example: An Awakened has increased Strength at 4th level. His body unfortunately is killed and he possesses another one. His new Strength is that of the new body +1. When he reaches 8th level, he puts an extra point in Dexterity. At 12th level, he increases his Wisdom. His current body dies and he possesses a new one. The new body is going to have Strength +1 and Dexterity +1. Intelligence remains as it is.

Class: The Awakened retains his class and level. He doesn't gain any benefit from any class the mortal might have.

Base attack bonus/base saves: The Awakened

retains his base attack bonus and base saves. These however, might be modified by the changes in Strength, Dexterity and Constitution.

Hit points: The Awakened retains his hit points, but they are immediately modified by his new Constitution.

Feats: The Awakened retains his feats and doesn't gain any feat the mortal might have. Note that some of the Awakened's feats might become unusable because of the changes in Strength, Dexterity and Constitution.

Spells: The mortal might know how to cast spells, but the Awakened doesn't gain any benefit from that ability, even if he is a spellcaster as well. Magic is more than skill and knowledge after all.

Memories: To be able to retain the façade of the Pretending, the Awakened needs access to the mortal's memories. He needs to know who his friends are, what is his favorite song, his wife's name etc. The Awakened doesn't have instant access to the mortal's memories. Instead, he needs to force his way into the maze of memories and retrieve whatever he can.

On every day after the initial Possession, the Awakened is allowed one Wisdom check (DC 10). As he accumulates successful rolls, he reveals more facts and memories of the mortal, starting with the more mundane ones and continuing into his deepest secrets and memories. After 10 successful rolls, he has access to all memories.

Skills: Following the same method as for gaining access to memories, the Awakened can also gain access to his skills. This is useful for the Pretending (after all, a judge who doesn't know anything about the law looks somewhat suspicious) as well as for assisting the Awakened to pursue his goals. Gaining access to a specific skill requires the Awakened to concentrate as a full-round action and make a Wisdom check (DC 7 + the skill's ranks). If successful, he can use the mortal's skill ranks for one skill check within the next minute. If he wants to use it again, he must re-

access it.

A better but more dangerous solution is to permanently transfer the skill to the Awakened's rating. This requires intense concentration and meditation for a prolonged period, usually one hour per skill rank. At the end of this period, a Wisdom check is made (DC 10 + the skill's ranks). If it's successful, the Awakened gains the skill permanently, as if it was his. If it fails however, the mortal's comatose spirit instinctively reacts and the Awakened gains one Rejection point (see below). Due to this inherent danger, most Awakened only attempt to learn the skills they consider basic for the Pretending or just too tempting and useful to resist.

In this manner, the Awakened can gain skills exclusive to a class or skill ranks that are above his maximum for his class and level. This is not a problem, although the Awakened will be unable to raise them with skill points. Note that if the Awakened already has the skill he is transferring from the mortal to his mind, the mortal's ranks are not added to his skill ranks: only the highest ranks will apply.

Rejection

Some Awakened, especially young ones, tend to think of the bodies of their hosts as disposable tools. They're not. If you don't care for your body, it won't care for you either.

See, the Awakened do have the ability to possess the bodies of mortals. But a mortal body is foreign to the Awakened, and like the organism reacts to foreign threats, so does a possessed body against the infiltrating presence of the Awakened. This is the basis for the phenomenon known as **Rejection**. If the Awakened doesn't take good care of his body, it will reject and expel him sooner or later.

Rejection doesn't appear in Awakened who still possess their original bodies. After all, if it's your body, you can do whatever you want with it. Problems start from the moment the Awakened loses his body and finds another vessel with which to act in the

physical world. The innate defenses of the foreign body constantly fight against the Awakened. When the Awakened endangers the well-being of the body, the innate defenses increase in strength. If they rise too much, they might succeed in driving the Awakened away from the body, enabling the mortal pawn to regain control of it.

In game terms, Rejection measures the level of the body's innate defenses against the Awakened on a scale of 0 to 10. When the Awakened first possesses a certain mortal, his Rejection rating for that mortal is 0 (unless he also has Resonance, see below). When the body is mistreated, Rejection increase by one point. At 3, 6 and 9 points, the Awakened must make a Wisdom check with DC 10, 15 or 20 respectively to retain control of the body. If he fails, he's expelled from the body and the mortal regains control of it. He may try to re-possess it but Rejection is a one-way road: once it rises, it can't fall again. If the Awakened ever reaches 10 points, he's automatically expelled from the possessed body: a body can only tolerate that much. Furthermore, the Awakened can never re-possess the mortal again. His body has developed some kind of immunity against the Awakened.

Mistreatment of a possessed body is a very broad term. It usually lies under the Game Master's jurisdiction to rule when an Awakened mistreats his body and thus gains a Rejection point.

Physical mistreatment may be the most common. An Awakened leads a dangerous life and often his body pays for it. Falling unconscious or dying may be considered mistreatment (even if it's not the Awakened's fault!).

There is also space for mental and psychological mistreatment. A mortal had a life before the Awakened invaded and took over. If the Awakened neglects the mortal's family, turns against his friends or gets him wanted by the law, if he generally messes with the mortal's life, there's an instinctive reaction

against him and he gains a Rejection point.

Resonance

Some Awakened believe that Rejection is no big deal. It might be a temporary setback, but they can always find a new body, right? Wrong again. Rejection marks the Awakened with a taint called Resonance. A simple explanation would be that the Awakened has “bad vibrations”. Resonance makes other mortals resist possession by the Awakened more strongly, as they recognize the taint of Resonance carried by him.

Every time the Awakened is expelled from a mortal body due to Rejection, he gains a Resonance point. Resonance comes into play when the Awakened attempts to possess a new body. For every point of Resonance the mortal gets a +1 bonus to his Will saving throw to resist the Possession. This presents a serious problem, especially for old Awakened carrying lots of Resonance. Indeed, the older an Awakened is, the more he values and protects his body. Moreover, whereas Rejection usually starts at zero points for a new body, Awakened with the taint of Resonance find out that they begin with Rejection points equal to half their Resonance rating (rounded up).

Note: An Awakened with 20 or greater Resonance always starts with Rejection 10 in any new body he possesses (Rejection can't get any higher than 10). This doesn't mean that he's automatically expelled. This only happens if he gains another Rejection point for that body.

Resonance may also be gained through re-jumping. Re-jumping is the action of leaving a perfectly ok body to possess a new one, based on purely opportunistic reasons. Abandoning the body of a courtier to possess the body of the Duke is an example of re-jumping. On the other hand, an Awakened trapped in the body of a paraplegic isn't consider to re-jump when seeking a new, more healthy body. Sometimes, re-jumping may be justified out of abso-

lute necessity. Game Masters have the means to halt frequent re-jumpers by assigning them Resonance points. Mortals can sense that the Awakened sees bodies as only tools to be used and then thrown away and reject him.

Manifestations

As all forms of spirits, the Awakened are imbued with mystical energies and can draw upon them to succeed in their quest. The incarnation of these energies are called **manifestations** and are used by every Awakened, as well as other spirits. Of course, these powers vary from champion to champion, as no Awakened can learn every different way in which dream energies can manifest. The potency of a manifestation depends on the relative power of the Awakened, as indicated by his character level. The number of manifestations an Awakened possesses is also based on his character level, as shown by the table.

<i>Character Level</i>	<i>Number of Manifestations</i>
1 st	Two
4 th	Three
8 th	Four
12 th	Five
16 th	Six
20 th	Seven

Charisma

This manifestation enhances the natural aura of the Awakened, making him look imposing and charismatic. Any mortal will distinguish him from a crowd as an important figure.

Basic: Charisma adds a +2 manifestation bonus to any Charisma roll or any skill check for which Charisma is the key ability, but only against mortals. Awakened and other supernatural beings are unaffected by such petty demonstrations of power.

Advanced: For every 4 character levels, the bonus

increases by +1 (ie +3 at 4th level, +4 at 8th level etc).

Discipline

Discipline raises a mental shield, protecting the Awakened from mind magic.

Basic: Discipline provides a +2 manifestation bonus to Will saving throws against mind-altering magic and abilities (like enchantment spells).

Advanced: For every 4 character levels, the bonus increases by +1 (ie +3 at 4th level, +4 at 8th level etc).

Enslave

This potent manifestation robs a victim of his will, transforming him into a pawn of the Awakened who exercises it. This condition is short-termed at best but still very useful.

Basic: To enslave someone, the Awakened must meet his gaze and the victim must fail a Will saving throw with DC 12 + the Awakened's Charisma modifier. If the victim fails, the Awakened can give him one verbal order. This must be something that can be accomplished in a few minutes at most ("attack the guard", "fetch me the key to the gate"). Suicidal orders cause the victim to freeze for a round, afterwards lapsing out of the Awakened's influence. A failed attempt to enslave someone gives him a +1 bonus to his Will saving throw against future attempts (this bonus stacks; if the Awakened fails 3 times to enslave someone, the target has a +3 bonus against the next attempt).

Advanced: Every 4 character levels an Awakened has, he may give an additional order to the victim. These orders must be given in quick succession; the Awakened can't delay before giving a new order.

Fortify

This manifestation boosts the endurance and toughness of an Awakened to supernatural levels. He is able to shrug off injuries which could easily kill mortals.

Basic: The Awakened's hit points are increased by

5. Additionally, he gets a +2 manifestation bonus to Fortitude saves against poison or disease.

Advanced: The Awakened receives 5 extra hit points at every character level divisible by 4 (4th, 8th, 12th etc). The Fortitude bonus is increased by +1 for every 4 character levels (+3 at 4th level, +4 at 8th level etc).

Fortune

This mysterious manifestation manipulates the very forces of luck in the world, making the Awakened look impossibly lucky.

Basic: The Awakened can re-roll up to two rolls per adventure. This may only be done once for a particular roll. He must abide with the new result.

Advanced: For every 4 character levels, the Awakened gets one extra re-roll.

Longevity

The energies imbuing an Awakened with Longevity prevent the deterioration of the physical body he's inhabiting.

Basic: Longevity slows down the aging process by 100% (for every two years passing, the body will only age one year).

Advanced: An Awakened with 8 character levels and Longevity slows down aging by 400% (one year for every 4 years passing). One with 14 character levels slows down aging by 800% (one year for every 8 years passing). At 18 character levels, the body of the Awakened stops aging.

Perceive

This manifestation enhances someone's vision so that he's able to pierce through illusions and see invisible items or beings.

Basic: When faced with an illusion or invisibility, the Awakened must make a Will saving throw with a DC equal to the saving throw for a spell of that level (or 18 if there is no active spell). Success enables him to see through an illusion or perceive an invisible object

or creature.

Perceive also enables someone to see an Awakened concealed by the Veil manifestation more easily (see Veil for more details).

Using Perceive is a standard action.

Advanced: For every 4 character levels, the Awakened gets a +1 bonus to any Will saving throw he makes to see illusions or invisible objects or creatures. He gets the same bonus to any roll made to see an Awakened using veil.

Physique

This manifestation calls upon the power of psyche to imbue the Awakened with colossal strength.

Basic: Once per day, the Awakened can increase his Strength by +6. Doing so is a free action and the increased Strength lasts for 1d6 rounds.

Advanced: At 4th, 8th, 12th, 16th and 20th character level, the Awakened gets one more use of the power per day. At 5th level the Awakened has the option of expending two uses to increase his Strength by +8 for 1d6 rounds. At 10th level, the Awakened has the option of expending three uses to increase his Strength by +10 for 1d6 rounds. At 15th level, the Awakened has the option of expending four uses to increase his Strength by +12 for 1d6 rounds. At 20th level, the Awakened has the option of expending five uses to increase his Strength by +14 for 1d6 rounds.

Reinvigorate

This manifestation converts the energy derived from the Awakened's psyche into a magical force capable of healing injuries.

Basic: The Awakened is capable of healing himself or others by touch. Each day, he is able of curing a total number of hit points equal to double his character level (eg a 7th level rogue/3rd level fighter with this manifestation would be able to cure 20 hit points per day). The Awakened doesn't have to use all his curing capacity at once; he can choose to divide it among

several recipients (as long as he doesn't exceed his daily threshold). Using reinvigorate is a standard action.

Advanced: An Awakened with at least 8 character levels, can cure temporary ability damage by using this power. One point of temporary ability damage can be restored by expending 5 points of curing capacity. At 12 character levels, use of this power can be entirely subconscious; the Awakened can choose to use it even if he's rendered unconscious, dying or otherwise incapable of normally activating it. At 16 character levels, using the manifestation becomes a free action. At 20 character levels, the manifestation is triggered immediately (as a reaction) if the Awakened drops to -10 hit points or below; if the Awakened has enough remaining curing points, they are instantly expended to get him to -9 hit points (he can heal even more by using a free action to activate the subconscious feature of reinvigorate).

Satiate

An Awakened can use his willpower and psyche to sustain his physical body, freeing himself from mortal needs. He can go around without food, water or even oxygen for a time.

Basic/Advanced: The Awakened can pass 4 days per character level without food. He can pass one day per character level without water and one minute per character level without oxygen. After this period of grace has elapsed he begins to feel the usual effects resulting from denial of sustenance.

Second Sight

This manifestation enables a character to look into the astral and the ethereal plane while awake. This vision is revealed as a translucent image placed above the real world. This can reveal spirits, ethereal beings, possessed persons or other Awakened.

Basic: Because the image of the astral and the ethereal plane is blurry and hazy, the character needs to make a Wisdom check to discover anything interest-

ing. Seeing ethereal creatures or astral travelers is DC 15. Seeing other Awakened or spirits possessing a mortal is DC 20. Seeing spirits or Awakened in their incorporeal state is DC 25.

A character with second sight also gains a +4 bonus on any rolls made to examine mortals to see if they're fit for possessing them.

Second sight requires absolute concentration while it lasts: the Awakened can't take any action during that time. It is a full-round action at least.

Swiftess

Awakened with this manifestation appear to be unnaturally quick, striking with their blade in the blink of an eye or dodging arrows and crossbow bolts.

Basic: Swiftess grants a +4 manifestation bonus to initiative checks (this stacks with the Improved Initiative feat). Moreover, it provides a +2 dodge bonus to Reflex saving throws and a +2 dodge bonus to AC.

Advanced: For every 2 character levels, the bonus to initiative checks goes up by +1. For every 4 character levels, the bonuses to Reflex saving throws and AC improve by +1.

Veil

Veil conceals the Awakened from the eyes of others. It differs from true invisibility in that the character isn't truly unseen. Someone will still see the Awakened if he stands right in front of him. Veil works by diverting attention away from the Awakened. In some way, the Awakened will always move in the periphery of other people's vision or when they've turned their backs on him.

Basic: Seeing an Awakened hidden by Veil is difficult, if he takes care not to provoke any situation (an attack, a loud noise etc). It requires someone to score better than the Awakened in an opposed check: the observer's Spot skill versus the Awakened's Hide skill. Because of Veil's supernatural power, the Awakened gets a +5 bonus to his roll. This doesn't apply if the observer is another Awakened with the

Perceive manifestation.

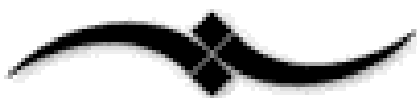
To initiate the use of Veil, the Awakened must fulfill the requirements of the Hide skill. Thus, he can not activate Veil if someone is watching him, unless he makes a distraction that diverts attention from him.

Using Veil is a full-round action, although the Awakened can move up to half his speed (unlike other full-round actions).

Advanced: For every 4 character levels, the Awakened inflicts a -1 penalty on any roll made to spot him while using Veil. This doesn't apply against an Awakened with higher character level using the Perceive manifestation.

Factions

Chapter The Fifth



The first champions to awake were more or less at a loss. They had a vague idea of what they had to do but no idea about how to do it. As they explored the new world opened before them and integrated themselves into human society, each of them began to use his special talents to succeed in his task. A sorcerer sought to increase his arcane power and uncover magical secrets. A warrior to lead mortal armies. A scholar to gather knowledge useful to his mission. Thus, each Awakened found his own way to pursue the common goal: victory in the Final Battle.

As more of the champions awakened, it was only natural for them to encounter other Awakened with similar talents and ideas about how to win in the upcoming conflict. Awakened with similar thoughts banded together to form the first factions.

Factions are primarily collections of ideas about how to fight the Final Battle. Each of them has its own way of participating in the war between the Awakened: by collecting arcane power, by raw force or by influencing mortal society. Most of them believe that their way is the best one, but they don't dismiss other factions as useless. They understand that each faction has its role to play and that its members are good at what they do. Some of the factions are very organized groups, while others don't have any kind of hierarchy. The central thing which distin-

guishes factions remains their ideology and strategy.

Because factions basically represent ways of fighting and winning the Final Battle, they are for the most common between good and evil-aligned Awakened. The good Awakened have their Knights, as do evil ones. This is not to say that there's any connection between the two Knights, save as enemies. They merely represent a tool used by both good and evil Awakened. If nothing else, it's another indication that "good" and "evil" are just different sides of the same coin.

Many factions also exist in their "neutral" state. These groups were usually formed after the founding of the good and evil factions, by Awakened who followed the path of neutrality. Attracting Heretics of every sort, many of these groups are infected by Awakened who care for nothing but their personal gain.

Lastly, one shouldn't forget the Independent Awakened. Not every Awakened belongs to a faction. Some choose to fight their battles alone or with the help and support of other, like-minded Awakened. Many of them follow paths that resemble those of the factions but don't wish to join one, valuing their freedom and flexibility above all or afraid that a faction's internal politics and conflicts might distract them from their cause. Although they don't hold the

combined power and influence of factions, they form an important part of the Awakened which shouldn't be underestimated in any case.

Guildsmen

One of the major Awakened factions, the Guildsmen are also the closest to mortals and the Pretending. With a basis along the lines of "domination of the mortal world is the key to power and success", Guildsmen are found involved in every aspect of mortal society and politics, from trading guilds to noble courts to the ranks of the Church. Power, influence and wealth are their aims and their tools.

Both good and evil Awakened gave their Guildsmen. Good Guildsmen are especially involved with the Church and the legal system, many of them holding the titles of bishops and judges. Evil Guildsmen seem to be more interested in wealth and finance, controlling trading and artisan guilds, as well as vast acres of land. There is also a neutral organisation of Awakened politicians which was founded by some idealists with the purpose of protecting the mortal world from the aggressiveness of the other two factions, but after a while degenerated into a group of greedy powermongers.

Each of the three factions has a largely similar hierarchy. New members, called Novices, are placed under a more experienced and successful member called a Patron. A Patron will provide a Novice with a place in mortal society according to his specialisation and some support. A Patron who is a bishop could place a Novice in the clergy, while a Patron guildmaster would give a Novice an important position within his guild. From there on, the Novice is expected to prosper on his own and increase his power and influence under the guidance of his Patron. A successful Novice becomes a Patron and is expected to take care of new Novices. This is the way the faction expands its influence over the mortal world.

Above the Patrons stand the Overseers, ex-

perienced politicians and financiers who guide and coordinate the efforts of the numerous Patrons and their Novices. A Patron deals only with his area of specialty and usually within local boundaries. An Overseer on the other hand, is responsible for a whole part of Europe and sees the greater picture behind the Patrons' work. Finally, the Overseers are controlled and coordinated by a council of seven Puppeteers. These Awakened have terrible influence and political power, playing with mortals as if they were puppets. Most of the time, they tend to agree on a general course of action, although all of them seek to subtly dominate the council and make their specialty field more important than the others. Every Puppeteer has a different specialty: one might deal with Church politics, another with the courts of Europe, a third with trading guilds etc.

Healers

The Healers are a small faction of fringe magicians and other Awakened blessed with healing gifts operating throughout Europe. Originally, they were members of the good Thaumaturgists, but soon became disappointed with the faction's secrecy and scheming. These gentle souls wanted to use their powers to help those in need, so they decided to separate themselves from the Thaumaturgists and become a faction of their own. This gives them a unique status: they're the only faction without an evil counterpart.

The Healers operate through a network of hospitals, clinics and herbal shops spread across Europe. They mix their mystical talents with real-world medicine in fear of persecution by the Church. They believe that by helping the people, they'll win their support for the upcoming Final Battle. The other good factions consider them more or less naïve do-gooders, but they're always eager to ask the Healers to tend to their wounded after a confrontation with the forces of Evil. The Healers haven't ever rejected such a call for help, something which has

put them on good standing with the other factions. In fact, the Knights have sworn to protect the relatively defenceless Healers from any outside threat.

The faction has a strict hierarchy, beginning with the lowly Surgeons, proceeding to the Pathologists, and ending with the Physicians, which is the highest rank a member can attain. The greatest honour for a Healer is to be accepted into the Hippocratic Conclave, the inner circle of the faction composed entirely of respected Physicians. This organ of authority in the faction coordinates its movements and resources and is elected every three years by voting among the Physicians.

The aim of the faction is to heal the sick, but this doesn't include all men. The Healers deny healing to "sinners", essentially those who don't follow their idea of "good", and of course to the minions of evil. This has been an accepted practice since the forming of the faction, but has been recently questioned by a group of Healers who believe that the healer's duty extends to all people, pious or sinners, "good" or "evil". These idealistic Awakened call themselves the Asclepians. They have been repeatedly warned by the Conclave to cease their heretic practices but have chosen to ignore the warnings. Some of the Physicians have begun to talk about the possibility of calling the Knights in to "purge" the heretics before they become too dangerous, but most are reluctant to take any direct, violent measures. An outbreak of violence inside a faction dedicated to healing and tranquillity could shake the Healers' foundations and destroy their work.

With their practices and beliefs, the Asclepians have been estranged from the rest of the faction. They seem to have little interest in the Final Battle, seeking instead to eliminate disease and death for the benefit of all. Given time, they might form an offshoot of the Healers, one more neutral in its concept.

Knights

The Knights were formed by a cadre of veteran warriors, some of the first to awake. Most of them participated in great wars in the history of mankind.

As most factions, the Knights have good and evil counterparts. Interestingly, there is no official, organized "neutral" faction. It is believed that Awakened with such inclinations have formed small groups or infiltrated the other two organizations. Such persons are loved by neither faction and they can't expect any backing from them.

The only common thing between the god and evil factions is that both believe the progress of their plans and final victory shall come through war and battle. Those of the ancient warriors that were bloodthirsty conquerors formed the faction which serves the unholy powers. Those that showed moderation and fought for any good cause joined the good faction.

Each faction is ruled by a monarch called the Warlord, who is advised by a council of Flaith ("Noble Warriors", 5 for the evil, 7 for the good-aligned faction). The Warlord serves for a lifetime and is appointed by the council. In theory he has nearly absolute power, but in reality he needs the support of the council members to retain his position.

The Warlord's authority is limited by a strict code of military laws, the Codex, which must be obeyed by all members of the faction. Inspecting the application of these laws and judging the transgressors is the job of the Judges, warriors known for their loyalty to the Codex and value in battle. The authority to appoint the Judges lies in the council, which is another limitation of the Warlord's power. Below the Judges are those who enforce their decisions, the Hunters. The last layer of the faction is the common Knight.

Inside each faction, lie two sub-factions, which only exist unofficially. These are the Disciples of Law and the Disciples of Steel.

The Disciples of Law are the backbone of the Knights. They are the majority of the warriors with veteran leaders that believe in strict military organization, upholding the Codex and patient planning in order for their faction to succeed.

The Disciples of Steel are mainly young warriors with a burning desire for action and little interest in planning. These are fighters that value heroism, cunning and combat skills rather than military organization and strategic planning.

So far, the Codex has managed to slow the growth of the Disciples of Steel, but more and more members of the faction become tired of the strict rules, the obedience and the lack of any large scale action. It is believed that the Disciples of Steel have begun to infiltrate the ranks of the Hunters and they'll turn out to be a major problem for the Flaith and the Warlords in the near future.

Nethermancers

The Nethermancers are composed of sorcerers who originally belonged to the good or evil Sorcerers, back in the old days of the first awakenings. They were skilled in the art of Nethermancy, summoning powerful beings from the Netherworlds, making pacts with them and sending them to fight their battles.

Their practices were a lot different from those of their fellow sorcerers and a schism with the other hermetic magi was inevitable. The hermetics strongly believed that one's power must come from his self and only. That was the basis of their art and there was no room for any sorcerer who chose the easy path, depending on other beings to gain power.

In the case of the good Nethermancers, the schism was a peaceful one, if not one with tension. The Nethermancers were expelled from the order and sought their own fortune, forming a faction of their own. Relationships between the two factions were never good from that day on and some conflicts have sparked enmity and discontent between individ-

ual members or sub-groups.

The evil Nethermancers fared much worse during the schism from the evil Sorcerers. The event which acted like a catalyst for the schism was the attempt made by Nethermancers to convert other sorcerers into serving their demonic patrons. The hermetic sorcerers feared that the Nethermancers would corrupt their order, so they decided to destroy them once and for all, banishing their vile kin from the face of the Earth. They came down upon them and hunted them like dogs. The Nethermancers fled before the might of the Sorcerers with the aid of their patrons, although many of them died in the hands of the hermetics. The rest went into hiding. Even today, the evil Sorcerers search for signs of infernalists and eliminate them before they can "contaminate" any of their own.

The good Nethermancers have a strict hierarchy, just like their patrons, the beings known as angels. New members are Acolytes and are expected to serve under and learn from Initiates, full members of the faction. An Acolyte is elevated to Initiate status as soon as he demonstrates his ability to summon and bind or make a pact with an angelic creature. Really adept Initiates become Bishops and have 14 Initiates under their supervision. Most Bishops have already sold their souls to their angelic patrons and when they die they'll be taken to the netherworlds to serve in the war against the demons. At the top of the good Nethermancers' hierarchy stands the Archbishop, directly appointed by the most powerful angels contacted by the Nethermancers. In this way, the angels serve the Nethermancers, but the Nethermancers are also servants to the angels.

The evil Nethermancers don't have a rigid hierarchy like the good ones. In fact, they don't have any real hierarchy. They might had one long ago, when they tried to form a sub-group inside the Sorcerers, but not anymore. This is a result of having to hide perpetually from other sorcerers, afraid of per-

secution and elimination. If their secret residences are exposed and their practices revealed, they are little better than dead. Soon, a hunting party of Sorcerers will pick up their trail and come to eradicate them. They must remain hidden among other mortals, worshipping the demons they serve in secrecy. This means that communication between them is difficult and often hazardous, only to be attempted in dire need. The entire faction is divided in small covens of 3-8 nethermancers, spread across Europe and isolated from each other. They would be easy targets for the Sorcerers if not for their secrecy and the power of their demonic allies. Infernalists worship the demon lords of the netherworld's pits and seek to bring more people to their faith in order to gain greater power. They especially value mages and many of them try to infiltrate the Sorcerers and do what their patrons do: corrupt hermetic magicians and bring them to their side. They use promises of magical power and wealth, even immortality, if the hermetic will just forsake the Sorcerers and join them in their demon-worshipping. The corruptors live a dangerous life inside the Sorcerers, for if they are discovered they'll surely be executed or worse, but this is the way they take their revenge on hermetics.

Shadows

The Shadows are the faction that best underlines the invisible aspect of the Awakened's war. Perpetually hidden, they only reveal themselves to strike at their target, quickly returning to concealment.

Originating from the assassin guilds formed during the decline of the Roman Empire, a time of heavy political intrigue and machinations which had uses for a skilled assassin, the Shadows base their success on two things: information and covert strikes. Most Awakened consider the Shadows nothing more than skilled assassins, effective without doubt but little more than that. The Shadows prefer it this way. After all, if others knew that they control most

of the criminal organisations and spy networks across Europe and have important contacts in almost every major guild and the Church, it might attract unwanted attention to them. Information is crucial to the Shadows, not only because it can be used to manipulate current events, but also because it's important in staging the covert strikes the Shadows specialise at.

The Shadows are well aware that it's better and easier to strike at a general or a king than to face an entire army or kingdom. Every member of the faction is chosen for his skills in assassination. Combat prowess isn't the first concern, although a Shadow is expected to be proficient with the bow and crossbow, short sword and dagger. A Shadow needs to have many talents to succeed in his mission: thieving skills, the lore of drugs and poisons, mastery of disguise and the precious ability to quickly evaluate a situation.

Because of their need for secrecy, the Shadows operate in cells. Each cell is a group of 4-6 Shadows with a specific base of operations. It's mostly comprised of Hunters, initiates in the art of assassination. The leader of a cell is a Predator, a master assassin who guides and teaches the Hunters. Only a Predator knows how to contact others cells of the faction and he always appear as a shady figure even to his own Hunters, to avoid compromising his safety in the event of a Hunter's capture or betrayal.

As is the case with most factions, the Shadows exist on good and evil versions. There is also rumour of a neutral Shadows faction, following its own agenda, but these are just speculations. The Shadows are among the factions least liked by others. Most Awakened distrust Shadows, never knowing who they might strike at next. Even good factions tend to believe that the good Shadows tread on the edge to the other side with their stealthy and treacherous tactics.

These said however, every faction has a use for the Shadows. When an important enemy has to

be removed quickly and silently, the Shadows are your Awakened for the job. These assignments don't come cheap however. The Shadows always charge a hefty price for their services and they frequently ask for more than just money.

Sidhe

The faeries were the first sentient beings of flesh to walk on earth. The Sidhe were the first Awakened to befriend them and run with them under the moon or visit their faerie realms. Faeries master magics and have knowledge humans can not possibly comprehend but the Sidhe strive to assimilate such knowledge. Relationships between faeries and humans have never been good, but the Sidhe aren't exactly humans. Faeries regard them as a kind of spirits and remember their own spiritual origins.

Sidhe are usually wizards or at least command some paranormal power. Many of them have some faerie blood running in their veins, making their acceptance by the faeries easier. The faction has a very loose organization, consisting of small troupes of Awakened with self-appointed leaders. Troupes almost always reside in the country, near enchanted places with high faerie activity. Communication between troupes isn't usually a problem, even though they may reside in relatively isolated areas, because they use their faerie allies to transfer messages for them and faeries always seem to have some way of knowing what happens to their brethren at the other side of the Earth.

The most important Awakened in the entire faction are the Ambassadors. Ambassadors stay with their troupes in a faerie realm and act as a communication bridge between the faction and its faerie allies. Ambassadors are appointed by the Circle, a meeting of the leaders of all troupes. The Circle is held once per two years in England, but may be urgently called upon an emergency, and is considered the supreme authority in the faction. Smaller, local

circles may be called to decide on less important matters.

The Sidhe possess little in terms of wealth or mortal influence. Their real strength lies elsewhere. They have considerable magical power, augmented by the sorcerous artifacts provided by their faerie friends and the enchanted places they control. Their allies may provide them with support, or more commonly with shelter from danger, even whisking them away to faerie realms. They also act as spies for them. The Sidhe know of everything which transpires in the forests or mountainous regions of Europe. Although most of the other factions consider them to be weaklings, the Sidhe hold diverse power they just haven't yet shown.

This is not to say that the faction doesn't have weaknesses. Perhaps the greatest is its entanglement in faerie politics. The good Sidhe obviously supports the Seelie Court, while the evil ones side with the Unseelie Court. There is a neutral faction, small in numbers, which deals with faeries of similar mentality, like the Tuatha, but they become targets for both sides. The obligation to choose allies and fight with them against their enemies often distracts the Sidhe from their real task, fighting in a war that isn't theirs.

Sidhe are perhaps the strangest of all Awakened. When dealing with faeries and you have little or none human companionship, you begin to think and act like them. Sidhe seem whimsical, eccentric or plain odd to other Awakened who judge them by their standards.

Technomancers

The Technomancers have only formed recently as a faction and still haven't assumed a complete, organized form. They remain a base organization of scientists and academics, bent on controlling knowledge and using it to further their own ends. As is the case with many factions, there are good and evil Techno-

mancers as well as neutral ones.

The Technomancers lack the firm structure of other factions. There are no levels of hierarchy here; every member has his own reputation and commands respect according to his knowledge and discoveries. The faction works as a network spanning the universities, colleges and libraries of Europe. Knowledge and information can be exchanged through this net, speeding up research and technological breakthroughs. The faction then decides how to use that knowledge in order to promote its goals. This is done in meetings that most people consider conventions.

There are a lot of clueless Awakened who think that the Technomancers are just a bunch of harmless, powerless scholars. The Technomancers believe that knowledge is power and they are correct to some extent. They use their architecture and engineering knowledge to build more effective fortifications and sewage systems for the great cities, as well as to construct destructive siege engines. Their knowledge of medicine enables them to minimize the effects of plagues on the population. Their alchemical pursuits grant them the secrets of incendiary explosives, like greek fire. It's rumoured that Technomancers have already discovered gunpowder and are currently researching ways to use it. Possessing such knowledge makes someone powerful. Knowing how to use it makes him twice as powerful. This is the key to the Technomancers' success.

Thaumaturgists

Along with the Knights, this faction is one of the first to form. Founded by some of the first to awake possessing the secrets of sorcery, it grew quickly to encompass most of the Awakened who had any control over magic. Today, it is one of the most influential but secretive factions.

Thaumaturgists exist in good, evil and neutral versions. Whereas the objectives of the first two are clear more or less (regardless of the personal motives

of their members), what the latter are trying to achieve is somewhat hazy. They encompass both those that try to maintain a balance and ensure that no Power ultimately wins and those who seek to promote their causes only. This dissimilarity causes a lot of confusion in the neutral faction and inhibits their ability to take serious action when needed.

All three factions are renowned for their strict organisation and their firm system of advancing in rank, something which fits their scholarly members. The supreme power in the faction is held by a council of 9 Magi, that are by tradition the most skilled and respected members. In reality, there is a great deal of political manoeuvring among the Magi and maintaining their position is a matter of both wit and influence.

Below the Magi are the Mentors, respected magicians with special privileges who provide support to each Magus and play an important role in the faction's politics. The last layer of the faction are the Apprentices, simple members that have yet to prove their skills and powers. Though the Acolytes are the largest part of the faction, they don't play any important political role, being manipulated by the Mentors.

A special caste in the faction are the Magisters, those who enforce the laws and traditions of the faction and the orders of the council of the Magi. The Magisters come from the Mentors and are awarded powers and abilities to use in carrying out their tasks. They can't however act without a direct order from the council, something which serves to limit their power. Each Magister usually has some loyal Acolyte with him, serving as his deputies.

The laws and structure of the Thaumaturgists are based upon the writings and teachings of one of the first truly great magicians, Hermes Trismegistus. Hermes may have been a spirit or just an enlightened mortal and his origins have been lost in time, but his beliefs and ideas about sorcery have been maintained and have led to the creation of the Hermetic Code, the base of all laws in the faction.

There was a time when a lot of magicians followed another path, that of heathen magic. Heathen magic was closely related to nature and based upon the drawing of raw power from it. It was the closest thing to the chaotic, wild faerie magic and certainly not the scientific, fine art Hermes had described. The Thaumaturgists, as true followers of the hermetic ideals, are engaged in a long and bitter war against the heathens, trying to impose their beliefs as the only truth about magic. They consider heathens primitive and dangerous, a threat that must be dealt with before it becomes too great. This war has affected Awakened society too: the Thaumaturgists and the Warlocks have been enemies since their formation.

Warlocks

There are many among the Awakened who claim that the Warlocks do not deserve to be called a "faction". Surely such a chaotic, undisciplined organisation is far from being a faction.

The truth is that the Warlocks command much respect, not only because of their influence, but also because they are based on a very ancient tradition, that of the pagan way of life. The faction is strong when pagans in general are powerful and the current era is certainly good for pagans, albeit not what it used to be. The Church has failed to cut the people away from their traditions and there are many Christians who still follow the old ways and pay homage to the old gods, especially those living in the country. Even the heathen magicians begin to extend their power and act against the persecution of the Hermetic Order. All these mean that the Warlocks grow stronger with the passage of time and will soon be a major player in the grand game of the Awakened.

Unfortunately, this doesn't mean the faction does not have a few serious flaws. The most serious is that it resembles the Druidic Order in structure. It certainly doesn't have the level of organisation other

factions possess (like the Knights or the Thaumaturgists). Its members often act in conflicting ways. A grand plan rarely exists; most of the time Warlocks act according to current planning which doesn't involve long-term objectives, losing the big picture.

The faction is not based on a strict and rigid code of rules, but rather on a flexible, shifting code of ethics. This moral code is derived from the Old Religion and the Druidic Order. It teaches respect to the natural world, the spirits of the land and the primal instincts and thoughts of human beings, along with the cultivation of one's inner life force. Whoever embraces these beliefs can join the faction. As there are no fixed laws for behaving within the faction, there is also lack of a judgement system. High-ranking members may take decisions on matters of justice, but there are no official judges or enforcers. The upholding of the faction's traditions is based on the good will of the members to take whatever action they deem appropriate towards lawbreakers. It's an anarchic system that has caused many problems in the past.

As one might expect from such an unorganised faction, there are few ranks in its hierarchy. The hierarchy is based on knowledge, wisdom, experience and power, rather than titles. Most of the members are called Initiates. A wise, powerful and experienced member may be called a Witche ("wise one"). The elite of the order, individuals that command everyone's respect and lead the faction, are the Hierophants (there is no fixed number of them). These titles are not won but reflect one's position and accomplishments. Someone may call himself a Witche but if no one else believes that he's worthy of the title, they'll treat him as an Initiate.

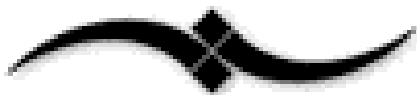
Many Warlocks belong to the Druidic Order. The faction's connection to that mortal religious order is no secret among the Awakened. As always, the mortals are not aware of the presence of such transcendent beings among them. Only the most powerful druids know about the Awakened. This

provides the faction with powerful allies. Not only can they manipulate the mortal pagans to their ends, but they can also count on the assistance and support of the heathen magicians.

The Warlocks are one of the factions that represent every possible “path”: there is a good, an evil and a neutral faction. The good and evil factions often fight for the control of the same druidic circles. The neutral faction is slightly more disorganised and static than the other two, interested only in the preservation of nature and the ascension of paganism to its right position all over Europe.

Source role

Chapter The Sixth



As you may have guessed, players in Transcendence take the role of Awakened, the champions of the “good” and “evil” Powers who were put to sleep in the far past to fight in future ages. These future ages have come at last and the champions awake to fight for their masters – or for themselves.

Concept

The first thing you should do is think over your character for a while. Good characters that are fun to play usually aren't created in blind. Before taking major decisions about your character that will stick with him for the rest of the game, you ought to have some things about him cleared up in your mind. An easy and helpful way of doing that is to answer some simple questions about your character.

What's your character's style?

Is he a fierce warrior? A brilliant scientist? Perhaps a social chameleon or political schemer? Does he trust more his physical capabilities or his mental ones?

What did he do before the Transcendence?

Every Awakened had a life before the Transcendence and his past may have great influence on his present actions and his view of the world. Life in the ancient era was more or less different and maybe your character still has a difficulty understanding the mod-

ern world.

Why was he chosen?

Champions for the Final Battle weren't randomly picked. Why was your character chosen? Maybe he possessed a skill the Powers find useful (he's a sorcerer or a military tactician?). Perhaps he succeeded in doing something great which assisted the plans of the Powers, directly or indirectly. Maybe he was a symbol of his era (a great politician or a prophet). Or maybe it was his absolute and fierce loyalty which got him chosen. Finally, it may be that your character can't figure out exactly why he was selected. He may have a potential unknown to him but recognised by the Powers.

How did the Powers manifest before him?

Your character was contacted by the Powers before his Transcendence. How was this done? It's not in the nature of the Powers to reveal themselves in their full glory or to explain their full plans to mortals. Instead, every champion got a different message according to his skills and experiences. If you are a Christian, you might have been contacted by the Voice of God (à la Jean D'Arc). If you are a hermetic magician, you might have been granted a vision of Hermes Trismegistus, calling you to perform your duty. What did your character experience?

Does he still remain the same man?

Are you still Faithful to your original cause? Or are you a Heretic? Some Awakened changed in mind during the long sleep and abandoned the ideals they held true till then. If you're one of them, which path do you tread now? Have you switched sides, joining the opposition? Do you walk on the idealistic road of balance, fighting both "good" and "evil"? Or are you now on your own, determined to make a name and a future for yourself?

How do you plan to participate in the Final Battle?

Will you directly assault your opponents? Rely on your sorcerous powers? Or amass mortal holdings and resources, gaining power and influence through them? The answer to this question depends on the style you want your character to have and will heavily influence his choice of a faction.

Allegiance and Alignment

Your allegiance is the side you've chosen in this war. An Awakened can be allied to the "good" Powers, the "evil" ones or he can be neutral (no allegiance).

What's important to remember is that allegiance and alignment do not necessarily coincide. Think of alignment as something stable that describes your ethos and actions with non-objective criteria. On the other hand, the "good" and "evil" Powers aren't ultimately good or evil. Both sides will take actions during the war that will bring them shame. In the end, all they care for is winning and they're ready to use any means towards this.

Take for example the Holy Inquisition of medieval history. They tortured and burnt people, so they can't be described as good (in game terms, their alignment is evil). On the other hand, most of them believed that they had a holy mission to accomplish and had faith in the rightness of their task. If the Holy Inquisition were participating in the Final Battle, they would have sided with the Good Powers, even though

they have an evil alignment.

Now think of a reversed situation. Take a warrior with good alignment. He awakes to find that his ancient homeland has been burnt and razed by a tribe who is currently allied with the good Powers. Bitter and burning with the desire of revenge, he might join the evil Powers to have a chance to avenge his people. Everything is possible. Just remember that we're talking about people, real-world men and women that are more than black and white pictures in a comic book. Ultimate good as well as ultimate evil is extremely rare, with most people walking between the two extremes.

Available Races

You might have expected this: only humans are an option. After all, the character are Awakened.

Available Classes

All classes are available to Awakened characters. There are a few notes to make, however:

Barbarians

A barbarian in rage is unable to focus on the use of manifestations. When he enters rage, all manifestations requiring conscious activation (ie all manifestations requiring an action to be activated, whether this is a free or a standard action) immediately end. Furthermore, he is unable to activate any of these manifestations for the duration of his rage.

Clerics

The term Cleric or Priest is frequently used to indicate a member of the clergy. This is but a title; it doesn't give any special magical powers. Not all members of the Church have the faith to be granted spells; in fact, many of them don't have any faith at all (aside from their faith in wealth and other worldly goods)!

True clerics (the divine spellcaster sort) are extremely rare and may be considered holy men able to perform minor or major miracles. There are now “generic” clerics in Transcendence. Everyone must select a deity to serve (the deities are detailed in the Gods and Powers chapter). Pagan clerics choose one of the great spirits of the lands, while Christian priests commonly serve an angelic power. There are also a selected few, wise and enlightened, who serve the Enlightener, remaining true to the words of Jesus about peace and love. Finally, there are those evil and corrupted dark clerics who serve a demonic power.

Druids

Druids are by definition pagans and belong to the Druidic Order. They might revere a particular great spirit among all others, but they draw their magical power and spells directly from the land, rather than from a deity.

Paladins

Persons holy enough to become paladins are amazingly rare in dark ages Europe. Paladins by definition worship the Enlightener (in the guise of the Christian God) and follow his words and teachings. This often brings them in conflict with the corrupted ranks of the Church.

Factions

Factions are described in a chapter of their own and it's advised that you give them at least a glance before choosing one for your character. They're a good way of giving your character some support from a large organisation that might prove helpful in your first steps. Then again, choosing a faction isn't obligatory. Your character may well be an Independent Awakened. You can also join a faction later in the game.

Although most factions have both good and

evil counterparts (except from the Healers), eg there are good Knights and evil Knights, some of them don't have a neutral organisation. Apart from that, factions may have some requirements, accepting an Awakened only if it he possesses some talents the faction deems useful. In game terms, each faction has a class requirement an Awakened must meet in order to join. Factions have no trouble in accepting multi-class characters who fulfil their requirements with one or more of their classes (eg a multi-class fighter/wizard can become a member of the Thaumaturgists).

Guildsmen: Guildsmen can be of any class, although most of them are rogues. The few magicians in the order tend to be enchanters.

Healers: Healers can be of any class, as long as they have some knowledge about healing. The original members of the faction were arcane spellcasters, although many of them have since become clerics.

Knights: Only barbarians, fighters, rangers, paladins, rogues and bards can become members of the Knights.

Nethermancers: Nethermancers must be arcane or divine spellcasters. If they're divine spellcasters, they must worship and serve an angelic power.

Shadows: Shadows must be fighters, rangers, rogues or bards. No paladin would want to be part of the Shadows anyway.

Sidhe: Sidhe may be of any class, although they usually are arcane spellcasters or druids.

Technomancers: Technomancers can be of any class, but the Awakened must have some scientific knowledge and a scholarly pursuit.

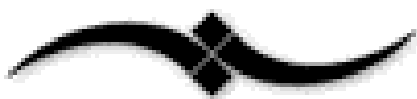
Thaumaturgists: To become a thaumaturgist, a character must be an arcane spellcaster. A thaumaturgist can not be a divine spellcaster (if he multi-classes), since this violates the hermetic belief that all power must come from one's self and not from any exterior force. Of course, a multi-classed divine spellcaster can be part of the order as long as his powers aren't

discovered by others.

Warlocks: Warlocks must be arcane spellcasters, druids or divine spellcasters worshipping one of the great spirits of the land (pagans). As an exception, barbarians and rangers (but not fighters) may also join the order, since the pagans consider their valiant warriors as important as their high priests.

Witchcraft

Chapter The Seventh



Spell variations

Spells affecting the Awakened

Awakened used to be creatures of the physical world, before the Transcendence, but now their home plane is the ethereal one, as is the case with all spirits. A direct consequence of this is that he is treated by spells as an outsider, a summoned entity. Spells like *dispel chaos/evil/good/law*, *protection chaos/evil/good/law* or *magic circle against chaos/evil/good/law* are fully effective against him (according to his alignment). On the other hand, spells that target humanoids, like *charm person*, fail to work against him, unless they only have a physical effect (like increasing its effect), as his mortal body remains a humanoid.

Lesser and **Greater Planar Binding** are also effective against Awakened. When cast, a magician can target a specific Awakened if he knows his name (that is his original name, not the name of his mortal host).

A magician with **Magic Jar** can target an Awakened inside his original body as normal. However, the case of an Awakened possessing a mortal host is different. If the magician succeeds in possessing the body, he gains control of it, while the spirit of the Awakened is thrust out of it and back into the ethereal world.

Resurrection spells

Any spell that brings back the dead (*raise dead*, *resurrection*, *true resurrection*) is very rare and difficult in Transcendence. The lord of the dead, he who supervises the passage of the dead to the other world, is the great spirit Arawn and his power over the dead is supreme. No such spell will work unless cast by a cleric of Arawn and Arawn himself allows the dead soul to be returned to life.

Elemental conjuration

Any spell summoning an elemental instead summons a spirit of the appropriate type instead (air, earth, fire or water) and of the same HD.

Backlash

Spells of the 1st to 7th level are fairly simple, incapable of bringing great changes to the world, so they can be used by someone without any fear of consequence. Spells of the 8th or 9th level are an entirely different matter. They comprise the most powerful of magic, which requires tapping the mystical energies flowing around and into the earth. The alterations brought by such spells can reweave the fabric of creation on an elementary level.

Drawing upon such energies can be risky and costly for the magician. When casting such spells, his body and mind becomes weary, but not in

the mundane term. After the spell is cast, he suddenly feels drained and weak, although this isn't a physical exhaustion, but one lying deep in the sorcerer's psyche. To counter this exhaustion, sorcerers rest in a magical sleep they call the **Slumber**, during which their powers are replenished and the weight of the magical summoning lifted from their minds.

The duration of the Slumber is one month for 8th level spells and three months for 9th level spells. If the magician's caster level is greater than 18, the Slumber for 8th level spells is reduced to one week. If its greater than 20, the Slumber for 9th level spells is reduced to one month.

A magician doesn't have to rest in Slumber as soon as he casts a spell, but he can feel the weight of magic over him and he longs for resting. The Slumber may always be delayed for at least one week. Magicians with strong will can delay it even more: for each point of Wisdom bonus (if the magician has any), the Slumber can be delayed by an additional week. In the end however, the Slumber can not be postponed indefinitely. After the period of grace elapses, the magician must sleep or face the consequences.

The Slumber must be held at a safe, secluded haven. This place needs to be far from urban centers, where the magic of the land is greater, else the resting period is tripled in duration. The whole duration of the Slumber must be slept in one part. If the magician's sleep is disturbed, he needs to resume it as quickly as possible after dealing with the disturbance. During the Slumber, the magician rests in both spirit and body. Entering the dream world is impossible, even for Awakened.

The Slumber is a necessity for all, arcane and divine spellcasters alike. Even characters who cast powerful spells from scrolls are required to rest (although casting spells from magical items other than scrolls, like wands or staves, doesn't cause an mystical exhaustion).

The Burning

What happens if a sorcerer doesn't rest after casting a powerful spell? To answer this question, someone must realize that the fatigue caused by so powerful energies is in no way physical or even mental. A magician's body functions as well as it did before and his intellect and wits show no signs or decrepitude. The fatigue reaches much deeper. It affects the ability of the magician to control the magical energies surrounding him from taking over his body, mind and soul, to prevent them from consuming his entity. Using energies which defy nature's laws, bending reality to your ends has risks and costs. Even the most powerful mage is nothing before the vast amounts of magic existing. They are but small trees in a powerful storm. They need to be flexible to survive; rest and give way to the pressure growing inside them. If they don't, it might expand and destroy them, like a storm snaps trees in half.

Sometimes, daring and arrogant magicians decide to test their limits and ignore the Slumber. Such fools usually have ugly ends, the taxing magical energies finally taking their toll on their existence. Their psyche is ravaged by the chaotic fire of wild, raw magic. They suffer the **Burning**. The amazing thing is that some part of the magician survives. Unfortunately.

The Burning is the rape of the mind, the rending of the soul and the infusion of the body with terrible, overwhelming magical energies. The magicians who undergo this procedure end up remnants of themselves and join the ranks of the **Anathema**, the Predators of the Arcane. Anathema are the bane of sorcerers everywhere and are further discussed in the "Creatures of myth and lore" chapter.

When a sorcerer decides to test his luck and not enter the Slumber, a Burning check is made. This is a Will saving throw against DC 22 (for not entering the Slumber caused by a 8th level spell) or 25 (for not entering the Slumber caused by a 9th level

spell). If the magician succeeds, he suffers no adverse effects and he manages to lift the magical fatigue off his body without having to sleep. If he fails however, he immediately suffers the Burning and becomes one of the Anathema. He is now a NPC, under the control of the Game Master.

Angelic and diabolic pacts

Many magicians, as well as other people dealing in some way with the supernatural, run into angels or demons sooner or later. Angels and demons also find interest in mortals they believe they can help in return of some service. Sometimes otherworldly entities take the initiative of contacting troubled mortals to offer their assistance (for a price).

Angels and demons thus have the power to make pacts with mortals if they feel it suits their needs. Such a pact is of course two-sided. The entity expects something in return for its services. The payment is seldom material: the angel or demon has little use for land or money, although it may use these things to support his followers.

In game terms, the payment the mortal agrees to will give him points to spend on services of the angel or demon called **Grants**. Sample payments include:

1. Join the angel/demon's cult (1 point).
2. Recruit another person to the entity's service (1 point).
3. Form a cult with several followers (2 points).
4. Donate great wealth or land to a cult (3 points).
5. Arrange for the entity to enter the physical world for some time (3 points).
6. Provide the entity with exceptionally important information (3 points)
7. Assist supporters of the entity or attack its enemies (4 points).
8. Provide the entity with a powerful magical item (5 points).

9. Form a major cult in honor of the entity (6 points).

10. Devote your life to the service of the entity (8 points, after this you can take no more pacts unless you sell your soul).

11. Sell your soul to the angel/demon (10 points, you can't take any further pacts).

Each demon or angel can provide to one of his servants up to 1 point of Grants per HD (of the demon or angel), although selling your soul isn't included in this limit (you always get 10 points when selling your soul, but you can only sell your soul once and others angels/demons will sense if you have sold your soul to an otherworldly entity). Demons and angels frown on mortals who deal with other entities of their kind as well and may feel betrayed, revoking their grants. Dealing with an angel and a demon in the same time is perilous; if either finds out, it's certain to strike at the mortal, enraged at the discovery.

Often, a netherworlds entity will give grants without requiring payment in advance. However, they do require to be fully paid in due time. A mortal who delays payment or backs down from the agreement will not only suffer from breaking the pact (his exact penalty depends on the type of grant taken), but he will also encounter an enraged angel/demon or his followers and minions.

Selling one's soul is a very special kind of payment. It is the payment most angels and demons ultimately strive for, gradually luring the mortal with small grants and promises of power and wealth. It is very final, because it means transferring the dominance over your soul to the netherworlds entity. Only the complete destruction of the entity (something very-very difficult) will release a mortal from his pact. A wish or miracle spell can possibly break such a pact, but it will be certain to attract the attention and fury of the entity and its minions.

By selling his soul, a mortal devotes not only his life but the entire eternity to his patron angel

or demon. When he dies, he becomes an eternal slave to the entity. Instead of his soul migrating to whatever place the dead go to, the entity comes to take the soul to the netherworlds forever. The Church preaches that evil men are tortured in Hell for their sins, but this isn't true, since only those evil men who have sold their souls to demons go to Hell and no demon finds gain in torturing someone without a reason. The situation is marginally better, however. Souls owned by demons become slaves in the netherworlds, doing labour like erecting fortifications, working in mines and other hard work under fear or harsh punishment from their masters. Every day is a hard and painful one.

Selling you soul to an angel may seem a better alternative, but actually isn't. Although angels have a need for a large work force (being naturally vain and arrogant they refuse to demote themselves by doing lowly work), they treat their servants better than demons do. They expect them however, to live under their rules and ethics and be foremost concerned with the tasks given to them. In short, eternal hard work and mind-numbing boredom await those who sell their souls to angels.

Many gifts can be bestowed on a man by an angel or demon. Not all can be given by a particular demon: some are powerful enough to be granted only by greater demons. Most gifts can not be taken more than once, unless noted in the description.

1. **Grant of fortitude (4 points):** Adds 10 to the character's hit points, permanently. If the mortal breaks the pact, the bonus hit points vanish and the mortal permanently loses another 10 hit points (this may kill him, if he has few hits points in the first place).
2. **Grant of magical ability (5 points):** This grant is commonly given to mortals who wish for magic. The mortal immediately gains enough experience to gain two levels as a sorcerer (he becomes a multi-class character). If the mortal is already a sorcerer, the

grant is useless. Only entities with more than 10 HD can grant this gift. If the mortal breaks the pact, the mortal is unable to use any sorcerer spell and also gains d3+2 negative levels.

3. **Grant of protection (1+ points):** Each point of this grant gives you +2 natural armor (up to +6). Your skin seems to have developed an intelligence of its own, hardening whenever pressure is applied to it. If you break this pact, the bonus to AC vanishes. Moreover, you develop a strange curse: others seem to strike at you with great ease regardless of all your protective efforts (in game terms, you have an AC of 10 at all times, regardless of equipment, spells or other bonuses. This curse may only be broken by a remove curse spell cast by a 12th level or higher caster.

4. **Grant of power (4 points):** The mortal instantly gains enough experience to reach the next level. If he breaks the pact, he gains d3+1 negative levels.

5. **Grant of prowess (3 points):** Increases one ability score by one, permanently. This grant can be taken multiple times, for the same ability or for others. If the mortal breaks the pact, he loses the bonus ability point and he also loses permanently two additional ability points.

6. **Grant of revelation (1-7 points):** The entity will reveal a secret to the mortal, something that will be very useful to him. The cost of this grant depends on the importance of the secret revealed (at 7 points, it is potentially an earth-shattering one). If the mortal breaks the pact, he is instantly struck with total amnesia. This condition can only be reversed by a restoration spell, but in any case the secret revealed is lost to him.

7. **Grant of revenge (3-7 points):** The entity or its minions will arrange for the death of an enemy of the mortal. The cost for this grant depends on the importance of the target and the difficulty of the task. It's not always certain they'll succeed in their mission,

especially if the target is powerful or very well protected, in which case the pact is considered void. This grant is commonly given in advance, with the payment following if the assassination is successful. If the mortal breaks the pact, the entity and its minions will stop at nothing to ensure he doesn't survive his treachery.

8. **Grant of servitude (-):** This grant is different from the others, because the mortal agrees to follow the angel's or demon's ethos and assist him in extending his influence in the earth (This doesn't mean that he has sold his soul, however). By accepting these terms, the mortal immediately gains enough experience to reach the next level and he uses his new level to multiclass into a 1st-level cleric of the entity. If he ever disobeys the entity, he suffers all the consequences described by the Player's Handbook for ex-clerics. Only an entity capable of having clerics (one of the angelic or demonic powers described in the "Gods and powers" chapter) can grant this gift.

9. **Grant of superior talent (1 point):** Gives a special +4 bonus to any check for a particular skill. If the mortal breaks the pact, the bonus disappears and he is cursed, suffering a -4 penalty to all checks for that skill. This curse may only be broken by a remove curse spell cast by a 12th level or higher caster.

10. **Grant of wealth (3 points):** Typically consists of enough gold to live comfortably for years (about 5000 gold pieces). Angels and demons depend on the greediness of mortals to ask for more. If the mortal breaks the curse, he suffers a major economical disaster: his house and land is burned by a mysterious fire, his gold disappears into thin air, his ships sink in calm waters etc.

Note: As always, the DC to resist a negative level becoming a permanent loss is $10 + 1/2$ draining creature's HD + draining creature's Charisma modifier. The HD and Charisma of most demons can be found in the "Creatures of myth & lore" chapter. For angelic powers and demons (1st generation angels

and demons), use 35 HD and Charisma 40 (+15).

Heathen and hermetic magic

Two distinct approaches are followed by practitioners of magic: heathen and hermetic magic.

Heathen magic represents a more archaic, wild and undisciplined form of sorcery, based in the inherent magic which lies in nature and the ultimate connection of man with it. Heathen magic was the first kind of sorcery to be used, a direct descendant of the magic wielded by faeries. Practitioners of heathen magic were feared and revered by normal people and many of them served as priests of the spirits of nature. With the advancement of civilisation and the founding of large cities, people began to turn away from the heathen priests and their power dwindled. It was during this time that magicians gained the image that would haunt them thereafter: mysterious men commanding powers, who are both feared and hated by most people. The coming of Christianity marked the end of heathen magicians. The small numbers of them that remained were scattered throughout Europe, being weak and isolated, until now.

Hermetic magic follows a different approach. It is based on extensive studying, self-discipline and knowledge of the works and mechanisms of magic. The hermetic magicians' beliefs are based on the philosophical works of Hermes Trismegistus, a legendary figure said to be the founder of the first great coven of magicians. Naturally, their way of life and beliefs brought them in conflict with the heathen magicians. In the beginning of that war, heathens were numerous and powerful (after all, the hermetics never had the support of the people). However, civilisation and Christianity caused people to turn away from heathen beliefs. The power of heathen magic was greatly reduced and the hermetic order overran the magical societies and achieved domination over all matters magical for the next centuries.

Recently, the heathens have resur-

faced. People have not forgotten the old ways and many of them have turned back to the old religion, tired of the tyranny of the Church and the burdens of “civilised” life. This has led to the rekindling of heathen magic. It may not be long before the conflict between heathen and hermetic magic is resumed.

The Order of Hermes

The largest magical organisation in medieval Europe, the Order of Hermes, appeared long before Jesus in ancient Egypt and Greece, two nations renowned for their advanced civilisation and cultural achievements. The Order was allegedly founded by Hermes Trismegistus, a nearly mythical figure, with the purpose of exploring sorcery to its limits. The beliefs of the Order were based on the Classic Greek ideals, mainly those of reasoning and experimentation. From these two ancient strongholds, the Order expanded to the rest of Europe, often at the expense of heathen magicians.

The Order's relationships with the heathen magicians were never good and declined to downright hostile in many occasions. From their first encounters, each group recognised the other as a threat, having contrary beliefs. Both were stubborn and arrogant enough to hold that their beliefs were the only truth. The magical wars fought between them spanned many centuries with great periods of truces and resting followed by intense fighting. At first, the hermetics were at a disadvantage, since most of Europe was pagan. They were however, clever enough to use the Roman Empire and Christianity to their advantage, invading the lands of the pagans and spitting away the heathens' followers. The invasion of Britain and the hunting of druids by Julius Caesar and afterwards other Roman Emperors is an example of the hermetics' aggressive tactics. But now these years are long behind and most hermetics are unsure of the proper action they have to take against the resurgence of the heathens.

The concept of the cabal forms the

core of the Order of Hermes. A cabal is a group of sorcerers with common interests located in a certain geographical location. A cabal's size may range from three to over thirty members, although most have five to ten members. Many cabals have a base of operation, anything from a castle to an underground system of caves. Others prefer to have their members living in their own private residences, meeting only to discuss matters of the cabal. These cabals are more flexible and don't depend on mortal holdings, but are also less resistant to external threats.

Each cabal recognised by the Order selects one of its members to represent it in the annual meeting of the Order. This is to keep large cabals from dominating the voting. The meetings take place once per year in a different established cabal and device on the matters and strategy of the Order as a whole. They also elect a council of thirty Grand Magi to rule over the Order until the next year.

The most prominent power groups in the Order are the 13 grand cabals. These are large cabals dating from the ancient times of the Order that have amassed much influence and resources, both magical and mundane. Most of the lesser cabals are allied to one of the grand cabals in a relationship similar to that between a liege and a vassal. The grand cabals are:

1. **Alexandrians:** Keepers of arcane and mundane lore, this cabal was situated in the Great Library of Alexandria, until its destruction. They managed to save many important volumes and now they can be found scattered among the colleges and universities of England, France and Rome. They have the best sources on any obscure knowledge.
2. **Camelot:** The magicians of Camelot work towards the creation of a magical kingdom on earth, a place where mortals, magicians and magical beasts can co-exist in harmony. This often pits them against the Theocrats. So far their only success has been the creation of Camelot in Wales, for as long as it

lasted.

3. **Dhiva:** The Dhiva cabal are explorers of other worlds. They spend much of their time in the dream world and also venture into the netherworlds and other, stranger dimensions. Due to their dealings with otherworldly beings, they have been often accused for the crime of Nethermancy, but have escaped any punishment so far.

4. **Dracon:** Members of this cabal take great interest in all kinds of mythical creatures, from faeries to the mighty dragons. They seek to help them preserve their havens against the expansion of mankind and befriend many of them, drawing arcane knowledge from their experience.

5. **Hippocratians:** A small but ancient cabal, dedicated to the healing arts and the study of diseases. Although they may seem benevolent, rumour has it that the Hippocratians don't hesitate to use their great knowledge of pathology and diseases to harm their enemies.

6. **Kavos:** The Kavos seek mastery of elemental sorcery, considering the four elemental realms (air, earth, fire and water) of magic to be the purest of all. Their attitude and personality is often shaped by the element they favour: a Kavos fire mage tends to be hot-tempered and impatient, while an earth mage calm and enduring.

7. **Krecan:** This is a cabal of warrior mages, special-

<i>Dogmas</i>	<i>Crimes</i>
Magic is one of the forces of the universe, like gravity. The hermetic's goal is to understand the laws commanding it.	Mysticism: The crime of Mysticism is a point of friction with the heathens. The heathens believe in the divine origin of magic, that magic is a force one should accept and not try to analyse or understand. This is totally heretic to the hermetics, whose main goal is to discover all laws governing magic.
Sorcery is not for everyone. Only an elite minority has the gift of commanding it. A magician must not reveal his power to unbelievers lest they rise against him and the rest of the Order.	Revealing: The crime of revealing one's magical power in front of unbelievers. Unbelievers aren't open-minded or enlightened enough to understand or accept a power like magic. Leave them to their safe little world (note that a magician who uses spells without any visible or audible effects, like most enchantment spells, or who leaves no witnesses behind isn't considered guilty of Revealing).
Command of magic belongs to the magician. The magician must be autonomous from other sources of magic and his power must come only from his training and achievements.	Nethermancy: Literally, this is the crime of gaining power from summoned entities (like demons or angels). The term however, is used more broadly to encompass any use of an outside force to gain magical powers (this includes receiving spells from a deity for clerics).
	Heathenism: The crime of believing in one source of magic and not the universal aspect of it. This crime refers to the heathen magicians, who revere nature as the source of all magic, whereas the hermetics hold that magic exists throughout the universe and inside each being.

ising in offensive magics. They raise and train private armies under their command, ready to face any external threat to the Order.

8. **Lectrus:** The Lectrus are magicians specialised in the creation of magical artefacts. They also seek and locate ancient magical treasures, especially Atlantian and Mu artefacts. The more modern Lectrus are bent on combining real-world sciences, like physics or chemistry, with magic, creating magotechnological devices.

9. **Mantis:** Mantis is the cabal of transformation and evolution. Practicing shapechanging and mind-altering sorceries, members of the Mantis never keep the same form or persona for long. They're probably the most modern, open-minded and eccentric of all cabals.

10. **Pythagoreans:** The Pythagoreans believe that sorcery is an exact science with specific laws and devote their lives in discovering them. They have great arcane power but are isolated from the rest of the world.

11. **Regia:** The cabal of Regia always considered itself as kingmakers. They deal heavily with mortal society and politics, manipulating them to their own ends. Their headquarters were in Rome, but they recently moved to Paris. They maintain contacts and allies in every major European city.

12. **Riendr:** Riendr believe the Dragon is the source of all magic on earth. Although this is highly debatable, Riendr magicians have great faith in their beliefs and always search for manifestations of the Dragon. To some of them, the Dragon is the only true god. Because of their declination from the standard hermetic ideals, many other hermetics believe they have slipped into heathenism and ought to be shown the right path again.

13. **Theocracy:** The Theocrats were the first to realise the importance of Christianity as a tool against the heathens. Since then, they've been heav-

ily involved with the Church from their headquarters inside the Vatican. Recently they've lost some of their credit, since it's the oppression inflicted by the Church that has partially led to the rise of a new breed of heathens.

Dogmas and crimes

The Order's members are bound together by their common beliefs. These beliefs can be divided in Dogmas and Crimes. Dogmas form the core of hermetic ideals and are followed by hermetics to prosper and advance in magical power. Crimes are taboos; they are what the hermetics despise. A magician of the Order must avoid these at all costs or face corruption of his magic (and expulsion from the Order). Dogmas and crimes are closely related. Often, the opposite of a dogma consists a crime.

The Druidic Order

Named after the druids of pagan Britain, the Druidic Order is an ancient organisation connecting Europe's pagan faiths together. Members of the Order belong to faiths that developed largely independent from one another but shared some common traits. One of this was the belief in animism, the faith holding that the natural world is inhabited by numerous spirits giving it life, from trees to rivers to rocks. The other was a common opposition against the hermetic ideals.

The Druidic Order is made of the magicians called heathens. These sorcerers base their power on nature, which they revere as a deity or a group of deities. They perform their magic by drawing raw power from nature without caring for the details of their workings. In fact, they hold that magic is an innately mysterious power and someone tends to reduce its wonder and power if he analyses it too much. These beliefs have brought them in direct conflict with the Order of Hermes.

Although the beginnings and ancestors of the heathen magicians are much older than those of the

hermetics, members of the Order were for a long time ignorant of the other heathens, locked in their faiths and regions. It was not until the threat of the hermetics was realised to its full extent that the Druidic Order was formed with members from every part of Europe. The catalyst for the Order's formation was the Classical Greek era. In that time, a lot of heathens fled Greece, as the hermetics triumphed and transmitted their ways of thinking to the vast masses of the Unbelievers. With them, they brought a message of warning about the threat of the hermetic magi. The Druidic Order was formed to counter the spread of the hermetic ideals and preserve the pagan ways. Changing many names, it took the title "Druidic Order" during the rise of Christianity, when Britain became the bastion of paganism in Europe and druids the leaders of the resistance against the hermetics.

At first it seemed that the heathens had the upper hand, being more numerous and controlling more lands. However, the hermetics were persistent and well organised. They increased their influence in the Roman Empire, pushing the people away from the worship of the gods towards more mortal interests. Some of them even took advantage of the new Christian religion to fight the heathens. With the invasion of England and the persecution of the druids, the Druidic Order felt that the end was nigh with its stronghold under siege. The real end came later, with the founding of Camelot by the hermetic magician Merlin and the christening of the population. In one last, desperate attempt, the heathens united under the banner of their leader, Morgan le Fay, and succeeded in disbanding the kingdom of Camelot. However, their victory came at a devastating cost. Most of their members were lost and Morgan was slain by Merlin himself. From that time on, the Order was too weak to resist the hermetics' takeover of Europe.

But the Druidic Order wasn't dead. The her-

metics believed they had taken care of their problem permanently, but the heathens were only hiding, resting, healing their wounds. They remained active in the countryside, trying to keep the old ways alive in the people's memories, mixing Christianity with pagan beliefs in the form of fairy tales and superstitions. They waited for the time they would rise once more.

The hermetics' reliance on the Church to keep the people away from practicing the pagan ways proved to be a grave mistake. The Church's oppression of the people backfired on them. Many commoners turned to the old ways, seeing the Church and the nobility growing richer while they became poorer. This marked the resurgence of the heathens. Across the land, people that aspired to the old ways were contacted by the remaining heathens and incorporated into the resurrected Druidic Order. The Order of Hermes was able to detect this uprising but was unable to figure out a way to stop this phenomenon.

The Druidic Order is now alive and active once more. Although lacking the internal organisation of the hermetics, it has many rapidly growing groups all over Europe. These small groups are called covens and are the cells forming the Order. Each coven contains witches, that is heathen magicians, who hold the leadership of the coven, as well as mortal followers interested in serving and preserving the pagan faith. In the old days heathens loathed to share their secrets with the common folk, ruling them through their ignorance. Times have changed though and the heathens need all the allies and the support they can muster.

The Seelie Court

The history of the Seelie Court is the history of Mu itself, the ancient land of the faeries that is lost in the mists of the past. Mu was the first attempt made by the faeries to form an organised nation to provide safety and prosperity for all its citizens. This re-

quired a great deal of effort, along with organisation and laws. It mostly appealed to faeries with respect to ethics and laws; other, more undisciplined faeries found the idea too cumbersome and restricted. However, as the fame of Mu and its wealth reached every faerie in the world, even the most chaotic ones would sometimes force themselves to accept set standards in order to be a part of that paradise on earth.

So, the great wave of immigration towards Mu created a substantial minority of faeries who pretended to go by the rules but in reality cared little about them. These potential troublemakers were identified by a few of Mu's lawkeepers, but the general aura of prosperity inhibited them from acting against them.

With the rise of Kathadastro and its Atlantian minions, the faeries of Mu came face to face with a dangerous enemy. The High Kings of Mu organised a body drawing members from all levels of faerie society to unite the faeries against the common threat and put up an effective defence. That's how the Seelie Court was born.

In its beginnings, the Seelie Court was a very diverse group with a noble goal: the protection of Mu from outside threats like the Atlantians. Its leaders and agents even contained many of the wild, unruly faeries. After the defeat of the Atlantians, the popularity of the Seelie Court rose so much that it was decided to maintain it permanently to defend the land. With increased power and influence, the Court gained in importance and there was a time that it had even High Kings as its puppets.

Sometime after the defeat of the Atlantians, important members of the Court were contacted by the Powers of "good". The Powers turned the faeries' attention to one of their old concerns, the wild troublemakers. Although they had fought against the Atlantians, no one could say for sure that they didn't represent a threat which could tear Mu apart from the inside. The Powers convinced the faeries to use

the Court's power and resourced to vanish those "evil" faeries.

Thus, the Seelie Court began to take interest not only in the outside threats, but also at inside ones. It used its considerable resources to persecute faeries it regarded troublesome and used heavy propaganda to justify its actions. Some of the unruly faeries were actually members of the Court, but were helpless while the Court harassed their friends and kin. They soon resigned from their positions and formed the Unseelie Court as a countermeasure. Eventually, the fight between the two Courts escalated to the Faerian Wars and destroyed Mu.

The Seelie Court survived the destruction of Mu, as did the Unseelie. It followed the faeries to their otherworldly realms. Today, the Seelie Court has a strong presence in many faerie realms. One realm in particular is completely dominated by it, serving as its headquarters. From their base in the Castle of a Hundred Spires, the Seelie faeries continue their ancient rivalry with the Unseelie Court, trying to bring all of the faerie realms under their rule.

The Seelie Court is composed of three independent divisions, each with its own function: the Silver Brigades, the Silent Circle and the Emerald Circle. The Silver Brigades are the army of the Court. They ride out of the Seelie realm in times of war with the Unseelie, but also contain elite units trained in the undertaking of covert missions in times of relative peace. The Silent Circle are the Court's ambassadors, agents and spies. These faeries spend most of their time in other faerie realms or even on earth, gathering any useful information, strengthening the Court's position and undermining the Unseelie's operations. Lastly, the Emerald Circle is the smallest but not less important division. The Emerald fae are knowledgeable in sorcery and provide the Court with magical assistance.

Each of the three divisions is organised in the same hierarchical manner. There are three levels in

each division. The first and lowest contains the bulk of the Court's members. Their activities are coordinated by the members of the second level, who are of course less numerous (there are about 20 first-level members for every second-level one). Finally, the second-level members are supervised and directed by a single third-level faerie. In the Silver Brigades, the three levels of hierarchy are the Silver Brigades, the Brigadiers and the Knight of the Lance. In the Silent Circle, there are the Silent Circle, the Guildmasters and the Overseer. The three levels of the Emerald Circle are the Emerald Circle, the Magisters and the Lord High Magic.

Above all three divisions and their levels stands the High Court, the brain of the Seelie Court. The High Court has absolute power over the entire Seelie Court and it's what unites and keeps together its three components. It's made of 12 members, whose identities are always kept secret. The three faeries of the third level report to the High Court and in turn receive their orders from it. The High Court also appoints members to their positions and decides over promotions and demotions.

The Unseelie Court

The Unseelie Court is the primary organisation of evil faeries that inspires fear in the hearts of both mortals and faeries alike only by the invocation of its name. It was formed after the Seelie Court, as a response to its persecution of the wild, chaotic faeries. After the disaster of the Faerian Wars, the Unseelie Court took a great interest in power and a desire to destroy the Seelies and extract their revenge on them.

Today, the Unseelie Court extends its sway over a great part of the evil faeries of the world. These faeries comprise the Host of the Court, its army and servitors. The Host is not very effective as an army, as its members are scattered around earth and the faerie realms, but this means that the arm of

the Court can extend even to the farthest point of the world. The Court is still ruled in a despotic way by princes and generals, but its sorcerers possess great power also. They are responsible for the foul magics and evil creations that have given the Court its terrible fame and have caused much harm to both faeries and mortals.

The base of the Unseelie Court is said not to lie on this world, but on a faerie realm of darkness. There, in its dark, haunted woods lies the main body of the Host. In the centre of the realm, upon the Screaming Hill, rises a stone castle, the fortress of the Court where its lords plan their next movements.

The Unseelie Court is composed of two parts: the army and agents of the evil faeries, that is called the Host or the Sluagh, and the sorcerers of the Court that form the Sidhe Cabal. The Sidhe Cabal may be much smaller than the Host, but the magical powers it possesses command the respect of all the Court.

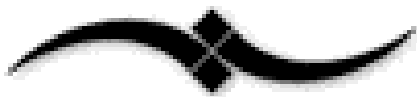
Each one of these parts is largely independent and is ruled by a different council. The Sluagh are ruled by a council of 30 Jarls that are the Council's finest strategists. The Cabal is ruled by a council of 10 Poisoners (Poisoner being a term used by the Church for witches). Each council has no authority over the other, however both are under the authority of the high council of the Unseelie Court, the Ri Damhna. The Ri Damhna is composed by 5 Jarls and 5 Poisoners, who are permanent members and are replaced only in cases of treason or death (of course incompetent members tend to vanish quickly). It must be noted that each member of the Ri Damhna gets two votes on the lesser councils and it is they who choose the other members of the lesser councils every now and then. They are the most powerful faeries in the Unseelie Court, electing one of their own to be the Ard Ri, the High King. The Ard Ri gets two votes in the high council and can veto any decision taken by it, except from decisions about his

replacement. He is truly the king of the Unseelie Court.

The structure of the Court seems very organised and stable, but in reality faeries of the Court stand ready to backstab, exploit or even assassinate their superiors to gain their position and status. These means are frequently used for ascending the levels of authority and are silently recognised by most members. This practice creates a constant chaos and inner turmoil inside the Court that has been described as an unseen civil war.

Reine Armoire

Chapter The Eighth



Achilles' Heel

Divination

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Medium

Target: 1 creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell allows the caster to discern the weak points of his target. While the spell is active, the caster can take a -2 penalty to his attack and attempt to strike a weak point. By doing so, the critical range of his weapon is doubled. The spell shows no weak points when cast on a target immune to critical hits.

Ascension

Transmutation

Level: Sor/Wiz 9

Components: V, S, XP

Casting Time: 1 day

Range: Personal

Target: Self

Duration: Permanent

Saving Throw: None

Spell Resistance: No

Ascends a coven of magicians into a higher form of combined consciousness. The spell needs to be cast

by a minimum of two and a maximum of five magicians capable of casting it. When it is completed, they transcend human limitations and their spirits merge to create a single being of which everyone is but a part. The magicians need to be of similar (but not identical) alignments, beliefs and personalities, else the combined consciousness may prove schizophrenic. The bodies of the magicians become mere earthly servants of the combined consciousness, which dwells in each one of them but acts as one mind.

The combined consciousness functions with the physical abilities of the bodies (Strength, Dexterity and Constitution). Its Intelligence, Wisdom and Charisma is the average of the magician's original ability scores. Each body retains its hit points. The consciousness has access to all skills possessed by the magicians; skills common to two or more of them don't add their ranks, only the best applies. Likewise, it has access on all class abilities, feats and the spell-casting powers the magicians had and can use them from any body (for example, if one of the magicians was also a cleric, the consciousness is able to cast divine spells with all bodies). Its base attack bonus and base saving throws are the best among those of the magicians. When casting spells, the consciousness can select its caster level from among the magicians.

The ascended mind is able to control all the bodies simultaneously with ease. Any body that dies can be easily replaced by a *clone* (as per that spell,

but there is no decrease in level). The consciousness can be destroyed only if all bodies are destroyed. Any mind-affecting spell cast at one body affects the consciousness as a whole.

XP Cost: 10,000.

Ban

Divination

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Close

Target: 1 creature

Duration: 1 week/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell places a ban on the target. A ban is something the target must never do, like never drink, never harm anyone, never cast a spell etc. Although the spell has no way to prevent the target from breaking the ban, the caster becomes aware of the violation the moment it happens. Once the spell affects the target, its range is unlimited as long as he remains in the same plane with the caster.

Beast of Thorns

Transmutation

Level: Drd 6

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: Self

Duration: 1 turn/level

Saving Throw: None

Spell Resistance: No

This spell causes massive thorns to grow on the caster's body. The thorns give a +3 armor bonus to the caster's AC and protect him from unarmed attacks: anyone striking him unarmed suffers 1d6 damage, while anyone grappling him suffers 2d6 damage per round. The caster is also able to actively use the

thorns in the following ways:

1. He can fire a thorn to an enemy as a ranged attack. The thorn has a range increment of 15 ft and deals 1d8 damage.

2. He can use them for unarmed strikes, which cause 1d8 damage and count as armed strikes.

3. He can extend two of them as thorned tentacles that attack independently of him, lashing out to 10 ft away. These tentacles can perform 2 attacks (which are in addition to the caster's own attacks or spell-casting) at the caster's initiative, with each attacking with the caster's melee attack bonus and causing 1d8 damage.

All attacks made with the thorns, except from the ranged one, get the caster's Strength modifier as bonus damage.

Material component: A circlet of thorns, worn over the head.

Blast from the Past

Conjuration

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Self

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This specialized spell is used to delay the onset of another spell. The next spell the caster casts will only take effect on the designated target or area when the duration of *blast from the past* ends. The caster is also able to end *blast from the past* before its maximum duration elapses with a simple thought. Any decisions which should be made about the delayed spell, like the designated target or area, are made at the time of its casting. The delayed spell activates from the point you were at the time of its casting; this means that it's perfectly ok for you to leave its maxi-

imum range before it activates, as the spell will actually appear at the point you were standing at the moment you cast it. For example, a magician could use *blast from the past* to blow up a tower with a *fireball* after he has safely walked away.

Blast Powder

Enchantment

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 turn

Range: Touch

Target: 1 pint of sulfur/3 levels

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

This spell enchants sulfur powder so as to possess explosive properties when exposed to fire. One pint of this magical gunpowder does 4d6 damage to anyone within 5 ft of the explosion and 2d6 damage to those up to 15 ft away. Anyone inside the explosion's affected area can make a Reflex save (DC 20) to suffer half damage. Extra pints add 1d6 damage/pint, +3 ft/pint to the radius for full damage and +5 ft/pint to the radius for half damage (up to 15d6 damage and a total 70 ft radius for 12 pints). Explosives are very effective against doors, walls and other such constructions: double the damage to determine if they break. Each pint of sulfur remains enchanted for 1 hour/level, afterwards losing any special properties.

Material component: The sulfur to be enchanted, grinded to a fine dust.

Blood Visions

Divination

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 round

Range: Unlimited

Target: 1 creature

Duration: 15 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

By forming a link through the target's blood (the material component of the spell), the caster can see and hear everything the target sees and hears for the duration of the spell. Note that this doesn't cause any disorientation to the caster, because he can "switch" back and forth to his own senses whenever he wants, but as long as he uses the target's senses the caster is considered deaf and blind.

Breath of Foul Transmutation

Transmutation

Level: Drd 3

Components: S, M

Casting Time: 1 action

Range: 5 ft

Target: 0.5 cubic ft of liquid/level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

A liquid the caster breaths on is transformed into a potent poison. Although the liquid retains its color, taste and smell, anyone drinking even a sample will be affected by a poison (ingested DC 15, initial damage 1d3 Str + 1D3 Con, secondary damage 1d8 Con). Multiple doses aren't cumulative, but as soon as the poison inflicts its secondary damage someone can be again affected by another dose. The liquid retains its poisonous properties for 1 hour/level.

Material component: Garlic, which must be chewed before the caster exhales on the targeted liquid.

Breath Stealer

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close

Target: 1 living creature

Duration: 5 rounds/level

Saving Throw: Fort special

Spell Resistance: Yes

Robs the air out of the target's lungs. On every round, the target needs to make a Fortitude save against the spell. A successful save enables him to take a breath (negating any suffocation results). A failed Fortitude save means that he's unable to breathe for the next d10 rounds (no saves are attempted during this period). This is repeated until the spell's duration elapses or the target drops dead. Material Component: A handkerchief, held over the caster's mouth.

By Decree of Magic

Enchantment

Level: Sor/Wiz 6

Components: V

Casting Time: 1 round

Range: 5 ft

Targets: Anyone hearing the caster

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows the caster to make a declaration that will be believed by those hearing him (and failing their saving throw), no matter how absurd it may be. The caster may declare "I am the King of England", "This wall is red" or "This beer sucks" and others will believe him and act as if that was totally true, even if someone else tries to put some sense in them. They only realize the deception after the spell expires. This spell may be used to convince someone to do something obviously very dangerous (like jumping off a cliff). In this case, the saving throw has a +4 bonus.

Catch the Whisper

Divination

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Personal

Area: Circle of 100 ft/level radius centered on the caster

Duration: 1 turn/level

Saving Throw: None

Spell Resistance: No

The caster becomes able to hear any sound or conversation taking place in the open air within the spell's area of effect. Although many sounds may reach his ear through the spell, he's capable of focusing on the most interesting of them.

Champion of Sorcery

Conjuration

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Self

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This powerful spell is seldom used, for it often means the end of the caster's career in sorcery. It'd only be used by desperate magicians with nothing to lose, as a last chance to invoke some powerful spell to save themselves or take revenge. When cast, the caster is imbued with terrible magical forces, multiplying his magical ability. For its duration, he casts spells with his caster level increased by 10 (for the purpose of making caster level checks and determining the variable, numeric effects of spells, like duration, range and damage). This increase comes at a great cost, however.

After the spell ends, the magician needs to make a Will save with DC 25. On a failure, the retreating magical energy leaves him crippled: he can never again cast an arcane spell on his own (although he can still use scrolls and other magical items). On a successful save, the caster is unable to use arcane spells for one month; afterwards, his spellcasting abil-

ity returns.

Countermagic

Abjuration

Level: Sor/Wiz 8, Magic 8

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Permanent (until depleted)

Saving Throw: None

Spell Resistance: No

One of the most important spells in an archmage's arsenal, *countermagic* allows him to laugh against hostile magic. *Countermagic* gives the caster the ability to instinctively react against foreign magic cast in the vicinity. An active *countermagic* informs the caster of any spell cast within 50 ft/level from him just before it takes effect. The caster learns of the spell's type, nature and effect and may, if he wishes so, counter it before it takes effect. This is an instinctive reaction which counts as a free action (which doesn't provoke an attack of opportunity) that can be taken anytime during the round (even if the caster is surprised or flat-footed, but not if he is unconscious). *Countermagic* counters other spells as a *dispel magic* spell (when cast as a counterspell). An active *countermagic* can counter up to one spell/4 levels before it depletes its protective capabilities. A depleted *countermagic* immediately ends, but the caster can cast a new one, if he wishes so. However, a caster can not have more than one *countermagic* at any time.

Counterstrike

Enchantment

Level: Sor/Wiz 7, War 7

Components: V, S

Casting Time: 1 action

Range: Close

Target: Self or 1 creature

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell can turn any warrior into a frightening battle machine, increasing his reactions and nearly automating his movements and strikes. Under the effect of the spell, the warrior seems to move according to the spell's wishes and not on his own, striking without even turning to look on his opponents. While the spell endures, any melee attack on the target, whether successful or unsuccessful, provokes an attack of opportunity against the attacker. These attacks of opportunity do not count against the ones a character is normally allowed to make each round (usually one, unless the character has certain feats or special abilities). However, the spell's target can not perform more attacks of opportunity than one/3 levels (only one attack can still be made against one opponent, unless he strikes you again during the same round). Thus, a fighter affected by the spell when cast by a 14th level wizard, would be able to make up to 4 attacks of opportunity against opponents who attempted to attack him in melee combat.

Crimson Death

Transmutation

Level: Sor/Wiz 6

Components: V

Casting Time: 1 round

Range: Close

Target: 1 creature

Duration: 12 hours/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell inflicts a deadly curse with a very specific purpose: destroy the target either by scorching his internal organs or causing him to starve or dehydrate to death. The spell turns anything the victim consumes (food or even water) into a combustible material which can cause serious internal organs. Every swallow inflicts 2d6 damage on the target. The caster is able to end the spell at any time he wishes.

Crimson Reflections

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Close

Target: 1 living creature

Duration: Instantaneous

Saving Throw: Fort half

Spell Resistance: Yes

This spell targets a living creature, causing a wound to re-open and bleed. The target of the spell suffers damage equal to half of the original damage suffered. For example, if the spell targets a wound caused by a sword that inflicted 8 points of damage, the spell will cause 4 points of damage. A successful Fortitude saving throw halves the damage inflicted by the spell. The wound targeted by the spell must have been inflicted by a piercing or slashing weapon (or another source that causes blood loss) and in the round prior to the casting of the spell.

Material component: A thread that has been used to sew a wound.

Crumbling Roots

Transmutation

Level: Drd 5, Plant 5

Components: V, S, M

Casting Time: 1 turn

Range: Close

Target: 1 seed

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell affects a seed placed inside a wall (it doesn't have to be very deep inside it; 1 inch will be enough). The seed must be intact and alive. The spell causes it to sprout roots which grow and expand within seconds; destroying the wall from the inside. To see if the spell destroys the wall, make a d20 roll

adding double the caster level and compare this to the wall's Break DC. Even if the wall isn't outright destroyed, it still suffers heavy damage (1d10/level).

One casting of the spell is enough to harm a 1000 cubic ft wall (or a 1000 cu ft section of a larger wall).

Material component: A seed capable of giving birth to a large, powerful tree (like an oak).

Collapse

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Medium

Targets: 1 living creature/3 levels

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell brings great exhaustion on someone. A target failing his saving throw is considered to be exhausted for the duration of the spell.

Curse of Nosferatu

Transmutation

Level:Clr 5, Evil 5

Components: V, S, M

Casting Time: 1 action

Range: Close

Target: 1 living creature

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

Cast on a living creature, this spell inflicts a horrible curse: for its duration, only the blood of a sentient creature will be able to sustain its target. Any other food will be unable to satisfy his hunger or meet his dietary needs. To stay fit, the victim must consume one liter of blood from a sentient creature each day (an average human has 5 liters of blood; of course taking more than 2 liters may be fatal for him).

Material component: A tooth from a natural preda-

tor.

Dissolve

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 object up to 3 cubic ft/level large (or a portion of a larger object)

Duration: 1 round/level

Saving Throw: Will negates (object)

Spell Resistance: No

This strange spell makes a targeted item incorporeal, but only with respect to the caster. For example, a *dissolved* wall would certainly hold a house and appear normal to onlookers, but the caster would be able to see and pass through it. Or, a *dissolved* sword could still hurt somebody, but it would seem to pass through the caster without affecting him.

Eye of the Typhoon

Evocation

Level: Drd 6

Components: V, S, M

Casting Time: 1 action

Range: 0 ft

Area: 15 ft circle centered on the caster

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell protects the caster (as well as those inside its area of effect) by erecting a barrier of heavy winds. Anyone attempting to enter the spell's area of effect must succeed in beating the winds (an opposed Str check; the winds have Strength equal to 10 + the caster's level). If he fails he is repelled by the winds and cannot enter the area (he may try again of course, each attempt being a move action). Ranged attack with a physical weapon (eg an arrow but not a magic missile) are likewise repelled by the winds: the

attack is penalized by -1 per caster level.

Material component: A seep of alcohol thrown to the wind.

Fish

Transmutation

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Medium

Target: 1 living creature

Duration: 1 turn/level

Saving Throw: Fort negates

Spell Resistance: Yes

The target of this spell will soon discover that he's become pretty much like a fish: air can no longer sustain him and he can only get oxygen from water. The spell is ineffective against someone with *water breathing*.

Material component: A fish (dead or alive).

Flammability

Transmutation

Level: Fire 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Area: 1 object 1 cu ft/level

Duration: 1 hour/level

Saving Throw: Will negates (object)

Spell Resistance: No

This spell imbues an object with the ability to burn, even though it may be non-flammable by nature. It can make stone, water or nearly anything else flammable. As long as the spell endures, the item can be ignited through normal means and it will burn for as long as an equal amount of wood would. Note that although the item is made flammable, it may not be harmed when it is set on fire. For example, water set on fire after rendered flammable by the spell will eventually evaporate from the heat produced. Stone however, will burn

superficially but is unlikely to suffer any harm unless the heat produced is enough to melt it.

Material component: A pint of sulfur which must be rubbed on the finger or the hand of the magician before touching the item.

Heart of the Wood

Transmutation

Level: Drd 8, Plant 8

Components: V, S

Casting Time: 1 round

Range: Personal

Target: Self

Duration: up to 1 day/level

Saving Throw: None

Spell Resistance: No

This spell must be cast within a forest. As soon as it is completed, the caster disappears (along with any possessions) and his life force dissolves and expands to every corner of the wood, inhabiting trees and any other plant life. While in this state, the caster cannot act in any way, but he gains the benefits of resting and he remains aware of any presence in the forest. He can be harmed only by the complete destruction of the forest, something which kills him. As long as even one tree remains alive, his life force is sustained. Any time he wishes to (or when the spell's duration elapses) he can return to the real world, reappearing at any spot in the forest (this ends the spell).

Hidden Desires

Divination

Level: Clr 5

Components: V

Casting Time: 1 action

Range: Close

Target: 1 creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

This spell reveals to the caster the thing the target

covets above anything else. A subtle spell, it can be of great efficiency in the hands of a clever spellcaster.

Keep Going

Abjuration

Level: Clr 7

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Self

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell buys the caster some time, sustaining him even after suffering deadly injuries. As long as the spell is in effect, the caster can't be killed or rendered unconscious by loss of hit points, even if his hit points drop below -10. The only way to kill him is to completely destroy his body (with a *disintegration* spell for example). When the spell expires, the effects of the caster's wounds immediately take effect. A wise caster takes care of them before this happens.

Ley Drain

Transmutation

Level: Drd 6, Sor/Wiz 7

Components: V, S

Casting Time: 1 turn

Range: Close

Target: 1 ley line

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell must be cast within 50 ft of a ley line. It drains magical power from the line to ease the effects of a powerful spell the caster intends to use. The next 8th or 9th level spell used by the caster requires only half the usual amount of magical sleep to avoid backlash. In order for this to apply, the spell must be cast within 10 minutes/level from the casting of *ley drain* and within 50 ft from the ley line.

Ley Leech

Transmutation

Level: Drd 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Close

Target: 1 ley line

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell must be cast within 50 ft of a ley line. The caster taps the line's power, drawing it to power his spells. The next spell used by him is cast as if he was 2 levels higher. In order for the bonus to take effect, the spell must be cast within 50 ft of the ley line and within 1 minute/level from the casting of *ley leech*.

Ley Track

Divination

Level: Drd 2, Sor/Wiz 2

Components: S

Casting Time: 1 action

Range: Close

Target: 1 ley line

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster becomes immediately aware of all ley lines within 10 miles/level, as well as of the path they follow.

Ley Vision

Divination

Level: Drd 4, Sor/Wiz 3

Components: V, S

Casting Time: 1 turn

Range: 50 miles/level

Effect: Scrying

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

This spell can only be cast within a mile of a ley line. The caster becomes able to see distant lands as if he was standing on another point of the ley line (up to 50 miles/level away).

Living Flames

Evocation [Fire]

Level: Drd 5, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: Medium

Effect: Magical fire

Duration: 1 round/level

Saving Throw: Ref half (object)

Spell Resistance: Yes (to avoid damage)

This spell brings to existence a form of "intelligent", almost sentient magical fire that only targets humans and their constructions. The magical flames cause no

Ley Lines

Ley lines are invisible conduits of magical energy running inside the earth, forming a network spanning the globe. These pathways of magic carry the residues of chaos that are used by magicians to power their spells. The heathens have known the importance of ley lines for a long time and have erected great monuments, like Stonehenge, to mark the points where two or more ley lines meet, forming a nexus.

Spells which somehow use the power running inside the ley lines are among the most useful. However, they require proximity to a ley line to work. In most cases, the caster should only be close to the geographical location below which the ley line runs; after all, most ley lines are deep underground and magicians could never truly approach them.

harm to plants, animals or natural materials (dead branches, rocks etc), but are fully effective against humans and their constructions (wooden furniture, hewn rock etc). Initially, the flames appear in a 10 ft radius circle but they expand rapidly: add another 5 ft per round to the radius. Anyone or anything caught in the flames suffers 2d6 damage per round of exposure (a successful Reflex saving throw halves this damage). The flames never cause harm to the caster and die out after the spell's duration elapses.

Material component: A wooden piece from a tree that was burnt by humans.

Magmax

Evocation [Fire]

Level: Sor/Wiz 6, Fire 7

Components: V, S, M

Casting Time: 1 action

Range: Close

Area: Path 15 ft wide and 10ft/level long

Duration: Instantaneous

Saving Throw: Ref special

Spell Resistance: Yes

Sends erupting flames in a straight forward path. The flames travel with astonishing speed and force, inflicting 4d6 damage to anyone in their path. Someone who succeeds in a Reflex save takes half damage and holds against the flames. Anyone failing however, suffers full damage from the flames and is pushed by them along the path, suffering another 1d6 damage per 10 ft. For example, if the flames are going to cover a total distance of 180 ft and meet someone who fails his save after the first 60 ft, they will push him along the next 120 ft and he'll suffer an additional 12d6 damage. A Reflex save is allowed to take half of the additional damage.

Material component: A piece of cold, solidified lava.

Manifest

Conjuration

Level: Clr 4, Drd 4, Sor/Wiz 4

Components: V, S

Casting Time: 1 round

Range: Close

Target: 1 spirit

Duration: 1 turn/level

Saving Throw: Will negates

Spell Resistance: Yes

Causes a spirit to assume a material form without a large manifestation of its nature nearby being necessary. The spell doesn't place a manifested spirit under the control of the caster. After its duration elapses, the spirit returns to its incorporeal state or to the ethereal plane.

Memory Unlock

Divination

Level: Sor/Wiz 0

Components: V

Casting Time: 1 action

Range: Personal

Target: Self

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Turns the caster into a living library. It enables him to instantly recover one of his memories, no matter how distant or vague. In this way, he has access to everything he has ever read, seen or heard, no matter how briefly.

Mirror of Wonders

Divination

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: 1 turn

Range: Touch

Area: 2 mirrors

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

This powerful spell enchants two mirrors, creating a

special link between them that enables the caster to view through a mirror what transpires at the other's location, as well as to cast spells through them. The caster's field of vision when looking into one mirror depends on the orientation of the other mirror (the caster can only see what is reflected on the mirror). Any spell can be cast through one of the mirrors at a target reflected on the other mirror; distance between the mirrors is irrelevant but the spell will not function if the mirrors are on a different plane of existence.

Material component: The two mirrors enchanted. They must be of superior quality, having double the normal cost.

Mnemonic Surgery

Enchantment

Level: Sor/Wiz 3

Components: V

Casting Time: 1 action

Range: Close

Target: 1 creature

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell replaces a person's memory of a specific event, scene, person, place or object with another one, fabricated by the caster. The fabricated memory lasts for the spell's duration, afterwards wearing out to be replaced by the original one.

Osmosis

Necromancy

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Medium

Target: 1 living creature

Duration: 1 hour/level

Saving Throw: Fort special

Spell Resistance: Yes

This horrible, dark spell causes the target's bodily

fluids to exit through his skin pores. This process is slow but in many cases, all that is left behind is a dried husk. Every hour, if the target fails a Fort saving throw, he loses 1d3 Constitution and 1d2 Strength points (this loss is not permanent). If the saving throw is successful, the target doesn't suffer any damage for that hour. Regardless of the saving throw's result, the target is considered fatigued for the duration of the spell. The caster can end the spell prematurely if he wishes so.

Material component: An orange, which must be squashed with the caster's hand.

Pass to the Other Side

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Medium

Target: 1 living creature

Duration: Permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

Also called "push to the other side", this spell forces someone dying to pass to the realm of the dead. If the dying target fails to resist with his saving throw, the spell immediately claims his life.

Potent Brew

Enchantment

Level: Sor/Wiz 1

Components: S

Casting Time: 1 round

Range: Close

Target: 0.5 liters of alcohol/level

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell turns any drink containing alcohol into a potent concoction making people more vulnerable to the caster's suggestions. The drink's taste isn't al-

tered but anyone taking even a small seep must make a Fortitude save (multiple seeps aren't cumulative) with DC 15; Spell Resistance can also counter the effect. A failed save means that the person is intoxicated, while a successful one means that he's unaffected by the beverage. While intoxicated, the caster has a +2 bonus on any Charisma check or any skill check using Charisma as its key ability against the person. Intoxication lasts for one hour, while the alcohol remains potent for 10 minutes/level.

Sacrifice of Blood

Transmutation

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Area: Blood inside a container

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

This spell allows the caster to use blood in order to power his spells, using the life force contained inside it. The spell enchants blood, which can then be used as an additional material component for other arcane spells (even for spells that do not normally have material components). If it is used in this way, the spell is cast as if the caster was two levels higher (the blood is rendered powerless during the process). The blood remains enchanted for 1 day/level.

Material component: The blood, which must be extracted from a single creature in sufficient quantities and placed in a suitable container. If the caster drains all the blood from a creature, he gets enough for one casting of the spell from a Small creature, 2 doses from a Medium creature, 4 from a large creature, 8 from a Huge creature, 16 from a Gargantuan one and 32 from a Colossal (draining more than one-third of a creature's blood generally proves fatal). Tiny and Diminutive creatures don't contain enough blood for the spell to work. The arcane potential of the

blood depends on the creature it comes from. The blood of an animal can be used to cast 0 or 1st level spells, the blood of a human can be used for 2nd level spells, the blood of a magical creature (a fey for example) can be used for 3rd level spells and the blood of a mythical beast of great power (like a dragon) can be used for 5th level spells.

Superfuel

Conjuration

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Self

Duration: 1 turn/level

Saving Throw: None

Spell Resistance: No

This spell enhances the caster's magical ability, but also rapidly depletes his power. For its duration, his caster level is increased by 1, for purpose of caster level checks and for determining the variable, numeric effects of the spell (including range, duration, damage etc). After the spell expires, his caster level is decreased by 1 for 1d6 hours.

Tabula Rasa

Enchantment

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Medium

Target: 1 creature

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows the caster to wipe the entire memory of the target clean. If the target fails his saving throw, his memory is erased: he can't use any class abilities and all of his skills (except from languages) are reduced to zero ranks. Base attack bonuses and saving

throws are halved.

Material component: A clay tablet engraved with any text, which is broken in two.

The Beloved Dead

Necromancy

Level: Sor/Wiz 4, Death 3

Components: V, S

Casting Time: 1 action

Range: Personal

Area: Circle of 50 ft/level radius centered on the caster

Duration: 3 rounds/level

Saving Throw: None

Spell Resistance: No

This dark spell reinvigorates the cater with the essence of the dying in the nearby area. Every time someone dies within the spell's area of effect, a part of his fleeting life force is claimed by the spell and the caster is immediately healed of 1 hp per level or HD of the deceased.

The Exact Science

Divination

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 action

Range: Long

Target: 1 object or concentration of material

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

The caster is able to measure any one concentration of a material he looks on for the duration of the spell. For example, he can gaze on a pile of gold coins and instantly tell that it has 5,781 coins. Or he can learn that the stone golem about to crush him weighs 2,541 pounds.

The Weird Path

Transmutation

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

Range: Long

Area: 1 elemental concentration up to 2 cubic ft/level (or a portion of a larger concentration)

Duration: 1 turn/level

Saving Throw: None

Spell Resistance: No

This spell is used to imbue one of the four natural elements (air, earth, fire or water) with unnatural qualities. Thus, it is possible for the caster to create cold fire, cause stone to lose its coherency and become a liquid, solidify air or make a flammable fuel out of water. The exact details of a transmutation depend on the caster's imagination and the judgment of the Game Master.

This spell is also very effective against elemental spirits. A successful casting inflicts 1d6/level damage or possibly has other, more creative effects depending on the way the caster uses it. Spirits however, get a Will save to negate any spell effects.

Thought Stealer

Divination

Level: Sor/Wiz 3

Components: V

Casting Time: 1 action

Range: Close

Target: 1 creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell "steals" all knowledge of the target about a matter concerning him at the moment. It traces all information possessed by the target and connected in some way to his primary thought. For example, if the target worries about the duke's declining health, the

caster can learn everything he knows about the duke's illness and the political intrigues revolving around his health condition.

Thought Stealer Revisited

Divination

Level: Sor/Wiz 5

Components: V

Casting Time: 1 action

Range: Close

Target: 1 creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

As *thought stealer*, but the caster can choose what he'll learn, which doesn't have to be related to the target's primary thought. The caster selects a specific topic and learns whatever the target knows about it.

Transmute magic

Transmutation

Level: Sor/Wiz 7

Components: V

Casting Time: 1 action

Range: Long

Target: 1 spell

Duration: Permanent

Saving Throw: None

Spell Resistance: No

This wondrous spell allows the caster to change magical effects, transmuting them to other effects. *Transmute magic* targets one arcane spell effect within range. The targeted spell may be altered to resemble another spell of equal level or multiple spells with a total level equal to the level of the affected spell. For example, if *transmute magic* targets a *polymorph other* spell (a 4th level spell) that has turned a man into a pig, the caster may decide to alter it into a *polymorph any object* spell (also a 4th level spell) that will turn a nearby sword into a gauntlet or to an *invisi-*

bility spell (a 2nd level spell) that will affect him and two *magic missiles* (1st level spells) that will strike his enemies.

The new spells produced by the altered spell can have different targets than the original and are considered to be cast by the caster (for purposes of determining range, duration, spell effects etc). The caster is unable to transmute a spell into something that he doesn't know (doesn't have in his spellbook in the case of a wizard or isn't among his known spell in the case of a sorcerer) or is above his power to cast. An arcane spell can't be transmuted into a divine one in any case.

If the spell to be altered has been cast by another magician, the caster must first succeed in a dispel check (1d20 +1 per caster level, up to +10, against DC 11 + the spell's caster level). If he fails, the spell isn't altered.

Whirlsand

Evocation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium

Target: 1 creature

Duration: 1 round/level

Saving Throw: Ref special

Spell Resistance: No

This spell causes sand or dirt from the ground to rise and rotate with great speed around the target. The sand or dirt becomes ultra-hard and each particle can cause a minute wound at the speed it rotates. In effect, the target is flayed alive. On each round, the target suffers 1d4 damage and is blinded from the dust cloud. A successful Reflex save allows the target to retain his vision, but the damage remains. Moving is more or less futile, as the miniature whirlwind homes in on the target, unless he submerges in water (in which case the whirlwind dissipates harmlessly). The spell naturally needs sufficient amounts

of sand and dirt to cast; it can't be used indoors or on a paved road, for example.

Material component: Some sand blown in the air.

Vein Barrier

Evocation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

Range: 5 ft

Effect: Magical barrier 3 square ft/level positioned in front of the caster

Duration: 1 minute/level

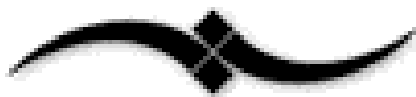
Saving Throw: None

Spell Resistance: No

This spell erects a mystical barrier by enchanting the caster's blood. At the completion of the spell, the caster typically cuts himself and sprinkles his blood in the air. This inflicts d3 damage on him, but since it's done at the spell's completion a concentration roll isn't necessary (of course, the caster can carry an already prepared vial with his blood). The blood remains suspended in the air, forming an intricate web made of fine red filaments (its exact shape is decided by the caster, but it can't exceed a total surface greater than 3 square ft/level). Anyone coming in contact with the filaments is affected by a potent poison (contact DC 20, initial damage 2d6 Con, secondary damage 2d6 Con). Multiple doses of the poison aren't cumulative, but when it has run its course (after dealing its secondary damage) someone can be again affected by contact with the filaments. The web has no real strength, so anyone can walk through it (if he survives the poison). It is very flexible however, and the filaments reconnect after someone walks through them, retaining the web's integrity. The web is impervious to winds, fire or physical attacks.

Out of this world

Chapter The Ninth



The cosmos is divided in three concentric rings: the outer, the middle and the inner ring.

The inner ring

The inner ring lies at the center of the cosmos, although it was the last to be created after the victory of order over chaos. Within it lies the so-called physical or mortal world, but also many others, like the ethereal and the astral plane and the realms of the fae. Order is at its strongest here, so magic exists at its weakest.

The “real” world

The “real” world is called this way because its primary inhabitants, the humans, believe it to be the only world in the whole cosmos. The denizens of other worlds know better of course. Also called the physical or mortal world, the real world lies at the very center of the cosmos.

The ethereal plane

The ethereal plane is a place of mists touching the mortal world. Beings in the ethereal plane are not fully in the physical world, but can nevertheless view the events taking place there without being noticed. They are also able to pass through any material obstacle as if it wasn't there and are impervious to any physical harm.

This hazy, disorienting dimension is the prov-

ince of ghosts, wraiths and other creatures with an incorporeal existence, including of course the spirits of the land (who are able to travel between the two worlds). Gates to the ethereal plane from the physical world are very rare, although some mortals may by accident find one leading to it and never be seen again in their corporeal form.

The astral plane

The astral plane is an even stranger place than the ethereal plane. Only magicians with access to potent spells will ever experience existence in this plane.

Existence in the astral plane is purely spiritual. Those that enter it have left their bodies behind and can move around unhindered by any limitation of the flesh. They are completely immaterial and no form of matter can inhibit or damage them. They are able to move at normal speed towards any direction, even against gravity. Among a few magicians it has been proposed that if a way to increase the speed of movement and overcome some other obstacles could be found, someone might be able to leave earth behind and travel to other celestial bodies, at least spiritually. Numerous gates to the middle ring can be found here.

The middle ring

Beyond the ethereal and the astral plane lies the gigantic middle ring of the universe. Order is powerful here, but there are still enough remnants of chaos to

provide the middle ring with a potent magical aura, giving birth to every kind of enchanted creatures.

The middle ring is a spinning wheel of interconnected worlds. Chief among those are the netherworlds, home of the angels and demons. The middle ring contains some gates leading to the astral plane, since that's the closest part of the inner ring. Very few gates lead directly to the physical world.

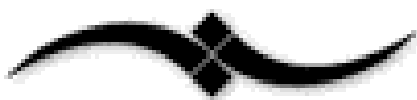
The worlds of the middle ring function under different laws than the inner ring. Fundamental principles don't change; there is still gravity, action and reaction, light and darkness. These laws, however, may be bent a little, due to the high amounts of magical energy flowing through the middle ring. This magic also has a profound effect on living beings, shaping their evolution. A human that could spend some decades in the middle ring would be mutated by magic towards something else, more bizarre and enchanted.

The outer ring

The distance separating the outer ring from the middle ring is ten times that between the middle and the inner ring. The outer ring is the farthest reach of creation, a mysterious place that is home to the great Eternal Powers. No one has ever traveled there and no gates are known to lead there. It is speculated that the outer ring is an endless void spanned only by the Powers or that it changes so swiftly and randomly that evades any attempt to describe it. Order is thought to be at its weakest here, although still holding tight reins over the remnants of chaos.

Creatures of Imagination

Chapter The Tenth



Aeriko

Medium-Size Fey

Hit Dice: 5d6 (18 hp)

Initiative: +8 (+4 Dex, +4 improved initiative)

Speed: 30 ft

AC: 14 (+4 Dex)

Attacks: Short sword +2 melee

Damage: Short sword d6

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spells

Special Qualities: Invisibility, shapechange, SR 15

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

Abilities: Str 10, Dex 18 (+4), Con 10, Int 15 (+2),

Wis 12 (+1), Cha 14 (+2)

Skills: Climb +3, Hide +7, Listen +5, Spot +5

Feats: Alertness, Improved Initiative

Climate/Terrain: Any city

Organisation: Solitary

Challenge Rating: 2

Treasure: Standard

Alignment: Any

Advancement Range: By character class

Aerika (sing. Aeriko) are the sad remnants of the faeries' period of domination on Earth. When the time came for humans to rule Earth and the faeries to move on, some of them couldn't abandon their homeland and stayed behind, living among men, hidden by their magic. But a life among mortals isn't natural for any faerie, so with time these faeries became detached from the world, in the same way with the faerie

realms, and finally faded in the shadows of the mortals' cities and villages.

Aerika have widely different appearances, but all of them when perceived seem partially insubstantial and removed from the mortal world. A careful watcher may notice that aerika seem somehow connected with buildings and city locales, as if they have become parts of the city. Their behaviour varies as much as their form. Some of them hate humans, considering them responsible for the downfall of the faeries. They seek to cause trouble and harm humans in any way they can. On the other hand, aerika can be quite friendly and playful, playing pranks and practical jokes on humans. If you hear the distant sound of lutes and bells during a boring, depressing day, it just might be that an aeriko is somewhere close.

Combat

Most aerika, even malignant ones, tend to avoid direct confrontations, instead relying on their natural invisibility to conceal them. They only strike at unprepared foes and are very adept at utilising the element of surprise to their best advantage. They are also quite creative spellcasters, often using their spells in an unconventional way.

Invisibility (Su): Aerika are naturally invisible, as a continuous *improved invisibility* spell cast by a 12th level caster. However, they can choose to make themselves visible to mortals whenever they wish to (as a free action). Aerika can always perceive other aerika.

Shapechange (Su): Aerika can *shapechange*, as per the spell, at will, into any small, urban animal (dog, cat

etc).

Spells (Sp): Aerika cast spells as a 4th level sorcerer.

Alp-luachra

Medium-Size Undead

Hit Dice: 6d12 (39 hp)

Initiative: +0

Speed: 30 ft flying (good)

AC: 11 (+1 deflection)

Attacks: Parasite +3 melee

Damage: Parasite 0

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Parasite

Special Qualities: Incorporeal, undead

Saves: Fort +2, Ref +2, Will +5

Abilities: Str 10, Dex 10, Con —, Int 10, Wis 10, Cha 6 (-2)

Skills: Listen +6, Spot +6

Feats: Alertness

Climate/Terrain: Any

Organisation: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

Advancement Range: 7-10 HD (Medium-Size)

Alp-luachra are dreadful spirits of hunger and famine that feed on the living, causing them irresistible hunger that can't be satiated by any amount of food. They come from another dimension which is said to be a world where no crops have grown for centuries. Alp-luachras are the spirits of the cursed denizens of that world, who now roam other worlds in search of food and satisfaction. The only way to satisfy their ravenous hunger is to enter the bodies of mortals and steal their nourishment. They care for nothing more than new victims, but evil magicians have been known to bind them and use them as assassins that can effectively slay their targets without any suspicions of murder or poisoning.

Common monster abilities

To save space, the most common creature abilities are summarized here. These abilities apply to all creatures of the same "type". Those with the "fey" type are discussed with more detail later on.

Aberration: Darkvision 60 ft.

Dragon: Immune to sleep and paralysis effects.

Fire subtype: Immune to fire damage, but takes double damage from cold unless a saving throw for half damage is allowed (in which case it still takes half damage on a successful save).

Giant: Darkvision 60 ft.

Incorporeal: This creature has no physical body and can be harmed only by other incorporeal creatures or by +1 or better magical weapons and by spells, spell-like abilities or supernatural abilities. It is immune to all non-magical attack forms. Even when attacked with magical weapons or spells, it has a 50% chance to ignore any damage from a corporeal source (except from force effects or attacks made with a *ghost touch* spell). An incorporeal creature has no natural armor but has a deflection bonus equal to its Charisma modifier (always at least +1). Incorporeal creatures pass through solid objects at will, but cannot pass through force effects. Their attacks pass through natural armor, armor and shields, ignoring them (deflection bonuses and force effects still work). They move silently and cannot be heard with Listen checks. They have no Strength scores, so Dexterity is used as a modifier to both melee and ranged attacks.

Combat

Alp-luachras always strive to enter a mortal's body.

Parasite (Su): By succeeding in a melee touch attack, the Alp-luachra can enter someone's body through his mouth and nostrils if the target fails a Fortitude save (DC 20). When inside the body, Alp-luachras are not visible and coil around the stomach, stealing any nourishment the victim gets. This causes an insatiable hunger and the victim soon wastes away unless the Alp-luachra is driven from his body. This can only be done with the help of magic: a *dispel evil* spell will succeed in this task, as will placing the victim inside a *magic circle against evil* (the spirit will be left outside the circle).

Bachlach

Large (Tall) Giant

Hit Dice: 10d8+50 (95 hp)

Initiative: +0

Speed: 40 ft

AC: 17 (+8 natural, -1 size)

Attacks: Huge greatclub +14/+9 melee

Damage: Huge greatclub 2d6+10

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spells

Special Qualities: Blindsight, SR 15

Saves: Fort +12, Ref +3, Will +5

Abilities: Str 25 (+7), Dex 10, Con 20, (+5) Int 10,

Wis 15 (+2), Cha 13 (+1)

Skills: Intimidation +8, Listen +12, Sense Motive +8, Spellcraft +8, Spot +12

Feats: Power Attack, Weapon Focus (greatclub)

Climate/Terrain: Any

Organisation: Solitary

Challenge Rating: 6

Treasure: Standard

Alignment: Usually lawful evil

Advancement Range: 10-12 HD (Large), 13-18 HD (Huge)

Bachlach are faeries resembling black-skinned ogres.

Magical Beast: Darkvision 60 ft and lowlight vision.

Outsider: Darkvision 60 ft. A slain outsider cannot be *raised* or *resurrected*, although a *miracle* or *wish* spell can restore him to life.

Undead: Immune to poison, sleep, paralysis, stunning, disease, death effects and necromantic effects. They ignore mind-influencing effects (charms, compulsions, phantasms, patterns and morale effects). They are not affected by critical hits, subdual damage, ability damage, ability drain or energy drain. They have no Constitution scores and are immune to any effect requiring a Fortitude save (unless it affects objects). When making Concentration checks, an undead spellcaster uses his Charisma modifier. Undead have darkvision 60 ft and can be healed by negative energy (such as an *inflict wounds* spell). Undead are destroyed if they're reduce to 0 or less hit points and cannot be *raised*. *Resurrection* can affect them, however.

They are both tall and wide, with a flabby, muscular body. Tusks emerge from the lower part of their mouth and bend to reach towards their nose.

These physically intimidating faeries are used by the Unseelie Court to guard enchanted places like faerie groves, gates and other places of interest. They're not very quick or intelligent but possess the strength required to deal with intruders. They are savage and sinister beings, always striking to kill and are said to consume the bodies of their opponents in bursts of uncontrollable hunger.

Combat

Bachlach trust in their huge club to fell their enemies. They enjoy crushing the bodies of intruders and use

their magical abilities only to soften them, preferring to deal the finishing blow themselves. They don't forget their duty however; if intruders retreat outside the place they protect, they won't pursue them.

Blindsight (Ex): Bachlach have an incredibly acute sense of smell. They are able to smell even the tiniest insect from 100 ft away and their sense is sharp enough to reveal to them the exact location of any intruders.

Spells (Sp): Bachlach cast spells as 7th level sorcerers. They draw their power from the enchanted place they guard. This means that if a Bachlach leaves the place and travels more than 100 ft away, it is unable to cast any spell.

Ben Varrey

a.k.a. Ceasg, Dinny Mara, Merman, Merrow

Medium-Size Fey

Hit Dice: 4d6+8 (22 hp)

Initiative: +7 (+3 Dex, +4 improved initiative)

Speed: 30 ft, 30 ft swim

AC: 13 (+3 Dex)

Attacks: Short spear +2 melee

Damage: Short spear d6

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spells

Special Qualities: Shapechange

Saves: Fort +3, Ref +7, Will +4

Abilities: Str 10, Dex 16 (+3), Con 14 (+2), Int 12 (+1), Wis 10, Cha 14 (+2)

Skills: Listen +6, Sense Motive +4, Spot +6, Swim +14

Feats: Improved Initiative

Climate/Terrain: Any sea

Organisation: Solitary, pair, pack (3-10) or band (25-100)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral evil

Advancement Range: By character class

Common fey abilities and weaknesses

Fey, also called faeries, fairies or fae, are among the most important creatures in **Transcendence**, so their abilities and weaknesses will be given more detail here.

1. Feys have lowlight vision.
2. They are able to *speak with animals*, as per the spell, at will.
3. Regardless of Damage Reduction, weapons made of cold iron will always hurt a fey. Moreover, as feys are especially sensitive to that element, cold iron weapons will deal an extra +2 damage on them.
4. Cold iron may also be used in another fashion against feys. Cold iron dust may be sprinkled in a line feys will find impassable. The fey cannot cross the line, unless it makes a successful Will save (DC 15), nor can it jump over the line. However, the faerie can bypass the line by going around it or by flying over it (if it is able to fly).
5. Most faeries, being magical by nature, are able to wield a form of raw, chaotic and undisciplined magic. They call this magic of theirs "glamour". As it resembles the natural magic wielded by sorcerers, in game terms most faeries are able to cast spells as if they were sorcerers of a certain level (the spellcasting powers of faeries differ from kin to kin; more information can be found in each fey's entry).

Ben Varreys are a race of mermen and mermaids dwelling in the waters near the coasts of Europe. They are capricious creatures that consider all land creatures and especially mortals to be insignificant forms of life, existing only to amuse them. They enjoy using seducing magic to lure mortal men and women to a watery death. They also make frequent but short journeys to land to wreak their mischief and havoc. Ben Varreys are supporters of the Unseelie Court, but not fierce ones. They aid the Court's plans when they feel like it and especially when they have the chance to put their special skills in use without leaving water.

Roanes are their sworn enemies in the seas. Ben Varrey clans often clash with the Selkies tribes. Ben Varreys think of Roanes as abominations that are an obstacle to their dominance over the seas. Legends describe the common ancestry of Ben Varreys and Selkies and how the Ben Varreys broke many laws of their people and turned into something else: not completely human but neither sea life.

Combat

Ben Varreys are usually armed with short spears, which are very effective in the water. Being cowardly at heart, they commonly flee when they're alone or faced with numerous foes. On the other hand, a pack or band of Ben Varreys attacks fiercely, using their numbers to overcome their foes.

Shapechange (Su): A Ben Varrey can assume the form of a human being whenever it wants (as a standard action). In that form, he takes human characteristics but retains his general appearance and is able to breathe in the air and walk on the land. He can maintain this form for an unlimited duration, but most Ben Varreys get depressed when they're away from the sea for long.

Spells (Sp): Ben Varreys cast spells as 2nd level sorcerers. They favour seduction and enchantment spells, like *charm person*.

Black Annis

Medium-Size Fey

Hit Dice: 8d6+24 (52 hp)

Initiative: +3

Speed: 30 ft

AC: 17 (+3 Dex, +4 natural)

Attacks: 2 Claws +9 melee, 1 bite +4 melee

Damage: Claw d4+4, bite d6+4

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Destroy beauty, spells, spell-like abilities

Special Qualities: SR 16

Saves: Fort, Ref, Will

Abilities: Str 19 (+4), Dex 16 (+3), Con 16 (+3), Int 17 (+3), Wis 14 (+2), Cha 14 (+2)

Skills: Intimidation +10, Knowledge (arcane) +8, Listen +8, Sense Motive +10, Spellcraft +12, Spot +8

Feats: Empower spell, Enlarge spell

Climate/Terrain: Temperate forests or grasslands

Organisation: Solitary, pair or pack (3-5)

Challenge Rating: 6

Treasure: Standard

Alignment: Any evil

Advancement Range: By character class

These Unseelie faeries are said to once have been part of the Tuatha De Dannan tribes. Beautiful beyond any description, they were arrogant and pride, often using their charms to get what they wanted. After a failed attempt to seize power, they were forced into exile by the other Tuatha and cursed to assume visages of legendary ugliness. They now roam the world without any purpose, envying every beautiful thing. They only derive pleasure from destroying beauty, either with their magic or black-steel talons.

Combat

Black Annis are fearless creatures in combat, possessing the physical prowess and magic necessary to deal with most opponents. If they have the chance,

they like to wound opponents with their claws, leaving them alive but horribly scarred for life.

Destroy beauty (Ex): The Annis' talons are deformed and twisted, inflicting horrible wounds and infecting them with all sorts of bacteria that inhibit proper healing. Every time someone is hit by the Annis' claws and he fails a Reflex save (DC 15), the claws hit him in a particularly visible area, like the face, and cause a permanent loss of one Charisma point.

Spells (Sp): Annis cast spells as 9th level sorcerers.

Spell-like abilities (Sp): 3/day – *animate dead*, *bestow curse*, *protection from good*, *inflict moderate wounds*, 1/day – *inflict serious wounds*, *polymorph other*. These are as the spells cast by a 10th level sorcerer (save DC 12+spell's level).

Boobrie

Large (Tall) Magical Beast

Hit Dice: 6d10 (33 hp)

Initiative: +5

Speed: 30 ft, 60 ft flying (good)

AC: 17 (+5 Dex, +3 natural, -1 size)

Attacks: Beak +5 melee

Damage: Beak d8+2

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Curse

Special Qualities: –

Saves: Fort +5, Ref +0, Will +4

Abilities: Str 15 (+2), Dex 20 (+5), Con 10, Int 15 (+2), Wis 15 (+2), Cha 10

Skills: Listen +8, Spot +8, Wilderness Lore +8

Feats: Flyby Attack, Track

Climate/Terrain: Temperate lakes, rivers and bogs

Organisation: Solitary or pair

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement Range: 6–10 HD (Large), 11–15 HD (Huge)

A Boobrie is a huge black water bird with faerie ori-

gins, much feared for its ability to curse those who harm them or just get in their way. Although not evil, they have a nasty disposition and are extremely bad-tempered. They feed upon the cows and sheep of farmers, who know better than to oppose them. Being arrogant and rude, they don't like other faeries much and they're not especially happy about humans strolling across their territory either. They are excellent trackers and can provide a lot of information about woodlands if they can be persuaded to help.

Combat

When angered, a Boobrie will always take off and return with a flyby attack, if it has the chance. Otherwise, it puts its beak into good use. Anyone opposing it is certain to be cursed by it.

Curse (Su): Boobries are infamous for their ability to curse their enemies. Once per round a Boobrie, as a standard action, can curse someone as per a *bestow curse* spell cast by a 11th level caster. The Boobrie can also use another type of curse, again once per round, while attacking with its beak. If the attack is successful, the Boobrie can curse the wound it causes so that it cannot be healed through magical means (like *cure* spells). Natural healing is still effective, however.

Caillech Bheur

Large Fey

Hit Dice: 14d6+56 (105 hp)

Initiative: +0

Speed: 40 ft

AC: 15 (+6 natural, -1 size)

Attacks: 2 Claws +12/+7 melee or staff +12/+7 melee

Damage: Claws d4+5 or staff d6+7

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Spells, spell-like abilities

Special Qualities: SR 20, turn into wind

Saves: Fort +8, Ref +9, Will +15

Abilities: Str 20 (+5), Dex 10, Con 18 (+4), Int 22 (+6), Wis 22 (+6), Cha 10

Skills: Hide +10, Knowledge (arcane) +18, Listen +12, Sense Motive +16, Spellcraft +18, Spot +12

Feats: Empower spell, Enlarge spell, Maximise spell

Climate/Terrain: Any mountain

Organisation: Solitary

Challenge Rating: 10

Treasure: Double items

Alignment: Any

Advancement Range: By character class

The Caillech Bheur are among the most ancient and powerful of the faerie folk. A race of gigantic hags, they appear as enormous crones. They live in the highest mountains of Europe, but sometimes come down from their refuges for their own purposes. These journeys are almost always associated with changes in the weather, for these hags are masters of their masters.

Caillech Bheur are a reclusive race that does not usually interfere with the business of mortals. Some of them are benign, some malicious and some neither, but all have the same ancient wisdom and age that inspires mortals with awe and fear.

Combat

Caillech Bheur are reluctant to enter combat, as they deem it below them. If such a case is unavoidable however, they most likely rely on their spells and magical powers instead of their natural weapons.

Spells (Sp): Caillech Bheur cast spells as 12th level druids. They favour spells dealing with the weather and the four elements.

Spell-like abilities (Sp): 3/day – *control winds, ice storm, sleet storm*, 2/day – *control weather, wind walk*, 1/day *whirlwind*. These are as the spells cast by a 16th level sorcerer (DC 10+spell's level to resist).

Turn into wind (Su): As a standard action, a Caillech Bheur can assume a wind-like state. In this state, she is incorporeal (she can't pass through airtight

obstacles however) cast by a 16th level sorcerer) and she can fly with a movement rate of 80 ft (good). She can't however use any of her spells or spell-like abilities.

Cait Sith

Tiny Magical Beast

Hit Dice: 2d10 (11 hp)

Initiative: +4

Speed: 30 ft

AC: 14 (+2 Dex, +2 size)

Attacks: 2 claws +6 melee, bite +1 melee

Damage: Claw d2-4, bite d3-4

Face/Reach: 2.5 ft by 2.5 ft/0 ft

Special Attacks: Spell-like abilities

Special Qualities: Enlarge, incredible reflexes SR 10

Saves: Fort +3, Ref +7, Will +1

Abilities: Str 3 (-4), Dex 18 (+4), Con 10, Int 10, Wis 12 (+1), Cha 13 (+1)

Skills: Balance +10, Climb +8, Hide +15, Listen +4, Move Silently +10, Spot +5

Feats: Weapon Finesse (claw, bite)

Climate/Terrain: Any land

Organisation: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement Range: 3-5 HD (Tiny)

Cait Sith are enchanted, intelligent cats that accompany many faeries and are rarely seen by mortal eyes. They have an extraordinary blue fur (sometimes with black stripes) and piercing red eyes with yellow slits. It is said that they can communicate with their faerie masters and sometimes talk to mortals they encounter. Much like normal cats, Cait Sith are wild and unpredictable and caution must be shown upon meeting one. They like to play with their prey before devouring it.

Combat

Cait Sith rarely enter combat, except to defend their faerie masters. As most cats, they tend to disappear in front of any danger, except if they are certain they can overcome it. In any case, Cait Sith are intelligent enough to follow clever tactics, surprising those who assume they're fighting "just another cat". They are prone to use their enlarge ability at the most advantageous time.

Enlarge (Su): Cait Sith have the magical ability to enlarge themselves, almost tripling in size. They don't lose any of their liteness and grace in their new form, but are considerably more dangerous. While enlarged, Cait Sith are of Medium Size (AC 12), their Strength is increased to 18 and they get more effective natural attacks (claw d4+4 damage, bite d6+4 damage) and they gain a +2 Fortitude bonus and 15 temporary hit points. Assuming this form (or retuning back to the Cait Sith's original one) is a standard action.

Incredible reflexes (Ex): A Cait Sith is never flat-footed and cannot be flanked, except by a 8th level or higher rogue or assassin. If it saves successfully against a spell that allows a Reflex roll for half damage, a Cait Sith takes no damage instead.

Spell-like abilities (Sp): At will – *invisibility*, *faerie fire*. These are like the spells cast by a 5th level sorcerer (the DC to resist is 11+spell's level).

Coblynau

a.k.a. Blue Cap, Knocker

Small Fey

Hit Dice: 4d6+12 (27 hp)

Initiative: +0

Speed: 20 ft

AC: 10

Attacks: Heavy pick +4 melee

Damage: Heavy pick d6+2

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spells

Special Qualities: Darkvision 90 ft, meld with earth, smell ore

Saves: Fort +4, Ref +3, Will +4

Abilities: Str 14 (+2), Dex 10, Con 17 (+3), Int 12 (+1), Wis 12 (+1), Cha 11

Skills: Craft (stonecutting) +10, Craft (mining) +10, Listen +5, Spot +5

Feats: Alertness

Climate/Terrain: Any underground

Organisation: Solitary, pack (2-8), tribe (15-500)

Challenge Rating: 2

Treasure: Double coins

Alignment: Usually lawful neutral

Advancement Range: By character class

Coblynau (sing. Coblynau) are faerie miners that dig long tunnels searching for gold and other valuable metals. Grotesquely ugly, they are interested only in their mines and underground cities, which are some of the best fortresses in Europe. They dislike other faeries and mortal races and are very protective of their underground realms.

Coblynau weren't always living under the earth. Before the faerian wars they lived in secluded valleys. When the war reached them, they were forced to retreat in deep caverns to avoid extermination. There, they discovered a world they consider equal in beauty to the surface world. They no longer desire to live on the surface, being happy in the underground.

Combat

Coblynau are peaceful most of the time, but can turn to violence in the rare instance that their tunnels are invaded by outsiders. When going to war, they rely on their numbers and their superior knowledge of the underground world, preferring to lead enemies into collapsing tunnels and other such traps instead of fighting directly. Their tactics usually make good use of their meld with earth ability, for example to lead their foes down a dead end and disappear into the stone, just as their comrades seal the other end of the

tunnel.

Meld with earth (Su): As a standard action, a Coblynau can meld with earth. This is similar to the *meld into stone* spell, except that a Coblynau can move through stone when melded with a speed of 20 ft. A Coblynau can remain melded for up to one hour per day (this duration can be spread over several uses of the ability, just as long as the total duration doesn't exceed one hour per day).

Smell ore (Ex): Coblynas have an almost supernatural ability to detect rich veins of ore. They can detect ore from 300 ft away and instantly be able to tell the type of mineral (gold, silver, copper etc) and the extensiveness of the vein. As a side-effect of this ability, Coblynas are never lost underground, even when they're melded with the earth.

Spells (Sp): Coblynas cast spells as 3rd level sorcerers.

Coraniaid

Small Fey

Hit Dice: 16d6+32 (88 hp)

Initiative: +2

Speed: 20 ft

AC: 16 (+2 Dex, +3 natural, +1 size)

Attacks: Dagger +10/+5 melee

Damage: Dagger d4-1

Face/Reach: 5 ft by 5ft/5 ft

Special Attacks: Spells, spell-like abilities

Special Qualities: Invisibility, shapechange, SR 20

Saves: Fort +7, Ref +12, Will +15

Abilities: Str 8 (-1), Dex 14 (+2), Con 15 (+2), Int 24 (+7), Wis 20 (+5), Cha 10

Skills: Bluff +10, Gather Information +15, Hide +12, Intimidation +13, Knowledge (arcane) +20, Listen +12, Move Silently +12, Spellcraft +15, Sense Motive +14, Spot +12

Feats: Empower Spell, Enlarge Spell, Maximise Spell, Silent Spell, Weapon Finesse (dagger)

Climate/Terrain: Any

Organisation: Solitary

Challenge Rating: 10

Treasure: Double items

Alignment: Always neutral evil

Advancement Range: By character class

When the faeries retreated from the lands of the mortals, the Unseelie Court left behind some of its most powerful agents to cause trouble and mayhem to the hateful human society. These powerful servants are called the Coraniaids and are said to be 25 in number, spread across the world. Each one of them works independently and is in control of an extensive spy network, which allows it to gather a wealth of information about its targets.

The Coraniaids use this information, along with their minions and formidable powers of illusion and sorcery, to infiltrate human society and organisations and then destroy them from the inside. They are master manipulators and often use the weaknesses and passions of humans against them, causing distrust and greed to consume and destroy their enemies without revealing their presence.

Coraniaids are naturally invisible, unless they want to be seen by someone. If their form is perceived, they appear as horrible caricatures of humans and faeries, combining distorted, perverted features of both races. In reality, Coraniaids are a disgusting hybrid of human and faerie created by the greatest sorcerers of the Unseelie Court. In this way, they have the natural cunning and subtlety, as well as the enchanted nature of faeries, combined with the mind of a human that can understand human personality and social structure better. The Coraniaids are very successful in their task, perhaps being responsible for many destructions plaguing human realms, such as wars and revolts. What the Unseelie Court hasn't yet realised is that Coraniaids hate it as much as they hate humans. After all, it was the Unseelie Court that condemned them in such a warped existence. Thus, the Coraniaids have begun to work against

their masters, using their subtlety and power to bring the destruction of those who equipped them with those very powers.

Combat

Coraniaids don't enter combat frequently; most of the times they prefer to let their numerous minions to deal with any physical threat. This is not to say that they're weak; if the need arises, they can prove deadly enemies in combat, using their many magical powers to destroy their foes.

Invisibility (Su): Coraniaids are naturally invisible. This function as a continuous *improved invisibility* spell cast by a 16th level sorcerer. However, they can choose to make themselves visible if they want (this is considered a free action). When doing so, they can also choose who will be able to see them and who won't.

Shapechange (Su): As a free action a Coraniaid can *shapechange*, as per the spell, into any human.

Spells (Sp): They cast spells as 14th level wizards specialising in the Illusion school (they usually take Evocation as the prohibited school).

Cu Sith

a.k.a. Cwn Annwn

Medium-Size Magical Beast

Hit Dice: 3d8+6 (19 hp)

Initiative: +6 (+2 Dex, +4 improved initiative)

Speed: 40 ft

AC: 16 (+2 Dex, +4 natural)

Attacks: Bite +5 melee

Damage: Bite d6+2

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, howls in the night

Special Qualities: Enlarge

Saves: Fort +5, Ref +5, Will +2

Abilities: Str 15 (+2), Dex 15 (+2), Con 15 (+2), Int 8 (-1), Wis 12 (+1), Cha 10

Skills: Listen +5, Spot +5, Swim +5, Wilderness Lore +4

Feats: Improved Initiative, Track

Climate/Terrain: Any land

Organisation: Solitary or pack (2-6)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement Range: —

Cu Sith are faerie hounds the size of a small bull with a brilliant green fur and white eyes having no pupils. These dogs don't bark often, but when they do, they can be heard miles away. They possess a nearly manlike intellect but are quite aggressive against mortals, while being very loyal towards their faerie masters. It is said that these magical creatures can speak the language of mortals if they want so, but usually they remain silent.

Combat

Before entering combat, Cu Sith commonly use their magical power to increase their size. Their frightening howls usually cause their opponents to flee in terror.

Enlarge (Su): Cu Sith have the magical ability to enlarge themselves, almost tripling in size. They don't lose any of their liveness and grace in their new form, but are considerably more dangerous. While enlarged, Cu Sith are of Large Size (AC 15), their Strength is increased to 20 and they get more effective natural attacks (bite d10+5 damage) and they gain a +2 Fortitude bonus and 15 temporary hit points. Assuming this form (or retuning back to the Cu Sith's original one) is a standard action.

Howls in the night (Ex): When in the presence of howling Cu Sith someone has a -2 morale penalty to his Will saves.

Spell-like abilities (Sp): At will – *faerie fire*, 3/day – *invisibility*, *true strike*. These are like the spells cast by a 5th level sorcerer (save DC 10+spell's level).

Cyhyareth

a.k.a. Banshee, Bean-nighe, Bean Sidhe, Caoineg

Medium-Size Undead

Hit Dice: 10d12 (65 hp)

Initiative: +3

Speed: fly 30 ft (good)

AC: 16 (+3 deflection, +3 Dex)

Attacks: Chill touch +8 melee touch

Damage: Chill touch d12+special

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Chill touch, spells

Special Qualities: Incorporeal, sense doom, undead

Saves: Fort +3, Ref +6, Will +12

Abilities: Str —, Dex 17 (+3), Con —, Int 13 (+1), Wis 20 (+5), Cha 16 (+3)

Skills: Concentration +10, Knowledge (arcane) +11, Listen +12, Spellcraft +9, Spot +12

Feats: Dodge, Mobility

Climate/Terrain: Any

Organisation: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement Range: —

Cyhyareth (or banshees as they're also called), are spirits of the dead that are greatly feared by mortal men. These spirits resemble beautiful but ghostly women. They do not speak or communicate with anyone and the only sound coming out of their mouths is their pitiful, terrible wail. This wail is a warning that someone will soon die. This doom is not inevitable; it seems that banshees only warn about the coming of death. Sometimes, banshees "adopt" families, staying close to them and divining the doom of their members.

Banshees are said to be a cursed race of faerie prophetesses who liked to made prophesies of death and gloom. The other faeries cursed them for this and thus they became undead creatures filled with loneliness and sorrow. They still continue to do what they knew best during their lives, that is to divine

the death of other people. This only gives them joy in their lonely world. When the moment of death divined comes, they are overwhelmed by contrary feelings: they certainly get a feeling of success for their truthful divination, but also feel that this ends their prophesy and they must move to another person. Thus, they never gain any satisfaction from their prophesies and perhaps that's their curse. Nevertheless, they take their predictions very seriously and will take measures to ensure that they'll succeed, not wanting someone or something ruining them.

Combat

A banshee will only enter combat if she's attacked or to stop someone from ruining her divination by trying to avert the prophesised death.

Chill touch (Su): A successful melee touch attack by the banshee deals d12 damage to the victim, who must also make a Fortitude save (DC 16). Failure means that he's paralysed for d8 rounds.

Sense doom (Su): By looking upon a mortal, a banshee can see how he will die. This is not an absolute fate; it's just a possible version of the future. Often, steps can be taken to avoid death, although anyone doing so will earn the banshee's enmity.

Spells (Sp): A banshee can cast spells as a 8th level sorcerer.

Dragon

Colossal Dragon

Hit Dice: 32d12+320 (528 hp)

Initiative: +6 (+2 Dex, +4 improved initiative)

Speed: 50 ft, fly 200 ft (poor)

AC: 24 (+2 Dex, +20 natural, -8 size)

Attacks: Bite +36 melee, 2 claws +32 melee, 2 wings +31 melee, Tail slap +32 melee or Crush +36 melee or Tail sweep +36 melee

Damage: Bite 4d8+12, Claw 4d6+6, Wing 2d8+6, Tail slap 4d6+18, Crush 4d8+18, Tail sweep 2d8+18

Face/Reach: 40 ft by 80 ft/15 ft

Special Attacks: Breath weapon, spells

Special Qualities: Damage reduction 10/+2, dark-vision 1000 ft, fire subtype, SR 25

Saves: Fort +28, Ref +20, Will +28

Abilities: Str 35 (+12), Dex 15 (+2), Con 30 (+10), Int 25 (+7), Wis 30 (+10), Cha 25 (+7)

Skills: Concentration +20, Intimidate +25, Jump +20, Knowledge (arcane) +25, Listen +25, Sense Motive +26, Spellcraft +20, Spot +25

Feats: Alertness, Cleave, Enlarge Spell, Great Cleave, Improved Initiative, Maximise Spell, Weapon Focus (claw, tail slap)

Climate/Terrain: Any high mountain

Organisation: Solitary

Challenge Rating: 20

Treasure: Triple standard

Alignment: Usually neutral

Advancement Range: 33-40 HD (Colossal)

Dragons are a legendary race of omnipotent serpentine beings, possessing wings to fly and a breath of liquid flames. They can reach over 100 ft in length and their scales are harder than steel. The physical might of a dragon is unparalleled.

An aura of mystery surrounds the draconic race. They seem to have been living on earth for ever if we judge by some truly ancient faerie writings that comment on the dragons. The faeries swear that they were the first sentient beings to be born on earth, but the truth may never be known.

Whatever the truth may be, dragons seem to be a static race, somehow living outside the cycles of earth's history. They are in the same condition as they were described centuries ago. They rarely reproduce and don't seem to die of old age, so their numbers remain the same. In fact, a dragon seems to become more powerful with age instead of declining as most other beings do. They spend their long lives in their mountain lairs or searching for lost, hidden knowledge. Because of the years a dragon has lived,

he is essentially a living library of mundane and arcane knowledge. He has witnessed most of the major historical events and the memories of lost civilisations are still fresh in his mind, more valuable than the details of any history book.

Mortal legends picture dragons as monsters who revel in evil and destruction. This is entirely wrong. Dragons are mostly indifferent towards mortals and most mundane things on earth. But they are also frighteningly old. They are so old, wise and powerful that all things seem so small in comparison to them. The life of a mortal or even a village of mortals – these are petty things for a dragon. They are accustomed to view things and other beings from a position high above all. This mentality may seem selfish or evil, but in reality it is just... draconic.

The same mystery that surrounds draconic history also covers their aims and motives. Dragons are known to have a great interest for all kinds of knowledge, especially arcane lore, but it is unknown exactly what they plan to do with the lore they accumulate. Surely they must have some aims, but maybe our attempt to understand the thoughts that motivate something so old and wise are futile. Maybe mortals and even faeries cannot catch even a glimpse from the mind of a creature that owns eternity.

There have been a few incidents of draconic hostility against mortals and faeries. All of the attacks had a devastating effect; after all, a dragon can level an entire city in his fury. In some cases the reason behind the attack was clear, but in others no reason was apparent. Perhaps they were part of whatever grand plan the dragons have.

Combat

A dragon's weapons are legion. Their favourite tactic is to swoop down on their enemies from above, crushing them with his weight or rending them with his claws. Against powerful enemies, dragons rely on their fiery breath as an introductory assault.

Breath weapon (Su): Dragons can exhale a cone of

liquid flames to reduce most of their opponents to ashes. The cone is 70 ft long, 30 ft wide and 30 ft high. Anyone caught inside suffers 12d12 damage, half that with a successful Reflex save (DC 20). The liquid fire sticks on those that are hit and fail their saving throws, inflicting d12 damage per round for d10 rounds or until it's extinguished. A dragon can use his breath weapon once per turn and for a total of seven times each day.

Spells (Sp): Dragons cast spells as 20th level sorcerers.

Echidna

Colossal Aberration

Hit Dice: 35d8+245 (402 hp)

Initiative: +10

Speed: 50 ft, swim 40 ft

AC: 27 (+10 Dex, +15 natural, -8 size)

Attacks: 7 bites +28 melee

Damage: Bite 2d8+9

Face/Reach: 40 ft by 80 ft/15 ft

Special Attacks: Pull apart, spells, spit poison

Special Qualities: Alien anatomy, damage reduction 20/+3, SR 25

Saves: Fort +18, Ref +21, Will +28

Abilities: Str 28 (+9), Dex 30 (+10), Con 25 (+7), Int 28 (+9), Wis 28 (+9), Cha 18 (+4)

Skills: Concentration +18, Intimidate +15, Knowledge (arcane) +20, Knowledge (nature) +10, Listen +25, Sense Motive +20, Spellcraft +15, Spot +25, Swim +15

Feats: Cleave, Combat Casting, Combat Reflexes, Maximise Spell, Power Attack, Weapon Focus (bite)

Climate/Terrain: Any lake or sea

Organisation: Solitary or pair

Challenge Rating: 18

Treasure: Double standard

Alignment: Any evil

Advancement Range: 36-45 HD (Colossal)

Coming straight from ancient Greek legends, the echidnas are said to be the progenitors of many of the monsters plaguing the world. The origins of these horrific entities are as obscure as those of the dragons. They have no apparent connection to the faeries. Some of the most ancient written faerie records speak of these ravaging terrors along with reports of dragons, so we must assume that echidnas are truly ancient beings.

Echidnas must be the spawn of hell's pits, for during their lives on earth they have spawned many mythical monsters, such as basilisks or manticores. They represent the true essence of evil, for they hate and seek to destroy all living creatures but their own progeny. Fortunately, there are very few echidnas and most of them hibernate for long periods.

The power of echidnas is feared even by dragons. They have a flat torso, supported by four short, flabby legs and ending in a long tail. Seven worm-like tubular appendages begin from the torso and end to large openings full of thin and sharp cutting instruments that resemble needles rather than teeth. No sensory organs are visible. When awake, echidnas have a voracious appetite that requires a large amount of meat to be satisfied.

In the past, the Unseelie Court tried to contact these powerful entities to make them its allies. None of the agents sent has returned and they are considered dead, eaten or worse. Any further attempt to secure the support of echidnas has ceased.

Combat

Echidnas are truly frightening in combat, for their seven "heads" along with their magical powers can decimate entire armies. They reserve their poison attack for numerous opponents who make the mistake of surrounding them.

Alien anatomy (Ex): An echidna has no discernible vital points and may have no vital points at all, so it's immune to critical strikes, poisons and diseases (normal and magical).

Pull apart (Ex): A favourite tactic of echidnas is to attack with two or more mouths a single target. If two or more mouths succeeds in their bite attack, the echidna then moves the “heads” at opposite directions, trying to pull the target apart. Many of their victims have been split in two parts in this fashion and even if this doesn’t happen, the victim will sustain horrific injuries. For each mouth over the first that successfully bites the same target, he will suffer an additional $d10+9$ damage as he’s being pull apart (for example, if someone is bit by 4 heads, he will take an additional $3d10+27$ damage apart from the 4 bite’s normal damage).

Spells (Sp): Echidnas cast spells as 18th level sorcerers.

Spit poison (Ex): Once per turn, an echidna can spit a nasty poison from all of its seven mouths. To do this, the echidna commonly rotates its “heads”, while spitting the poison. The result is a lethal spray covering a 40 ft radius circle around the monster. Anyone in this area is affected by the poison (contact DC 18, initial damage $2d12$ hp+d4 Con, secondary damage $2d12$ hp+d4 Str).

Fachan

Medium-Size Fey

Hit Dice: $4d6+12$ (26 hp)

Initiative: +0

Speed: 30 ft

AC: 13 (+3 natural)

Attacks: Heavy flail +7 melee

Damage: Heavy flail $d10+6$

Face/Reach: 5 ft by 5 ft.5 ft

Special Attacks: —

Special Qualities: —

Saves: Fort +4, Ref +4, Will +3

Abilities: Str 19 (+4), Dex 10, Con 16 (+3), Int 9 (-1), Wis 10, Cha 7 (-2)

Skills: Jump +8, Listen +4, Spot +4, Wilderness Lore +4

Feats: Weapon Focus (heavy flail)

Climate/Terrain: Temperate or cold mountains and highlands

Organisation: Solitary, pack (2-10) or clan (15-200)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually chaotic evil

Advancement Range: By character class

The fachan is one of the strangest faeries. Most of its characteristics are singular: it has one eye that lies in the middle of its head, one arm emerging from the centre of its chest and one leg grown from its hip. In contrast to these obvious disadvantages, a fachan is very strong and equally quick, but its movement is somewhat jerky.

This unmistakable creature lives in mountains and highlands, forming warlike clans that revel in their barbarism. Fachans are bound by a strange code of honour that urges them to die in combat for the glory of their clan. This attitude has led them to numerous conflict not only with other beings, which they consider as prey, but also with other fachans. War between fachan clans is frequent, violent and usually ends with the total destruction of the opponent, no matter how long this takes. Sometimes the fachans ally themselves with emissaries of the Unseelie Court. Such alliances are very short-lived and made in order to overcome a more powerful foe.

Combat

In battle, the fachans are quick, brutal and deadly. Often entering berserking rages, the fachans drive forward into the battlefield wielding their favourite weapon, a heavy flail. Death is of no concern to them, as long as they manage to slay as many enemies of their clan as they can.

Fear Gorta

Medium-Size Fey

Hit Dice: $8d6+16$ (44 hp)

Initiative: +2

Speed: 30 ft

AC: 12 (+2 Dex)

Attacks: Short sword +2 melee or shortbow +6 ranged

Damage: Short sword d6-2, shortbow d6

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Inflict hunger, spells

Special Qualities: SR 12

Saves: Fort +4, Ref +8, Will +6

Abilities: Str 7 (-2), Dex 15 (+2), Con 15 (+2), Int 14 (+2), Wis 11, Cha 13 (+1)

Skills: Bargain +6, Concentration +5, Diplomacy +6, Gather Information +8, Intimidate +8, Listen +6, Spot +6

Feats: Combat Casting, Spell Focus (Necromancy)

Climate/Terrain: Any

Organisation: Solitary, group (2-6)

Challenge Rating: 4

Treasure: Standard

Alignment: Any evil

Advancement Range: By character class

Fear Gorta are the heralds of famine. They resemble humanoid faeries, such as Plant Annwn or Tuatha, with their bodies weak and shrivelled, their skin pressed tightly on their bones, their facial characteristics distorted by hunger.

During the Faerian Wars or the wars with mankind, some villages were besieged or cut off for a long time with limited resources. Their faerie inhabitants didn't die, but suffered greatly from hunger, so greatly that they didn't ever recovered. They became skeletal figures, shadows of their former selves that are thirsty for revenge upon those they deem responsible for their suffering. Fear Gorta consider all humans or faeries that were enemies of their old tribes as guilty who must suffer in the same way. That is why they work to bring hunger and famine to a community, village or city. Their plans involve sabotage of trade

and food transportation, fouling of the crops etc. They don't want to kill anyone, but want to see them suffering as they did. This is their only purpose in life and the only thing that gives them some pleasure. Towards this goal, they like to use minions and manipulate figures of importance, crushing any obstacle in their way.

Combat

Fear Gorta prefer to deal with their enemies indirectly, through their agents and minions. However, they are ready to physically assault anyone attempting to ruin their plans or expose them.

Inflict hunger (Su): With a melee touch attack, a Fear Gorta can instantly cause terrible hunger to someone failing a Fortitude saving throw (DC 17). The character is considered fatigued until he has a really good meal.

Spells (Sp): Fear Gorta cast spells as 7th level sorcerers,

Fendoree

a.k.a. Brownie, Bwca, Grogach, Piskie, Pixie

Diminutive Fey

Hit Dice: 1d6+3 (6 hp)

Initiative: +8

Speed: 10 ft

AC: 24 (+8 Dex, +2 dodge, +4 size)

Attacks: Tiny dagger +12 melee or tiny bow +12 ranged

Damage: Tiny dagger d3-4, tiny bow d3

Face/Reach: 1 ft by 1 ft/0 ft

Special Attacks: Magical dagger, spells, spell-like abilities

Special Qualities: SR 15, superb reflexes

Saves: Fort +3, Ref +10, Will +5

Abilities: Str 3 (-4), Dex 26 (+8), Con 16 (+3), Int 20 (+5), Wis 16 (+3), Cha 16 (+3)

Skills: Climb +1, Hide +9, Knowledge (nature) +10, Listen +5, Move Silently +9, Spot +5

Feats: Weapon Finesse (dagger)

Climate/Terrain: Temperate or cold forests

Organisation: Solitary or family (2-4)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic good

Advancement Range: By character class

Fendorees look like tiny humanoids, barely over half a foot tall. These faeries frequent old trees in the woods and some of them live in farmhouses near woodlands, secretly from their owners of course. Though they may seem small and weak, they can cast powerful magic and usually mortals don't see them if they don't want to be seen. They are good-natured but can't understand human psychology. They are quick to curse or otherwise harm a mortal who insults or crosses them. On the other hand, they are one of the best sources of information cause they seem to know everything happening around.

Combat

Fendorees are peace-loving, but they will attack if they are threatened. They usually attempt to incapacitate their opponents, rather than kill them, and their magical daggers provide a lot of help in this.

Magical dagger: A fendoree's magical dagger will cause sleep (as per the one produced by the *sleep* spell) for 10 minutes to anyone stricken by it who fails a Will save (DC 16).

Spells (Sp): Fendorees cast spells as 7th level sorcerers.

Spell-like abilities (Sp): At will – *invisibility*. This is like the spell cast by a 5th level sorcerer (save DC 13+spell level).

Superb reflexes (Ex): A fendoree's great quickness and natural reflexes provide it with a +2 dodge bonus to his AC and his Reflex saves. A fendoree is never considered flat-footed and easily dodges area attacks or rays: any attack that allows a Reflex save for half damage always deals half damage to the fendoree, except if he succeeds in his save (in which case no

damage is dealt).

Fetch

Medium-Size Outsider

Hit Dice: 7d8 (31 hp)

Initiative: +0

Speed: fly 50 ft (good)

AC: 15 (+5 deflection)

Attacks: —

Damage: —

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Body double

Special Qualities: Damage reduction 20/+3, immunities, incorporeal, spell-like abilities, SR 28

Saves: Fort +5, Ref +5, Will +10

Abilities: Str —, Dex 10, Con 10, Int 20 (+5), Wis 20 (+5), Cha 20 (+5)

Skills: Listen +10, Spot +10

Feats: —

Climate/Terrain: Any

Organisation: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement Range: —

Fetches are powerful spirits appearing close to a mortal in danger of dying (someone with only a few hit points left or seriously ill). Their appearance matches that of the dying person. If at that time the mortal looks at his double, he's certainly doomed. It seems that Fetches need to be fed from the frustration and negative emotions produced by the person in danger.

Fetches belonged to an ancient order of spirits entrusted with the duty of guiding the souls of the deceased to their resting place. Some of these spirits enjoyed their duty and became fascinated with death. In time, their addiction became so great that they found they couldn't live without the strong emotions generated at the moment of death. These fallen

spirits became the Fetches, destined to feed from the last moments of mortals.

Combat

Fetches don't have any power to harm material or even ethereal creatures and use their teleport ability to retreat any serious confrontation. Their only purpose is to approach a dying victim and use their body double ability, feeding of his anguish and strong emotions.

Body double (Su): The appearance of the Fetch is similar to that of the dying victim, except that he looks much paler, as if already dead. If the mortal ever looks upon his double, he's in serious trouble as his doom is almost sealed. The victim begins to lose one hit point per turn passing and dropping to negative hit points immediately kills him, even if he's not below -10 hit points. This "curse" lasts for one day after the mortal has viewed the Fetch.

Immunities (Ex): A Fetch is immune to criticals, death attacks, paralysis, magical sleep and enchantment spells.

Spell-like abilities (Sp): 3/day – *confusion, improved invisibility, locate creature, teleport without error*. These are like the spells cast by a 10th level sorcerer (save DC 15+spell level).

Fir Bholg

a.k.a. Firbolg

Large Giant

Hit Dice: 10d8+40 (95 hp)

Initiative: +0

Speed: 40 ft

AC: 22 (+5 chainmail, +8 natural, -1 size)

Attacks: Huge greatsword +13/+8 melee

Damage: Huge greatsword 2d8+10

Face/Reach: 5 ft by 5 ft. 10 ft

Special Attacks: Spells

Special Qualities: --

Saves: Fort +11, Ref +3, Will +3

Abilities: Str 25 (+7), Dex 10, Con 18 (+4), Int 12 (+1), Wis 10, Cha 12 (+1)

Skills: Intimidate +8, Knowledge (nature) +10, Listen +8, Sense Motive +6, Spot +8, Wilderness Lore +9

Feats: Cleave, Power Attack

Climate/Terrain: Temperate or cold mountains, forests and grasslands

Organisation: Solitary, group (2-5), band (6-15) or tribe (20-100)

Challenge Rating: 6

Treasure: Standard

Alignment: Any

Advancement Range: By character class

A race of faerie giants being the ancient rulers of Ireland before the Tuatha overthrew them. The Fir Bholg, as the legend says, were the first sentient beings to inhabit Ireland, claiming it as their own. Their unruly kingdom did not last for long. The numerous Tuatha De Dannan were pressing the Fir Bholg for more and more space. Eventually, they took control of Ireland, while the fir Bholg – helpless to act against the might of the Tuatha – found themselves controlling a small portion of the land. They still hold great enmity towards the Tuatha for this and seek to harm them in any way they can.

This gigantic faeries possess massive bodies with great strength. They are somewhat ugly when compared to humans. Fir Bholg are unruly and primitive people. They don't express any interest in arts or culture, but they do have advanced in blacksmithing, making steel weapon and armour for the day they'll march against their sworn enemies. They can be described as barbaric, but they know the value of friendship and loyalty. Indeed, it is said that you can be the friend of a Fir Bholg just as easily as you can be his enemy and they remain true to both.

Combat

Fir Bholg are notorious and fierce warriors. In combat, they are honourable and tend to rely more on their physical prowess than their magic, which they

consider inappropriate for use during an honest battle.

Spells (Sp): Fir Bholg cast spells as 3rd level sorcerers.

Fir Cleas

Medium-Size Fey

Hit Dice: 5d6+5 (22 hp)

Initiative: +8 (+4 Dex, +4 improved initiative)

Speed: 30 ft

AC: 19 (+5 chainmail, +4 Dex)

Attacks: 2 short swords +4 melee

Damage: Short sword d6

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Burst of speed, rage, spells

Special Qualities: —

Saves: Fort +2, Ref +8, Will +4

Abilities: Str 14 (+2), Dex 18 (+4), Con 12 (+1), Int 13 (+1), Wis 10, Cha 14 (+2)

Skills: Bargain +6, Climb +5, Diplomacy +4, Jump +5, Listen +6, Spot +6

Feats: Ambidexterity, Improved Initiative, Two-Weapon Fighting, Weapon Finesse (short sword)

Climate/Terrain: Any

Organisation: Solitary, band (2-6) or squad (10-20)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral

Advancement Range: By character class

Fir Cleas are faeries that belonged to a warlike tribe. They always tried to perfect their combat skills and excel at battle. Their tribe was divided during the Faerian Wars, when they battled for both sides. From that time on, Fir Cleas ceased to exist as a tribe and sought a mercenary life, selling their considerable combat skills to anyone interested. As mercenaries, they keep a distinct neutrality and welcome all potential employers. They always sell their skills to faeries or other supernatural creatures. No Fir Cleas has ever approached a mortal. Due to their

battle skill and their loyalty as long as there is enough money, they are frequently employed by both the Seelie and the Unseelie Court. Some say that Fir Cleas are not actually interested in wealth but in the battle itself.

Fir Cleas resemble tall (they can reach 7 ft) and thin, slender faeries, bald and with pointy ears. When marching to battle, they prefer light armours which allow them some flexibility. They also like to decorate themselves with trophies, even with the skulls of dead opponents.

Combat

Fir Cleas, as experienced mercenaries, are capable warriors not above using dirty tricks to gain an advantage. They always use their burst of speed before entering combat, cutting down opponents in the blink of an eye. They only enter their infamous berserking rage if the situation is hopeless or if they feel they can exit it alive.

Burst of speed (Ex): Fir Cleas are incredibly quick in combat, adrenaline running high in their blood. By taking a standard action, they can gain all the benefits of a haste spell (although this is not a magical ability) for one turn. Afterwards, they are considered fatigued for 3 turns.

Rage (Ex): Fir Cleas can enter berserking rages, much like barbarians. This has all the characteristics of a barbarian's rage (+4 Strength and Constitution etc) and can be used 3 times per day.

Spells (Sp): Fir Cleas cast spells as 4th level sorcerers. They favour spells increasing their skill in combat, like *true strike*.

Fir Darrig

a.k.a. Redcap

Small Fey

Hit Dice: 2d6+6 (13 hp)

Initiative: +3

Speed: 20 ft

AC: 16 (+3 Dex, +2 natural, +1 size)
Attacks: Club +3 melee or grapple +3 melee
Damage: Club d6, grapple d8
Face/Reach: 5 ft by 5 ft/5 ft
Special Attacks: Rage, spells
Special Qualities: —
Saves: Fort +3, Ref +6, Will +2
Abilities: Str 12 (+1), Dex 16 (+3), Con 16 (+3), Int 8 (-1), Wis 8 (-1), Cha 11
Skills: Climb +4, Intimidate +2, Jump +4
Feats: —
Climate/Terrain: Any
Organisation: Band (2-8), squad (15-30) or clan (50-200)
Challenge Rating: 1
Treasure: Standard
Alignment: Any evil

Advancement Range: By character class

Fir Darrig (also known as Redaps) are evil faeries inhabiting deserted castles and other ruins. They resemble stunted, twisted parodies of men dressed in capes. Their twisted ribs protrude outwards, forming bony spikes they use as lethal weapons when grappling their enemies. Redcaps derive their name from the capes they wear, which are coloured by the blood of their enemies. These vicious faeries are a product of dark magic practiced by the sorcerers of the Unseelie Court on imprisoned faeries. The terrible spells twisted the good faeries into caricatures of themselves, exceptionally strong but brutal and stupid. Redcaps are used as soldiers and guardians by the Unseelie Court.

Combat

A pack of redcaps in combat is a disturbing sight, as they're guaranteed to go berserk, especially if faced with a hateful enemy, like Seelie faeries. Their standard combat tactic is to close in their enemies pummeling them with their wicked clubs and then grappling them to death on their bony spikes.

Spells (Sp): Redcaps cast spells as 1st level sorcer-

ers.

Fomhoire

a.k.a. Fomorian

Huge Giant

Hit Dice: 13d8+91 (149 hp)

Initiative: +0

Speed: 40 ft

AC: 18 (+10 natural, -2 size)

Attacks: Huge greatsword +17/+12 melee, horns +11 melee

Damage: Huge greatsword 2d8+13, horns 2d6+9

Face/Reach: 10 ft by 10 ft/15 ft

Special Attacks: Gaze, spells, spell-like abilities

Special Qualities: Damage reduction 10/+1, dark-vision 100 ft, immunities

Saves: Fort +15, Ref +4, Will +8

Abilities: Str 28 (+9), Dex 10, Con 25 (+7), Int 20 (+5), Wis 18 (+4), Cha 13 (+1)

Skills: Concentration +12, Diplomacy +10, Hide +15, Intimidate +10, Knowledge (arcane) +14, Knowledge (infernal) +10, Knowledge (nature) +12, Listen +15, Spellcraft +13, Spot +15

Feats: Cleave, Power Attack, Weapon Focus (greatsword)

Climate/Terrain: Any underground

Organisation: Solitary, band (2-5), clan (10-30)

Challenge Rating: 9

Treasure: Standard

Alignment: Any evil

Advancement Range: By character class

A demonic titan living with its kind in huge underground complexes, worshipping evil powers and above all the demon Balor. A fomorian stands over 15 ft tall, with his powerful body encased in darkness, so that his characteristics are difficult to discern. Only his flaming red eyes pierce this darkness, but a pair of huge horns on his head, bent like a ram's, can be seen at the edge of the shadows.

These "Underdemons" have an unknown ori-

gin. They seem to have been living underground since the faeries ruled the world. They sometimes climb to the upper world to spread their evil for their own dark purposes.

Combat

These monstrous titans once comprised one of the most feared armies in the world, but that was before their might was broken by the Tuatha De Dannan (with the help of divine powers). They are still efficient warriors, combining their great strength with their considerable magical powers to great effect.

Gaze (Su): Fomorians are infamous for their gaze attack. A glance of their leader, Balor, was said to be able to kill entire battalions of armed faerie knights. However, the average fomorian is nothing like Balor, so his glance can at best paralyse for 2d10 rounds someone failing his Fortitude save (DC 18).

Immunities (Ex): Fomorians are immune to paralysis, death attacks and magical sleep.

Spells (Sp): Fomorians cast spells as 7th level sorcerers.

Spell-like abilities (Sp): 3/day – *darkness, spike stones, stone shape*, 1/day – *dispel good, evard's black tentacles, stoneskin, wall of stone*. These are like the spells cast by a 9th level sorcerer (save DC 11+spell level).

Fuath

Medium-Size Fey

Hit Dice: 8d6+16 (44 hp)

Initiative: +2

Speed: 30 ft

AC: 17 (+2 Dex, +5 natural)

Attacks: 2 claws +7 melee

Damage: Claw d4+3

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spells, spell-like abilities

Special Qualities: Brew elixirs, SR 14, water breathing

Saves: Fort +4, Ref +8, Will +8

Abilities: Str 17 (+3), Dex 14 (+2), Con 14 (+2), Int 16 (+3), Wis 14 (+2), Cha 14 (+2)

Skills: Concentration +8, Diplomacy +9, Knowledge (arcane) +6, Knowledge (nature) +7, Listen +8, Spellcraft +9, Spot +8, Wilderness Lore +7

Feats: Spell Focus (enchantment)

Climate/Terrain: Bogs, moors and swamps

Organisation: Solitary or coven (2-4)

Challenge Rating: 5

Treasure: Double items

Alignment: Usually neutral evil

Advancement Range: By character class

Fuaths are faerie hags, legendary for their ugliness, that dwell in bogs and moors. They are large and strong, having misshapen limbs and a horrible face with horns and bent tusks. They dwell in filthy caves where they perform their foul magic, but can be also found lurking below the mud of a bog, waiting to ambush a passer-by so they can drag him below the surface and drown him.

These vicious faeries live solitary lives. They sometimes form covens of 3 or 4 hags working together. These hags search for rare herbs and living victims to use in the creation of their elixirs. They use these elixirs to poison mortals or the land, to create delusions, even to dominate the mind of their victims. Organs from living beings are a vital part of the elixir creation and the hags are always on search for them.

The Unseelie Court has taken an interest in the Fuaths and seeks to convert them to its purpose. Some Fuaths already enforce the Court's will in their bogs and moors. The conversion is still slow though, despite all efforts, because the Fuaths are solitary and selfish. As long as they manage to capture mortals and use them to make their elixirs, it'll be hard to convince a Fuath that it needs an alliance or has something to gain from one. It is widely believed that the existence of the Fuaths is closely linked to their elixirs, which must be consumed in order to pre-

vent their passage from this world.

Combat

A fuath usually enters combat if her lair is exposed or when hunting for victims to supply her with the organs needed for her elixirs. Although her claws can make deadly weapons, her favourite tactic is to wait patiently submerged in the muddy water of a march for a peasant or traveller to pass by. Emerging with great speed, she surprises the hapless victim, dragging him to the depths of the swamp to drown him.

Brew elixirs (Su): This is a fuath's most prized ability. It enables her to brew most of the known potions, as if she was a 12th level caster. Instead of an expense in gold pieces, every potion needs a organ from a human, a faerie, or possibly some other sentient being. The required organ is always tied to the potion's function. For example, a potion of love would require a heart, while a potion of vision might require an eye.

Spells (Sp): A fuath casts spells as if she was a 8th level sorcerer.

Spell-like abilities (Sp): 3/day – *charm person or animal, tree shape, summon swarm*, 1/day – *call lightning, poison, tree strike*. These are like the spells cast by a 11th level sorcerer (save DC 12+spell level).

Water breathing (Ex): A fuath can breath underwater as well as she can breath air.

Ganconer

Medium-Size Undead

Hit Dice: 6d12 (39 hp)

Initiative: +3

Speed: 30 ft

AC: 19 (+3 Dex, +6 deflection), 13 (+3 Dex) when materialised

Attacks: Numbing touch +6 melee touch

Damage: Numbing Touch d8+special

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Faerie madness, fascination, numbing touch, spells

Special Qualities: Incorporeal, materialise, undead

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

Abilities: Str – [10], Dex 16 (+3), Con –, Int 15 (+2), Wis 10, Cha 22 (+6)

Skills: Bluff +12, Diplomacy +12, Listen +4, Spot +4

Feats: Spell Focus (Enchantment)

Climate/Terrain: Any

Organisation: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Usually chaotic evil

Advancement Range: –

The Ganconer is the spirit of a faerie (male or female) that lived a life of seduction. This passion for the seduction of mortals and the pleasure of toying with them was so strong that preserved them even after death, leading to a strange unlife.

These evil ghostly faeries belong to any faerie race that resembles humans (such as the Tuatha). They appear as exceptionally beautiful specimens which are normally incorporeal but can assume a material form in order to make contact with the living. Ganconers enjoy nothing more than seducing a mortal and manipulating him, imbuing him with strong emotions or love and passion. This “game” continues until the mortal expresses his utter devotion to the Ganconer. When this happens, the Ganconer abandons the mortal by turning incorporeal and imbuing him with faerie madness. Most victims attempt suicide after the madness goes away, devastated from the betrayal of their love.

Combat

A Ganconer is a lover, not a warrior. When faced with hostility, his instinctive reaction is to use his magic, preferably enchantment spells, to get him out of a tight spot. If this fails, he tries to flee in incorporeal form, while using his touch attack to deter or wound anyone getting in his way. His faerie madness ability is usually reserved for his chosen victims.

Faerie madness (Su): Usually reserved for his victims, although it can be used on anyone, this ability allows the Ganconer to induce a cataleptic state to someone he touches (a melee touch attack). If the target fails a Will save against DC 17, he instantly drops to the ground and becomes catatonic, impervious to any exterior stimulant, even the strongest pain. The victim will just stare in the horizon and must be fed to avoid dying from starvation. This state usually lasts for 5d10 weeks but can be prematurely cured by a *dispel magic* (treat as a spell cast by a 10th level caster).

Fascination (Ex): A Ganconer's outgoing manner and beauty create an odd fascination effect on others. Anyone of the opposite sex spending more than one hour in his presence will become fascinated by him. Such persons have a -2 penalty to their Will saves against the Ganconer's enchantment spells. This penalty is also applied to any Sense Motive skill check against the Ganconer.

Materialise (Su): While normally incorporeal, a Ganconer has the ability to assume a material form as a free action. In this form, his Strength is 10. The Ganconer can maintain a material form for a total of 6 hours per day.

Numbing touch (Su): The Ganconer's touch can drain heat from the bodies of his victims, causing hypothermia spasms. A successful melee touch attack will cause one point of temporary Dexterity damage, apart from the normal damage suffered.

Spells (Sp): Ganconers cast spells as 6th level sorcerers. They tend to concentrate on enchantment spells, although they prefer to enslave others through their charm and wit and not with the help of any spell.

Gaoth Sidhe

Large Fey

Hit Dice: 9d6 (31 hp)

Initiative: +11 (+7 Dex, +4 improved initiative)

Speed: fly 80 ft (good)

AC: 18 (+1 deflection, +7 Dex)

Attacks: Wind buffet +11 melee

Damage: Wind buffet d10

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Envelop, spells, whirlwind attack

Special Qualities: Damage reduction 30/+3, incorporeal, immunities, SR 15

Saves: Fort +3, Ref +13, Will +6

Abilities: Str —, Dex 24 (+7), Con 10, Int 12 (+1), Wis 10, Cha 12 (+1)

Skills: Knowledge (geography) +12, Listen +7, Spot +7

Feats: Improved Initiative

Climate/Terrain: Any

Organisation: Solitary, pair or party (3-7)

Challenge Rating: 6

Treasure: None

Alignment: Usually chaotic neutral

Advancement Range: 10-12 HD (Large), 13-17 HD (Huge), 18-20 HD (Gargantuan)

Gaoth Sidhe are incorporeal faeries living in the winds and clouds. They sometimes can be seen as purple and violet mist travelling with the winds. In other cases, they take the form of a miniature cyclone journeying through the land in a chaotic pattern.

These mischievous faeries are masters of the winds, which they use to interact with the physical world. They are magical creatures in a constant journey, travelling where the wind takes them. This makes them a potential source of information and knowledge, as they have visited a lot of places and seen things unknown to most humans.

Combat

Gaoth Sidhe usually aren't hostile creatures, but they will respond if assaulted. Some have also been known to start a fight for no particular reason, getting bored in the middle of the battle and leaving for more interesting locations.

Envelop (Su): A Gaoth Sidhe that succeeds in a melee attack roll, causing no damage, can envelop its

target and use its magical powers to send him away. If the target fails a Will save (DC 18), he is whisked away to a random faerie realm.

Immunities (Ex): Gaoth Sidhe are immune to critical hits, cold and any attack or spell targeting a living creature.

Spells (Sp): Gaoth Sidhe cast spells as 4th level sorcerers.

Whirlwind attack (Ex): By taking a full-round action, a Gaoth Sidhe can strike everyone within 5 ft with its wind buffer attack at a -2 penalty (each target is attacked with a separate attack roll).

Grimen

Medium-Size Fey

Hit Dice: 6d6 (21 hp)

Initiative: +4

Speed: 30 ft

AC: 14 (+4 Dex)

Attacks: Short sword +7 melee

Damage: Short sword d6+special

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Bardic powers, magical short sword, wild dance

Special Qualities: Immunities

Saves: Fort +2, Ref +9, Will +8

Abilities: Str 10, Dex 18 (+4), Con 10, Int 13 (+1), Wis 17 (+3), Cha 20 (+5)

Skills: Bluff +8, Hide +6, Listen +7, Move Silently +6, Perform +14, Sense Motive +6, Spot +7

Feats: Weapon Finesse (short sword)

Climate/Terrain: Any lake or river

Organisation: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Usually lawful neutral

Advancement Range: By character class

Grimen are enigmatic faeries living in secret lairs near waterfalls and small pools. These mysterious beings are only devoted to music and are considered masters

of many instruments. The music they produce is capable of moving to tears even the most indifferent person.

They are solitary beings, shunning even the company of other faeries. They can be sometimes found near the edge of a waterfall or the shore of a pool, playing some hauntingly beautiful melody, but a mortal can only catch glimpses of Grimen, before they sense his approach and disappears. In a rare occurrence, a Grimen will befriend a mortal of great artistic potential and teach him how to use his talent in music. With such a teacher, the mortal can be expected to become one of the best bards of his age. Grimen are also renowned for the instruments they construct. Their creations surpass in quality any similar musical instrument made by mortal or faerie and the sound they produce is simply exquisite. Needless to say, such instruments are sought out by all musicians and appreciators of art.

Grimen are very tall and human-like, with sharp facial characteristics that never seem to calm down, not even when they play music. They are certainly not beautiful, but have an imposing appearance that commands respect.

Combat

Usually not hostile unless threatened, these faeries can turn deadly if provoked to combat, using their various magical powers to great efficiency.

Bardic powers: Grimen have all the abilities of a 6th level bard, including a bard's spellcasting ability.

Immunities (Su): A grimen is immune to the fascinate or suggestion effects generated by a bard as well as to magical sleep and charm spells. He has a +2 bonus to saving throws against any enchantment spells and takes half damage from sonic attacks.

Magical short sword: The short sword carried by most Grimen is enchanted and causes *sleep* (as per the spell) for 10 minutes to anyone stricken who fails a Will save (DC 16).

Wild dance (Su): Once per day, by playing a wild

tune with his favourite instrument, a grimen can induce others with a sudden desire of dance. In effect, the magical tune makes the feet move on their own accord in fact, cyclic patterns. To use this ability, the grimen makes a Perform roll (DC 15+the number of creatures he wants to affect). Anyone affected (who must be within sight) needs to make a Will save against DC 15+the amount by which the grimen's Perform roll exceeded the necessary DC (eg if the grimen wanted a 18 and rolled a total of 23, the roll to resist is 15+5=20). Anyone failing is affected by an effect similar to an *Otto's irresistible dance* cast by a 18th level sorcerer. This lasts for 1d4+1 rounds, but the grimen can keep playing for the duration of the effect (as a full-round action).

Gruagach

a.k.a. Troll

Large Giant

Hit Dice: 6d8+18 (45 hp)

Initiative: +0

Speed: 40 ft

AC: 14 (+5 natural, -1 size)

Attacks: Huge greatclub +9 melee

Damage: Huge greatclub 2d6+7

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: —

Special Qualities: —

Saves: Fort +8, Ref +2, Will +1

Abilities: Str 21 (+5), Dex 10, Con 16 (+3), Int 7 (-2), Wis 8 (-1), Cha 8 (-1)

Skills: Listen +4, Search +4, Spot +4

Feats: Weapon Focus (greatclub)

Climate/Terrain: Temperate or cold mountains

Organisation: Solitary, pack (2-5) or tribe (15-50)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral evil

Advancement Range: By character class

A Gruagach (also called troll by the Scandinavians)

is a disfigured, meat-eating humanoid that can reach over 9 feet in height. Gruagach are hideously strong and have tough skin that protects them like leather armour. They are aggressive and stupid. Although they don't fully deserve their nasty reputation as human-eating monstrosities, they are vicious and tend to abuse weaker creatures. They fancy themselves lords of all things, with which they can do as they please. They have no fear attacking groups of humans – and eating them. However, they can be reasoned with, if one knows what to say and offer. Trolls usually live near mountains and moors or sometimes in dense forests.

Combat

These violent creatures use primitive weapons, mostly huge clubs they wield with both hands. They're not very intelligent and their combat tactics are really lousy, but they're physically superior to humans and can be very dangerous in numbers.

Gwragedd Annwn

Medium-Size Fey

Hit Dice: 10d6 (35 hp)

Initiative: +4

Speed: 30 ft

AC: 14 (+4 Dex)

Attacks: Quarterstaff +5 melee

Damage: Quarterstaff d6+special

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Magical quarterstaff, spells, spell-like abilities

Special Qualities: Become water, SR 18, water breathing

Saves: Fort +3, Ref +11, Will +12

Abilities: Str 10, Dex 19 (+4), Con 10, Int 20 (+5), Wis 20 (+5), Cha 22 (+6)

Skills: Concentration +12, Diplomacy +14, Knowledge (arcane) +12, Knowledge (history) +13, Knowledge (nature) +13, Listen +10, Sense Motive +11,

Spellcraft +12, Spot +10

Feats: Spell Focus (Enchantment), Spell Focus (Illusion)

Climate/Terrain: Any lake

Organisation: Solitary or coven (2-5)

Challenge Rating: 7

Treasure: Double standard

Alignment: Usually neutral good

Advancement Range: By character class

Gwragedd Annwn are noble lake maidens that belong among the most powerful of the faerie folk. They are faeries of the rivers, lakes and islands. They have some connection to the Seelie Court and some of them are active supporters of it. Most of them though, prefer to live in their island havens peacefully, interacting with the rest of the world only when necessary. They sometimes help mortals indirectly, if it suits their ends too.

When rising from the waters, a Gwragedd Annwn can be seen as an exceptionally beautiful maiden, with flowing green hair and piercing red eyes, having noble features that command respect.

Combat

Gwragedd Annwn, being among the greatest of faerie kind, have several potent magical powers and defences at their disposal and never hesitate to use them if they're threatened or their isles are invaded. They usually prefer to incapacitate enemies, with spells like *sleep* or *forcecage*, but they will resort to deadly attacks if they have no other option.

Become water (Su): At will, as a free action, a Gwragedd Annwn can dissolve (along with any possessions) into a water-like liquid. The liquid can move 20 ft per round, passing through any cracks or other small openings and retains its coherency regardless of the amount of force exercised on it. In this form, the Gwragedd Annwn has damage reduction 20/+2 but takes double damage from fire. When in water, a Gwragedd Annwn in liquid form is invisible (treat as an continuous *improved invisibility* spell that cannot

be dispelled). The faerie can reconstruct its original, human-like form from liquid form as a free action.

Magical quarterstaff: The quarterstaff carried by a Gwragedd Annwn is a +2 weapon which increases the save DC of any spell they cast by +2.

Spells (Sp): Gwragedd Annwn cast spells as 14th level sorcerers.

Spell-like abilities (Sp): At will – *control water*, *detect magic*, *dispel magic*, *fog cloud*, 3/day – *cure serious wounds*, *cone of cold*, *dispel evil*, *hallucinatory terrain*, *improved invisibility*, *major image*, *mirror image*, 1/day – *cure critical wounds*, *globe of invulnerability*, *greater dispelling*, *veil*. These are like the spells cast by a 16th level sorcerer (save DC 16+spell level).

Water breathing (Ex): A Gwragedd Annwn can breath in the water as well as she can breath on land.

Gwyllion

Medium-Size Fey

Hit Dice: 10d6 (35 hp)

Initiative: +4

Speed: 30 ft

AC: 14 (+4 Dex)

Attacks: Quarterstaff +5 melee

Damage: Quarterstaff d6+special

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Magical quarterstaff, spells, spell-like abilities

Special Qualities: SR 18

Saves: Fort +3, Ref +11, Will +12

Abilities: Str 10, Dex 19 (+4), Con 10, Int 20 (+5), Wis 20 (+5), Cha 18 (+4)

Skills: Bluff +8, Concentration +12, Diplomacy +10, Knowledge (arcane) +12, Knowledge (history) +13, Knowledge (nature) +13, Listen +10, Sense Motive +10, Spellcraft +12, Spot +10

Feats: Spell Focus (Illusion), Spell Focus (Transmutation)

Climate/Terrain: Any mountain

Organisation: Solitary or coven (2-5)

Challenge Rating: 7

Treasure: Double standard

Alignment: Usually lawful evil

Advancement Range: By character class

Gwyllions are evil and horrible hags dwelling in the highest mountains. They descend from evil Gwragedd Annwn that spied on their kin for the Unseelie Court. They were cursed and expelled from the lakes they inhabited and now make their residence in high mountains. They still have close ties to the Unseelie Court and are considered as high-rank members. Gwyllions are responsible for many of the sorcerous experiments of the Court. They like to snare unsuspecting travellers and use them in experiments to produce weird hybrids of men, animals and faeries. Many of the abominations walking on earth are their creations.

Combat

Gwyllions have retained most of the powers of a Gwragedd Annwn, but have turned them towards evil and harming others. This makes them very dangerous and capable foes.

Magical quarterstaff: The quarterstaff carried by a Gwragedd Annwn is a +2 weapon which increases the save DC of any spell they cast by +2.

Spells (Sp): Gwragedd Annwn cast spells as 14th level sorcerers.

Spell-like abilities (Sp): At will – *control water, detect magic, dispel magic, fog cloud, 3/day – cone of cold, dispel evil, hallucinatory terrain, improved invisibility, inflict serious wounds, major image, mirror image, 1/day – globe of invulnerability, greater dispelling, inflict critical wounds, veil*. These are like the spells cast by a 16th level sorcerer (save DC 14+spell level).

Kalikanjaros

Small Fey

Hit Dice: 2d6+2 (9 hp)

Initiative: +1

Speed: 20 ft

AC: 17 (+5 chainmail, +1 Dex, +1 size)

Attacks: Flintlock pistol +2 ranged or short spear +1 melee

Damage: Flintlock pistol d10, short spear d6

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Hand bomb, spells

Special Qualities: –

Saves: Fort +1, Ref +4, Will +5

Abilities: Str 10, Dex 12 (+1), Con 12 (+1), Int 17 (+3), Wis 14 (+2), Cha 12 (+1)

Skills: Hide +3, Knowledge (science) +6, Listen +3, Move Silently +3, Spot +3

Feats: –

Climate/Terrain: Any underground

Organisation: Solitary, band (5-10) or tribe (50-250)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral

Advancement Range: By character class

Kalikanjari (sing. Kalikanjaros) are faeries living in underground caverns or abandoned mines. They look like wretched little creatures with dirty clothes and hideously deformed bodies they try to conceal under their rags. It is said that kalikanjari consider themselves freaks of the faerie society and that is the reason they live in the darkness of the deepest caverns.

Cut off from the rest of the world, kalikanjari brood in their caves, inventing strange machines. Clearly, they are the most technologically advanced of all races on Earth. They have discovered the power of steam, which is used to power most of their inventions, as well as gunpowder, which they use for demolitions and as a weapon.

These faeries live in underground settlements, isolated from the surface world. They are very sensitive about their territory and dislike strangers. They can be described as hostile and unfriendly, but not

evil with the true meaning of the world. They offer their services to the one paying the most. They are most commonly employed by the Unseelie rather than the Seelie Court, but this doesn't mean they trust any of them. Kalikanjari are distrustful to the point of paranoia. They take great pains to ensure that their achievements will remain only theirs.

Combat

Although not extremely capable warriors, because of their size and little strength, kalikanjari have used their development of explosive materials to build a variety of weapons. They currently have gunpowder-powered muskets and flintlock pistols, which are far better than any bow or crossbow, as well as some incendiary devices that can blast a bundle of enemies to pieces.

Hand bomb: Kalikanjari expecting trouble or in patrol often carry these small round iron balls filled with gunpowder. They are activated by a fuse that is lit before the device is thrown. The not-too-sturdy iron shell shatters to small pieces by the force of the explosion, thus the device acts as a small fragmentation bomb. It follows the rules for grenade-like weapons and has a range increment of 20 ft. A hand bomb deals 4d6 damage with a direct hit and 2d6 splash damage in a 20 ft radius (half of this damage is piercing, while the rest is fire). A Reflex save (DC 20) is allowed to take only half damage.

Spells (Sp): They cast spells as 2nd level sorcerers.

Leanan Sidhe

a.k.a. Lhiannan Shee

Medium-Size Fey

Hit Dice: 6d6 (21 hp)

Initiative: +4

Speed: 30 ft

AC: 14 (+4 Dex)

Attacks: Dagger +7 melee

Damage: Dagger d4

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Enthralling voice, fascinating presence, soul feeding, spells

Special Qualities: Immunities, SR 12

Saves: Fort +2, Ref +9, Will +5

Abilities: Str 10, Dex 18 (+4), Con 11, Int 15 (+2), Wis 10, Cha 24 (+7)

Skills: Bluff +13, Diplomacy +10, Hide +8, Listen +4, Move Silently +8, Sense Motive +7, Spot +4

Feats: Spell Focus (Enchantment), Weapon Finesse (Dagger)

Climate/Terrain: Any

Organisation: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Usually chaotic evil

Advancement Range: By character class

Leanan Sidhe are malevolent faerie mistresses that feed upon the souls of mortal men. They are nicknamed "faerie vampires" and resemble extremely beautiful women with some faerie characteristics, like pointed ears or petite noses. They seduce mortal men by using their beauty and magic and slowly drain away their life. The Unseelie Court sometimes use them as seductresses to take control of an important mortal. Leanan Sidhe are believed to have descended by a tribe of Tuatha that played with mortals as though they were their toys. These sinister beings became the torturers of men known as the Leanan Sidhe.

Combat

A Leanan Sidhe is reluctant to enter combat, because this usually means that her cover has been exposed, so she simply flees to find other victims in a new place. Her potent magical powers make it difficult for someone to best her.

Enthralling voice (Su): By speaking to someone, a Leanan Sidhe can utilise the effects of a *charm person* spell (save DC 17). Three times per day, a Leanan can create a *suggestion* effect through her

speech (with the same save DC). Both abilities are as spells cast by a 10th level sorcerer.

Fascinating presence (Ex): Leanan Sidhe are easily among the most beautiful creatures in creation and fascinate both mortals and other supernatural creatures with their mere presence. If someone wants to take a hostile action against one, he must first succeed in a Will save (DC 18). If the saving throw is failed, he finds himself incapable of hurting such a beautiful creature and loses his action. This save must be attempted on every action someone takes against a Leanan. Hostile actions include attacking in melee or with ranged weapons and casting damage-inflicting spells (including area-effect spells that include the Leanan in their area of effect).

Immunities (Su): Leanan are immune to all mind-altering spells, as well as magical sleep.

Soul feeding (Su): Every time a Leanan makes love with a mortal, she drains 1 d3 Wisdom points from him (this is permanent damage). The victim is unable to notice the draining effect, feeling instead intense pleasure and a feeling of bliss which lasts for days, but his friends may notice that he becomes less determined and focused on everyday acts. Usually, a Leanan will continue to visit the victim, until he drops to Wisdom 3 or below. Then, she will search for another victim, having reduced this one to a weak shadow of his former self.

Spells (Sp): Leanan cast spells as 6th level wizards with specialisation in the Enchantment school. They usually take Evocation as their prohibited school.

Leprechaun

Tiny Fey

Hit Dice: 2d6 (7 hp)

Initiative: +6

Speed: 10 ft

AC: 20 (+6 Dex, +2 dodge, +2 size)

Attacks: Tiny dagger +9 melee

Damage: Tiny dagger d3-3+special

Face/Reach: 2.5 ft by 2.5 ft/0 ft

Special Attacks: Magical dagger, spells, spell-like abilities

Special Qualities: SR 18, superb reflexes

Saves: Fort +0, Ref +9, Will +4

Abilities: Str 4 (-3), Dex 22 (+6), Con 10, Int 18 (+4), Wis 12 (+1), Cha 13 (+1)

Skills: Bargain +6, Bluff +4, Diplomacy +4, Hide +8, Move Silently +8

Feats: Weapon Finesse (dagger)

Climate/Terrain: Temperate or cold woodlands and grasslands

Organisation: Solitary or party (3-5), along with 2-8 Plant Annwn in their employ

Challenge Rating: 1

Treasure: Triple coins

Alignment: Usually lawful neutral

Advancement Range: By character class

Leprechauns are tiny faeries, described in legends as kind and generous. In reality, they're greedy, ruthless merchants. They love gold like nothing else and seek to obtain as much as they can. Leprechauns will deal in everything (especially objects of small size) and can provide someone with almost everything – for the right price. They're not above taking advantage of the weaknesses or needs of any person they're dealing with in order to increase their profit. Magic is their favourite merchandise, in any form: books of lore, magical items etc. The house of a leprechaun is said to be full of magic and treasures, but one should be careful not to steal any leprechaun, for they are dangerous enemies, with the ability to magically harm someone.

Combat

Leprechauns always take precautions against thieves and bandits, as their merchandise is very valuable. They will usually leave any fighting to other faeries in their employ, as they are a little cowardly, but they will fight to their best if their gold is threatened. If captured or cornered, a leprechaun will plea for its life in

return for the location of hidden pots of gold.

Magical dagger: A leprechaun's magical dagger will cause sleep (as per the one produced by the *sleep* spell) for 10 minutes to anyone stricken by it who fails a Will save (DC 16).

Spells (Sp): Leprechauns cast spells as 4th level sorcerers.

Spell-like abilities (Sp): At will – *invisibility*, 3/day – *dimension door*, *major image*, *minor creation*. These are like the spells cast by a 7th level sorcerer (save DC 11+spell level).

Superb reflexes (Ex): A leprechaun's great quickness and natural reflexes provide it with a +2 dodge bonus to his AC and his Reflex saves. A leprechaun is never considered flat-footed and easily dodges area attacks or rays: any attack that allows a Reflex save for half damage always deals half damage to the leprechaun, except if he succeeds in his save (in which case no damage is dealt).

Nuckalevee

Large Fey

Hit Dice: 4d6+8 (22 hp)

Initiative: +2

Speed: 50 ft

AC: 15 (+2 Dex, +2 large shield, +2 natural, -1 size)

Attacks: Greatsword +6 melee, 2 hooves +1 melee, bite +2 melee

Damage: Greatsword 2d6+6, hoof d6+4, bite d10+4

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Locking jaws, spells

Special Qualities: Water breathing

Saves: Fort +3, Ref +6, Will +5

Abilities: Str 18 (+4), Dex 14 (+2), Con 15 (+2), Int 10, Wis 12 (+1), Cha 11

Skills: Hide +2, Listen +4, Move Silently +4, Spot +4

Feats: Weapon Focus (bite)

Climate/Terrain: Any sea or coastal lands

Organisation: Solitary, company (5-8), band (8-15)

or tribe (20-200)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually chaotic evil

Advancement Range: By character class

These evil faeries inhabit seas and oceans and can be considered water cousins of centaurs. They are fierce supporters of the Unseelie Court and its prime allies in the underwater world (along with any Ben Varrey caring to follow its orders). Unlike Ben Varreys, Nuckalevee can exit water and do so in order to spread havoc and disaster in the land.

The appearance of a Nuckalevee is extremely horrifying. It resembles a centaur with long arms that reach the ground and the lower body of a shark instead of a horse (although its body is positioned on four hoofed legs, much like a centaur). The great jaws of their shark half is perhaps their most horrible weapon.

Combat

Nuckalevee are ferocious in battle, using their shark jaws with great efficiency, as well as any artificial weapons they wield. They are especially ruthless against enemies of the Unseelie Court or any good-natured faeries of the seas.

Locking jaws (Ex): A natural attack roll of 18-20 with a Nuckalevee's jaws means that they lock on the flesh of their target. On each subsequent round, the victim must succeed in a Strength check (DC 16) or suffer d10+4 damage (while the jaws are locked on a victim, the bite attack is unavailable to the Nuckalevee).

Spells (Sp): They cast spells as 2nd level sorcerers.

Water breathing (Ex): Nuckalevees breathe both in the water and on the land without any difficulty.

Oakman

Small Fey

Hit Dice: 7d6+21 (45 hp)

Initiative: +3

Speed: 20 ft

AC: 17 (+3 Dex, +3 natural, +1 size)

Attacks: Club +7 melee or mighty shortbow +7 ranged

Damage: Club d6+3, mighty shortbow d6+3

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spells, spell-like abilities

Special Qualities: Domain

Saves: Fort +5, Ref +8, Will +9

Abilities: Str 16 (+3), Dex 16 (+3), Con 16 (+3), Int 10, Wis 18 (+4), Cha 16 (+3)

Skills: Hide +8, Knowledge (nature) +8, Listen +10, Move Silently +8, Spot +10, Wilderness Lore +11

Feats: Alertness, Track,

Climate/Terrain: Any forest

Organisation: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral

Advancement Range: By character class

An oakman is an ancient guardian of the wild that watches over the animals of the forest and fields. He is a small, wild-haired man with glowing red eyes, dressed in barks and leaves, who dwells in the centre of the forest in a cottage near some ancient oak that is the source of his power. Oakmen are solitary and hostile towards mortals, especially those that seek to harm the forest's animals. Often the oakman vents his anger on some hapless hunter or woodcutter. They hate mortals for their blind expansion that has brought much harm to nature and expressed their hostility in various ways.

Combat

Oakmen are extremely hostile against mortals they deem responsible for harming the places they protect even in small ways. Woodcutters and hunters have met ugly ends at their hands. They will not however, harm any faerie or anyone in the company of faeries. Being vengeful, they are especially fond of using illu-

sions to deceive their victim, making him lose the ability to focus on reality until they're driven insane.

Domain (Su): Each oakman derives power from an ancient oak and will protect it above all things. When within 300 ft of his oak, the power of an oakman increases dramatically: he receives +6 Strength and Dexterity, 20 temporary hit points and SR 18. If the oak is destroyed however, the oakman dies with it.

Spells (Sp): Oakmen cast spells as 7th level druids.

Spell-like abilities (Sp): At will – *entangle*, *shillelagh*, 3/day – *meld into stone*, *tree shape*. These are like the spells cast by a 7th level sorcerer (save DC 13+spell level).

Peist

Huge Dragon

Hit Dice: 15d12+60 (157 hp)

Initiative: +2

Speed: Swim 40 ft

AC: 24 (+2 Dex, +14 natural, -2 size)

Attacks: Bite +23/+18/+13 melee

Damage: Bite 3d6+9

Face/Reach: 10 ft by 20 ft/10 ft

Special Attacks: Swallow whole

Special Qualities: –

Saves: Fort +13, Ref +11, Will +9

Abilities: Str 28 (+9), Dex 14 (+2), Con 19 (+4), Int 10, Wis 10, Cha 9 (-1)

Skills: Listen +15, Move Silently +15, Spot +15, Wilderness Lore +10

Feats: Alertness, Weapon Focus (bite)

Climate/Terrain: Any lake

Organisation: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Usually neutral

Advancement Range: 16-20 HD (Huge), 21-25 HD (Gargantuan)

A Peist is a large serpent that inhabits lakes of moderate or large size. It is sometimes referred to as a

“loch dragon”, although it has no connection whatsoever with dragons. Peists have some faerie origins and appear to communicate with faeries of the lakes and rivers they inhabit. They are extremely territorial and aggressive, but they won’t harm any faerie being. On the other hand, mortals are often devoured by such beings. The only way one can be saved is only if he tosses food to the peist and then makes a hasty escape. Fishermen have realised this and villages provide a peist with regular “offerings” in order to clam it down and keep it away from their fishermen.

Peists resemble great serpents with green and grey scales and a long neck that ends to an enlarged head housing a mouth full of sharp teeth. Its flat body is equipped with powerful flippers allowing it to move with speed in the water.

Combat

Peists are bad-tempered and prone to assaulting boats and ships if not given a sufficient distractions (such as some tossed food). Their fangs are a terrifying natural weapon and they have been known to swallow whole men in just one bite.

Swallow whole (Ex): On a natural attack roll of 19-20, the peist swallows whole a target of Medium size or smaller. In subsequent rounds, the target suffers 2d6 damage per round from digestive acids. To escape, the target must deal 25 points of damage to the peist using a weapon of Small size or smaller (the AC of the peist’s interior is 18).

Phouka

Small Fey

Hit Dice: 3d6+3 (13 hp)

Initiative: +3

Speed: 20 ft

AC: 16 (+3 Dex, +2 natural, +1 size)

Attacks: Dagger +5 melee

Damage: Dagger d4

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spells

Special Qualities: Shapechange

Saves: Fort +2, Ref +6, Will +3

Abilities: Str 10, Dex 16 (+3), Con 12 (+1), Int 12 (+1), Wis 10, Cha 14 (+2)

Skills: Hide +7, Listen +3, Move Silently +7, Spot +3

Feats: Weapon Finesse (dagger)

Climate/Terrain: Temperate or cold forests and marshes

Organisation: Solitary, family (2-6), pack (4-15) or tribe (30-80)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral

Advancement Range: By character class

Phoukas are mischievous faeries rarely seen in their true forms. They resemble slender humanoid with bald skin the colour of a tree trunk and a height of 3-4 feet. Their heads are hairless with piercing brown eyes that never seem to blink. Phoukas are usually seen in some other form, using their shapeshifting skills. They are reclusive and stay away from mortals and other faeries. They usually don’t mean any harm, but their chaotic behaviour can make them dangerous when confronted.

Phoukas live deep in woods or marshes. They are excellent spies and observe and collect much information about other faeries. They are said to have extensive information on both the Seelie and the Unseelie Court. It seems that phoukas have been betrayed by both Courts and plan their revenge by spying and providing information collected to anyone who can use it to harm these organisations.

Combat

Phouka usually avoid combat, since they’re not terribly effective warriors. Their skills and abilities are aimed towards eluding their opponents, not facing them. Their shapechanging power is a gift they frequently use to get themselves out of difficult situa-

tions or to spy on other creatures.

Shapechange (Su): Phouka can *shapechange*, as per the spell, into any natural animal of Small or smaller size. Shapechanging is a standard action and it can be employed as often as they wish.

Spells (Sp): Phoukas cast spells as 3rd level sorcerers.

Plant Annwn

Medium-Size Fey

Hit Dice: 2d6 (7 hp)

Initiative: +2

Speed: 30 ft

AC: 16 (+4 chainshirt, +2 Dex)

Attacks: Longsword +1 melee or longbow +3 ranged

Damage: Longsword d8, longbow d8

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spells

Special Qualities: SR 10

Saves: Fort +0, Ref +5, Will +5

Abilities: Str 10, Dex 14 (+2), Con 10, Int 15 (+2),

Wis 14 (+2), Cha 13 (+1)

Skills: Hide +4, Listen +3, Move Silently +4, Spot +3, Wilderness Lore +4

Feats: —

Climate/Terrain: Any

Organisation: Solitary, family (2-4), group (3-20) or tribe (50-400)

Challenge Rating: 1

Treasure: Standard

Alignment: Any

Advancement Range: By character class

Plant Annwn are human-like faeries, very similar to the Tuatha De Dannan. In fact, the two races have a common origin, which is now lost in time. In times so old that even gods forget of them, the two races belonged to the same tribe of faeries that journeyed across the world and finally arrived at Ireland. There, they encountered the demonic Fomhoires and the unfriendly Fir Bholg, rulers of the land. The faeries

that became the Tuatha accepted the leadership and aid of the goddess Danu and managed to displace the previous rulers of Ireland. The Plant instead, rejected Danu's offer, not wishing to be led by anyone but to be free and on their own. Most of them left Ireland and spread to the rest of the world. They can be encountered virtually anywhere.

The Plant are much more variable than the Tuatha as a race and in this way they resemble humans. They don't have one and only ralm or residency; there are several areas and realms ruled by the Plant Annwn and they can be found at most faerie realms and locations on Earth. Also, they don't exhibit the "neutrality" shown by their cousins. Indeed, they once more resemble humans in that there are good, evil and neutral Plant. Plant Annwn don't have any kind of stable values and ideals to be followed by all members of their race. Instead, every Plant has its own set of values that may differ astonishingly from one to the other.

Some Plant belong to faerie organisations such as the Seelie and Unseelie Court. They have good relationships with the Tuatha, although they envy them a little because they haven't ever achieved the level of civilisation nor the wisdom of the Tuatha.

Combat

Plant Annwn are efficient warriors, trained in the ancient art of war developed by faeries. They favour guerrilla tactics, using the terrain to their advantage, and missile weapons, but they can also prove deadly when forced to meet the opponent in open ground and in close combat.

Spells (Sp): They cast spells as 1st level sorcerers.

Roane

a.k.a. Selkie

Medium-Size Fey

Hit Dice: 3d6 (10 hp)

Initiative: +3

Speed: 30 ft, swim 20 ft (only in seal form)

AC: 13 (+3 Dex)

Attacks: Bite +4 melee *only in seal form), short sword +1 melee (only in human form)

Damage: Bite d3, short sword d6

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spells

Special Qualities: Shapechange, SR 13, water breathing

Saves: Fort +1, Ref +6, Will +4

Abilities: Str 10, Dex 16 (+3), Con 10, Int 14 (+2), Wis 12 (+1), Cha 12 (+1)

Skills: Hide +6, Listen +3, Move Silently +4, Spot +5, Swim +9

Feats: Weapon Finesse (bite)

Climate/Terrain: Any sea or coastal lands

Organisation: Solitary, family (2-4), pack (5-10) or tribe (30-200)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic good

Advancement Range: By character class

Roanes (also called Selkies) are faeries of the sea that can take the form of a human or that of a seal. They live in underwater caves and cities located deep in the oceans, but can be also found near the shores for they like to travel and spend much of their time away from their homes. Roanes are gentle and peaceful beings, sometimes even to the seal-hunters that injure or kill their kind. However, some of the Selkies have grown tired of tolerating the mortal fishers and seal-hunters and have made attacks against them as an act of vengeance. Until now, this "movement" is not organised, but it begins to gain more followers, especially among the younger Selkies.

Roanes live in a dangerous environment. This doesn't mean that they are threatened by sharks or other creatures of the deep. Roanes are in constant conflict with the evil sea faeries, such as Nuckalevee and Ben Varreys. This old war is one of the reasons

why the Roanes have joined the Seelie Court. Despite their good nature, the Selkies were too peaceful to enter such an organisation, but they were forced to do so to protect themselves from their natural enemies.

Combat

Roanes are peace-loving creatures, but the dangers of their environment and the threat of evil sea faeries have forced them to receive some martial training and organise a standing army.

Shapechange (Su): As a standard action, a roane can assume any of two forms: a human-like one (which always remain the same) or that of a seal.

Spells (Sp): Selkies cast spells as 2nd level sorcerers.

Water breathing (Ex): In both forms, a selkie can breath on the land or in the water with equal ease.

Stoorworm

Large Magical Beast

Hit Dice: 5d10+5 (32 hp)

Initiative: +3

Speed: 20 ft, swim 20 ft, climb 20 ft

AC: 18 (+3 Dex, +6 natural, -1 size)

Attacks: Bite +6 melee

Damage: Bite d8+2+poison

Face/Reach: 5 ft by 10 ft/5 ft

Special Attacks: Poison

Special Qualities:Enlarge

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 15 (+2), Dex 17 (+3), Con 13 (+1), Int 5 (-3), Wis 12 (+1), Cha 4 (-3)

Skills: Balance +11, Climb +14, Hide +11, Listen +9, Spot +9

Feats: —

Climate/Terrain: Any

Organisation: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Usually lawful evil

Advancement Range: 6-9 HD (Large), 10-15 HD (Huge)

The stoorworm is an evil, enchanted serpent bred by malicious forces, like the Unseelie Court, to poison the water sources of their enemies. These serpents can locate water deposits, such as underground lakes which feed wells, with unerring accuracy. When they locate an important well, they dig through the earth until they reach it and then reside at its bottom. There, they secrete their venom in the water. Whole communities have been wiped out from the violence caused by the subtle action of the poison.

The stoorworm appears as a red snake with a head made of solid red bone. It reaches 10 feet in length, but can magically enlarge itself to reach 20 feet. Its tongue splits in three ends instead of the usual two seen in other snakes.

Combat

When faced with opponents, a stoorworm is certain to first enlarge itself, so it can deal with opponents better. It will then proceed to bite them to death, injecting its potent poison in their blood stream.

Enlarge (Su): Stoorworms can magically enlarge themselves. While enlarged, stoorworms are of Huge Size (AC 17), their Strength is increased to 20 and their bite inflicts $d10+5$ damage, plus they gain a +2 Fortitude bonus and 15 temporary hit points. Assuming this form (or retuning back to the stoorworm's smaller version) is a standard action.

Poison (Ex): With any successful bite attack that deals damage, the stoorworm injects some of its poison in the victim's blood stream. The target must make a Fortitude save (DC 18) against the potent hallucinogenic substance or suffer from extremely vibrant hallucinations for 2d10 minutes. During this time, he has a -4 penalty to his attack rolls, skill checks and AC and any spellcasting requires a Concentration skill check to be accomplished (DC 13+spell level). After this period elapses, the victim makes a

Will save (again, DC 18). Success means that the poison doesn't cause any additional effects. Failure means that the violent hallucinations have left a murderous rage in the character. For the next d6 hours the character is considered a chaotic evil character with only one purpose: to murder any other human, friend or foe, he meets. In this stage, the hallucinations are more tame and the character doesn't suffer any penalty. Note that while a person is under the effect of the poison, multiple doses aren't cumulative.

Someone drinking from the water of a source infected by a stoorworm is exposed to a much more diluted version of the poison. In this case, there are no sudden, violent hallucinations. Instead, a victim who fails his Fortitude save (DC 14 due to the diluted poison) begins to see violent nightmares. If he continues to drink the water, over the next 3 days his nightmares gradually begin to bleed in his daily life, becoming daily hallucinations. After the three days elapse, the person must make a Will save (DC 14) or turn into a chaotic evil bloodthirsty lunatic for 4d6 hours.

Swanmay

Medium-Size Fey

Hit Dice: 5d6+5 (22 hp)

Initiative: +4

Speed: 30 ft, fly 60 ft (good) (only in swan form)

AC: 14 (+4 Dex)

Attacks: Dagger +6 melee (only in human form)

Damage: Dagger d4

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spells

Special Qualities: Magical prohibition, shapechange, SR 15

Saves: Fort +2, Ref +8, Will +7

Abilities: Str 10, Dex 18 (+4), Con 13 (+1), Int 13 (+1), Wis 16 (+2), Cha 20 (+5)

Skills: Hide +8, Knowledge (nature) +5, Listen +6, Search +5, Sense Motive +7, Spot +6, Swim +10, Wilderness Lore +6

Feats: Weapon Finesses (dagger)

Climate/Terrain: Any

Organisation: Solitary or pair

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral good

Advancement Range: By character class

Swanmays are faerie shapechangers. Their true form is said to be that of a magnificent snow-white swan, one of the most beautiful sights any mortal can witness. A swanmay can also appear in the form of a comely young woman. Her snow-white hair is her most extraordinary feature in human form and is certain to attract the attention of any mortal male. Their hair is only one of the swan attributes they maintain in human form. Among others are their excellent swimming ability and grace of movement.

The dual form of the swanmays has been their greatest gift, but also their greatest curse. Swanmays were some of the very few faeries that became enamoured with the human race. They loved the humans' appearance, their potential, their dynamic approach to matters and their determination. Their shapechanging ability was a way they could spend time with their beloved ones. It had but one, critical flaw: they could only work magic in their true form. Their whole life became a dilemma: should they become isolated from their beloved humans and be able to live like faeries with access to the gift of magic, or should they live in the world of mortals and deny their faerie origins and magical heritage?

The answer to such a dilemma is not simple and most swanmays try to live both lives. It is a dangerous path they tread, for they must look after their loved ones and in the meantime avoid being discovered by them. A swanmay can be encountered in any human settlement, living along with their mortal mate. A child can be born from that union, but it will always be a female one. As it grows older, the child will feel it is different from other children. At her 16th birthdays,

her full swanmay powers shall be revealed and become accessible by her. Her mother usually informs her of the special heritage she carries and secretly instructs her to the life of a swanmay, so that their façade will remain intact.

Combat

Swanmays usually are peaceful creatures, but they will fight to the death if they're beloved ones, especially their daughters, are threatened.

Magical prohibition (Su): A swanmay can only use her spells in swan form.

Shapechange (Su): A swanmay can *shapechange*, as per the spell, between two forms. The first is that of a lovely female human, while the second is that of a snow white great swan. Switching between shapes requires a standard action and can be done as frequently as the swanmay wishes.

Spells (Sp): Swanmays cast spells as 6th level druids.

Trow

Large Giant

Hit Dice: 5d8+10 (32 hp)

Initiative: -2 (Dex)

Speed: 40 ft

AC: 12 (-2 Dex, +5 natural, -1 size)

Attacks: Huge greatclub +10 melee

Damage: Huge greatclub 2d6+9

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Disease, spells

Special Qualities: Disease immunity

Saves: Fort +6, Ref -1, Will -1

Abilities: Str 22 (+6), Dex 7 (-2), Con 15 (+2), Int 7 (-2), Wis 7 (-2), Cha 11

Skills: Climb +8, Listen +1, Spot +1

Feats: Weapon Focus (greatclub)

Climate/Terrain: Any

Organisation: Solitary or pack (2-4), usually along with 10-40 fir darrig.

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral evil

Advancement Range: By character class

Trows are giant faeries reaching 9 feet in height. They carry the worst traits of all faeries, something making them truly horrible in appearance. Their skin suffers from a disease similar to leprosy. Crooked horn and deformed lumps of flesh protrude from various parts of their bodies. Their personality is similar to their appearance: malign, sadistic, devilish. Trows could only fit in the kind of social structure the Unseelie Court provides. There, they're used as lieutenants that lead the Sluagh troops to battle. Their exceptional prowess suits such a task well and also serves to intimidate and put in order the unruly troops. Not being terribly intelligent, trows are easily manipulated and controlled by their superiors. They are also used as bodyguards by important Court members.

Combat

Trows follow basic and simple tactics in combat, since that's all they can handle. They usually charge the enemy to gather momentum for a devastating blow from their greatclubs.

Disease (Ex): Trows are walking piles of bacteria and diseases. Those fighting them in melee combat need to make a Fortitude save after the fight is over to avoid contracting a disease. A typical disease spread by trows would have DC 14, incubation 1d4 days and damage 1d3 Str.

Disease immunity (Ex): Trows would have died a long way ago if they hadn't developed a strong defence system against diseases of all kinds. They are immune to normal diseases and get a +5 bonus to saving throws against magical ones.

Spells (Sp): Trows cast spells as 1st level sorcerers.

Tuatha De Dannan

Medium-Sized Fey

Hit Dice: 3d6 (10 hp)

Initiative: +2

Speed: 30 ft

AC: 16 (+4 chainshirt, +2 Dex)

Attacks: Longsword +1 melee or longbow +3 ranged

Damage: Longsword d8, longbow d8

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spells

Special Qualities: SR 15

Saves: Fort +1, Ref +5, Will +5

Abilities: Str 10, Dex 15 (+2), Con 10, Int 16 (+3), Wis 14 (+2), Cha 15 (+2)

Skills: Listen +4, Knowledge (history) +5, Spellcraft +5, Spot +4

Feats: Alertness

Climate/Terrain: Temperate or cold forests, valleys and grasslands.

Organisation: Solitary, group (2-6), band (5-10), party (10-30)

Challenge Rating: 2

Treasure: Standard

Alignment: Usually neutral

Advancement Range: By character class

The Tuatha De Dannan ("tribe of the goddess Danu") are a noble race of faeries that once ruled Ireland. They are among the most ancient of the fey folk. When their race was young they participated in the establishment of fabled Mu and there met a great spirit, Danu. The spirit took an interest in them and helped them in many occasions, offering her wisdom and advice.

The Tuatha were wise enough to sense the upcoming Faerian Wars and the onslaught they would bring. Following Danu, their goddess, they chose not to be a part of these wars and abandoned Mu, journeying across the world to settle Ireland. There they encountered the warlike Fir Bholg, the rulers of Ireland, and the demonic fomhoires. With the

help of Danu, they managed to defeat both and claim Ireland as their own. There they created a lasting kingdom of peace and knowledge. However, when they sensed that it was the humans' turn to rule Earth, they abandoned their domain and retreated in hidden places. With time, they found that their retreat caused them to wane from the face of the Earth, now living in an otherworldly place. Thus, they were the first to inhabit a faerie realm, which they named Tír Nan Óg, "Land of the Ever Young", a name that fits its immortal inhabitants.

The Tuatha still inhabit their distant realm. They are a proud and beautiful people, said to be the faeries most close to man, though their slender characteristics and ancient wisdom place them far from mortals. They love arts, poetry and music and sometimes befriend mortals with the same interests.

They leave their immortal realm frequently to travel to earth, but they don't meddle with the affairs of mortals, or even faeries. The Tuatha are not members of the Seelie Court, nor do they plan to become in the future. They hold a neutral position towards both "good" and "evil" faeries and have no desire to participate in their disastrous conflicts. Only if they feel that the balance and future of Earth is threatened will they act.

Combat

Although friendly and neutral, Tuatha have a long martial tradition and are masters of the art of war in all its aspects. Their military discipline, superior arms and armor and magical power combine to form one of the most effective armies.

Spells (Sp): They cast spells as 4th level sorcerers.

Anathemas

Anathemas (sing. Anathema) are the accursed, pitiful creatures resulting from the Burning. They are magicians with warped, broken minds and souls. Their transformation has left them paranoid psychopaths

with an intense hatred for living creatures and especially other sorcerers. They are semi-mad, semi-logical beings that should be dead, yet their bodies are sustained by the very magic that destroyed them.

The Burning has "blessed" the Anathemas with many strange powers and immortality. However, in the same time it has taken from them their humanity and their life. It has condemned them in an everlasting semi-existence with bodies that cannot feel anymore but can still move and act. Their only purpose in this new "life" is to hunt down and destroy other magicians. Thus, they're feared by any living practitioner of arcane or divine magic.

Anathema template

"Anathema" is a template that can be added to any creature, provided that it's capable of casting spells and has suffered the Burning. The creature's type changes to "undead". It uses all of its old statistics and special abilities, except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the character.

AC: Same as the character.

Damage: Same as the character.

Special Attacks: An anathema retains its old special attacks and also gains those listed below.

Magical Bane (Su): At will, an anathema can extrude an aura which negates magic in the area. This aura extends 20 ft around the anathema and functions as an antimagic field cast by a sorcerer of level equal to the anathema's HD. Activating and maintaining this aura is a full-round action. While the field is active, the anathema can affect something or someone up to 120 ft away with a *greater dispelling* spell. This is considered a free action, but only one *greater dispelling* may be used per round. The *greater dispelling* works as if cast by a sorcerer with level equal to the anathema's HD. Only the targeted dispel option of *greater dispelling* may be used in this fashion.

Spells (Sp): The anathema can cast any spells it

could cast while alive.

Spell Mastery (Su): Anathemas, as masters of magic and of the ways it works, can enhance spells with metamagic feats without expending higher level spell slots. An anathema has a number of “free” spell levels each day equal to half its HD. It is able to substitute these levels instead of using a higher level spell slot for metamagically enhanced spells.

Special Qualities: An anathema retains its old special abilities and gains those listed below (it also gains the undead type).

Burning Resistance (Su): Since they’ve already suffered the Burning, Anathemas are less affected by it. They only need half the usual time to sleep after casting a powerful spell. However, if they suffer the Burning for a second time, they’re utterly destroyed.

Spell Resistance (Su): An anathema has SR equal to 10+half its HD.

Turn Resistance (Ex): An anathema has +4 turn resistance.

Saves: Same as the character.

Abilities: An anathema has no Constitution score being undead. Otherwise, same as the character.

Skills: Same as the character.

Feats: Same as the character.

Climate/Terrain: Same as the character.

Organisation: Solitary.

Challenge rating: Same as the character+2.

Treasure: Double items.

Alignment: Any evil.

Advancement: By character class.

Demons and Angels

Demons and angels are supernatural, almost divine beings living in worlds far away from Earth, deep in the middle ring of the cosmos, collectively known as the Netherworlds. It is speculated that in the dawn of time these beings were kin, descending from the same race, but they were separated soon after, when An-

gels chose to follow the ideals of “good” and Demons those of “evil”. From that moment, the two races have been dragged into a lasting war, turning the netherworlds into a huge battlefield. The war has been carried to other worlds as well, including Earth, but on a much smaller scale.

Summoning and travelling

Often, demons and angels can be found as servants of strange and divine powers. Their duties require them to travel a lot, leaving the netherworlds for other realms of existence. Earth has its share of these mysterious beings, summoned here by spells and rituals to serve their summoner or offer him power and longevity. This is the way demons and angels can freely walk and act in the lands of the physical world. If they travel through their own power or magical gates, they face a strange environment with laws and principles alien to them. This leaves them weak: they can remain on Earth for only one hour per HD (returning afterwards to their plane) and they suffer a -4 penalty to all actions. When summoned by magicians, their spells give them the ability to sustain their forms and the sorcerers offer them a part of their life force that renders them partially human-like and therefore able to endure the laws of the physical world that seem so strange to them.

Uniqueness

Demons and Angels aren’t a race like humans, for every one of them is different from the rest in some way. One Angel could be a brilliant sphere of light, while another a magnificent human-like being. A Demon could resemble a great human warrior equipped with blood-dripping horns and a pair of bat-like wings or he could be a disgusting insectoid or lump of flesh, or even a beautiful temptress.

Each demon and angel is a unique being with its own powers and weaknesses. This means that there are no similar groupings of these entities and

they can't have any form of set statistics. Instead, every one should be created and treated individually. The following guidelines can be useful in the creation of a demon or angel for your campaign.

Generation

A demon's or angel's generation is a measure of its relative power. Generation doesn't have anything to do with the entity's age. Rather, it describes the similarity between the entity's potency and that of ancient angels and demons.

Ancient demons and angels were extremely powerful and potent beings, almost god-like in their might. Subsequent generations were less powerful. Even today however, some demons and angels are born with the power of the elder ones. Thus, if a demon is said to be "of the third generation", it doesn't necessarily mean that he was born during the reign of the third generation. It usually means that his power is roughly equivalent to that of a true demon of the third generation.

There are five acknowledged generations. It seems that the fifth generation entities are the least powerful a demon or angel can ever be and it is believed that there won't be a sixth generation. Statistics and guidelines are given for entities of the 2nd to 5th generation. Those of the first generation are very few (most have died in the assault against the Dragon) and their power is almost god-like (indeed, many have priests in the physical world). No one has ever been born with their power since their defeat at the hands of the Dragon. Some of the surviving entities of the first generation are described in the "Gods and powers" chapter.

Type and Size

Entities from the Netherworlds are of course treated as outsiders. Their Size varies from Tiny to Huge and affects Strength, Constitution and Dexterity (apart from the usual modifications to AC and

attack bonuses).

Tiny: -6 Str (min 1), +8 Dex

Small: -3 Str (min 1), +4 Dex

Medium-Size: No modifications

Large: +4 Str, -3 Dex (min 1), +4 Con

Huge: +8 Str, -6 Dex (min 1), +8 Con

Hit Dice

Angels and demons have classes and levels as characters. Nearly all classes are open to them, but priests must follow one of the angelic or demonic powers (see the "Gods and powers" chapter for more details). They frequently multiclass.

Second Generation: Character level 20

Third Generation: Character level 15

Fourth Generation: Character level 10

Fifth Generation: Character level 5

Speed

The Speed of a demon or angel is according to its size, as in the following table. Furthermore, all such entities are able to fly, either through wings or through some mystical effect.

Tiny: 20 ft, fly 50 ft (perfect)

Small: 20 ft, fly 80 ft (good)

Medium-Size: 30 ft, fly 100 ft (average)

Large: 40 ft, fly 150 ft (poor)

Huge: 50 ft, fly 150 ft (clumsy)

AC

Angels and demons may or may not have a natural armor rating (this depends on their special traits, see below). They do however, take advantage of constructed armors and shields and any entity of fourth or lower generation can be assumed to carry magical items.

Attacks/Damage

Angels and demons may or may not have natural at-

tacks (this depends on their special traits, see below). They can most certainly take advantage of artificial weapons and any entity of the fourth or lower generation can be expected to carry magical arms.

Special Attacks and Qualities

Angels and demons are powerful and magical beings, so they have a lot of powers in their command. The most common ones follow:

Damage Reduction

Second Generation: 20/+4

Third Generation: 20/+3

Fourth Generation: 15/+2

Fifth Generation: 10/+1

Immunities

Demons and angels are generally immune to poisons, diseases, paralysation, petrification and magical sleep.

Spell Resistance

Second Generation: 25

Third Generation: 22

Fourth Generation: 18

Fifth Generation: 15

Spells

Second Generation: Casts spells as a 15th level sorcerer.

Third Generation: Casts spells as a 10th level sorcerer.

Fourth Generation: Casts spells as a 7th level sorcerer.

Fifth Generation: Casts spells as a 7th level sorcerer.

Spell-like Abilities

The following spell-like abilities are common to all angels.

Second Generation: At will – *alter self*, *charm per-*

son, *command*, *cure major wounds*, *displacement*, *dominate person*, *greater dispelling*, *invisibility*, *nondetection*, *persistent image*, *rainbow pattern*, 3/day – *blade barrier*, *forbiddance*, *heal*, *mass suggestion*, *plane shift*, *teleport*, 1/day – *discern location*, *limited wish*, *repulsion teleport without error*. These are like the spells cast by a 15th level sorcerer.

Third Generation: At will – *alter self*, *charm person*, *command*, *cure light wounds*, *dispel magic*, *displacement*, *invisibility*, *major image*, *nondetection*, *suggestion*, 3/day – *cure major wounds*, *dominate person*, *greater dispelling*, *persistent image*, *rainbow pattern*, *teleport*, 1/day – *blade barrier*, *forbiddance*, *mass suggestion*, *plane shift*. These are like the spells cast by a 13th level sorcerer.

Fourth Generation: At will – *alter self*, *charm person*, *command*, *cure light wounds*, *dispel magic*, *misdirection*, 3/day – *displacement*, *invisibility*, *major image*, *nondetection*, *suggestion*, 1/day – *cure major wounds*, *dimension door*, *dominate person*, *persistent image*, *plane shift*. These are like the spells cast by a 11th level sorcerer.

Fifth Generation: At will – *alter self*, *command*, *misdirection*, 3/day – *charm person*, *cure light wounds*, *dispel magic*, *invisibility*, *nondetection*, 1/day – *displacement*, *major image*, *suggestion*. These are like the spells cast by a 8th level sorcerer.

The following spell-like abilities are common to all demons.

Second Generation: At will – *alter self*, *cause fear*, *charm person*, *darkness*, *dispel magic*, *displacement*, *dominate person*, *inflict major wounds*, *invisibility*, *nondetection*, *persistent image*, *phantasmal killer*, *suggestion*, 3/day – *forcecage*, *harm*, *plane shift*, *stone to flesh*, *teleport*, 1/day – *discern location*, *finger of death*, *limited wish*, *teleport without error*. These are like the spells cast by a 15th level sorcerer.

Third Generation: At will – *alter self*, *cause fear*, *charm person*, *darkness*, *dispel magic*, *displacement*,

inflict light wounds, invisibility, major image, nondetection, suggestion, 3/day – inflict major wounds, persistent image, phantasmal killer, teleport, 1/day – force-cage, plane shift, stone to flesh. These are like the spells cast by a 13th level sorcerer.

Fourth Generation: *At will – alter self, cause fear, charm person, darkness, dispel magic, inflict light wounds, misdirection, 3/day – displacement, invisibility, major image, nondetection, suggestion, 1/day – dimension door, inflict major wounds, persistent image, plane shift.* These are like the spells cast by a 11th level sorcerer.

Fifth Generation: *At will – alter self, cause fear, darkness, misdirection, 3/day – charm person, dispel magic, invisibility, nondetection, 1/day – displacement, major image, suggestion.* These are like the spells cast by a 8th level sorcerer.

Special Traits

Until now, the powers and abilities of demons and angels seem pretty standard. Special traits can be used to make a demon or angel unique, by providing highly specialised and individual abilities under his control. There is no set number of special traits for a demon or angel, but the following are recommended:

Second Generation: 5-10

Third Generation: 3-6

Fourth Generation: 2-4

Fifth Generation: 1-3

Ability drain: The entity has an attack that causes ability loss, either temporary or permanent. This usually requires an unarmed melee attack (or a melee attack using a natural weapon, like claws or bite). When taking this trait, the entity selects the ability it can damage. Damage is considered temporary, unless this trait is taken twice, in which case the loss is permanent. No entity can drain more than one ability.

1. Fifth generation entities can cause 1d4 temporarily ability damage or one point of permanent ability

drain.

2. Fourth generation entities can cause 1d6 temporarily ability damage or 1d3 permanent ability drain.

3. Third generation entities can cause 1d8 temporarily ability damage or 1d4 permanent ability drain.

4. Second generation entities can cause 1d12 temporarily ability damage or 1d6 permanent ability drain.

Armoring: The entity has a natural armor bonus, which can take the form of hardened scales, a blinding light aura distracting enemies or myriads of other forms. The natural armor of the entity is +3 per generation counting backwards (ie a 5th generation entity has +3 natural armor, while a 2nd generation one has +12 natural armor). This trait can be taken multiple times to provide better protection: each extra time the natural armor bonus is increased by +3.

Blindsight: This creature is considered to have the blindsight extraordinary ability. This ability can be based on a lot of principles: the creature might have an extraordinary sense of scent or a sonar-like echolocation ability (much like a bat). The range of this ability is usually 60 ft, but it may be doubled if the trait is taken again.

Energy drain: An entity with this trait has an energy drain attack. This usually requires an unarmed melee attack (or a melee attack using a natural weapon, like claws or bite). This trait cannot be taken more than once.

1. Fifth generation entities bestow one negative level on their opponent.

2. Fourth generation entities bestow 1d2 negative levels on their opponent.

3. Third generation entities bestow two negative levels on their opponent.

4. Second generation entities bestow 1d2+1 negative levels on their opponent.

Energy resistance or immunity: The entity is especially resistant against one type of energy (like fire,

cold etc). When facing damage from that form of energy, the entity has damage reduction equal to five times its generation counting backwards (ie a 5th generation entity has DR 5, while a 2nd generation one has DR 20). If this trait is taken twice for a certain type of energy, the creature becomes totally immune against that type. However, an entity cannot have more than one energy immunity. Otherwise, taking this trait again can apply to a different energy type.

Evasion: Only entities of Large Size or smaller can take this trait, which gives them the Evasion extraordinary ability (like a rogue). If taken a second time, Evasion upgrades to Improved Evasion, but the creature can not be greater than Medium-Size.

Fast healing: An entity with this ability repairs damage suffered extremely quick.

1. Fifth generation entities have Fast Healing 3.
2. Fourth generation entities have Fast Healing 5.
3. Third generation entities have Fast Healing 8.
4. Second generation entities have Fast Healing 10.

Fear: Entities with this trait radiate an aura of fear or awe that terrifies mortals and other creatures with less HD or levels than them. This aura of fear is not continuous: the entity can choose when to radiate it and when not (as a free action).

1. Fifth generation entities radiate fear in a 15 ft radius. Potential targets must succeed in a Will save against DC 15 or become frightened for d12 rounds.
2. Fourth generation entities radiate fear in a 30 ft radius. Potential targets must succeed in a Will save against DC 18 or become frightened for d12 rounds.
3. Third generation entities radiate fear in a 45 ft radius. Potential targets must succeed in a Will save against DC 20 or become panicked for d12 rounds.
4. Second generation entities radiate fear in a 60 ft radius. Potential targets must succeed in a Will

save against DC 23 or become panicked for d12 rounds.

Gaze attack: This trait grants a gaze attack to the entity. Lethal gaze attacks are only gained if this trait is taken twice and are of limited activations per day (with each activation lasting for one round). A lethal gaze attacks usually consists of petrification or instant death. Non-lethal attacks are usually charm gazes or curse gazes (as the bestow curse spell) and have more activations per day than lethal attacks. A creature can only have one type of gaze attack. Saving throws against gaze attacks are Fortitude against petrification or instant death and Will against charm, curse etc.

1. Fifth generation entities can use a non-lethal gaze 3 times per day and a lethal gaze one time per day. The save DC is 15.
2. Fourth generation entities can use a non-lethal gaze 5 times per day and a lethal gaze 3 times per day. The save DC is 15.
3. Fifth generation entities can use a non-lethal gaze 10 times per day and a lethal gaze 5 times per day. The save DC is 18.
4. Fifth generation entities can use a non-lethal gaze 20 times per day and a lethal gaze 10 times per day. The save DC is 20.

Incorporeality: Incorporeal demons and angels are of two kinds. The first kind are those entities that can switch between corporeal and incorporeal forms at will. These creatures are usually able to maintain an incorporeal form for a number of hours per day equal to their generation counting backwards (ie one hour for a 5th generation entity and 4 hours for a 2nd generation entity). The second kind are those entities that are naturally incorporeal and do not have a corporeal form. These entities are permanently incorporeal and might resemble anything from ghostly angels and demons to great spheres of pure energy. Permanently incorporeal entities have a means of attacking only if they have taken the natural attack trait: in this

case, they use their Dexterity modifier for their attack bonus and they are capable of harming corporeal creatures with their natural attack.

Magical power: The entity can cast a spell as a spell-like ability, in addition to the abilities standard for all demons or angels. If this special trait is taken, the entity selects one arcane or divine spell to use as a spell-like ability (with a caster level as that for its other spell-like abilities).

1. Fifth generation entities can cast a 1st level spell at will, a 2nd or 3rd level spell three times per day or a 4th level spell once per day.
2. Fourth generation entities can cast a 1st or 2nd level spell at will, a 3rd or 4th level spell three times per day or a 5th level spell once per day.
3. Third generation entities can cast a 1st, 2nd or 3rd level spell at will, a 4th level spell three times per day or a 5th or 6th level spell once per day.
4. Second generation entities can cast a 1st, 2nd or 3rd level spell at will, a 4th or 5th level spell three times per day or a 6th level spell once per day.

Natural attack: Demons more commonly than angels have bestial characteristics that provide them with natural weapons, like claws or fangs. By taking this special trait, an entity can select one natural attack from the table below (taking the trait multiple times enables more attacks to be chosen). The basic damage of the attack depends on the size of the entity.

Bite: d3 (tiny), d4 (small), d6 (medium-size), d8 (large), d10 (huge)

Claws or talons: d2 (tiny), d3 (small), d4 (medium-size), d6 (large), d8 (huge)

Horns or tusks: d3 (tiny), d4 (small), d8 (medium-size), 2d6 (large), 2d8 (huge)

Stinger: d2 (tiny), d3 (small), d4 (medium-size), d6 (large), d8 (huge)

Poison: An entity (usually a demon; very few angels have this trait) with this trait has a potent poison attack. The poison is usually delivered through a natural attack, like a bite or stinger, which the creature

must already possess.

1. The poison of a fifth generation entity is usually DC 16 to resist and does 1d6 Str initial and secondary damage.
2. The poison of a fourth generation entity is usually DC 18 to resist and does 1d6 Str and Con initial and secondary damage.
3. The poison of a third generation entity is usually DC 20 to resist and does 2d8 hp and 1d6 Str and Con initial and secondary damage.
4. The poison of a second generation entity is usually DC 22 to resist and has the same initial and secondary damage as that of third generation entities (2d8 hp and 1d6 Str and Con). However, failure to resist the secondary damage means that one of the Strength and Constitution points lost is a permanent loss rather than a temporary one.

Regeneration: An entity with this trait has the Regeneration extraordinary ability and heals a number of hit points per round equal to twice its generation counting backwards (ie a fifth generation entity heals 2 hp/round, while a second generation one heals 8 hp/round).

Saves

A demon's or angel's base saving throws are derived from his class and level, just as for an ordinary character. However, because such entities are inherently magical and powerful, they get a special +2 bonus on any saving throw.

Abilities

A otherworldly entity's ability scores are determined as for a player character: by dice. The more powerful an entity is, the better its abilities will be and this reflects on the type of dice used to generate its ability scores.

Second Generation: 7d6, drop the 2 lowest and use the other 5 dice (default array: 25, 24, 23, 22, 21,

18).

Third Generation: 6d6, drop lowest and use the other 5 dice (default array: 23, 22, 21, 20, 19, 16).

Fourth Generation: 5d6, drop lowest and use the other 4 dice (default array: 19, 18, 17, 16, 12).

Fifth Generation: 5d6, drop the 2 lowest and use the other 3 dice (default array: 17, 16, 15, 14, 10).

Challenge Rating

A demon's or angel's Challenge Rating is equal to his character level $\times 3/4$. Every two special traits he has increase his CR by an additional one point.

Spirits

Spirits are insubstantial entities living in the ethereal plane that surrounds the physical world. Where mortals and other creatures are composed of soul and body, spirits have no ultimate connection to matter in the physical world, using it only when it suits them. Each spirit is associated with a natural element, a manifestation of nature or a kind of creatures. There are spirits associated with air, earth, fire and water, plants, animals or even with such terms as death, life, healing, disease, fertility etc. A spirit's personality and form depends on its association.

The personality of spirits is somewhat difficult to describe. Spirits are certainly not mortals and can't understand, much less affected by, the passions and weaknesses leading mortals to their fall. They can be described as good, evil or neutral, but again these terms differ from those used by humans. Because spirits are not burdened by the affairs of everyday life, like humans are, the "evil" or "goodness" of spirits (or even their neutrality for that purpose) is of a more grand, pure scale. A spirit will never possess the petty evil of a mortal; its evil will be a cosmic one. The immortality and timelessness of spirits also make them very patient. They tend to forget the limited life span of mortals and just can't understand why they

live such hasty lives. When a spirit plans something, its plans might take tens or hundreds of years until they come to fruition. Also, some of the rewards a human might achieve are of no use to spirits. Money makes no sense to them, nor being a lord in a mortal realm, since they usually outlive many realms of men.

This section provides game statistics for the most common types of spirits: air, animal, earth, fire, plant and water spirits. Each kind of spirits is divided in three categories: mediocre (which are the weakest and less powerful), powerful and elder (which are the most powerful but also less numerous). Statistics for the most powerful spirits, the so-called great spirits, are not given: such entities are god-like and are described in the "Gods and powers" chapter.

Common powers and abilities

All spirits have the following powers and abilities:

1. Since spirits dwell in the ethereal plane, most of the time they're ethereal in relationship to anyone in the physical world. However, spirits also have the ability to manifest themselves on Earth. This requires a large concentration of their associated element on Earth. For example, a large conflagration might allow a fire spirit to take a material form on Earth. Plant spirits can manifest themselves in great forests and animal spirits among parties of their associated animals. Spirits can also take a material form when summoned in the physical world by spells.
2. Spirits are immortal in the sense that they don't age but can be destroyed. Spirits that are killed in the real world flee back to the ethereal plane where their essence is reconstructed within d12 months. Spirits destroyed in the ethereal plane however, are permanently dead.
3. All spirits are immune to poison, sleep, paralysis and stunning. Most spirits, except animal spirits, are immune to critical hits.
4. Spirits have blindsight 300 ft.

Air Spirits

Air spirits usually appear as masses of air or fog. They can slip through any crack or opening, no matter how tiny. Only airtight barriers prove to be an obstacle for them.

Invisibility (Ex): As they're composed of air, air spirits are naturally invisible. This functions as a continuous *improved invisibility* spell that can't be dispelled or negated (it isn't magical in nature).

Spells (Sp): Mediocre air spirits cast spells as 5th level sorcerers. Powerful air spirits cast spells as 10th level sorcerers. Elder air spirits cast spells as 15th level sorcerers. Air spirits can cast spells of the Air clerical domain as if they were sorcerer spells.

Spell-like abilities (Sp): Mediocre: 3/day – *obscuring mist*, *wind wall*, 1/day – *control winds*. These are like the spells cast by a 5th level sorcerer (save DC 11+spell level).

Powerful: 3/day – *control winds*, *obscuring mist*, *wind wall*, 1/day – *control weather*, *lightning bolt*. These are like the spells cast by a 10th level sorcerer (save DC 12+spell level).

Elder: 3/day – *control winds*, *lightning bolt*, *obscuring mist*, *wind wall*, 1/day – *chain lightning*, *control weather*. These are like the spells cast by a 15th level sorcerer (save DC 14+spell level).

Whirlwind attack (Ex): As a full-round action, an air spirit can attack everyone within 10 ft of it with a slam attack. Each target is attacked separately using the highest attack bonus of the spirit (however, each attack suffers a -3 penalty).

Animal Spirits

Animal spirits appear as large, archetypal specimens of a specific animal, like a bear, a lion or an owl. Each spirit is associated with one animal.

Spells (Sp): Mediocre animal spirits cast spells as 5th level sorcerers. Powerful animal spirits cast spells as 10th level sorcerers. Elder animal spirits cast spells as 15th level sorcerers. Animal spirits can cast spells of the Animal clerical domain as if they were sorcerer spells.

Spell-like abilities (Sp): Mediocre: 3/day – *calm animals*, *hold animal*, 1/day – *dominate animal*. These are like the spells cast by a 5th level sorcerer (save DC 11+spell level).

Powerful: 3/day – *calm animals*, *dominate animal*, *hold animal*, 1/day – *antilife shell*, *repel vermin*. These are like the spells cast by a 10th level sorcerer (save DC 12+spell level).

Elder: 3/day – *calm animals*, *dominate animal*, *hold animal*, *repel vermin*, 1/day – *animal shapes*, *antilife shell*. These are like the spells cast by a 15th level sorcerer (save DC 14+spell level).

Earth Spirits

Earth spirits appear as lumps of earth and stone with a vaguely human shape and rocky appendages.

Spells (Sp): Mediocre earth spirits cast spells as 5th level sorcerers. Powerful earth spirits cast spells as 10th level sorcerers. Elder earth spirits cast spells as 15th level sorcerers. Earth spirits can cast spells of the Earth clerical domain as if they were sorcerer spells.

Spell-like abilities (Sp): Mediocre: 3/day – *soften earth and stone*, *stone shape*, 1/day – *wall of stone*. These are like the spells cast by a 5th level sorcerer (save DC 11+spell level).

Powerful: 3/day – *soften earth and stone, stone shape, wall of stone*, 1/day – *spike stones, transmute rock to mud (or mud to rock)*. These are like the spells cast by a 10th level sorcerer (save DC 12+spell level).

Elder: 3/day – *soften earth and stone, spike stones, stone shape, wall of stone*, 1/day – *earthquake, transmute rock to mud (or mud to rock)*. These are like the spells cast by a 15th level sorcerer (save DC 14+spell level).

Fire Spirits

Fire spirits appear as pillars of flames that may move on their own accord. They can attack either by extending tendrils of fire and lashing out with them or by causing their body to expand and burst, burning those around the spirit.

Flame burst (Ex): As a standard action, a fire spirit can cause the flames of its body to burst, reaching out to 20 ft. Anyone inside this area suffers 3d6 fire damage in the case of a mediocre spirit, 5d6 in the case of a powerful spirit or 7d6 in the case of an elder spirit. A successful Reflex save (DC 15) halves the damage suffered. This ability may be used once per turn.

Flame tendril (Ex): A fire spirit's natural attack deals energy damage (without the Strength modifier added to damage) and can set things on fire. If someone hit fails a Reflex save (DC 12), he is set aflame and suffers d6 damage per round for the next d6 rounds (or until the fire is extinguished by immersion in water etc).

Flaming body (Ex): One of the fire spirit's best defences is its body of flames. Anyone striking it in melee is affected as if the spirit had a *fire shield* cast on it by a sorcerer with caster level equal to the spirit's HD. Note that the spirit's *fire shield* only damages enemies; it doesn't confer any other effect of the spell.

Spells (Sp): Mediocre fire spirits cast spells as 5th

level sorcerers. Powerful fire spirits cast spells as 10th level sorcerers. Elder fire spirits cast spells as 15th level sorcerers. Fire spirits can cast spells of the Fire clerical domain as if they were sorcerer spells.

Spell-like abilities (Sp): Mediocre: 3/day – *burning hands, produce flame*, 1/day – *wall of fire*. These are like the spells cast by a 5th level sorcerer (save DC 11+spell level).

Powerful: 3/day – *burning hands, produce flame, wall of fire*, 1/day – *fireball, fire seeds*. These are like the spells cast by a 10th level sorcerer (save DC 12+spell level).

Elder: 3/day – *burning hands, fireball, produce flame, wall of fire*, 1/day – *fire seeds, firestorm*. These are like the spells cast by a 15th level sorcerer (save DC 14+spell level).

Water weakness: A bucket of water thrown at a fire spirit will cause 1d6 damage. Larger amounts of water will cause damage according to the judgement of the Gamemaster. This also means that a fire spirit cannot enter bodies of water, as such an act would be suicidal.

Plant Spirits

Plant spirits appear as old but sturdy trees that can uproot themselves and walk across the land. They use their branches as appendages.

Spells (Sp): Mediocre plant spirits cast spells as 5th level sorcerers. Powerful plant spirits cast spells as 10th level sorcerers. Elder plant spirits cast spells as 15th level sorcerers. Fire spirits can cast spells of the Plant clerical domain as if they were sorcerer spells.

Spell-like abilities (Sp): Mediocre: 3/day – *entangle, plant growth*, 1/day – *control plants*. These are like the spells cast by a 5th level sorcerer (save DC 11+spell level).

Powerful: 3/day – *control plants, entangle, plant growth*, 1/day – *repel wood, wall of thorns*. These are like the spells cast by a 10th level sorcerer (save DC 12+spell level).

Elder: 3/day – *control plants, entangle, plant growth, wall of thorns*, 1/day – *command plants, repel wood*. These are like the spells cast by a 15th level sorcerer (save DC 14+spell level).

Water Spirits

Water spirits resemble great waves which move on their own accord. Although they can not manipulate physical objects, their liquid form enables them to pass through cracks and other openings with relative ease.

Engulf (Ex): By making a grapple attack against someone, a water spirit can engulf him with its watery mass. While grappled, the victim drowns in the spirit's water.

Spells (Sp): Mediocre water spirits cast spells as a 5th level sorcerer. Powerful water spirits cast spells as a 10th level sorcerer. Elder water spirits cast spells as a 15th level sorcerer. Water spirits can cast spells of the Water clerical domain as if they were sorcerer spells.

Spell-like abilities (Sp): Mediocre: 3/day – *fog cloud, obscuring mist*, 1/day – *control water*. These are like the spells cast by a 5th level sorcerer (save DC 11+spell level).

Powerful: 3/day – *control water, fog cloud, obscuring mist*, 1/day – *cone of cold, ice storm*. These are like the spells cast by a 10th level sorcerer (save DC 12+spell level).

Elder: 3/day – *control water, fog cloud, ice storm, obscuring mist*, 1/day – *acid fog, cone of cold*. These are like the spells cast by a 15th level sorcerer (save DC 14+spell level).

Air Spirits

	<i>Mediocre</i>	<i>Powerful</i>	<i>Elder</i>
	Medium-Size Outsider (Air)	Large Outsider (Air)	Huge Outsider (Air)
<i>Hit Dice:</i>	5d10+10 (37 hp)	10d10+30 (85 hp)	15d10+45 (127 hp)
<i>Initiative:</i>	+0	+0	+0
<i>Speed:</i>	Fly 100 ft (perfect)	Fly 100 ft (perfect)	Fly 100 ft (perfect)
<i>AC:</i>	10	10	10
<i>Attacks:</i>	Wind buffet +9 melee	Wind buffet +14/+9 melee	Wind buffet +19/+14/+9 melee
<i>Damage:</i>	Wind buffet d6+4	Wind buffet d10+5	Wind buffet 2d6+6
<i>Face/Reach:</i>	5 ft by 5 ft/5 ft	5 ft by 5 ft/10 ft	10 ft by 10 ft/15 ft
<i>Special Attacks:</i>	Spells, spell-like abilities, whirlwind attack	Spells, spell-like abilities, whirlwind attack	Spells, spell-like abilities, whirlwind attack
<i>Special Qualities:</i>	Damage reduction 20/+2, invisibility, spirit, SR 15	Damage reduction 30/+3, invisibility, spirit, SR 17	Damage reduction 30/+4, invisibility, spirit, SR 20
<i>Saves:</i>	Fort +6, Ref +4, Will +6	Fort +10, Ref +7, Will +10	Fort +12, Ref +9, Will +14
<i>Abilities:</i>	Str 18, Dex 10, Con 14, Int 14, Wis 14, Cha 12	Str 20, Dex 10, Con 16, Int 16, Wis 16, Cha 14	Str 23, Dex 10, Con 16, Int 20, Wis 20, Cha 18
<i>Skills:</i>	Knowledge (history) +6, Knowledge (the Planes) +6, Listen +5, Spot +5	Knowledge (history) +12, Knowledge (the Planes) +12, Listen +10, Spellcraft +6, Spot +10	Knowledge (history) +18, Knowledge (the Planes) +18, Listen +15, Spellcraft +10, Spot +15
<i>Feats:</i>	Improved Bull Rush	Improved Bull Rush, Improved Trip	Improved Bull Rush, Improved Trip, Mobility
<i>Climate/Terrain:</i>	Any	Any	Any
<i>Organisation:</i>	Solitary or pack (2-10)	Solitary or pack (2-6)	Solitary
<i>Challenge Rating:</i>	5	8	12
<i>Alignment:</i>	Usually neutral	Usually neutral	Usually neutral
<i>Advancement</i>	—	—	—
<i>Range:</i>			

Animal Spirits

	<i>Mediocre</i>	<i>Powerful</i>	<i>Elder</i>
	Outsider (Size as animal)	Outsider (Size as animal plus one category)	Outsider (Size as animal plus two categories)
<i>Hit Dice:</i>	As animal +2d10	As animal +6d10	As animal +10d10
<i>Initiative:</i>	Varies	Varies	Varies
<i>Speed:</i>	As animal	As animal	As animal
<i>AC:</i>	Varies (natural armor as animal)	Varies (natural armor as animal)	Varies (natural armor as animal)
<i>Attacks:</i>	As animal (attack bonus varies)	As animal (attack bonus varies)	As animal (attack bonus varies)
<i>Damage:</i>	As animal	As animal	As animal
<i>Face/Reach:</i>	Varies	Varies	Varies
<i>Special Attacks:</i>	As animal plus spells, spell-like abilities	As animal plus spells, spell-like abilities	As animal plus spells, spell-like abilities
<i>Special Qualities:</i>	As animal plus damage reduction 10/+1, spirit, SR 15	As animal plus damage reduction 15/+2, spirit, SR 17	As animal plus damage reduction 20/+3, spirit, SR 20
<i>Saves:</i>	Vary	Vary	Vary
<i>Abilities:</i>	Str as animal +2, Dex as animal, Con as animal +2, Int 14, Wis 14, Cha 12	Str as animal +4, Dex as animal +2, Con as animal +4, Int 16, Wis 16, Cha 14	Str as animal +6, Dex as animal +4, Con as animal +6, Int 20, Wis 20, Cha 18
<i>Skills:</i>	As animal plus Knowledge (history) +6, Knowledge (the Planes) +6, Listen +5, Spot +5, Wilderness Lore +5	As animal plus Knowledge (history) +12, Knowledge (the Planes) +12, Listen +10, Spellcraft +6, Spot +10, Wilderness lore +10	As animal plus Knowledge (history) +18, Knowledge (the Planes) +18, Listen +15, Spellcraft +10, Spot +15, Wilderness lore +15
<i>Feats:</i>	As animal	As animal	As animal
<i>Climate/Terrain:</i>	Any	Any	Any
<i>Organisation:</i>	Solitary or pack (2-10)	Solitary or pack (2-6)	Solitary
<i>Challenge Rating:</i>	As animal +3	As animal +6	As animal +10
<i>Alignment:</i>	Usually neutral	Usually neutral	Usually neutral
<i>Advancement</i>	--	--	--
<i>Range:</i>			

Earth Spirits

	<i>Mediocre</i>	<i>Powerful</i>	<i>Elder</i>
	Medium-Size Outsider (Earth)	Large Outsider (Earth)	Huge Outsider (Earth)
<i>Hit Dice:</i>	5d10+20 (47 hp)	10d10+50 (105 hp)	15d10+105 (187 hp)
<i>Initiative:</i>	+0	+0	+0
<i>Speed:</i>	30 ft	40 ft	40 ft
<i>AC:</i>	18 (+8 natural)	20 (+11 natural, -1 size)	22 (+14 natural, -2 size)
<i>Attacks:</i>	Slam +10 melee	Slam +16/+11 melee	Slam +23/+18/+13 melee
<i>Damage:</i>	Slam d6+5	Slam d10+7	Slam 2d8+10
<i>Face/Reach:</i>	5 ft by 5 ft/5 ft	5 ft by 5 ft/10 ft	10 ft by 10 ft/15 ft
<i>Special Attacks:</i>	Spells, spell-like abilities	Spells, spell-like abilities	Spells, spell-like abilities
<i>Special Qualities:</i>	Damage reduction 10/+1, spirit, SR 15	Damage reduction 15/+2, spirit, SR 17	Damage reduction 20/+3, spirit, SR 20
<i>Saves:</i>	Fort +8, Ref +4, Will +6	Fort +12, Ref +7, Will +10	Fort +19, Ref +9, Will +14
<i>Abilities:</i>	Str 20, Dex 10, Con 18, Int 14, Wis 14, Cha 12	Str 25, Dex 10, Con 20, Int 16, Wis 16, Cha 14	Str 30, Dex 10, Con 25, Int 20, Wis 20, Cha 18
<i>Skills:</i>	Knowledge (history) +6, Knowledge (the Planes) +6, Listen +5, Spot +5	Knowledge (history) +12, Knowledge (the Planes) +12, Listen +10, Spellcraft +6, Spot +10	Knowledge (history) +18, Knowledge (the Planes) +18, Listen +15, Spellcraft +10, Spot +15
<i>Feats:</i>	Power Attack	Cleave, Power Attack	Cleave, Improved Bull Rush, Power Attack
<i>Climate/Terrain:</i>	Any	Any	Any
<i>Organisation:</i>	Solitary or pack (2-10)	Solitary or pack (2-6)	Solitary
<i>Challenge Rating:</i>	5	8	12
<i>Alignment:</i>	Usually lawful neutral	Usually lawful neutral	Usually lawful neutral
<i>Advancement</i>	--	--	--
<i>Range:</i>			

Fire Spirits

	<i>Mediocre</i>	<i>Powerful</i>	<i>Elder</i>
	Medium-Size Outsider (Fire)	Large Outsider (Fire)	Huge Outsider (Fire)
<i>Hit Dice:</i>	5d10 (27 hp)	10d10 (55 hp)	15d10 (82 hp)
<i>Initiative:</i>	+7 (+3 Dex, +4 improved initiative)	+8 (+4 Dex, +4 improved initiative)	+8 (+4 Dex, +4 improved initiative)
<i>Speed:</i>	30 ft	40 ft	40 ft
<i>AC:</i>	18 (+3 Dex, +5 natural)	18 (+4 Dex, +5 natural, -1 size)	17 (+4 Dex, +5 natural, -2 size)
<i>Attacks:</i>	Flame tendril +5 melee	Flame tendril +9/+4 melee	Flame tendril +13/+8/+3 melee
<i>Damage:</i>	Flame tendril d10	Flame tendril 2d8	Flame tendril 2d10
<i>Face/Reach:</i>	5 ft by 5 ft/5 ft	5 ft by 5 ft/10 ft	10 ft by 10 ft/15 ft
<i>Special Attacks:</i>	Flame burst, flame tendril, spells, spell-like abilities	Flame burst, flame tendril, spells, spell-like abilities	Flame burst, flame tendril, spells, spell-like abilities
<i>Special Qualities:</i>	Damage reduction 20/+2, fire subtype, flaming body, spirit, SR 15, water weakness	Damage reduction 30/+3, fire subtype, flaming body, spirit, SR 17, water weakness	Damage reduction 30/+4, fire subtype, flaming body, spirit, SR 20, water weakness
<i>Saves:</i>	Fort +4, Ref +7, Will +6	Fort +7, Ref +11, Will +10	Fort +9, Ref +13, Will +14
<i>Abilities:</i>	Str 10, Dex 16, Con 10, Int 14, Wis 14, Cha 12	Str 10, Dex 18, Con 10, Int 16, Wis 16, Cha 14	Str 10, Dex 18, Con 10, Int 20, Wis 20, Cha 18
<i>Skills:</i>	Knowledge (history) +6, Knowledge (the Planes) +6, Listen +5, Spot +5	Knowledge (history) +12, Knowledge (the Planes) +12, Listen +10, Spellcraft +6, Spot +10	Knowledge (history) +18, Knowledge (the Planes) +18, Listen +15, Spellcraft +10, Spot +15
<i>Feats:</i>	Improved Initiative	Dodge, Improved Initiative	Dodge, Improved Initiative, Mobility
<i>Climate/Terrain:</i>	Any	Any	Any
<i>Organisation:</i>	Solitary or pack (2-10)	Solitary or pack (2-6)	Solitary
<i>Challenge Rating:</i>	5	8	12
<i>Alignment:</i>	Usually chaotic neutral	Usually chaotic neutral	Usually chaotic neutral
<i>Advancement Range:</i>	--	--	--

Plant Spirits

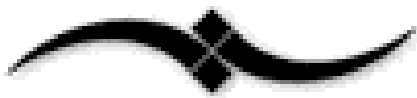
	<i>Mediocre</i>	<i>Powerful</i>	<i>Elder</i>
	Medium-Size Outsider	Large Outsider	Huge Outsider
<i>Hit Dice:</i>	5d10+25 (52 hp)	10d10+50 (105 hp)	15d10+75 (157 hp)
<i>Initiative:</i>	+0	+0	+0
<i>Speed:</i>	30 ft	40 ft	40 ft
<i>AC:</i>	17 (+7 natural)	19 (+10 natural, -1 size)	20 (+12 natural, -2 size)
<i>Attacks:</i>	Slam +7 melee	Slam +14/+9 melee	Slam +20/+15/+10 melee
<i>Damage:</i>	Slam d6+2	Slam d12+5	Slam 2d8+7
<i>Face/Reach:</i>	5 ft by 5 ft/5 ft	5 ft by 5 ft/10 ft	10 ft by 10 ft/15 ft
<i>Special Attacks:</i>	Spells, spell-like abilities	Spells, spell-like abilities	Spells, spell-like abilities
<i>Special Qualities:</i>	Damage reduction 10/+1, fire weakness, spirit, SR 15	Damage reduction 15/+2, fire weakness, spirit, SR 17	Damage reduction 20/+3, fire weakness, spirit, SR 20
<i>Saves:</i>	Fort +9, Ref +4, Will +6	Fort +12, Ref +7, Will +10	Fort +14, Ref +9, Will +14
<i>Abilities:</i>	Str 17, Dex 10, Con 20, Int 14, Wis 14, Cha 12	Str 20, Dex 10, Con 20, Int 16, Wis 16, Cha 14	Str 24, Dex 10, Con 20, Int 20, Wis 20, Cha 18
<i>Skills:</i>	Knowledge (history) +6, Knowledge (nature) +6, Knowledge (the Planes) +6, Listen +5, Spot +5	Knowledge (history) +12, Knowledge (nature) +12, Knowledge (the Planes) +12, Listen +10, Spellcraft +6, Spot +10	Knowledge (history) +18, Knowledge (nature) +18, Knowledge (the Planes) +18, Listen +15, Spellcraft +10, Spot +15
<i>Feats:</i>	Improved Trip	Improved Trip, Power Attack	Cleave, Improved Trip, Power Attack
<i>Climate/Terrain:</i>	Any	Any	Any
<i>Organisation:</i>	Solitary or pack (2-10)	Solitary or pack (2-6)	Solitary
<i>Challenge Rating:</i>	5	8	12
<i>Alignment:</i>	Usually neutral	Usually neutral	Usually neutral
<i>Advancement</i>	--	--	--
<i>Range:</i>			

Water Spirits

	<i>Mediocre</i>	<i>Powerful</i>	<i>Elder</i>
	Medium-Size Outsider (Water)	Large Outsider (Water)	Huge Outsider (Water)
<i>Hit Dice:</i>	5d10 (27 hp)	10d10 (55 hp)	15d10 (82 hp)
<i>Initiative:</i>	+7 (+3 Dex, +4 improved initiative)	+8 (+4 Dex, +4 improved initiative)	+8 (+4 Dex, +4 improved initiative)
<i>Speed:</i>	Swim 40 ft	Swim 40 ft	Swim 40 ft
<i>AC:</i>	13 (+3 Dex)	13 (+4 Dex, -1 size)	12 (+4 Dex, -2 size)
<i>Attacks:</i>	Slam +8 melee	Slam +14/+9 melee	Slam +19/+14/+9 melee
<i>Damage:</i>	Slam d6+3	Slam d10+5	Slam 2d6+6
<i>Face/Reach:</i>	5 ft by 5 ft/5 ft	5 ft by 5 ft/10 ft	10 ft by 10 ft/15 ft
<i>Special Attacks:</i>	Engulf, spells, spell-like abilities	Engulf, spells, spell-like abilities	Engulf, spells, spell-like abilities
<i>Special Qualities:</i>	Damage reduction 15/+2, spirit, SR 15	Damage reduction 20/+3, spirit, SR 17	Damage reduction 25/+4, spirit, SR 20
<i>Saves:</i>	Fort +4, Ref +7, Will +6	Fort +7, Ref +11, Will +10	Fort +9, Ref +13, Will +14
<i>Abilities:</i>	Str 16, Dex 16, Con 10, Int 14, Wis 14, Cha 12	Str 20, Dex 18, Con 10, Int 16, Wis 16, Cha 14	Str 23, Dex 18, Con 10, Int 20, Wis 20, Cha 18
<i>Skills:</i>	Knowledge (history) +6, Knowledge (the Planes) +6, Listen +5, Spot +5, Swim +8	Knowledge (history) +12, Knowledge (the Planes) +12, Listen +10, Spellcraft +6, Spot +10, Swim +13	Knowledge (history) +18, Knowledge (the Planes) +18, Listen +15, Spellcraft +10, Spot +15, Swim +18
<i>Feats:</i>	Improved Initiative	Improved Bull Rush, Improved Initiative	Dodge, Improved Bull Rush, Improved Initiative
<i>Climate/Terrain:</i>	Any water body	Any water body	Any water body
<i>Organisation:</i>	Solitary or pack (2-10)	Solitary or pack (2-6)	Solitary
<i>Challenge Rating:</i>	5	8	12
<i>Alignment:</i>	Usually neutral	Usually neutral	Usually neutral
<i>Advancement</i>	--	--	--
<i>Range:</i>			

Gods and Goddesses

Chapter The Eleventh



Although most Europeans now have a solid (more or less) faith in Christianity and in the One God, there was a time when people would pay homage to a multitude of gods. These largely forgotten deities are still there, watching over Earth and its denizens.

The gods of Earth do not claim to be the creators of this world and are not gods in the true, sincere meaning of the word. They seem godlike because of their immense power, like men seem gods to ants. Most of them are really ancient and neither their continued existence nor their power is derived from mortals having faith in them. They do accept followers however, as a means of expanding their sphere of influence, and grant spells to the most loyal and capable ones.

The godlike entities one can encounter can be divided in three distinct categories: great spirits, angelic and demonic powers and othergods. The names given for each here are not their true names: they are the most common names given to them by their mortal or faerie worshippers.

Great spirits

These unique entities dwell in the ethereal plane surrounding the mortal world and are the most potent of all the spirits of nature. Each is associated with a natural element or phenomenon, an activity or a race of creatures. Great spirits are encountered with many names, as many different cultures have worshipped them in the past. Pagans continue to revere

them and their names survive in many tales and superstitions.

Arawn

a.k.a. Anubis, Hades, Lord of the Dead

N. Afterlife, Death, Mortality

Domains: Death, Knowledge, Law

Arawn is the great spirit associated with death and passing away from the mortal world. He presides over the Otherworld, the place where all dead souls go. This mysterious place lies somewhere in the ethereal plane and is guarded by spirits loyal to Arawn. It is an intermediate station for the spirits of the dead, which remain there for a while before departing for whatever place consists their final destination (if one knows where the dead go it's Arawn and he hasn't ever shared this knowledge). While many think of him as a bleak figure, in reality Arawn is a totally objective god who takes his duties very seriously.

Holy symbol: A mound.

Favoured weapon: The scythe.

Belenus

NG. Fertility, Healing, Prosperity, Sun.

Domains: Earth, Healing, Plant, Sun.

Belenus is a solar deity. Unlike Lugh, who represents the sun in its full glory and the triumph of light over darkness, Belenus is associated with the curative properties of the sun and especially with fertility. He represents the sun as the source of life and thus

was one of the most well-loved deities, at least before the appearance of Christianity.

Holy symbol: The sun blazing over a great oak.

Brigit

NG. Creativity, Fertility, Fire, Healing, Poetry

Domains: Fire, Good, Healing, Plant

The great spirit Brigit is above all a goddess of creativity, the protector of culture and civilised life. Her followers claim that she invented many of the tools of civilisation, including weaving and farming. While this is highly debatable, Brigit is a benevolent deity caring for the poor and the weak. In fact, she has been added to the Christian pantheon as St Brigit, for such was the love of the converted pagans for her. Brigit is also associated with fire as a source of purification and cleansing.

Holy symbol: A three-tongued flame.

Builg

CN. Fir Bholgs.

Domains: Earth, Strength, War

Builg is the barbaric, warlike god of the Fir Bholgs. A wild and unruly deity, Builg rewards valour in combat while he dislikes the tools and ways of the civilised world. After the invasion of the Tuatha De Danann and the defeat of the Fir Bholgs by them, Builg has developed great enmity for the Tuatha and their leader, Danu.

Holy symbol: A full helmet with the horns of the ram on either side.

Favoured weapon: The greatsword.

Cernunnos

a.k.a. Hernes the Hunter, Lord of the Beasts, Mabon, Master of the Wild Hunt

N. Forests, Hunting, Wild Beasts.

Domains: Animal, Earth, Travel, WaR

Cernunnos is the great spirit associated with wild beasts and forests. He is the protector of hunters but also the punisher of those who persecute beasts

only for enjoyment. Clever hunters knowledgeable in traditions make a silent prayer to Hernes before hunting and always offer to him a portion of their prey afterwards. Hernes is depicted in legends as a powerfully built man with a helmet decorated with antler horns. In this form he is believed to lead the Wild Hunt, a pack of supernatural beasts racing across the land to crush evil and the defilers of nature and tradition.

Holy symbol: A white stag.

Favoured weapon: The longbow.

Creidhne

a.k.a. Gofannon, Giobhniu, Hepahestus, Luchta, Vulcan

LN. Crafts, Creation, Metalworking

Domains: Fire, Knowledge, Law, Protection

Although Creidhne is a patron of all crafts, he is above all associated with metalworking and was revered by pagan blacksmiths and wrights who sent prayers to him to lend strength to their creations. Creidhne is a god of practical creations: he emphasises on brutal efficiency over artistic or aesthetic concerns. The arms and armour utilised by the Tuatha De Danann in their war against the fomorians were constructed by him and could fell one of the demonic titans in a single blow. Any metal items forged by Creidhne's followers is always of superior quality and toughness, having the blessing of the Master Smith.

Holy symbol: A hammer struck on an anvil.

Favoured weapon: The warhammer.

Crom Cruach

a.k.a. Bowed One of the Mound, Lord of the Mound

CE. Destruction, Natural catastrophes, Pestilence

Domains: Chaos, Destruction, Evil, Strength

This horrific deity is a great spirit of pestilence, disease and destruction. His natural places of power are graveyards and necropolis, where the dead rot. A

blind, destructive and idiotic deity, Crom is only interested in the ritual sacrifices made to him by his followers. He has managed to gain some following among decadent aristocrats and the most degenerate druids. Crom envies Arawn for his status as lord of the dead and strongly believes that this position is rightfully his. If he ever gains that status, the Otherworld could become a hell for all the dead.

Holy symbol: A sickly, naked tree.

Dagda

a.k.a. Ollathair (all-father), Ruad Ro-fhessa (lord of perfect knowledge), the Good God

NG. Duty, Fatherhood, Fertility, Sustenance

Domains: Earth, Knowledge, Magic, Plant

This great spirit of the earth is revered by pagans as a god of fertility and as a provider of sustenance. Many tribes in the history of mankind depended on him for guiding them through the hardships of life and considered him the greatest of all gods. It is said that with his blessings crops would never fail and that his magical cauldron was inexhaustible: no man would leave it unsatisfied. Although patient and good-natured, Dagda is by no means a weak god: legends claim that with his club he could kill nine men at a time, but with its other end he could restore them to life again.

Holy symbol: A cauldron.

Favoured weapon: The club.

Danu

a.k.a. Athena

N. Motherhood, Protection, Tuatha, Wisdom

Domains: Healing, Knowledge, Magic, Protection

Danu is the great spirit associated with the Tuatha De Dannan, perhaps the greatest and wisest of all faerie kin. Acting as the goddess and spiritual guide of the entire tribe, she led them on a journey from Mu to distant Ireland, where she assisted them in displacing the wild and unruly Fir Bholgs as rulers of the land as well as ending the fomorians' reign of terror.

When humans emerged strong and powerful, Danu once again led her people to Tír Nan Óg, the first faerie realm to be created. Her greatest gift to her people was that of wisdom. Tuatha avoided both the faerie wars and any confrontation with humankind, unlike other faeries who were caught in these devastating conflicts. This habitat of never choosing sides remains till today. Danu knows about the plans of the Eternal Powers and is worried about the harm they can bring to the mortal world or even to Tír Nan Óg.

Holy symbol: The sun and the moon.

Dían Cécht

a.k.a. Asclepius

NG. Altruism, Fortitude, Healing, Medicine

Domains: Good, Healing, Protection, Strength

Dían Cécht is the great spirit of healing and protector of physicians. He is known by many names, but he's always the same benevolent, altruistic deity. His followers are responsible for building hospitals and clinics, assisting those in need, retaining the knowledge delivered to them and improving it. Although of good alignment, he stays clear of any conflict and only focuses on healing the injured and the diseased, regardless of their ethos.

Holy symbol: A snake coiled around a rod.

Epona

N. Battle, Horses, Horsemen, Prosperity, Strength

Domains: Animal, Strength, Travel, War

Epona is the mistress of horses and the goddess every rider paid respect to (at least before Christianity). This great spirit was worshipped by various cultures in different manifestations. She was regarded as a symbol of strength and prosperity. Because the horse is an important tool of war and cavalry an important part of every army, Epona also has a role as a goddess of war, although she isn't brutal or bloodthirsty as Morrigan is.

Holy symbol: A white mare running across a green field.

Favoured weapon: The light mace.

Hecate

LE. Moon, Night, Secrets, Shadows, Sorcery

Domains: Evil, Luck, Magic, Trickery

Hecate is a great spirit associated with the moon, shadows and sorcery. Her name is mentioned in silent prayers by magicians, both heathen and hermetic (at least superstitious hermetics). A dominative, manipulative and two-faced deity, Hecate always seeks control over the magical societies of Europe. Some say that she provided Hermes Trismegistus with the support he needed to create the Order of Hermes, but he betrayed her and created the Order as he liked and not under Hecate's control. If this is true, Hecate seems likely to have a grudge against the hermetic magicians and may actively assist the heathens in battling them.

Holy symbol: The waning moon.

Lir

a.k.a. Lord of Illusions, Lord of Waves, Poseidon

CN. Illusions, Sea, Seafarers

Domains: Luck, Magic, Trickery, Water

Lir is the great spirit presiding over Earth's large water bodies. He is master of all seas and seafarers often pray to him, using one of his many names. Like the sea, which can kill as easily as it can provide sustenance, Lir is wild and unpredictable. He has been known to sometimes help brave and risky mariners, other times sending them to the bottom of the sea.

Holy symbol: A trident.

Favoured weapon: The trident.

Lugh

a.k.a. Apollo, Brilliant One, Ra, Shining One

LG. Justice, Light, Sun, Truth

Domains: Good, Law, Strength, Sun

Lugh is the great spirit associated with the sun. He brings light to the world and banishes darkness. As a result, he is reviled by every dark and evil creature,

but is also feared by them as his light exposes their deeds to the rest of the world and causes them to flee. Lugh is also the personification of all that is good and just and is sympathetic towards any noble cause. He has proven this time over time, especially with the aid he lent to the Tuatha De Danann in battling Balor and his fomorian followers. This has made him the sworn enemy of Balor and the fomorian host on Earth.

Holy symbol: The sun as it rises over a mountain.

Favoured weapon: The long spear.

Morrigan

a.k.a. Babdh, Macha, the Phantom Queen

LE. Battle, Conflict, Fury, Violence, War

Domains: Destruction, Strength, Trickery, War

Morrigan is the bloodthirsty great spirit of war that derives pleasure from battle and conflict. Her worship was widespread with various names and manifestations. Fortunately for her, even though Christianity has prevailed over paganism and she isn't worshipped in name, wars continue to happen with the same frequency and ferocity. As a goddess, Morrigan is not concerned about honourable battle or any righteousness in a war; all she cares about is the battle itself, with the blood and the screams. Thus, she blesses every army and every warrior regardless of the side it chooses, as long as there is a war going on.

Holy symbol: A sword over a round shield.

Favoured weapon: The bastard sword.

Oenghus

a.k.a. Eros

CG. Desire, Love, Passion

Domains: Chaos, Good, Healing, Trickery

This great spirit has been associated with feelings of love and desire. Love to Oenghus is the highest state the human or faerie spirit can attain. Love can crush through any barrier and defies any limitation; Oenghus seeks to cultivate such emotions of extreme purity. In legends, he is sympathetic towards lovers

facing difficulties and often he lends them his aid towards achieving their true destiny.

Holy symbol: Two hands holding the same arrow.

Oghma

CG. Bards, Literature, Lore, Oratory, Poetry.

Domains: Good, Knowledge, Protection, Travel

As a great spirit, Oghma is the patron of bards, scholars and loremasters. He has been a source of inspiration for many of the myths woven by poets and bards, passing lore from generation to generation. He is said to be the most knowledgeable of all gods, although not necessarily the wisest, knowing all there is about history, mundane and arcane lore. His followers are either poets or loremasters, working to retain the knowledge of the past for those who'll come after them.

Holy symbol: A sword placed on a tome.

Favoured weapon: The longsword.

Sheela-na-gig

a.k.a. the Devouring Mother

CE. Disease, Famine, Hags, Pestilence

Domains: Death, Destruction, Evil, War

A terrible spirit of death and starvation, Sheela-na-gig is named the Devouring Mother, representing a different aspect of mother nature. In tales she resembles a gigantic hag legendary for her ugliness and she may indeed be the mother of all hags. Her followers fear her more than they revere her; with sacrifices they attempt to please her and avoid falling victims to the disasters she occasionally sends to torment humanity. Sheela likes to remind men of her existence with frequent plagues, famines and other catastrophes.

Holy symbol: A scarecrow.

Favoured weapon: The heavy flail.

The Dragon

N. Godhood, Guardianship, Magic

The Dragon is the personification of Earth's magi-

cal forces. The greatest and most potent of all spirits, the power of the Dragon exceeds any description. Demons and angels of the first generation are as powerful as Danu, Lugh and the other great spirits, but in the dawn of time the Dragon slaughtered an entire legion of them. While no one knows the true origins of this mysterious entity or his relationship with the draconic race, some believe that the Dragon has been placed as a guardian by the Creator of Earth and will interfere to save the world in an upcoming apocalypse. If this is true, then he must surely play an important role in the years to come, as the meaning of the Barrier of Foresight is revealed.

The Dragon has no holy symbol, no known priesthood and doesn't grant any spells.

Angelic and demonic powers

Angels and demons of the first generation are the most powerful among these beings, but most have been destroyed in the assault against the Dragon. The survivors are now lords and princes in the netherworlds and command enough power to claim godlike status. Most of them don't appear in front of their followers as gods, but as extremely powerful servitors of a higher power.

Baalzebub

a.k.a. Lord of Flies

CE. Air, Insects, Plagues

Domains: Air, Animal, Chaos, Evil

As Lord of the Flies, Baalzebub is master over all insects and his followers are often able to summon swarms of them to destroy crops and otherwise plague humanity. His influence extends to all things flying in the air and birds often play the role of spy and messenger for him and his followers.

Holy symbol: A black fly with scarlet wings.

Balor

a.k.a. of the Baneful Eye

NE. Conquest, Fomorians, Underground

Domains: Destruction, Earth, Evil, Magic

Balor is a major demonic power that is the patron of the fomorians as well as their true lord. It's unclear if the fomorians are his progeny (something that seems unlikely), but he was always god and guide for that evil race. His strength in the real world relied on the accomplishments of the fomorians and was seriously diminished after their defeat by the Tuatha De Danann. For this reason, Balor hates both the Tuatha and their supporters, Danu and Lugh. Balor is called of the Baneful Eye because, as the legend goes, he is one-eyed but his gaze can destroy armies and raze castles.

Holy symbol: An eye with a flame instead of a pupil.

Favoured weapon: The heavy mace.

Gabriel

LN. Duty, Law, Order, Stability, Vengeance

Domains: Fire, Law, Protection, Strength

Gabriel is the lawkeeper of the angels. Preoccupied with law and stability, he always strives for an ordered society and hates nothing more than chaos and anarchy. Although he claims to represent justice, Gabriel is true to the word of the law rather than the true spirit of justice. Desiring to lead all people and things surrounding him to a state of order and stability, he is prone to bursts of anger against those eluding or resisting his control.

Holy symbol: A sword placed on balanced scales.

Favoured weapon: The longsword.

Lilith

NE. Dark passions, Lust, Night, Seduction

Domains: Evil, Magic, Trickery

Lilith is a demoness of the night and all evil deeds taking place in the darkness. She is a seductress of men and relies on lust and other dark passions, like addiction, to control her subjects and extend her influence. Her followers are well trained in the arts of seduction and of using someone's passions and

weaknesses against him. She is the ultimate puppeteer.

Holy symbol: A puppet with its strings pulled by an invisible hand.

Michael

LG. Altruism, Justice, Order

Domains: Good, Healing, Knowledge, Sun

Michael is an archangel representing what is best in a lawful and ordered society. Benevolent and just, he is less fierce than Gabriel or Uriel but can become a terrible warrior in the face of evil. In the same time, he is also a great healer and humanitarian. His status as a noble warrior among angelic society has made him an archetype other angels strive to match.

Holy symbol: An eagle with golden wings.

Favoured weapon: The longspear.

Samael

NG. Patience, Peace, Tranquility, Wisdom

Domains: Good, Knowledge, Magic

Perhaps the wisest of all angels, Samael is something of a black sheep among his kin. Preaching patience and peace, he has criticised other angels for their shortsight and violent ways and has expressed his disdain for the extremely ordered but stagnant angelic society time and time again. Samael understands that evil must not be left unhindered to triumph, but strongly believes that everyone, even the vilest demons, has a chance of seeing the error of his ways if approached rightly. As a pacifist, Samael believes that the gain from converting malignant forces to goodness is far greater than outright destroying them.

Holy symbol: A white pigeon standing atop a lush, green tree.

Taranis

a.k.a. Thunder-Lord

CE. Corruption, Lightning, Natural catastrophes, Thunder

Domains: Air, Chaos, Destruction, Magic

This demon prince is associated with one of the most terrifying natural phenomena: thunder and lightning. As lord of thunder, Taranis holds great power and uses it to reward loyal followers as well as to punish those who defy him. He is expert in the ways of corrupting people through offerings of power and his followers use this tactic to extend his power and influence over the mortal world.

Holy symbol: A lightning splitting a tree in half.

Uriel

LN. Battle, Righteous wrath, War

Domains: Destruction, Strength, War

Uriel is the greatest warrior of the angelic legions. As an archangel of the sword, his purpose is to oppose evil in any form and ultimately eradicate it. He is single-minded in his task and destroys evil wherever he finds it. As commander of the angelic legions, his duty in the netherworlds is to oppose the infernal armies. He expects his followers on Earth to do the same with any other manifestation of evil. Uriel knows that his task is not an easy one and requires strength of body and will. Sometimes it's necessary to make sacrifices in order to fight a greater evil and sometimes these sacrifices involve beloved ones or innocents. Uriel strongly believes that any means or sacrifices are justified if a decisive strike can be made against cosmic evil.

Holy symbol: A red lion standing on its rear feet and wielding a banner of gold and silver.

Favoured weapon: The longsword.

Othergods

These are immensely powerful entities, almost as powerful as great spirits and netherworldly powers, that cannot fit into any other category. Their origin and history is usually clouded in an aura of mystery and not much is known about them, even by their most trusted followers.

Kathadastro

a.k.a. Lord of Atlantis, the Worm-god, the Worm of the Deep

LE. Conquest, Sea, Technology

Domains: Destruction, Evil, Knowledge, Water

Kathadastro is a malevolent entity originally not from Earth, whose followers dragged through the void of space and deposited at the Atlantic ocean. As the Lord of Atlantis, his power was great long before the human civilisation appeared. Indeed, it is believed by some that the use of proto-humans in his armies gave them the push they needed to further evolve. The god is a notorious enemy of the faeries, since it was them who decimated his army and foiled his plan for the conquest of Earth. After the loss of Atlantis, the god's trails were lost, but it is believed that he still dwells in the bottom of the Atlantic, dragging his immense tubular body across the murky deep. His exact relationship with echidnas is unknown, but every one of the vile creatures pays homage to him. Superstitions folk dwelling on the coasts of the Atlantic and knowledgeable in the old traditions mutter prayers to the evil god of the sea before embarking on their fishing boats. Some of the most isolated fishing villages may harbour cults dedicated to Kathadastro.

Holy symbol: Tentacles rising from the waves.

Theratoss

a.k.a. Aegir, Dagon, Devourer of the Deep, Jormugandr, Leviathan

CE. Chaos, Destruction, Predators, Sea

Domains: Chaos, Destruction, Evil, Water

Theratoss is the name the Atlantians gave to the gigantic, almost god-like creature which came in contact with them after their defeat by the faeries. Many other cultures have also named this monstrosity roaming the deeps, some as a god, others as a demon. Faerie loremasters believe that perhaps this creature is the last of an elder race, an ancient remnant from the times titans walked on earth. Theratoss appears

as an immense turtle-like monster, larger than the mightiest dragon, with eyes flaming with evil. He is entirely capable of snapping a great ship in half with one bite, something he often does when he happens upon a seafaring vessel. Brutal and savage to the extreme, Theratoss is a force of blind destruction and rage. During the last days of Atlantis, his cult attracted many Atlantians, turning them away from Kathadaströ. Their violent and brutal rituals, pleasures and way of life speeded up the decline of Atlantis and its final fall. For all these, Theratoss has earned the enmity of Kathadaströ.

Holy symbol: A sea turtle as seen from above.

Favoured weapon: The battleaxe.

The Enlightener

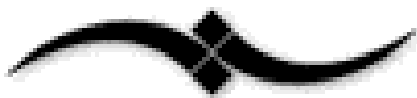
a.k.a. Jesus Christ

NG. Love, Peace, Unity

Domains: Good, Healing, Protection, Travel

This mysterious “god” is considered responsible for one of the greatest events in the history of mankind: the appearance of Jesus. It was he who walked among mankind in the form of Christ, uniting the people against oppression and social decline. His legacy, Christianity, has evolved to become a major religion. His success was unparalleled, surprising even the Eternal Powers. No one knows much about this entity. It is as if he suddenly came to Earth, brought about a cataclysmic event and then dropped out of sight. His current whereabouts and plans are unknown.

Holy symbol: A cross.



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