



Slaine

The Roleplaying Game of Celtic Heroes





Kiss My Axe!

Immerse yourself in Celtic myth. Based on the legendary 2000AD comic strip saga created by Pat Mills and Angela Kincaid, *Slaine* is a brand new d20 role-playing game giving you background on Tir Nan Og, the Land of the Young in Celtic legend and full rules for playing the various characters found there. The innovative skill-based magic system lets all characters cast a spell or two if they wish, reflecting the superstitious beliefs of the Celts. Channel earth-power through your body, swelling to a monstrous size as you enter a warp-spasm. Learn the secrets of the feared *gae bolga*, a barbed and spiked spear which always causes fatal wounds, or hurl the dreaded *tathlum*, a concrete ball made from the brains of your dead enemies. Battle shoggy beasts, skull-swords and fomorian sea demons for the honour of your tribe. Enrage your enemies with the power of your poetic insults alone. Or throw subtlety aside and wield a flint great-axe, slaying fifty foes to the left of you and fifty to the right. You will not think it too many.

Inside you will find

Characters in Tir Nan Og

A complete guide to creating characters for use in the game – the mighty warriors and heroes of the Land of the Young, druids both wise and evil, cunning witches, and wily thieves.

Feats

Over 40 new feats give you the chance to learn Salmon Leaps, Shield Growls and other Celtic battle techniques.

Combat

Full rules for naming weapons, taunts in battle, and warped warriors capable of taking on dozens of foes single-handedly.

Eyes Without Life, Sundered Heads, and Piles of Carcasses

Run mass battles of every size from a tribal cattle raid with just a hundred or so warriors on each side, right up to a full-scale Fomorian invasion of the Land of the Young.

Earth Power

Earth Power is the magic of *Slaine*'s world, a subtle yet dangerous power derived from the land itself and frequently powered by human sacrifice.

Plus chapters on Tir Nan Og, goods and weapons, prestige classes, a complete bestiary, adventuring, gods and goddesses, and running campaigns in the Land of the Young.

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

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The Roleplaying Game of Celtic Heroes

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Introduction

Welcome to Tir Nan Og, a land where ancient Celtic legends mingle with prehistoric fact, thousands of years ago, just after the end of the last Ice Age. Tir Nan Og is known as the Land of the Young, for very few of its people live to old age. The noble Tribes of the Earth Goddess keep their proud warrior traditions alive in northern Tir Nan Og, but are constantly threatened by the Fomorian sea-devils, tribes of the evil Drune Lords, and bloodthirsty Berserkers of Midgard. The gods and goddesses of the Land of the Young take a personal interest in its affairs, and it is quite possible to interact directly with them in their own lands, and even to call upon their aid on the battlefield.

The Sláine role-playing game allows players to take the role of mighty Celtic heroes exploring a land in which legends are real and a strong warrior can carve out a reputation that may last for millennia. As members of the Tribes of the Earth Goddess, they will be called on to raid or war against rival tribes, quest after ancient treasures, or defend their lands against invading sea-devils. Over the years they will build up their honour and reputation, until one day they might join the ranks of the tribe's most elite warriors, or even become tribal leaders themselves.

By playing the Sláine role-playing game, you can create a character who lives both in the magical land of Tir Nan Og and in your own imagination and that of your friends. One player will take the role of the Games Master, controlling the people and creatures who dwell within the land, whilst the other players will be either valiant heroes, wise druids, wily thieves or cunning witches. The Games Master sets Tir Nan Og before the other players, allowing them to explore everywhere from the frozen wastes of Lochlann in the north, to the magically drained Sourlands in the south and the territory of the evil Drune Lords beyond.

What You Need To Play

To begin playing the Sláine role-playing game, all you need is the following:

- † One or more friends to begin playing with and exploring the Land of the Young.
- † A character sheet photocopied from p190 or downloaded freely from our web site.
- † A pencil, eraser and spare paper.
- † A full set of dice, including four-sided dice (d4), six-sided dice (d6), eight-sided dice (d8), ten-sided dice (d10), twelve-sided dice (d12) and twenty-sided dice (d20).
- † A copy of *The Player's Handbook*, Third Edition, available from Wizards of the Coast.

The Sláine Rulebook

This book will give you everything you need to create and play characters within Tir Nan Og, as well as give the Games Master enough information to accurately portray the Land of the Young. The following chapters can be found within this book:

Chapter 1 – Characters in Tir Nan Og: A complete guide to creating characters for use in the game – the mighty warriors and heroes of the Land of the Young, druids both wise and evil, cunning witches, and wily thieves.

Chapter 2 – Feats: Feats are special talents that may be acquired over time, permitting a player to truly customise his character.

Chapter 3 – Goods and Weapons: The weapons and armour of the ancient Celtic lands are primitive and heavy, but often effective nonetheless. This chapter fully details iron and flint weapons, armour and shields, and other goods from farmland to gold torcs.

Chapter 4 – Combat: Full rules for engaging in combat are covered in this chapter, whether you are a warped warrior capable of taking on dozens of foes single-handedly, a grim Sun Hero, or a noble warrior commanding a Sessair war party.

Chapter 5 – Eyes Without Life, Sundered Heads, and Piles of Carcasses: Enormous battles frequently tear through Tir Nan Og, leaving great heaps of the slain on both sides. This chapter will allow you to run mass battles of every size from a tribal cattle raid with just a hundred or so warriors on each side, right up to a full-scale Fomorian invasion of the Land of the Young.

Chapter 6 – Earth Power: Earth Power is the magic of Sláine's world, a subtle yet dangerous power derived from the land itself and frequently powered by human sacrifice. Most serious sorcerers are druids or witches, but anyone can learn a spell or two.

Chapter 7 – A Guide to Sláine's World: This chapter contains everything a hero needs to know about day-to-day life in Tir Nan Og. Detailing everything from tribal culture and the legal system to the geography of the land, it is required reading for every player.

Chapter 8 – Adventures in the Land of the Young: This covers methods of transport in Tir Nan Og, and the various benefits of adventuring – acquiring followers or even an entire tribe, and gaining levels in various prestige classes.

Chapter 9 – Bestiary: This chapter details the creatures both mundane and magical that live in the Land of the Young.



Chapter 10 – Religion: This covers tribal and personal gods and goddesses, and the obligations and benefits that come from worshipping them.

Chapter 11 – Campaigns in Tir Nan Og: Sláine is a fantasy setting like no other and Games Masters will benefit from the information given in this chapter, allowing them to run truly unique campaigns.

New to Sláine?

You are in for a real treat! Coming straight from the pages of 2000AD, the comic-strip hero Sláine lives in Tir Nan Og, a land of magic and legend. No other fantasy setting draws on such a deep vein of Irish and other Celtic mythology, presenting a fully detailed ancient world of war, monsters, sorcery, and the very gods themselves.

If you have never encountered Sláine before, you are encouraged to start reading *Welcome to The Land of the Young*, starting on p9, followed by Chapter 7, before commencing with the main rules. This will give you a good introduction to the blend of Celtic myth, prehistoric fact and barbarian fantasy that make up the setting of Sláine. From there, go on to Chapter 1 and start creating some noble warrior or tribal warrior characters to begin play with. In many ways, human warriors are the easiest characters with which to begin playing this game, as they have a definite place in the tribal structure, and a strong motivation to do great deeds so as to increase their honour and reputation. In addition, they almost always have something to do – whether honing their combat skills, patrolling for enemy cattle-raiders, heading out on a cattle raid themselves, or defending their tribe from attack.

Witches, druids, thieves and characters from the two non-human races (dwarves and warped ones) are a little more complicated to play, partly because they do not fit so easily into the context of a tribe and partly because of their various special abilities. For this reason they are usually best left till both players and Games Masters are familiar with Tir Nan Og.



Sláine Mac Roth – Mercenary, Cattle Rustler, Battle-Smiter, and future King

Sláine is a great hero exiled from the Sessair tribe, wielder of the mighty axe Brain-Biter, master of the warp-spasm, and chosen servant of the Goddess. He had his first warp-spasm as a twelve-year-old, slaying a rival who had attempted to kill him by stealth, and soon gained a reputation as a fearsome warrior of his tribe's elite Red Branch. Cast out for his illicit love affair with the King's chosen bride Niamh, he wandered the Land of the Young for several years getting into a variety of fights and scams with his companion Ukko the dwarf. One day he plans to return to his tribe, once King Grudnew goes into the earth at the end of his reign.

New to the d20 System?

It is likely that many of you know a great deal about Sláine and are eager to begin exploring Tir Nan Og but are a little daunted by both this rulebook and *The Player's Handbook*, available from Wizards of the Coast. The golden rule is do not panic! You certainly do not need to read through both books in their entirety before you can begin play.

To play the Sláine role-playing game, all you need to review in *The Player's Handbook* are the following sections;

- Character Creation Basics.
- Chapter 1 – Abilities.
- Chapter 3 – Classes up to Barbarian.
- Chapter 4 – Skills up to Skill Descriptions.
- Chapter 5 – Feats up to Feat Descriptions.
- Chapter 8 – Combat.
- Chapter 10 – Magic up to Counterspells.

After reading less than 50 pages, you will now know everything you need to about the d20 System that forms the core of Sláine! There will be times when you need to refer back to *The Player's Handbook* during character generation and play but these are all clearly indicated within this rulebook.

You will now be prepared to start creating characters, using the rules in Chapter 1.

The basic rule to remember is that any check made in the d20 System, whether it is a Perform check to see how well your singing went down at the feast or a ranged attack roll made to hurl a javelin, is made by rolling one twenty sided dice and adding the appropriate modifier found on your character sheet. For Perform checks, you simply add your Perform skill bonus. For ranged attack rolls, you add your Dexterity modifier and so on. The total of this roll is made against a target number, usually called a Difficulty Class (DC). If the total of the roll equals or exceeds this number, your character has succeeded in the action being attempted.

That, in a nutshell, is what the d20 System is all about.

Veteran Players

For those of you familiar with the d20 System, we have made some small changes to the core rules found in *The Player's Handbook* in order to better reflect the unusual perception of magic in Tir Nan Og, and the relatively primitive nature of armour and weaponry. In addition, the alignment system has been replaced by a more complex shifting scale of honour and reputation known as Enech, and all characters start the game with a geas – a magical obligation or curse.

New points to look out for in the character generation chapter are as follows:

- † There is a new statistic called Base Earth Power, representing the raw magical capacity of a character.
- † Another new statistic is Magic Attack Bonus. This goes up with level advances much like the Base Attack Bonus (though Magic Attack Bonus is usually a lot lower). Magic Attack Bonus is used to make a magic attack roll when casting spells that target other creatures. In most cases, your magic attack roll will set the Difficulty Class for the target's saving throw.
- † Enech (honour) is gained by doing great deeds and lost by acting in an ignoble manner.
- † A Geas is somewhere between a curse, an obligation, and a prophecy. Most characters begin the game with one Geas, laid upon them by the tribal druid shortly after they were born.

We will now start with a brief look at the place Sláine calls home – welcome to the Land of the Young!



two tribes, though this mutual respect does not prevent them from warring against and raiding one another at every opportunity – rather, they recognise each other as worthy foes. Unlike the Finians, the Sessair are also well aware of the danger of the Drune Lords, since so many young Sessair end up wandering the Land of the Young as part of mercenary bands.

The Fir Domain, known as the Tribe of the Growling Shields, is a fierce and warlike tribe occupying most of the land of Albion. This central position in Tir Nan Og means the Fir Domain are often attacked by titans, Drune Lord tribes, and Norsemen. Despite this the Fir Domain are enthusiastic about warring with the other Earth Goddess tribes too, considering their other foes as barely worth bothering with. They regard the Titans as something of a pest, rather than a proper enemy, and organise Titan-hunting expeditions with great glee.

The Tribe of Shadows, like the Fir Domain, have suffered greatly from the attacks of the Drones and from the encroaching of sourland (once fertile land, now drained of all life by evil sorcery) onto their fields and pastures. They fight back in a different manner, painting themselves black and specialising in night attacks. Their lands stretch across most of southern Eriu and much of Cambria, though the minor tribes of Cambria are fairly independent.

In recent years, the Tribe of Shadows have been in something of a decline, after a long and vicious war with the usually peaceful Beaver Folk who inhabit the Inland Sea and the surrounding marshes. It is said that their attacks on the Beaver Folk have left them under a curse from the Moon Goddess, which is the main reason they find it so difficult to function in daylight.

To the south of the Earth Goddess tribes lie the Tribes of the Drune Lords, once the same peoples as the Earth Goddess folk but now utterly cowed by the powerful and evil Drune sorcerers who rule their land. The Drones have long been experimenting with dark magic, and in recent years this has caused great rifts in time and space to tear through their lands, bringing Time Monsters and other lethal beasts from the far past. Drune sorcery has also drained much of the countryside of the magical Earth Power that flows through it. Earth Power is a gift from the Goddess that is used for good by the wise druids of the northern lands, but it has been stolen by the Drones to help them keep their subject tribes under control. They sacrifice many of their own people, and slay those who resist using their powerful lightning magic.

When Drones are found wandering beyond the safety of their cities and sacred groves, they usually travel with a war party of skull-swords, their armoured soldiers. The skull-swords guard the Drones and assist them to enforce their rule. Skull-swords tend to be better-disciplined than the warriors of the Earth Goddess tribes, but are often said to be cowardly and dishonourable.

The other great threat to the Earth Goddess tribes is the Fomorians, foul mutants also known as sea-devils.

These amphibious humanoids live in the northern seas and on the ice sheets of Lochlann, beyond northern Alba. Though disorganised and not especially heroic, they have the advantage of seemingly inexhaustible numbers and a ferocious hatred of humanity. Their leader, Balor of the Evil Eye, has the power to slay the living simply by meeting their gaze.

Beyond the lands of the Earth Goddess and Drune Lord tribes, to the east of Tir Nan Og, lie the cold and gloomy lands of Midgard, home to the Norsemen (also called the Berserkers). The Norsemen are as fierce and uncompromising as their ice-locked homeland, and are best known to the other tribes as raiders and pirates.

Several minor territories also exist on the borderlands between the Drune Lord tribes and the Earth Goddess tribes. These include the small enclaves of the titans, the lands of the Fir Bolg tribe, and Lyonesse.

The titans are giants who once ruled all of Albion, back in the days before the Tuatha de Danaan arrived in the land. It is said that they presided over a golden age of peace and prosperity but, by the time the Earth Goddess folk invaded the titans were already in decline both intellectually and politically. Their once-great minds seemed to have atrophied through centuries of easy living and decadence, and they were unable to resist the takeover of the more vigorous and numerous human tribes. Today only a small number of titans remain, still hunted occasionally by humans but for the most part simply ignored.

The Fir Bolg are ancient cousins to the Fir Domain, and live just south of them, close to the Drune lands. In many respects their culture is between that of the northern and southern tribes – they are independent of Drune rulership, but they worship the Drune gods Carnun and Crom-Cruach.

Lyonesse was at one time a proud and lush magical land in its own right, but most of its peoples are now dead or dispersed and the land itself is predominantly sourland. Merchant sky chariots (flying ships) ply their trade across it from the edges of the Drune lands, taking cargoes of the Half-dead - dead men trapped between the worlds by sorcery - to sell to the northern tribes as battle-fodder in their wars.

It may well be that other lands lie across the seas of Tir Nan Og, and certainly such lost lands feature in the tales of mariners and other explorers. Little is known about the continent beyond Midgard and the Drune Lords' lands, either – another area ripe for discovery.

What is certain is that far beneath the Earth are several more worlds, known as the El worlds. Home to elves, goblins, elementals and other supernatural creatures, these lands are very difficult to enter from Tir Nan Og, and only druids, scholars and a few adventurers are really aware of their existence as anything more than superstition. Despite this relative ignorance, many warriors have faced El creatures in battle, since they are commonly conjured up by witches and other sorcerers to do their bidding.





CHARACTERS in the Land of the Young

Tir Nan Og is named the Land of the Young because so few people live to an old age. It is a harsh and violent place, a land of warring tribes, loathsome creatures, tyrannical sorcerer-kings, mighty heroes and epic battles. The land, too, is young – it is a land in which legends can still be made, in which a powerful warrior or druid could one day become a god, and in which folk can still warp the serpent-like earth energy through their bodies.

Your character's class determines the role you will take within the Land of the Young. Each character class has a different range of abilities and skills, greatly affecting the manner in which each is played and their role in *Sláine: The Roleplaying Game*.

CREATING A CHARACTER

The full details on how to create a character are covered on pages 4 and 5 of *The Player's Handbook*. However, a few changes are required to reflect the life in Tir Nan Og and the characters found within that land.

Race and Class

The only common races suitable for player use are Humans, Dwarves, and Warped Ones. Humans are treated much as in other d20 System games, although Dwarves are very different from the standard fantasy versions as can be seen below. Warped Ones look human, but are descended from ancient beast lords, and can warp the power of the earth through their bodies.

There are five basic character classes for players to choose from: Druid, Noble Warrior, Thief, Tribal Warrior, and Witch. Although the names and some of the capabilities of these classes are similar to those found in *The Player's Handbook*, there are some major differences and players should carefully read through each class description before selecting a character class.

It is not possible to multiclass into another basic character class in *Sláine: The Roleplaying Game*. Life is short in the Land of the Young, and people are wary of attempts to alter social status and function by trying to train to become something they are not. Taking prestige classes is permissible, however.

Tribe

Almost all characters in Tir Nan Og have a tribe. For tribal warriors, the tribal background will make a difference to their tribal fighting style. For noble warriors, the difference is a little more subtle, reflecting initial training rather than a standard fighting style. For all characters, the choice of tribe is an important one, not necessarily from the point of view of game statistics but because it will affect the reactions of almost everyone else they meet. More information about specific tribes can be found in the Tir Nan Og section of this book.

Geases and Weirds

Each human or warped one starts the game with a Geas, a magical compulsion laid on them at a very young age. See the Geases section later in this chapter for more information. Dwarves never receive Geases. Some players will prefer



to choose a Weird rather than a Geas – a Weird is a special destiny that you will one day fulfil.

Enech and Sarhaed

The Celtic system of honour and reputation is known as Enech. A character with a high Enech score will be famous and well-respected. Enech also affects your honour-price which, among other things, is the fee another character must pay to your family if he kills you. Honour-price is called Sarhaed.

Languages

Bonus languages are never used in *Sláine: The Roleplaying Game*. This is a mythic time, and characters from different countries and even different eras understand one another perfectly well. How else would they manage to taunt each other before battle?

Alignment

Alignment is not used in *Sláine: The Roleplaying Game*. However, there are forces out there that might be regarded as ‘good’ or ‘evil’, and characters will likely come to the attention of such forces through the mighty deeds they do. This may affect which creatures a character can summon, or the attitude of otherworldly creatures met, in much the same way that alignment does in other d20 system games.

Character Races

Humans

Most humans in Tir Nan Og are a little hardier and a little more primitive than those in other fantasy games. These people live in a land where day-to-day survival is always uncertain, and where crude iron swords are the most technologically advanced weapons available. The gods are not so much worshipped as they are feared and placated. Priests and sorcerers are one and the same, feared and honoured in equal parts. Other races tend to be viewed with a suspicion verging on xenophobia, with only Dwarves being more-or-less accepted into human society.

Human Names

Human names vary by region. See the Names section on p182 for some suggestions.

Human Racial Traits

Humans are covered in greater detail within *The Player's Handbook* but, for convenience, they are summarised here. Humans in other d20 System games have an advantage when it comes to multi-classing, but humans in *Sláine: The Roleplaying Game* instead gain a certain amount of flexibility when it comes to class skills.

† All humans are of medium size.

† Humans have a base speed of 30 feet.

† Humans gain one extra feat at 1st level. In addition, they also receive four extra skill points at 1st level and one extra skill point at each additional level thereafter.

† The humans of Tir Nan Og also gain two additional skills (chosen by the player) as class skills. These skills are always treated as class skills, whatever the human's character class.

Dwarves

Dwarves are the only race to get on with humans reasonably well, partly perhaps because they are so useful. They can be almost as versatile as humans, and dwarf tinkers, thieves, craftsmen and others can be found throughout Tir Nan Og. Some legends have it that they are partly of El blood, descended from elves or other El creatures who have long since vanished beneath the earth, although their lack of Earth Power would seem to belie this idea. Others claim them to be no more than degenerate humans.

Personality: Dwarves can be charming, although it often seems like they only turn on the charm if they want something. Most do want something, but precisely what they want varies: some are ambitious, working hard to become the best at what they do; others are misers, acquiring and hoarding money for its own sake; others go into politics, generally attaching themselves to a human as Royal Parasite or other minion.



Physical Description: Dwarves are typically about 4 feet to 4 ½ feet tall, but weigh much less than humans (around 80 pounds). Although physically a little weaker than humans, they are quite capable of wielding great-axes, spears and other large weapons. They have distinctive, large, pointed ears which stick out from the sides of their heads. Their noses tend to be wide and flat, and their teeth quite prominent. Dwarves live around as long as humans do.

Relations: Dwarves get on tolerably well with humans, and generally live among them. These are dark and dangerous times, though, and dwarves are not numerous, so they tend towards caution. The humans of Tir Nan Og are superstitious and often xenophobic, and it is not unusual for them to blame dwarves for their own problems. Sometimes human 'revenge' is not limited to a simple beating. Dwarves adapt to this danger in different ways; some aim to make themselves indispensable to the local human community, others try to befriend or hire a competent battle-smiter or other 'protector', many have careful escape routes planned if anything goes wrong, and some simply ignore the risks and try to live their lives as best they can. Dwarves dislike most other races, particularly titans, and are somewhat suspicious of warped ones, regarding them as much like humans, only worse.

Male Names: Domnall, Godniu, Mathom, Robym, Ukko, or as human.

Female Names: Cassir, Elka, Fay, Goneril, Gormlaith, Midir, Tangwen, or as human.

Dwarf Racial Traits

All dwarves share the following racial traits:

- † +2 Dexterity, -2 Strength: Dwarves are nimble and agile, but their short bodies and low weight mean they will never be as strong as humans.
- † Medium-size: As Medium-size creatures, Dwarves get no special penalties or bonuses for their size.
- † Dwarven base speed is 30 feet.
- † +2 racial bonus on all Pick Pocket and Bluff checks. Dwarves are nimble-fingered, and just as importantly they have an astonishing talent for being underestimated by their larger compatriots.
- † +1 racial bonus on all Craft checks. Dwarves are also highly inventive, and make some of the finest quality craft goods in all Tir Nan Og.
- † +2 racial bonus on all Taunt attack rolls. Dwarves seem to have a natural talent for insulting others, their taunts somehow bypassing all but the most stubborn defences.
- † Resistant to beatings: You gain Damage Reduction 2 against subdual damage of all kinds. Dwarves are thick-skinned and have become quite used to being bullied by humans and other larger creatures. They are unaffected by any but the most severe beatings.

† No Earth Power: Dwarves always have a Base Earth Power of 0. Although dwarves can learn to manipulate Earth Power with some facility, they can store no more than a negligible amount of it within their bodies, unlike humans. For this reason they cannot be warped and very rarely become druids or witches, although some learn a spell or two and power them by sacrifices or weirdstones.

† No Geas: Dwarves are largely ignored by tribal druids, and are not given geases as humans and warped ones are. They are not considered to be significant enough to warrant them.

Warped One

Warped ones are a sub-race of humans, descended from ancient matings between powerful beast folk and humans. Over the thousands of years since the beast folk died out, their blood has run thinner and thinner in humanity, so that now only a small number of true warped ones are left. Almost all are born into one of the Tribes of the Earth Goddess, the four great northern tribes of Tir Nan Og. Indeed, most of the ordinary members of the northern tribes have a little warped one blood flowing through their veins, though not enough that they might be considered a true warped one. The main difference between warped ones and ordinary humans is their ability to warp the Earth Power of the land through their bodies, causing them to swell and warp out of shape into monstrous new forms.

Personality: The vast majority of warped ones are violent thugs, at least during their adolescence and early adulthood. Those who survive long enough to learn a little of their true noble and magical heritage often become somewhat more contemplative. They may love battle as much as they ever did in their younger days, but they are more likely to battle for a cause than out of simple blood-lust.

Physical Description: Warped ones are usually a little taller than a typical human, with a somewhat savage appearance. The strange light in their eyes hints that they will take a little too much delight in slaying for even most Celts to be entirely happy associating with them. Other than this, there is little or no physical difference between warped ones and humans, except of course when the warped one is in the throes of a warp-spasm.

Relations: Even humans who are unaware that a warped one is warped tend to be a little cautious with them, since most warped ones radiate a constant air of impending violence. A warrior who is known to be warped is treated with both respect and fear by his peers, and will always be set somewhat outside normal human society. Occasionally this can lead to warped ones forging the bonds of friendship with the most unlikely companions, finding they have more in common with other outsiders than with the common run of humanity. A warped one might have few true friends, but those they have will be solid and enduring friendships, whether with dwarves or other strange races, or with human outlaws, witches or mercenaries.



Names: Warped ones live among, and as, humans and are born to human parents, so they are given human names.

Warped One Racial Traits

All warped ones share the following racial traits:

† +2 Constitution, -2 Charisma, -2 Intelligence: Warped ones are significantly tougher than humans, but their animalistic nature shows through in a disdain for intellectual pursuits and a savagery that causes most other folk to fear rather than love them.

† +2 racial bonus to all Charisma checks relating to the Battle Cry, Improved Battle Cry or Shield Growl feats, and to all Intimidate checks. The primal fear other races feel for warped ones can be an advantage in certain circumstances.

† High Earth Power: Warped ones have a Base Earth Power of 10, and always add their Constitution modifier to it instead of their Wisdom modifier.

† Inept Sorcerers: Warped ones have no facility for sorcery of any kind, and only receive one sorcery spell for every two ranks in sorcery they buy, rather than the usual one spell per rank. Although they have plenty of Earth Power, it is a chaotic, wild, spiralling power, unsuited to being codified into a spell.

† Warp-spasms: The blood of the ancient beast folk runs through the warped ones far more strongly than through humans, allowing them to warp their bodies into great monstrous forms. Because of this warped ones very rarely

wear armour, since it would be destroyed (possibly injuring them) when they warped. See the Combat chapter for more details.

† Major Geas: Although the tribal druids will not know of a warped one's true nature, they will be able to divine right from the moment of his birth that he will one day be a mighty hero, a mover and shaper of the world for good or for ill.

CHARACTER CLASSES

DRUID

Druids are the seers, sorcerers, prophets and priests of Tir Nan Og. All bards must have undergone at least some druidic training. They are respected and feared by ordinary folk and mighty heroes alike, for their facility with the magical arts is unequalled. Druids from the Tribes of the Drune Lords are known as Drones, although for most purposes they can be considered identical (see the Bestiary chapter for the differences).

Adventures: Druids tend to be concerned with the affairs of the mighty and so often dabble in politics – they are second choice only to bards as the ideal messenger or representative to another tribe. Frequently they accompany bands of warriors as guides or advisors, particularly if said warriors have a Geas or other obligation to fulfil. Druids also wander the land, attempting to keep abreast of any strange developments and always on the look-out for youngsters with the potential to learn the druidical arts.



Characteristics: Druids are knowledgeable about almost every subject, from astronomy to herb lore, and can supplement this knowledge with their highly effective divination skills. As they become more experienced, they are capable of channelling more and more Earth Power through their bodies, so long as it is available to them from their environment. This can make them devastatingly effective with sorcery of all kinds.

Religion: Druids of the Earth Goddess tribes usually revere Lugh, the Sun God, and also pay respects to Danu, the Earth Goddess. Their relationship with Danu is at best strained, however – most druids do not acknowledge the darker side of the Goddess, and are wary of giving Her too much power. See the Religion chapter for more information on the historical reasons for this. Drones, on the other hand, almost always worship Crom Cruach the Worm-God and possibly Carnun the Horned God. They too sometimes pay lip service to the Goddess, this time in her darker aspects, but tend to leave goddess-worship to the witches.

Background: Many druids are chosen when they show aptitude for the role as a child, though more join as adults, some because they seek wisdom, others because the path of the druid is one of high status and privilege.

Game Rule Information

Abilities: A high Wisdom is essential for storing and manipulating earth power. Several of the druid's skills rely on

Intelligence. A high Charisma can also be useful when fulfilling your role as law-speaker, advisor and spiritual leader, as well as when magically attacking your enemies. In addition, a reasonable level of Constitution is advisable, to handle the consequences of magical backfires.

Hit Die: d4.

Class Skills

The druid's class skills (and the key ability for each skill) are Bless (Cha), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Divination (Int), Heal (Wis), Innuendo (Wis), Knowledge (any) (Int), Perform (Cha), Profession (herbalist) (Wis), Sorcery (none).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Special Druid Skill Note: Druids are expected to be educated, first and foremost. At first level, the druid must spend at least 12 skill points on knowledge skills. From 2nd level onwards, the druid must spend at least three skill points per level on Knowledge skills.

Class Features

All of the following are class features of the druid.

Weapon and Armour Proficiency: A druid is proficient with the following weapons: flint knife, iron dagger, gold sickle, iron sickle, staff. Druids are not proficient with armour or shields. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armour and equipment carried.

Bonus Feat: Druids undergo an intensive education, learning to master a large number of spells. At 5th level, 10th level, 15th level and 20th level, a druid may select a bonus feat from the following list: Blood Eagle, Craft Dolmen, Craft Druid's Egg, Craft Weirdstone, Ritual Sacrifice, Sorcerer's Boon, Tap Dolmen, Tap Weirdstone. In every case, the druid must meet the usual prerequisites for the feat.

Diviner: Even at first level, most druids are experts with a variety of divinations. Druids gain a +2 circumstance bonus to all Divination checks, this bonus stacks with any gained from the Skill Focus feat.

Know Ogham: One of the first things any druid learns is the magical script, Ogham. Ogham is highly versatile – a druid can create a coded message to another, hidden in a piece of art or arrangement of twigs. There are even several ways of communicating in a highly subtle Ogham sign language that can be used without non-proficient observers having any idea what is being said. A pair of druids attempting to use the

Innuendo skill to communicate with one-another gain a +4 circumstance bonus, since they can use subtle Ogham signs to assist their communication. At 7th level, the druid is able to expend Earth Power to paint Ogham runes onto others' faces to create a variety of magical effects. See the section on Ogham in the Earth Power chapter (p104) for more details.

Druidic Awe: Druids are sacred priests, raised above ordinary folk and touched by the gods. Slaying a druid is an unimaginably evil crime, and even striking one is absolute anathema to commoners and nobles alike. To attack a druid, a character must first succeed at a Will save (DC 10 + ½ druid's class level + druid's charisma bonus). A success indicates that the character may attack the druid during this encounter; a failure means he may not. The druidic awe ability is immediately cancelled out if the druid performs any obviously offensive actions towards the target or his allies, including casting spells on them. Otherwise the effect of druidic awe lasts the rest of the day. Druidic awe usually only affects humanoids, but the druid can extend it to affect other creatures (so long as they have an Intelligence score of at least 1) at a cost of 1 Earth Power per non-humanoid affected. Creatures (whether humanoid or not) from outside Tir Nan Og or from Midgard or Lochlann gain a +4 circumstance bonus on their Will saves to overcome druidic awe.

Salmon of Knowledge: The 2nd level druid is well on his way to understanding the entire universe and everything within it. He gains a +1 circumstance bonus to all Knowledge checks, even untrained ones.

The Head Aflame: This is the main offensive power of the druid, usually reserved for use on religious enemies or in dire

need, because its use is incredibly draining. It uses up all the Earth Power the druid has available in a fiery blast that jets straight into the face of any one enemy within 50 ft. This is unleashed with a standard action and inflicts 1d6 damage per full two points of Earth Power the druid had available. The flames strike unerringly at the foe's face with no need for an attack roll, but the victim may make a Reflex saving throw for half damage.

Increased Maximum Earth Power: As druids become more experienced and knowledgeable, they become able to store far more earth power in their bodies, so long as it is available in their immediate environment. At 4th level, a druid's maximum Earth Power rises to triple his base Earth Power, rather than double as is usual for most characters. At 8th level it rises again to quadruple his base Earth Power, at 12th level to five times his base Earth Power, at 16th level to six times his base Earth Power, and at 20th level to seven times his base Earth Power.

Druid's Egg: The druid's egg is a powerful good luck talisman – essentially a tiny weirdstone carved in the shape of an egg, imbued with earth power and specifically designed to increase the bearer's luck in all things. See the Earth Power chapter for more information about druid's eggs. At 6th level, the druid receives a druid's egg from his teachers as a sign that he is a fully-fledged druid.

Sorcerer: At each of 4th, 9th, 14th, and 19th levels, the druid gains a bonus spell, just as if he had acquired a rank in Sorcery skill (although the druid's Sorcery rank does not increase). The druid must meet the usual prerequisites for the spell.

Table 1-1: The Druid

Level	Base Attack Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	+2	Diviner, Know Ogham, Druidic Awe
2	+1	+1	+0	+0	+3	Salmon of Knowledge
3	+1	+1	+1	+1	+3	The Head Aflame
4	+2	+2	+1	+1	+4	Increased Maximum Earth Power, Sorcerer
5	+2	+2	+1	+1	+4	Bonus Feat
6	+3	+3	+2	+2	+5	Druid's Egg
7	+3	+3	+2	+2	+5	Know Ogham (rune paint)
8	+4	+4	+2	+2	+6	Increased Maximum Earth Power
9	+4	+4	+3	+3	+6	Sorcerer
10	+5	+5	+3	+3	+7	Bonus Feat
11	+5	+5	+3	+3	+7	Craft Druid's Egg
12	+6/+1	+6	+4	+4	+8	Increased Maximum Earth Power
13	+6/+1	+6	+4	+4	+8	
14	+7/+2	+7	+4	+4	+9	Sorcerer
15	+7/+2	+7	+5	+5	+9	Bonus Feat
16	+8/+3	+8	+5	+5	+10	Increased Maximum Earth Power
17	+8/+3	+8	+5	+5	+10	
18	+9/+4	+9	+6	+6	+11	Sorcerer
19	+9/+4	+9	+6	+6	+11	
20	+10/+5	+10	+6	+6	+12	Bonus Feat, Increased Maximum EarthPower



Craft Druid's Egg: At any time from 11th level onwards, the druid may learn the exclusive druid feat Craft Druid's Egg. This may be taken either as a normal feat or as one of the druid's bonus feats.

Druids and Prestige Classes

The druid is only permitted to gain levels in certain prestige classes. In this rulebook, the only prestige class a druid can gain levels in is the bard. When new prestige classes are added to the game in future supplements, classes that druids can gain levels in will be clearly indicated.

Noble Warrior

Noble warriors are the military aristocracy of the Land of the Young. Unlike tribal warriors, they tend to have no profession or skill that is not directly related to war. Every tribe maintains a core of noble warriors to lead everything from war parties to cattle raids. Most tribes also have an elite of the elite, such as the Sessair's band of Red Branch fighters.

All noble warriors are accorded special respect wherever they go, if not for their honour then at least for fear of their quick tempers and deadly fighting prowess.

Adventures: Noble warriors are generally right in the thick of every conflict taking place in the Land of the Young. If still with a tribe, they will find themselves almost constantly on duty, whether dealing with shoggey beasts and time monsters wandering out from the Sourlands, repelling a Fomorian invasion or attacking a neighbouring tribe. Exiled and renegade noble warriors often seem to attract danger and trouble by their very presence, with other would-be toughs wanting to prove themselves in mortal combat with them, and Drones, merchants and other influential types constantly cajoling or forcing them to do a variety of perilous tasks.

Characteristics: Noble warriors are the most effective combat specialists in Tir Nan Og, training constantly for war. For this reason, they gain far more feats than any other character class. In addition, each will gain certain penalties and bonuses depending on the tribe he comes from.

Religion: Noble warriors from the Tribes of the Earth Goddess usually back the status quo very strongly, since they benefit from the same kinds of privilege and status that druids and bards do. Thus they are generally at least sympathetic to the druid religion. Noble warriors from other lands tend to have a similar respect for their own priesthood. In any case, like warriors and soldiers throughout history and like almost everyone in Tir Nan Og, they are at least superstitious even if not actively religious.

Background: Noble warriors from the Earth Goddess tribes tend to have been born to the role and sent away to military school at a young age to learn fighting skills. These tribes draw no distinction between nobles and elite warriors; if you are expert with the sword and axe, you are accorded almost as much respect as the king. A few noble warriors may be of more humble origins, but once they have completed their training they might just as well have been born into the elite. The most famous military school in Tir Nan Og is certainly that presided over by Skatha and her warrior-witches, in the mountains of the Shadow Land in Alba. In other lands noble warriors may be from a variety of backgrounds, but all tend to consider themselves above tribal warriors because of their lengthy specialist training in all the arts of war.

Game Rule Information

Abilities: Noble warriors need a high strength above almost any other ability, so as to hit harder and bash through a foe's defences. Constitution is useful to keep them alive when they suffer the injuries their violent lives render inevitable. In a time and place where armour is minimal at best, and often regarded with scorn by serious fighters, Dexterity can also be crucial.

Hit Die: d10.

Class Skills

The noble warrior's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Listen

(Wis), Perform (Cha), Ride (Dex), Spot (Wis), and Swim (Str).

Skill Points at 1st Level: (2 + Int modifier) x 4.

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the noble warrior.

Weapon and Armour Proficiency: A noble warrior is proficient with all simple and martial weapons, light, medium and heavy armour, and shields. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Tribe: At 1st level, the noble warrior chooses a tribe. Depending on the tribe the noble warrior comes from, certain alterations may be made to his class skills or features, as follows. These are in addition to the Bonus Feat class feature that all noble warriors gain at 1st level.

Sessair: The first lessons a noble warrior of the Sessair learns are the methods of using the exotic weapons his tribe favours:



tathlums and gae bolgas. At 1st level, the noble warrior gains two bonus exotic weapon proficiencies, one in tathlum and one in gae bolga. However, he is not proficient in any form of armour, since the Sessair regard armour as unmanly. If he somehow becomes proficient in armour, he may not use any of his noble warrior class features (including the bonus feats

Table 1-2: The Noble Warrior

Level	Base Attack Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	+0	Tribe, Bonus Feat
2	+2	+0	+3	+0	+0	Bonus Feat
3	+3	+0	+3	+1	+1	
4	+4	+0	+4	+1	+1	Bonus Feat, Weapon Specialisation
5	+5	+1	+4	+1	+1	
6	+6/+1	+1	+5	+2	+2	Bonus Feat
7	+7/+2	+1	+5	+2	+2	
8	+8/+3	+1	+6	+2	+2	Bonus Feat
9	+9/+4	+1	+6	+3	+3	
10	+10/+5	+2	+7	+3	+3	Bonus Feat
11	+11/+6/+1	+2	+7	+3	+3	
12	+12/+7/+2	+2	+8	+4	+4	Bonus Feat
13	+13/+8/+3	+2	+8	+4	+4	
14	+14/+9/+4	+2	+9	+4	+4	Bonus Feat
15	+15/+10/+5	+3	+9	+5	+5	
16	+16/+11/+6/+1	+3	+10	+5	+5	Bonus Feat
17	+17/+12/+7/+2	+3	+10	+5	+5	
18	+18/+13/+8/+3	+3	+11	+6	+6	Bonus Feat
19	+19/+14/+9/+4	+3	+11	+6	+6	
20	+20/+15/+10/+5	+4	+12	+6	+6	Bonus Feat

gained through being a noble warrior) while wearing it. The Sessair noble warrior is still proficient in the use of shields.

Fir Domain: The noble warrior of the Fir Domain automatically gains a bonus exotic weapon proficiency in his tribe's specialty weapon, the razor-edged shield. The Fir Domain nobles tend to be somewhat more sensitive to insults than most, and suffer a -2 circumstance penalty on all Will saving throws against taunt attacks.

Tribe of Shadows: The noble warrior of the Tribe of Shadows gains Hide as a class skill, and has a +2 circumstance bonus to all attack rolls made during the hours of darkness. Like the rest of his tribe, he is nocturnal, which often makes it difficult for him to adventure with others. He gains darkvision up to 60 feet – he can function fine with no light at all, although darkvision is only in black and white. Darkvision is an extraordinary ability. Whenever in bright sunlight he has a -1 circumstance penalty to all attack rolls, saves and checks. Some say this is due to the anger of the sun god Lug at the Shadows' forsaking of him, others that it is simply a sensitivity to daylight.

Finians: The Finians are a dour tribe, with a tendency towards an uncaring acceptance of all forms of hardship and hunger. They gain a +4 circumstance bonus on all checks and saving throws relating to environmental hazards, including drowning, starvation and thirst, and extreme weather of all kinds (p123). Unfortunately it often seems they have forgotten how to enjoy life, and their general ill-humour means they do not receive Perform as a class skill.

Bonus Feat: Noble warriors are the most visible warriors of their tribe, and battle skills for them are as important for proud, boastful displays as for their effectiveness on the field of war. At 1st level, 2nd level and every two levels thereafter, a noble warrior may select a bonus feat from the following list: Ambidexterity, Battle Cry, Celtic Wife Strike, Chariot Combat, Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Expertise, Great Cleave, Grip of Iron, Improved Battle Cry, Improved Critical, Improved Unarmed Strike, Improved Salmon Leap, Improved Two Weapon Fighting, Improved Taunt, Mobility, Power Attack, Quick Draw, Salmon Leap, Salmon Leap Attack, Shield Growl, Shield Leap, Spear Catching, Spear Foot, Spring Attack, Sunder, Two Weapon Fighting, Weapon Focus, Weapon Specialisation, Whirlwind Attack. In every case, the noble warrior must meet the usual prerequisites for the feat.

Weapon Specialisation: A noble warrior of 4th level or higher may use one of his feats (either one of the bonus feats he gains every second level, or one of the feats every character gains every three levels) to learn Weapon Specialisation. Weapon Specialisation adds a +2 damage bonus with a chosen weapon. The noble warrior must have Weapon Focus with the same weapon to take Weapon Specialisation. If the weapon is a ranged weapon, the bonus only applies to targets within 30 ft.

Thief

In the dark days leading up to Ragnarok, many in the Land of the Young turn to a life of thievery. Some are driven by hunger or desperation; others just feel certain they can get away with it in the confusion caused by the constant warring. Others still are simply that way inclined, and would steal and con their way through life even if they lived in the most peaceful and bountiful of lands.

Being a thief can be a source of pride, rather than something to hide. Thieves tend to have skills that can be very useful to their tribe, perhaps helping co-ordinate a cattle raid or assisting a group plunder an ancient ruin for buried treasure. In better times, when food and other necessities of life are not so scarce, a thief will only ever be punished by being forced to pay a fine in compensation to his victims if he is caught; but in these dark days justice may be a little more rough and a great deal more lethal. Even in relatively peaceful regions, a thief who cannot pay his fine may be imprisoned or exiled until he can.

Adventures: A thief's day-to-day activities are almost inevitably adventures in themselves, since they tend to involve careful preparation beforehand, significant risks while carrying them out, and the possibility of severe consequences if caught. Thieves also sometimes work together as an organised criminal hierarchy in a city, or form a gang of bandits with renegade warriors. Either situation can be fertile ground for adventures.

Characteristics: Although not especially resilient in combat, the thief can take almost anything else the world is likely to throw at him. He tends to be very lucky when it comes to avoiding unpleasantness of any sort, which is reflected in his high saving throws. He is highly skilled in a wide variety of areas of expertise. In addition, almost every thief spends at least a little time as a 'murk lurker' when times are hard – hiding out in the wilderness and bashing passing travellers over the head for their goods. For this reason thieves are effective with sneak attacks, and can often be of use in battle so long as they can keep out of their foes' way.

Religion: Thieves tend to be a little less religious than most – after all, moral or religious qualms can get in the way – but they are often as superstitious as anyone else. Certainly they are typically wary of druids and witches, well aware of the possible consequences of being caught robbing them.

Background: Most thieves come from a fairly poor background, whether driven to a life of crime by starvation or simple greed and envy. The aristocratic thief is almost unknown, although occasionally an exiled fighter will turn to thievery.

Game Rule Information

Abilities: Most thieves rely on Dexterity to ensure a high natural prowess with such skills as picking pockets, opening locks and disarming traps. Those who would sooner con their way to riches will need a high Charisma. Thieves who

work as bandits or ‘murk lurkers’ often end up in stand-up fights, particularly if an ambush goes wrong, and so may find a fair level of Strength and Constitution useful. Finally, because almost all thief characters are based around having a large number of skills, high Intelligence is always handy.

Hit Die: d6.

Class Skills

The thief’s class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex), and Wilderness Lore (Wis).

Skill Points at 1st Level: (8 + Int modifier) x 4.

Skill Points at Each Additional Level: 8 + Int modifier.

Thief Skill Note: You should read the Jack of All Trades class feature, below, before choosing your initial skills.



Table 1-3: The Thief

Level	Base Attack Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	+2	Jack of All Trades, Read Ogham, Traps
2	+1	+0	+0	+3	+3	Sneak Attack +1d6
3	+2	+0	+1	+3	+3	
4	+3	+1	+1	+4	+4	Uncanny Dodge (Dex bonus to AC)
5	+3	+1	+1	+4	+4	Sneak Attack +2d6
6	+4	+1	+2	+5	+5	
7	+5	+1	+2	+5	+5	Skill Mastery
8	+6/+1	+2	+2	+6	+6	Sneak Attack +3d6, Uncanny Dodge
9	+6/+1	+2	+3	+6	+6	
10	+7/+2	+2	+3	+7	+7	Slippery Mind
11	+8/+3	+2	+3	+7	+7	Sneak Attack +4d6
12	+9/+4	+3	+4	+8	+8	Uncanny Dodge (+1 against traps)
13	+9/+4	+3	+4	+8	+8	Skill Mastery
14	+10/+5	+3	+4	+9	+9	Sneak Attack +5d6
15	+11/+6/+1	+3	+5	+9	+9	
16	+12/+7/+2	+4	+5	+10	+10	Uncanny Dodge (+2 against traps)
17	+12/+7/+2	+4	+5	+10	+10	Sneak Attack +6d6
18	+13/+8/+3	+4	+6	+11	+11	
19	+14/+9/+4	+4	+6	+11	+11	Skill Mastery
20	+15/+10/+5	+5	+6	+12	+12	Sneak Attack +7d6, Uncanny Dodge (+3 against traps)

Class Features

All of the following are class features of the thief.

Weapon and Armour Proficiency: A thief prefers weapons that he can use with a reasonable degree of stealth. Thus all thieves are proficient with the flint knife, iron dagger, club, staff, iron javelin, iron hand-axe, iron shortsword, sling, taunt, and bow. Thieves are proficient with shields and with light armour. Their skills rely on fast, unencumbered movement, and so medium or heavy armour is anathema to them. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Jack of All Trades: Thieves are the most skilled folk in all of Tir Nan Og, picking up a little bit of everything when it comes to skills. The thief begins the game with one rank in every skill, except those which are exclusive to other classes. This is before spending his initial skill points.

Read Ogham: All thieves can read and write in the Ogham script, although they do not understand it with anything like the proficiency a druid does – thieves cannot use Ogham as a sign language, or to create magical effects.

Sneak Attack: From 2nd level upwards, any time the thief's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the thief flanks the target, the thief's attack deals extra damage. The extra damage is +1d6 at 2nd level and an additional 1d6 every three levels thereafter. Should the thief score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30 feet. The thief cannot strike with deadly accuracy from beyond that range. With an unarmed strike, the thief can make a sneak attack that deals subdual damage instead of normal damage. The thief cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty. A thief can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The thief must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The thief cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Traps: Thieves (and only thieves) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. A thief who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Uncanny Dodge: At 4th level and above, the thief retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker.

At 8th level, the thief can no longer be flanked. Another thief at least four levels higher can still flank them.

At 12th level, the thief gains a +1 bonus to Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks by traps. At 16th level, these bonuses rise to +2. At 20th level they rise to +3.

Skill Mastery: At 7th level, the thief selects a number of skills equal to 3 + Intelligence modifier. When making a skill check with one of these skills, the thief may take 10 even if stress and distractions would normally prevent him from doing so.

At 13th level the thief selects a further 3 + Intelligence modifier skills to gain skill mastery in, and another 3 + Intelligence modifier at 19th level.

Slippery Mind: If a thief of 10th level or higher is affected by a glamour and fails the saving throw, one round later the thief can attempt the saving throw again. The thief only gets this one extra chance to succeed. This is an extraordinary ability.

Tribal Warrior

The ordinary fighting forces of the Tribes of the Earth Goddess, the Tribes of the Drune Lords, and the Norsemen of Midgard, these men and women come from all backgrounds in peacetime, and so are generally skilled in at least one craft or profession as well as in war. Most prefer to use melee weapons rather than attacking their enemies from a distance, with their only concession to ranged combat being the use of a javelin or two hurled at close range just before charging home into the enemy. Youths are encouraged to use missile weapons such as slings or bows to give them a taste of war, but as soon as they grow to their adult strength they tend to give up such impersonal weapons and take up swords or axes.

Adventures: The Land of the Young is in such a constant state of turmoil and upheaval that adventures are almost inevitable for all characters. Whether defending his tribe against the Fomorians, or forced from his homeland by invading Drune Lords, the tribal warrior is almost certain to get into some kind of trouble.

Characteristics: Each tribe has its own particular fighting style, and so tribal warriors have a variety of special abilities depending on the tribe they hail from. In addition, all can work themselves up into a state of rage, in which they hit harder than usual and can shrug off blows. Raging weakens them, so they need to be able to destroy their foes before their fury wears off.

Religion: Most tribal warriors revere the ancestral gods of their tribe. They generally fear and respect their druids and would not dream of questioning their authority, although a few tribal warriors are suspicious of all magic and religion.

Background: Tribal warriors all have another profession or craft they follow in peacetime but as able-bodied adults who have their own weapons, they are part of the tribe's fighting forces in times of war.

Game Rule Information

Abilities: Strength is crucial for the tribal warrior. His fighting style is raw and savage, best suited to simply hitting his foe as hard as he can till the foe is dead. Constitution is also useful, since it can allow the tribal warrior to continue fighting long enough to inflict plenty of damage. Some tribal warriors prefer to use slings or bows more than melee weapons, and for them a high Dexterity can be very handy, but cultural pressures mean that such a preference is rare among adults.

Hit Die: d12.

Class Skills

The tribal warrior's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), Wilderness Lore (Wis).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the tribal warrior.

Weapon and Armour Proficiency: A tribal warrior is proficient with all simple and martial weapons, light and medium armour, and shields. Note that armour check penalties for wearing medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move

Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armour and equipment carried.

Fast Movement: The tribal warrior has a speed faster than the norm for his race by +10 feet when wearing no armour, light armour, or medium armour (and not carrying a heavy load).

Tribal Fighting Style: Each tribe has evolved a number of training techniques to enhance their capabilities in battle. From 1st level onwards, the tribal warrior is taught his tribe's fighting style, based on that of the heroes of old. Depending on his tribe, he gains a variety of penalties and bonuses at 1st level, 5th level, 10th level, 15th level and 20th level.

Sessair: The warriors of the Sessair disdain armour, regarding it as the mark of a coward. Thus tribal warriors of the Sessair are not proficient in any sort of armour. Even if a tribal warrior of the Sessair somehow becomes proficient with armour, he may not use any of the tribal warrior class features while wearing it. However, the tribal warriors of the Sessair train hard and long to withstand even the most lethal blows their enemies might inflict. At 1st level, the Sessair tribal warrior gains Damage Reduction 1/–. At 5th level, this rises to 2/–; at 10th level, to 3/–; at 15th level, to 4/–; and at 20th level to 5/–. In addition, this training for stamina and endurance gives the Sessair tribal warriors a +1 circumstance bonus to all Fortitude saving throws at 1st level, rising to +2 at 5th level, +3 at 10th level, +4 at 15th level and +5 at 20th level. This bonus to Fortitude saving throws is in addition to any gained from the Great Fortitude feat. Note that the Sessair aversion to armour does not apply to shields – many Sessair warriors use shields

Table 1-4: The Tribal Warrior

Level	Base Attack Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	+0	Fast Movement, Tribal Fighting Style (1)
2	+2	+0	+3	+0	+0	Rage 1/day
3	+3	+0	+3	+1	+1	Expert (+2/+1)
4	+4	+1	+4	+1	+1	
5	+5	+1	+4	+1	+1	Tribal Fighting Style (2)
6	+6/+1	+1	+5	+2	+2	Rage 2/day
7	+7/+2	+1	+5	+2	+2	Expert (+4/+2)
8	+8/+3	+2	+6	+2	+2	
9	+9/+4	+2	+6	+3	+3	
10	+10/+5	+2	+7	+3	+3	Rage 3/day, Tribal Fighting Style (3)
11	+11/+6/+1	+2	+7	+3	+3	
12	+12/+7/+2	+3	+8	+4	+4	
13	+13/+8/+3	+3	+8	+4	+4	
14	+14/+9/+4	+3	+9	+4	+4	Rage 4/day
15	+15/+10/+5	+3	+9	+5	+5	Tribal Fighting Style (4)
16	+16/+11/+6/+1	+4	+10	+5	+5	
17	+17/+12/+7/+2	+4	+10	+5	+5	Greater Rage
18	+18/+13/+8/+3	+4	+11	+6	+6	Rage 5/day
19	+19/+14/+9/+4	+4	+11	+6	+6	
20	+20/+15/+10/+5	+5	+12	+6	+6	Tribal Fighting Style (5)



in combat, and are not thought cowardly or subject to any penalties for doing so.

Fir Domain: The warriors of the Fir Domain are experts with shields of all kinds, particularly favouring the razor-edged shield. Not for nothing are the Fir Domain known as the Tribe of the Growling Shield. So long as a tribal warrior of the Fir Domain is using a shield, he gains a +1 dodge bonus to AC. This rises to +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level, and is cumulative with the usual AC bonus from the shield and any bonus from Door of Battle or similar feats. Tribal warriors of the Fir Domain become so used to relying on a shield for defence that they lose any dodge bonuses to AC if they are ever without one.

Tribe of Shadows: The Tribe of Shadows are lovers of the moon and of night-time, painting their bodies black and living largely nocturnal lifestyles. Their tribal warriors gain a +1 circumstance bonus to all Hide checks during the hours of darkness. This bonus rises to +2 at 5th level, +3 at 10th level, +4 at 15th level and +5 at 20th level. In addition, they are

able to make Sneak Attacks during the hours of darkness as follows: Any time the tribal warrior's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not) the tribal warrior's attack deals extra damage. The extra damage is +1d6 at 1st level, +2d6 at 5th level, +3d6 at 10th level, +4d6 at 15th level and +5d6 at 20th level. Should the tribal warrior score a critical hit with a sneak attack, this extra damage is not multiplied. The tribal warrior cannot make sneak attacks with ranged weapons. With an unarmed strike, the tribal warrior can make a sneak attack that deals subdual damage instead of normal damage if he chooses. The tribal warrior cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty. A tribal warrior can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The tribal warrior must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The tribal warrior cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. Note that the tribal warrior's sneak attack bonus damage does stack with any gained from levels in any prestige class that grants sneak attack. However, the tribal warrior's sneak attack bonus can only be used when making a melee attack on a target who is denied a Dexterity bonus to AC. Other classes may allow for sneak attacks at other times, in which case only the sneak attack bonus from such classes will be used. Due to the Shadows' preference for nocturnal activity, the tribal warrior from that tribe will find it impossible to adjust to a more normal routine: he will need to sleep during the day and adventure, travel or work at night, rather than the other way round. He gains darkvision up to 60 feet – he can function fine with no light at all, although darkvision is only in black and white. Whenever in bright sunlight he has a circumstance penalty of -1 to all attack rolls, saves and checks. Whether this is due to his sensitivity to light, or due to the anger of the sun god Lugh at the Shadows' forsaking of him, is uncertain.

Finians: The Finians are particularly expert with thrown spears of all kinds. So long as a Finian tribal warrior has a spear, javelin or gae bolga as his named weapon (p55), he gains a +1 competence bonus to all ranged attack rolls with it. At 5th level, the bonus rises to +2; at 10th level, to +3; at 15th level, to +4; and at 20th level, to +5. This bonus is cumulative with the bonus for having a named weapon. The Finians tend to be short of food, suffering greatly from the depredations of both the Fomorians and the other Earth Goddess tribes. For this reason all Finian tribal warriors must spend as many skill points as they are permitted to on the Wilderness Lore skill.

Rage: The tribal warrior temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC. The increase in Constitution increases the tribal warrior's hit points by 2 points per level, but these hit points go away at the end of the rage when the Constitution score drops back to normal. While raging, a tribal warrior cannot use skills or abilities that require patience and concentration. (The only class skills he cannot use while raging are Craft, Handle Animal, Intuit Direction, and Profession.) He can use any feat he might have except

for Expertise, item creation feats, earth power feats, and Skill Focus (if it's tied to a skill that requires patience or concentration). A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. The tribal warrior may prematurely end the rage voluntarily. At the end of the rage, the tribal warrior is fatigued (-2 to Strength, -2 to Dexterity, cannot charge or run) for the duration of that encounter. The tribal warrior can only fly into a rage once per encounter, and only a certain number of times per day (determined by level). Entering a rage takes no time itself, but the tribal warrior can only do it during his action. Starting at 17th level, the tribal warrior's rage bonuses become +6 to Strength, +6 to Constitution, and a +3 morale bonus to Will saves. (The AC penalty remains at -2.)

Expert: At 3rd level, a tribal warrior has great prowess off the battlefield as well as on. Recognised as an authority in his area of expertise, he gains a +2 competence bonus to one Craft or Profession skill of his choice. This competence bonus stacks with any bonus from the Skill Focus feat. This expertise ensures the tribal warrior will be popular and valued among the ordinary members of his tribe, giving him a +1 to all Diplomacy and Gather Information checks he makes when the target is a 1st level tribal warrior in the same tribe. At 7th level, both these bonuses double; the tribal warrior now has a +4 competence bonus to the Craft or Profession skill he selected and a +2 to Diplomacy and Gather Information checks with 1st level tribal warriors.

Witch

Witches are powerful natural magicians, adept at curses and human sacrifices. They are far more capable in hand-to-hand combat than druids. Most are female, because many of the witch covens will only teach other females, but since it is quite possible to teach oneself a great deal of sorcery there are more and more male witches – sometimes known as ‘cunning-men’. Witches revel in their image as unpleasant, half-mad sorcerers always stirring up trouble in cauldrons – that way people show them proper respect.

Adventures: Witches can often be found in battles, either wielding a sharp sword where the fighting is bloodiest or raising power by sacrificing captured enemies. They are also valued when magical opposition is anticipated.

Characteristics: Witches can be reasonably powerful fighters on the battlefield, but are usually most effective using a curse or other spell. Their special abilities relating to sacrifice allow them to gain magical energy efficiently from their victims. They are particularly skilled at summoning creatures from the Otherworld to fight their battles for them.

Religion: Most witches worship the Goddess in one or more aspects, but witches in the lands of the Drune Lords favour the darker, bloodier sides of the Goddess and often revere Crom Cruach and Carnun too.

Background: Some witches are born to the role, but many are selected by druids or Drunes as soon as they show magical aptitude at an early age, and educated formally in sorcery at a seminary, though of course their education is quite different from a druid's. Witches who are born to the role often live up to the traditional stereotype, working either alone or in small covens, cursing any who show them disrespect but making a good living brewing potions and healing sores. Those who have been chosen by druids or Drunes are often better disciplined than the ‘natural’ witches.

Game Rule Information

Abilities: A high Wisdom is essential for storing and manipulating earth power. Many witches rely on Charisma to beguile and curse their victims. Strength and Dexterity can both be useful in killing your enemies, or capturing victims to sacrifice. Intelligence is crucial if the witch desires a variety of skills, rather than just magical ones. In addition, a reasonable level in Constitution is advisable, to handle the consequences of magical backfires.



Hit Die: d8.

Class Skills

The witch's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Heal (Wis), Intimidate (Cha), Listen (Wis), Perform (Cha), Profession (herbalist)(Wis), Sense Motive (Wis), and Sorcery (none).

Skill Points at 1st Level: (4 + Int modifier) x 4.

Skill Points at Each Additional Level: 4 + Int modifier.

Class Features

All of the following are class features of the witch.

Weapon and Armour Proficiency: A witch is proficient with all simple and martial weapons, and light armour. Witches are not proficient with any kind of shield. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Hexer: Even at first level, a witch is already beginning to get a reputation as an expert with a variety of curses and offensive spells. She gains a +2 circumstance bonus to magical attack rolls when using any Curse spells.

+1 Base Earth Power: The witch increases her Base Earth Power by +1 at 1st level, then by +1 again at 4th level and

every four levels thereafter. Her maximum Earth Power also increases accordingly.

Ritual Sacrifice: At 2nd level the witch learns to tap into a great source of magical power, that is, the ritual sacrifice of another living creature. She gains the Ritual Sacrifice feat for free.

Blood Eagle: At 3rd level the witch is now able to enhance her sacrifices by torture. She gains the Blood Eagle feat for free.

Bleed Dry: At 5th level the witch's expertise in draining every last drop of earth power allows her to gain +1 Earth Power from any creature she ritually sacrifices (including creatures she tortures to death with a Blood Eagle). At 10th level this bonus rises to +2 Earth Power, at 15th level to +3 Earth Power, and at 20th level to +4 Earth Power.

Summoner: At 7th level the witch becomes highly adept at summoning and compelling creatures from the El worlds. She gains a +1 circumstance bonus to her magical attack roll when using all Summoning spells. This bonus rises to +2 at 13th level and to +3 at 19th level.

A Thousand Faces: At 9th level, the witch gains the supernatural ability to change her appearance at will. She can make herself – including clothing, armour, weapons, and equipment – look different. She can seem one foot shorter or taller, thin, fat, or in-between. She cannot change her body type. For example, a human witch could look human, humanoid, or like any other generally human-shaped bipedal creature. Otherwise, the extent of the apparent change is up to the witch. The witch could add or obscure a minor

Table 1-5: The Witch

Level	Base Attack Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	+2	Hexer, +1 Base Earth Power
2	+1	+1	+0	+0	+3	Ritual Sacrifice
3	+2	+2	+1	+1	+3	Blood Eagle
4	+3	+3	+1	+1	+4	+1 Base Earth Power
5	+3	+3	+1	+1	+4	Bleed Dry +1
6	+4	+4	+2	+2	+5	
7	+5	+5	+2	+2	+5	Summoner (+1)
8	+6/+1	+6	+2	+2	+6	+1 Base Earth Power
9	+6/+1	+6	+3	+3	+6	A Thousand Faces
10	+7/+2	+7	+3	+3	+7	Bleed Dry +2
11	+8/+3	+8	+3	+3	+7	
12	+9/+4	+9	+4	+4	+8	+1 Base Earth Power
13	+9/+4	+9	+4	+4	+8	Summoner (+2)
14	+10/+5	+10	+4	+4	+9	
15	+11/+6/+1	+11	+5	+5	+9	Bleed Dry +3
16	+12/+7/+2	+12	+5	+5	+10	+1 Base Earth Power
17	+12/+7/+2	+12	+5	+5	+10	
18	+13/+8/+3	+13	+6	+6	+11	
19	+14/+9/+4	+14	+6	+6	+11	Summoner (+3)
20	+15/+10/+5	+15	+6	+6	+12	+1 Base Earth Power, Bleed Dry +4

feature, such as a mole or a beard, or look like an entirely different person. The spell does not provide the abilities or mannerisms of the chosen form. It does not alter the perceived tactile (touch) or audible (sound) properties of the witch or her equipment. A battle-axe made to look like a dagger still functions as a battle-axe. If the witch uses this spell to create a disguise, she gets a +10 bonus on the Disguise check. *Note:* Creatures get Will saves to recognize this as an illusion if they interact with it (such as by touching the character and having that not match what they see, in the case of this class feature).

SKILLS

The following skills from *The Player's Handbook* are not used in *Sláine: The Roleplaying Game*: Decipher Script, Use Magic Device, Spellcraft, Scry, and Forgery. All other skills from *The Player's Handbook* may be learnt and used as normal, except for Concentrate, Craft, Disable Device, Open Lock and Perform which are slightly altered – see below. Several new skills are introduced for use with the *Sláine: The Roleplaying Game* magic system.

Bless (Cha – Trained Only)

Bless is the skill required to cast *Blessing* spells, including baby-blessings, consecrating temples, protective woad spells and the like. See the Earth Power chapter for more details.

Concentrate (Con)

This works as listed in *The Player's Handbook*, except that the Earth Power cost of the spell is used in each case instead of the spell's level. For spells where the Earth Power cost is paid each round or each hour, calculate Concentration checks based on one payment.

Craft (Int)

Craft is actually a number of separate skills. For instance, the character could have the skill Craft (trap making). The character's ranks in that skill do not affect any checks the character happens to make for pottery or leatherworking, for example. The character could have several Craft skills, each with its own ranks, each purchased as a separate skill. A Craft skill is specifically focused on creating something; if it is not, it is a Profession.

Check: The character can practice a trade and make a decent living, earning about half the check result in sés per week of dedicated work. The character knows how to use the tools of the trade, how to perform the craft's daily tasks, how to supervise untrained helpers and how to handle common problems. Untrained labourers and assistants earn an average of 2 chickens per day.

However, the basic function of the Craft skill is to allow the character to make an item of the appropriate type. The DC depends on the difficulty of the item created. The DC, the character's check results, and the price of the item determine how long it takes to make the item. The item's finished price also determines the cost of raw materials (in the game world,

Item	Craft	DC
Armour, shield	Armoursmith	10 + AC bonus
Missile weapon	Bowmaking	12
Simple melee or thrown weapon	Weaponsmith	12
Martial melee or thrown weapon	Weaponsmith	15
Exotic melee or thrown weapon	Weaponsmith	18
Very simple item	Varies	5
Typical item	Varies	10
High-quality item	Varies	15
Complex or superior item	Varies	20

it is the skill level required, the time required, and the raw materials required that determine an item's price. That's why the item's price and DC determine how long it takes to make the item and the cost of the raw materials).

All crafts require crafter's tools to give the best chance of success; if improvised tools are used instead, the check is made with a –2 circumstance penalty. On the other hand, masterwork crafter's tools provide a +2 circumstance bonus.

To determine how much time and money it takes to make an item:

1. Find the DC listed here or have the Games Master set one.
2. Pay one-third the item's price in raw materials.
3. Make a skill check representing one week's work.

If the check succeeds, multiply the check result by the DC. If the result times the DC equals the price of the item multiplied by 10, then the character has completed the item. (If the result times the DC equals double or triple the price of the item (multiplied by 10), then the character has completed the task in one-half or one-third the time, and so on.) If the result times the DC does not equal the price multiplied by 10, then it represents progress the character has made this week. Record the result and make a check for the next week. Each week the character makes more progress until the character's total reaches the price of the item multiplied by 10.

If the character fails the check, the character makes no progress this week. If the character fails by 5 or more, the character ruins half the raw materials and has to pay half the original raw material cost again to continue.

Progress by the Day: The character can make checks by the day instead of by the week, in which case the character's progress (result times DC) is at one tenth the weekly rate.

Creating Masterwork Items: Characters with the Craft Masterwork feat (see the Feats chapter) can make a masterwork item (an item that conveys a bonus to its use through its exceptional craftsmanship, not through being magical). The Earth Power cost listed in the description of the Craft Masterwork feat must be paid each time the attempt is made. The DC for masterwork items is as the DC for a standard item of the same type, plus 10. The cost

of attempting to make a masterwork item is one-third the total cost of the item when sold (see the Goods and Weapons chapter).

Repairing Items: Generally, the character can repair an item at the same DC that it takes to make it in the first place. The cost of repairing an item is one-fifth the item's price.

Retry: Yes, but each time the character misses by 5 or more, the character ruins half the raw materials and has to pay half the original raw material cost again.

Disable Device (Dex – Trained Only – Exclusive to Thieves)

Other than being exclusive to thieves, this skill is identical to that described in *The Player's Handbook*.

Divination (Int – Trained Only)

Divination is the skill required to cast spells of Divination, and interpret the results of such spells. See the Earth Power rules for more details.

Open Lock (Dex – Trained Only – Exclusive to Thieves)

Other than being exclusive to thieves, this skill is identical to that described in *The Player's Handbook*.

Perform (Cha)

Possible Perform types include buffoonery, chant, comedy, dance, drums, epic, harp, juggling, melody, trumpet, and storytelling. The character is capable of one form of performance per two full ranks, although all characters are capable of singing. All new forms of performance are gained at the full rank the character has – so, for example, a character with 5 ranks in Perform who knows singing, harp, and storytelling can do all three at rank 5.

Check: The character can impress audiences with talent and skill. The character can also cast any Bardic Magic spells he knows – see the Earth Power rules for more details.

DC Performance

- 10 Routine performance. Trying to earn money by playing in public is essentially begging. The character earns 1d2–1 chickens/day.
- 15 Enjoyable performance. In a prosperous city, the character can earn 1d4 chickens/day.
- 20 Great performance. In a prosperous city, the character can earn 2d6 chickens/day. With time, the character may be invited to join a professional troupe and may develop a regional reputation.
- 25 Memorable performance. In a prosperous city, the character can earn 1d4 pigs/day. With time, the character may come to the attention of noble patrons and develop a national reputation.
- 30 Extraordinary performance. In a prosperous city, the character can earn 1d6 s \acute{e} ts/day. With time, the character may draw attention from distant potential patrons or even from gods or El creatures.

A masterwork musical instrument gives a +2 circumstance bonus to Perform checks that involve the use of the instrument, including Bardic Magic checks.

Retry: Retries are allowed, but they do not negate previous failures, and an audience that has been unimpressed in the past is going to be prejudiced against future performances. (Increase the DC by 2 for each previous failure.)

In addition to using the Perform skill, a character could entertain people with tumbling, tightrope walking, warpspasm (though this might be regarded as profaning the Earth Goddess's gift), and certain spells.

Sorcery (None – Trained Only)

Sorcery is the study of spells. The Sorcery skill does not work like a standard skill.

† Each time he buys a rank in Sorcery, the character chooses a new spell that the character can cast.

† The character does not make Sorcery checks. The character either knows a spell or the character does not.

† The character's rank in Sorcery is recorded just as though it were any other skill, because although it will never be used for skill checks it is sometimes used as a prerequisite for spells or feats.

Starting Age and Money

The age of a starting character, along with the money he begins the game with, can be determined on the following tables. If desired, a player may choose his character's age, so long as that age is at least the minimum age that could be rolled for his character class. Aging effects, for characters fortunate enough to survive that long, are as given in *The Player's Handbook*.

It is also possible for a character to choose his starting money – the Starting Money Table lists amounts for each class, and in each case the character can choose to either have the standard amount of money for his class or roll randomly. In most cases the Games Master will require that more or less all a character's starting money be spent before the game begins. Realistically, it represents the value of the equipment he has accumulated or been given over the years – not a big pile of cash. Any money left over after paying for starting equipment should probably be left with the character's kin, since even three or four s \acute{e} ts represents a substantial weight of money to be carrying around.

Table 1-6 Random Starting Ages

Class	Starting age
Druid	25 + 2d6 years
Noble Warrior	14 + 1d4 years
Thief	14 + 1d4 years
Tribal Warrior	14 + 1d4 years
Witch	14 + 2d6 years

Table 1-7 Starting Money

Class	Random Amount (sét)	Non-Random Amount (sét)
Druid	2d4 x 10	45
Noble Warrior	6d4 x 10	140
Thief	3d4 x 10	70
Tribal Warrior	4d4 x 10	90
Witch	3d4 x 10	70

Enech: Honour and Reputation

Honour is important to almost everyone in Tir Nan Og. Without it, you face exile from your tribe and kin, and the very real possibility of being slain out of hand by anyone you meet. On the other hand, the benefits of honour are many – respect, reputation, gifts, hospitality wherever you go, a share in your kin's land-holdings, and recognition of your place in society. As far as the values of the Earth Goddess tribes go, honour and reputation are one and the same thing, and so in game terms we refer to Enech, the old Celtic word meaning face, honour and reputation.

Starting and Maximum Enech

All characters except for druids start with 1 Enech. This is because they are young folk, beginning adventurers with neither great nor evil deeds in their past. They are in good standing with both kin and tribe, but have not yet proved themselves heroes. At any time, a character's maximum possible Enech is equal to double his character level, because Enech comes predominantly from doing great deeds – you cannot gain a lot of Enech simply by being a generous King, for example, if you have not also defeated many foes. Generally only Kings and the greatest of heroes have maximum Enech for their character level. Each time a character rises a level, he gains a point of Enech, so for many characters their Enech will be the same as their character level.

Druids, Bards and Enech

Druids never have an Enech score. It is not that they lack honour – rather, they are entirely outside of normal society, and outside of the honour system and the legal system. They do not enter business deals, and they do not commit crime (at least, not without the Archdruids hearing about it and dealing

with it themselves). They have no particular need to concern themselves with reputation, or lack of it. So far as normal folk are concerned, all druids are utterly strange and unknowable, and an unpleasant druid is just more frightening than usual – he will not get a bad reputation. Bards likewise are outside the Enech system.

Gaining and Losing Enech

As can be seen from the table below, it is far easier to lose Enech than to gain it. For this reason, those characters who tend towards reprehensible rather than great deeds – witches and thieves in particular – often have lower Enech than their character level. This is not always the case, however, since there is no inherent dishonour in criminality, so long as one pays one's fines when caught.

Maintaining Enech

Enech is not static, even if you do nothing to actively raise or lower it. Unless your deeds and reputation are continuously sung of by the bards, your Enech will gradually ebb away. After each game year (every Samhain), your Enech is reduced by 1 point if you have not had enough bardic praises sung in your honour during the year. To maintain your Enech, you must have received at least as many bardic praises as your Enech score over the year. See the bard class description for more details about bardic praises.

In addition, failing to act with generosity during the course of a year will cause your Enech to drop by one point. You do not necessarily need to give away hugely valuable items, but you should generously reward those who do you services or favours, as well as any employees you have. Again this is assessed by the Games Master every Samhain.

Finally, you can lose Enech through failing to dress appropriately to your Enech, and for failing to appear suitably well-groomed throughout the year. This is assessed by the Games Master every Samhain. You will not lose Enech if you occasionally let your appearance slide a little, but such things as regularly wearing a lowly iron torc when you are the tribal king and should wear gold, or allowing your belly to extend out further than your chest, can count against you here.

Low Enech

A character with an Enech of 1 or higher is in good standing with the tribe. A character with an Enech of 0 is either a slave, or an outcast. Anyone reduced to an Enech of 0 will be banished from his tribe and kin, cast out and left to wander the Land of the Young.

A character with an Enech below 0 is far worse than a mere outcast. He is known as 'Cacc fora Enech' (literally meaning 'excrement on the face'). His honour is not simply gone – it is forever tainted. Unless he can somehow atone for his awful crimes (at the Games Master's discretion), his Enech can never go up. All hands will be raised against him – it becomes a crime to assist or aid him in any way. In fact, it is a crime not to attack and kill him if he is present.

Act or Circumstance	Enech Modifier
Advance one character level	+1
Acquire a new prestige class	+1
First time you have a warp-spasm	+1
Kill fifty or more foes in one day	+1 per full 50 foes killed
Kill a foe of Huge size	+1
Kill a foe of Gargantuan size	+2
Kill a foe of Colossal size	+3
Kill a foe of 10 or higher Enech	+1 per full 10 points of Enech of foe
Keep the brain-ball of a killed foe of 10 or higher Enech	Extra +1 per 10 points of foe's Enech
Rescue an important person from extreme danger or captivity	+1 per full 10 points of Enech of person
Give away goods worth at least your sarhaed	+1
Give away item of enormous or incalculable value (e.g. your entire tribe, or one of the Four Treasures)	+2
Made Cenn of your kin	+2*
Made King of your tribe	+4*
Made High King	+6*
Win a contest of taunts with someone of higher Enech	+1
Lose a contest of taunts with someone of lower Enech	-1
Break a minor geas	-1
Break a major geas	-2
Break an oath	-4
Successfully satirised by bard	-1 to -3
Fail to get enough bardic praise during the year (see below)	-1
Miserly during the year (see below)	-1
Slovenly or poor appearance during the year (see below)	-1
Failure to pay money you owe on a business deal	-1
Fail to pay fine after legal judgement made against you	-2
Kill a bard or druid (excludes Drones)	-10
Abuse of hospitality	-8
Creature under your protection killed	-8
Fail to fulfil blood-feud against killer of your kinsman	-4 per year killer remains alive
Refuse a reasonable boon asked by a bard	-1**
Refuse a reasonable request asked by a druid	-1**
Refuse a direct order from your tribal archdruid	-1
Fail to make appropriate sacrifices to a deity you worship	-1
Refuse a direct order from a deity you worship	-6
Interfere with an arranged honour duel	-2
Disfigured	-1
Maimed (loss of a hand or other body part)	-2
Banished from your kin	-2 (to a minimum of 0)
Banished from your tribe	-3 (to a minimum of 0)
Enslaved***	-10 (to a minimum of 0)

* These Enech gains are lost again if you resign from or are ousted from the position.

** 'Reasonable' will be dependent on your own Enech and on circumstance.

*** You can avoid this penalty if you actively refuse to accept your slavery, being completely uncooperative and rebellious at all times

Sarhaed

Sarhaed is a character's Honour-Price, a way to put a monetary value on his honour. It defines the maximum amount he can be liable for in an oath or business deal, as well as reflecting the price that will be owed his kin if he is illegally killed or otherwise injured (either physically or in terms of loss of honour). See the Tir Nan Og chapter for more information on the use of sarhaed in the culture of the Earth Goddess tribes. The table below gives the amount of sarhaed due each character depending on his Enech:

Enech	Sarhaed
0 or less	0
1 to 9	6 cumals per point of Enech
10 to 19	60 cumals, plus 12 cumals per point of Enech above 10
20 to 29	180 cumals, plus 25 cumals per point of Enech above 20
30 to 40	430 cumals, plus 50 cumals per point of Enech above 30

Geases

Geases are a form of Celtic curse or perhaps quest – obligations or restrictions placed on a character at a very early age, which must be adhered to so as to avoid dreadful consequences. All persons of note (anyone other than dwarves and slaves) will begin the game with one geas. For humans, this geas can be selected from the list of minor geases, or better still created with the agreement of the Games Master using the minor geas list as examples of the approximate severity. Likewise, warped ones may either choose a major geas from the list or create a new one with the agreement of the Games Master. A character appointed Cenn of his clan gains a new minor geas, while a tribal King gains two minor and a High King three minor and one major. Any time you are required to choose a geas, you may choose a weird instead (see below).

Breaking a geas has several consequences:

- † Loss of Enech.
- † 1d6 temporary Charisma damage (2d6 for a major geas).

- † Make a Will saving throw (DC = 20 for a minor geas, 30 for a major geas) or acquire a weird (minor if you broke a minor geas, major if you broke a major geas) of the Games Master's choice or randomly generated.
- † Make a Will saving throw (DC as above) or suffer the effects of a *lesser ill luck* spell (for breaking a minor geas) or *greater ill luck* spell (for breaking a major geas). If you are a Cenn or King, this spell will also affect all the people you have responsibility for if you fail your saving throw.
- † Make a Will saving throw (DC as above) or have your Earth Power reduced to zero and unable to increase by any means for 1d6 weeks (for 3d6 weeks if you broke a major geas). After this time it reverts to your Base Earth Power as normal.

Minor Geases

- † Never refuse a single boon to a bard
- † Never refuse to grant hospitality
- † Never refuse to hospitality when offered to you
- † Always honour and obey any druid (except Drones)
- † Minor ritual or restriction, for example:
Never listen to the birds of Lough Swilly when the sun sets
Never drink the waters of Bo Nemridh between dawn & darkness



Never eat dog
 Never wear a cloak of many colours on a dappled horse on the Heath of Lonrad
 Never still be in bed at sunrise on Lugnasad

- † Traditional tribal minor geas, for example:
Sessair – never cut your hair unless you have killed a foe (a member of a tribe that your tribe is at war with, or a traditional enemy such as a Fomor or skull-sword) that day.
Fir Domain – never run or charge into battle (any conflict with over 200 combatants present).
Finian – eat turnips for at least one meal each day.
Tribe of the Shadows – never venture out of doors without first painting yourself black.

Major Geases

- † Always honour and obey any druid or Drune
- † Never refuse a single boon to anyone
- † Major ritual or restriction, for example:
 Never listen to birds when the sun sets
 Never drink water between dawn & darkness
 Never eat food between dawn and darkness
 Never wear a cloak
 Never still be in bed at sunrise
- † Traditional tribal major geas, for example:
Sessair – each time you are wounded, you must spend an action deliberately making the wound bigger, causing yourself 1d4 extra damage.
Fir Domain – never run, charge, or hustle.
Finian – never eat meat or fish, or drink ale or mead.
Tribe of the Shadows – never venture out of doors during daylight hours.

Weirds

Weirds are fates or destinies. A character may choose a minor weird instead of a minor geas, or a major weird instead of a major geas. Weirds do not take effect immediately – rather, they will occur at some future date, as determined by the Games Master. There is nothing you can do to avoid the onset of a weird, except to go on (and succeed at) a quest at the direct request of a deity. For major weirds, even this is not usually enough – a major weird can only be removed at the Games Master's discretion, and usually only in the most exceptional of circumstances, such as a reward for a lifetime's personal and risky service to a god or goddess.

Minor Weirds

1. *Long Imprisonment or Torture:* You will be imprisoned, tortured or enslaved for at least 3d6 months before you even get a chance of escape or rescue.

2. *Permanent Disfigurement:* You will be disfigured, suffering 2d4 permanent damage to Charisma and -1 to Enech.
3. *Exile from your Tribe or Kin:* You will be left to wander the Land of the Young, alone and unloved, never spending two nights in the same place, never crossing the same river twice, and never cooking a meal and sleeping in the same place, such will be the power and reach of your enemies. This will last at least 2d6 months before you even have a chance at attempting a reconciliation or resolution.
4. *Annoying Companion:* At some point you will acquire a highly annoying dwarf or similar low-class companion, who will continually embarrass and irritate you with his antics. You will never be rid of him – perhaps not even when you are dead.
5. *Temporary Insanity:* You will go insane for at least 2d6 months before you even get a chance of being cured, wandering like a loon under the control of the Games Master.
6. *Temporary Blindness:* You will go blind for 4d6 months before you even get a chance of being cured.

Major Weirds

1. *Divine Champion:* You have been personally selected as the champion of one of your gods or goddesses. This is a permanent appointment. You will never be entirely free again. It is quite possible that the deity will even wish to retain your services after your death.
2. *Heroic Sacrifice:* You will die, painfully and permanently but nobly, in the act of defeating your greatest foe or accomplishing your greatest triumph.
3. *Permanent Maiming:* You will lose an arm, eye or leg. Nothing can cure it once it is gone. You suffer a -2 penalty to Enech when it happens. The loss of an arm means you suffer 1d3 permanent damage to each of Strength and Charisma as well as the obvious consequences. The loss of an eye means you suffer a -2 circumstance penalty on all melee attacks and Spot checks, 2d4 permanent damage to Charisma, and you are unable to use Evil Eye as a spell range. The loss of a leg halves your movement, means that you cannot run, and causes you 1d3 damage to Charisma.

Feats

Feats are special abilities and qualities that can greatly enhance a character and, in some cases, grant them almost superhuman powers. Each character gains a feat during character creation, and an additional feat at 3rd level, 6th level, etc. Humans get an additional bonus feat at 1st level, representing their versatility and adaptability. A warrior might have the Door of Battle feat, allowing him to gain maximum protection from a simple wooden shield, while a druid might learn Ritual Sacrifice so as to have an easy source of Earth Power to fuel his sorcery. Sláine himself is well known for his tribal battle feats, particularly his great Salmon Leap.

Some of the classes receive further bonus feats, as described in the Characters chapter. The Noble Warrior gains several bonus feats, representing the enormous amount of time this character spends training for battle. Druids also gain bonus feats, as they are by far the most knowledgeable sorcerers in the Land of the Young.

Types of Feats

The majority of feats listed in this chapter are marked as general – any character who meets the prerequisites of these feats may take them. In addition, some feats are marked for the use of certain characters only.

Earthpower Feats

Any character may learn an earthpower feat, so long as they meet the prerequisites. Generally they are of most use to druids and witches, because these classes have the skills and EP needed to make maximum use of earthpower feats. Some earthpower feats have a new category, Earth Power Cost. This represents the EP cost required to activate the feat.

Special Feats

Eight feats are marked as special, because they can only be acquired by certain character classes, tribes, or character races. These are Ancestral Warp, Improved Warp-Spasm and Warp-Spasm Master, which can only be taken by a warped one; Blood of Heroes, which can only be taken by a human member of one of the Earth Goddess tribes; Celtic Wife Feat, which can only be taken by a female member of one of the Earth Goddess tribes; Craft Druid's Egg, which can only be taken by a druid of 11th level or higher; Slough Skin, which can only be taken by a druid; and Weapon Specialisation, which can only be taken by a noble warrior of 4th level or higher. Most special feats also have other prerequisites that must be met as usual.

Existing Feats

The following feats from Chapter 5 of *The Player's Handbook* are used without change in *Sláine: The Roleplaying Game*. No other feat from *The Player's Handbook* may be used in *Sláine*.

Alertness, Ambidexterity, Armour Proficiency (light), Armour Proficiency (medium), Armour Proficiency (heavy), Cleave, Combat Reflexes, Dodge, Endurance, Exotic Weapon Proficiency, Expertise, Far Shot, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Initiative, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Iron Will, Leadership, Lightning Reflexes, Martial Weapon Proficiency, Mobility, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Shot, Run, Shield Proficiency, Shot on the Run, Skill Focus, Spring Attack, Sunder, Toughness, Track, Two-Weapon Fighting, Weapon Focus, Whirlwind Attack.

A full list of all feats useable, including new ones described in this chapter, is shown below, along with the prerequisites needed to acquire each feat.

General Feats

Feat	Prerequisites
Alertness	–
Ambidexterity	Dex 15+
Armour Proficiency (light)	–
Armour Proficiency (medium)	Armour Proficiency (light)
Armour Proficiency (heavy)	Armour Proficiency (light), Armour Proficiency (medium)
Battle Cry	Base attack bonus +1, Intimidate 3 ranks
Chariot Combat	Dex 13+, Balance 1 rank
Chariot Darts	Chariot Combat
Chariot Leap	Chariot Combat, Whirlwind Attack, Jump 1 rank
Cleave	Power Attack
Combat Reflexes	–
Dodge	Dex 13+
Dodge Monster	Monster Slayer, Dodge, base attack bonus +7
Door of Battle	Proficiency in shield, base attack bonus +1
Endurance	–
Exotic Weapon Proficiency*	Base attack bonus +1
Expertise	Int 13+
Far Shot	Point Blank Shot
Flying Leap	–
Great Cleave	Str 13+, Power Attack, Cleave
Great Fortitude	–
Grip of Iron	Weapon Focus in a two-handed weapon, base attack bonus +10, Str 15+
Humble Shield	Door of Battle, Improved Disarm, base attack bonus +5
Improved Battle Cry	Battle Cry, base attack bonus +2, Intimidate 4 ranks

Ancestral Warp (Special)

Prerequisites: Must be a warped one, Warp-Spasm Master, base attack bonus +15 or higher.

Benefit: Even when you have no Earth Power available, you may attempt to enter a warp-spasm (see the Combat chapter). You need the assistance of another human or warped one. By staring into their eyes for ten minutes, you may make a roll on the warp-spasm table (as may they, if they also have this feat). The resultant warp-spasm is to an atavistic, animalistic form, usually with a great bestial head and claws (allowing you to make unarmed attacks that do slashing damage rather than bludgeoning damage, though the damage is the same as usual for your warp-spasm). Both of you suffer a -4 to Spot checks while staring into each other's eyes, and if either of you is distracted during the ten minutes you will need to make concentration checks (DC 15 + damage received this round if any) or your efforts are wasted (though you may start again if desired).

Normal: You need at least one point of EP available to enter a warped state.

Special: Your warp-spasm control roll is made at a penalty of -4 when you use this feat.

Battle Cry (General)

The Fir Domain in particular are famous for their intimidating battle roars, but many other warriors also devise war cries of their own.

Prerequisites: Base attack bonus +1 or higher, Intimidate skill.

Benefit: You may make a battle cry against an opponent within 30 ft. Make an Intimidate check at DC 10 + the enemy's character level. If successful, the enemy will automatically gain a temporary -1 morale penalty on attack and damage rolls for the duration of the combat. This feat may only be used against one enemy per battle or encounter. You must be capable of shouting to use this feat.

Blood Eagle (Earth Power)

You may draw a huge quantity of earth power from a creature by painstakingly sacrificing it over a period of several hours. The Badb witches of the Drones are noted for doing this by a process called the Blood Eagle, whereby the victim's ribs are cut through and drawn out through his back, resembling bloody wings. Other spellcasters may have other methods of performing the sacrifice, but the point is to maximize the earth power gained from a single ritual sacrifice.

Prerequisites: Ritual Sacrifice, magic attack bonus +2 or higher, base attack bonus +2 or higher.

Benefit: When you torture a victim to death in a ritualistic manner, if you take at least fifteen minutes to do so you gain 1 EP point for every full 3 hp they had to start with. If you are able to spin the process out for an hour or more, you gain 1 EP point for every full 2 hp they had at the start of the torture. The victim must be bound or otherwise helpless. If for some reason you need to know how much damage you have inflicted on

them at some time part way through the process (for example, if the victim is rescued before you finish them off), assume that you had to inflict a minimum of 1d3 hit points damage per five minutes, but could inflict as much as your standard melee attack damage every round if desired (this latter damage assumes that you either have a particularly tough opponent, or are choosing to kill them quickly because they are about to be rescued), or anything in between. If you kill them before the 15 minutes is up, you only gain 1 EP point for every full 4 hp they had, just as with a standard ritual sacrifice.

Blood of Heroes (Special)

Though you could not truly be called a warped one, some of that ancient blood runs through your veins, and in the right circumstances you too could have a minor warp-spasm.

Prerequisites: Base attack bonus +5 or higher, must be human, must be a member of one of the Earth Goddess tribes (that is, the Sessair, Fir Domain, Tribe of Shadows or Finians).

Benefit: Occasionally, under particularly special circumstances, you may attempt to enter a warp-spasm.

This is always at the Games Master's discretion. The most common situation in which this is possible is when you have an unusually high level of earth power (10 or higher) and are about to enter a particularly significant battle – not just a cattle raid or similar skirmish, but a major fight on behalf of the entire tribe. The other situation in which you may attempt to warp out is during the initiation into the Red Branch of the Sessair tribe (p140). In either case you make a roll on the warp-spasm table (p57) with the usual penalties and bonuses, including the -4 penalty for not being a warped one.

Celtic Wife Strike (Special)

As a Celtic woman, your viciousness and enthusiasm for battle are legendary – every time you get into a fight you seem to find a way to 'get the boot in' as well as your more conventional attacks.



Prerequisites: Base attack bonus +9 or higher, Improved Unarmed Strike, must be a female member of one of the Earth Goddess tribes (that is, the Sessair, Fir Domain, Tribe of Shadows or Finians).

Benefit: You may make an extra attack each melee round with an unarmed strike for 1d4 bludgeoning damage at your highest attack bonus, but this attack and all other attacks you make this round each suffer a –2 penalty. This feat can only be used with the full attack action.

Special: Even when not using the full attack action, any unarmed strike attack you make now does 1d4 bludgeoning damage.

Chariot Combat (General)

The Celtic preference for the chariot as a war machine is well known. Those warriors who fight from a chariot find their combat capabilities much enhanced if they can learn to run up and down the yoke pole of the chariot, rather than simply fighting from the chariot platform itself. This confuses opponents and allows for more deadly attacks.

Prerequisites: Dex 13+, Balance skill.

Benefit: When in a chariot of which you are not the driver, you may choose to run up and down the yoke pole. You lose the usual one-quarter cover bonus from the chariot sides and front, but you gain a one-half cover bonus from the horses at your sides (this does not apply to attacks from the front, although very few combatants are foolish enough to attack a moving chariot from the front). In addition, by timing your attacks to take advantage of the momentum both from the chariot and your own running, you gain a +3 damage bonus to melee attacks (so long as you are wielding a weapon of at least large size), and ranged weapon attacks (so long as your weapon is thrown, rather than fired). This damage bonus only applies if the chariot is moving at running speed.

Chariot Darts (General)

You are skilled at using ranged weapons from the back of a chariot or horse.

Prerequisites: Chariot combat.

Benefit: The penalty you suffer when using a ranged weapon from a chariot or from horseback is halved: –2 instead of –4 if the chariot or horse is taking a double move, and –4 instead of –8 if the chariot or horse is moving at running speed. If you are on a chariot that has masterwork suspension (p62), the penalties are halved again: to –1 if the chariot is taking a double move, and –2 if the chariot is moving at running speed.

Chariot Leap (General)

One of the main purposes of the chariot is to rapidly carry the best warriors into battle, where they can leap down from the yoke pole into the midst of their enemies, hacking them down like wheat at harvest-time.

Prerequisites: Chariot Combat, Whirlwind Attack, Jump skill

Benefit: You may make a Whirlwind Attack by jumping from your chariot yoke pole, right into the middle of your foes. You must be on a chariot that is moving at running speed, and it is recommended that your charioteer has the Chariot Control feat, since he will need to make a tight turn immediately as you leap from the yoke pole, so as to avoid running you over or scything you down! Instead of your 5-foot step that round,

you make a Jump check as for a standard running jump to determine how far you can leap from front of the chariot yoke pole. On landing you make a Whirlwind Attack as normal, but with the added benefits of the Chariot Feat – that is, you gain a +2 to damage inflicted on all the targets of your Whirlwind Attack on the round that you leap.

Craft Druid's Egg (Special)

Prerequisites: Craft Masterwork (stonemasonry), must be a druid of 11th level or higher.

Benefit: You may create a druid's egg. Each druid's egg must be crafted for one named individual, and becomes non-operational if handled by anyone other than the creator and the named individual. See the Earth Power chapter for more information on the use of druid's eggs. Each druid's egg you have in operation at any one time reduces your base EP by one (also affecting your maximum EP as usual). You can render any of your druid's eggs non-operational as a free action if you so wish, even if they are not present. Doing so will restore the reduced point of EP.

Craft Masterwork (Earth Power)

You have truly mastered your craft, and are able to produce superior and special items of all kinds, including weapons, dolmens and weirdstones, armour, tools, etc.

Prerequisites: Craft (any) 10 or more ranks

Benefit: Choose a Craft skill in which you have 10 or more ranks. You may create masterwork items using that Craft skill. This is an inherently magical process; Earth Power runs through every aspect of life in Tir Nan Og, especially the work of great crafters. Thus, weapons created using the Craft Masterwork feat are considered to be enchanted.

Normal: You may not create masterwork items, however skilled you may be.

Special: The Earth Power cost may be paid by you, or you can sacrifice a creature or tap a dolmen if available. Alternatively, you can use your own or another creature's blood in the creation process, at the usual rate of 1 EP per 6 hp worth of blood (see the Earth Power chapter).

Item Size	Earth Power Cost
Tiny or smaller	1 EP
Small	2 EP
Medium-size	4 EP
Large	8 EP
Huge	16 EP
Gargantuan	32 EP
Colossal	64 EP

You may take this feat more than once; the effects do not stack, instead you apply it to a different Craft skill each time.

Craft Wicker Man (Earth Power)

By designing and supervising the construction of a vast Wicker Man, then filling it with living creatures and burning it, you may raise a vast quantity of Earth Power.

Prerequisites: Blood Eagle, Profession (engineer) 6 or more ranks.

Benefit: This is the final refinement of ritual sacrifice. Designing and constructing the Wicker Man will take twenty

workers two months for a huge Man, three for gargantuan and four for colossal. Each Wicker Man can hold the following:

Huge	40 people
Gargantuan	80 people
Colossal	120 people

Animals can be substituted for humans if desired – assume that cattle (average 36 hp) each take up the same space as four humans; pigs or sheep (average 22 hp each for pigs, 8 hp for sheep) each take the same space as one human; or six chickens (1 hp each) can occupy the same space as one human. Once the Wicker Man is set aflame, it will take two, four or six hours to burn through, dependent on size. At the end of that time, total up the hit points of the creatures burnt up within it. This is the amount of Earth Power generated by burning the Wicker Man.

Special: If you also have the Craft Masterwork (wood) feat or the Improved Craft Masterwork feat and 10 or more ranks in Craft (wood), your Wicker Man generates +10% Earth Power when burnt.

Dodge Monster (General)

Ducking and weaving, constantly in motion, you are able to easily evade the attacks of larger foes until the time is right to launch a devastating counter-attack.

Prerequisites: Monster Slayer, Dodge, base attack bonus +7 or higher.

Benefit: When you use the Dodge feat against an opponent of Large or greater size, you may take a move-equivalent action to gain an extra dodge bonus to Armour Class as follows:

- Large opponent: +1
- Huge opponent: +2
- Gargantuan opponent: +4
- Colossal opponent: +8

This bonus is in addition to the usual +1 for use of the Dodge feat, and lasts until your next action.

Special: If you also have the Mobility feat, you may move up to your full normal speed during the move-equivalent action you took to gain the dodge bonus.

Door of Battle (General)

Because most Celts disdain any protection other than a wooden shield, they learn a variety of techniques to use it to protect the entire body.

Prerequisites: Proficiency in shield, base attack bonus +1 or higher.

Benefit: Any protection you gain from using a shield is doubled – that is, a small shield gives +2 to AC rather than the usual +1, and a large shield gives +4 to AC rather than the usual +2. Any additional bonuses gained from the shield being magical or otherwise enhanced are also doubled.

Druid Slayer (General)

You laugh at ill omens, and think nothing of defiling sacred temples or murdering priests.

Prerequisites: Iron Will, must have killed at least one druid.

Benefit: You ignore the effects of the druidic awe ability.

Exotic Weapon Proficiency (General)

Almost every tribe specialises in the use of one or more unusual weapons. Choose one exotic weapon. You are now proficient in this weapon.

Prerequisites: Base attack bonus +1 or higher

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient in it suffers a –4 penalty on attack rolls.

Special: You can gain this feat multiple times. Each time you take the feat, it applies to a new weapon.

Flying Leap (General)

The Flying Leap is a classic Celtic battle tactic and has the advantage that it can be taught to anyone, however inexperienced in combat. A variant of the charge, it is particularly useful against a foe who expects you to simply run onto his spear.

Benefit: When you make a charge action against an opponent who has set a weapon against your charge, they must succeed at a Will save (DC 15 + your Charisma modifier) or completely lose the attack they readied.

Grip of Iron (General)

Prerequisites: Weapon Focus in weapon that is usually two-handed for your size category, base attack bonus +10 or higher, Str 15+.



Benefit: You may wield a weapon that is one size category larger than your size category using only one hand. All attacks made with the weapon while it is being wielded one-handed suffer a –4 circumstance penalty to attack rolls due to its awkwardness when used in this manner. If the weapon is a hafted one (any weapon with ‘axe’ or ‘spear’ as part of the name, plus javelins, scythes, mattocks, or staves) you may choose to suffer only a –2 circumstance penalty to your attack rolls but a –2 circumstance penalty to damage rolls too, representing the ease with which you can shorten your grip on the weapon but the reduced effectiveness of blows without the full leverage of the haft behind them. Whether or not a

particular weapon is hafted is always at the Games Master's discretion.

Special: Although you may wield a second weapon with your off-hand, the second weapon must be a weapon that you could normally wield one-handed without using this feat. For example: if you had the Ambidextrous, Two-Weapon Fighting, and Grip of Iron feats, you could wield an iron great-axe with one hand at -8 (-4 for using an off-hand weapon, -4 for Grip of Iron) and an iron sword in the other at -4 (-4 for using an off-hand weapon). Alternatively you could use a great-axe and short sword (at -6 and -2 respectively). However, you could not use a great-axe in each hand.

Humble Shield (General)

By deliberately catching an opponent's blade in the wood of your shield, you can twist it out of their hands and take it for your own use.

Prerequisites: Door of Battle, Improved Disarm, base attack bonus +5 or higher.

Benefit: You may make an attempt to disarm an opponent using your shield, so long as the opponent's weapon is of either the piercing or slashing type. Unlike a normal disarm attempt, you must ready your disarm attempt when using this feat. When an opponent attacks, you make an opposed attack roll with a +1 if you are using a small shield, or +2 if you are using a large shield. If they beat you, they damage you normally. If you beat them, their weapon damages your shield as though they had made a 'Strike a Weapon' attack (see *The Player's Handbook* Chapter 8), but you have successfully disarmed them and may draw their weapon from your shield as a standard action (or as a free action if you also have the Quick Draw feat). This feat may only ever be used with a wooden shield.

Special: If for some reason you choose to leave the weapon embedded in your shield, the shield will be of no use (that is, no AC benefit, no shield bashes, no more use of this feat etc) until you do remove it.

Improved Battle Cry (General)

Your battle cries are louder and more fearsome than most.

Prerequisites: Battle Cry, base attack bonus +2 or higher, Intimidate.

Benefit: When you yell your battle cry, you may affect three creatures + your Charisma modifier (minimum 2 creatures), so long as all are within 30 feet of you. Otherwise this feat works the same way as the Battle Cry feat. You may still only use one Battle Cry per battle or encounter.

Improved Corn Dolly (Earth Power)

Prerequisites: Magic attack bonus +3 or higher.

Benefit: You may enhance your construction of a corn dolly (p79) by adding additional connections to the victim. For each additional object you incorporate into the corn dolly, your magical attacks using that corn dolly gain a +1 bonus, up to a maximum of +4. Each object must be one which by itself could be used as the intimate connection to the victim in a corn dolly (p79).

Improved Dodge (General)

When you fight, it seems as if you possess a sixth sense, instinctively twisting out of the way of well aimed blows from all your opponents. This ability has saved your life more times than you care to remember.

Prerequisites: Dex 13+, Dodge, Lightning Reflexes.

Benefit: The character receives a +1 dodge bonus to Armour Class against attacks from all opponents during each round. Note that a condition causing the character to lose his Dexterity bonus to Armour Class (such as being caught flat-footed), will also cause the loss of dodge bonuses. Also, this bonus does not stack with the Dodge feat bonus.

Improved Salmon Leap (General)

By leaping the Salmon Leap at the last possible moment before being flanked, you can cause your opponents to strike one another rather than you.

Prerequisites: Salmon Leap, Dodge.

Benefit: So long as you have a Salmon Leap readied (see *The Player's Handbook*, Chapter 8), any foes who attempt to flank you must make opposed Dexterity checks with you or attack each other instead of attacking you. Only their first attack on the round in which you leap is affected.

Special: You may be fairly loose about the conditions for activating your Salmon Leap; for example, you could specify 'I ready my Salmon Leap to use against either a thrown weapon attack, or a charging foe, or enemies attempting to flank me.' The first of the specified conditions that is satisfied will prompt the use of your Salmon Leap.

Improved Warp-Spasm (Special)

The most experienced warped ones eventually gain the power to enter a totally warped state.

Prerequisites: Must be a warped one, base attack bonus +9 or higher.

Benefit: You gain a +4 circumstance bonus to all your rolls on the warp-spasm table (see the Combat chapter).

Special: All spells now cost you one more EP to use than they usually would (this only applies to the initial activation of the spell, not to any cost you may need to pay to maintain it in future rounds).

No Honour (General)

You have accepted that you have no honour whatsoever, and so are highly resistant to any attempt to insult your honour.

Prerequisites: Enech -1 or lower.

Benefit: You gain a +4 bonus to all Will saving throws made to resist the effects of Taunt attacks.

Special: If your Enech ever rises to 0 or above, you may not gain the benefits of this feat until it falls below 0 again.

Monster Slayer (General)

Through long practice and bitter experience, you have learned a number of techniques for killing monsters quickly so as to risk as little damage to yourself as possible.

Prerequisites: Power Attack, base attack bonus +6 or higher.

Benefit: When making a Power Attack against a foe of Large size or greater, you now add twice as much to your damage roll as you subtract from your attack roll, rather than the same amount as is usual for Power Attack. For example, you can

use your Power Attack to gain a +2 to damage for a -1 penalty to your attack roll, or a +6 bonus to damage for a -3 penalty to attack, or even a +10 bonus to damage for a -5 penalty to attack. As ever with Power Attack, the bonuses and penalties have to apply to all your attacks this round.

Multiattack (General)

Prerequisite: Three or more natural weapons.

Benefit: The creature's secondary attacks with natural weapons suffer only a -2 penalty.

Normal: Without this feat, the creature's secondary natural attacks suffer a -5 penalty.

Piles of Carcasses (General)

Your enemies all dwell in the narrow house. Whenever you draw your weapon, you leave heaps of the slain all about you, often killing fifty foes in a day and not thinking it too many.

Prerequisites: Sundered Heads, base attack bonus +12 or higher.

Benefit: As Sundered Heads, but you may move up to three 5 ft. squares before each extra attack. You may not exceed half your speed during your action.

Reckless Attack (General)

You go wild in close combat, heedless of danger as you channel every ounce of your skill into slaying your enemies as quickly as possible. Your attacks become crazed and there are few opponents who can withstand the sheer reckless power of your blows.

Prerequisite: Str 15+, Power Attack.

Benefit: On your action, before making attack rolls for a round, you may choose to subtract a number from your Armour Class and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on your Armour Class and the bonus on damage apply until your next action. The use of Reckless Attack may be combined with the Power Attack feat.

Ritual Feast (General)

You have learned how to eat a monster's heart to gain its strength.

Prerequisites: Monster Slayer.

Benefit: Any time you kill a creature of Large or greater size, you may ritually eat its heart. You must eat the heart within 6 hours of killing the creature. You gain +2 Strength for a Large creature, +4 for Huge, +8 for Gargantuan and +16 for Colossal. This is an enhancement bonus. Your enhanced strength remains at this level for one day, dropping by one point each day thereafter until it returns to normal (so, for example, if you eat the heart of a Huge creature you gain +4 strength on the first day, dropping to +3 on the second day, +2 on the third and +1 on the fourth). The heart can be prepared or raw, as you prefer, so

long as you eat the entire meal (taking 15 minutes per point of strength gained).

Special: You must have personally slain the creature in single combat for this feat to work. You can only be affected by one Ritual Feast at a time – the effects must be allowed to lapse completely before you can benefit from eating another creature's heart.

Ritual Sacrifice (Earth Power)

You have been trained to ritually kill a helpless opponent, either spilling their blood onto a dolmen or weird stone, or dripping it into a cauldron to gain earth power.

Prerequisites: Magic attack bonus +1 or higher, base attack bonus +1 or higher.

Benefit: If you attempt a coup de grace on a helpless character or creature (see *The Player's Handbook*, Chapter 8), the victim gets a -2 circumstance penalty on his Fortitude save to avoid dying. In addition, you can gain Earth Power from your victim's death – for each full 4 hit points he had (before subtracting any he lost while you inflicted the coup de grace) you gain 1 EP, which may either be added to your own EP total, used immediately in another spell, or stored for later use in a cauldron, dolmen or weird stone.

Normal: If you kill a creature but do not know this feat, you may still gain some Earth Power by dedicating its death to your gods – one point for each full 6 hit points the creature had. However, the Earth Power gained in this way must be poured into a cauldron or spilled onto a dolmen or weird stone, in the form of the creature's blood. You have not been trained to store the Earth Power yourself, or to use it immediately to cast a spell.

Salmon Leap (General)

The elite warriors of the Earth Goddess tribes learn to evade ranged weapons by leaping their own height straight up in the air. This is known as the Salmon Leap or Salmon Feat.



Prerequisites: Str 13+, Dex 13+, Jump skill.

Benefit: Any time you do a high jump, whether from a running or standing start, add 50% to the total height jumped. The maximum height jumped is unaffected. In addition, you may ready a Salmon Leap as a defence against thrown weapons. So long as you have a Salmon Leap readied (see *The Player's Handbook*, Chapter 8) when you would normally be hit by a ranged weapon, you may make a Reflex saving throw against a DC of 20 (if the thrown weapon has a magical bonus to attack, the DC increases by that amount). If you succeed, you time your Salmon Leap perfectly so as to completely avoid the attack. You must be aware of the attack and not flat-footed. Exceptional thrown weapons, such as boulders or trees hurled by a warped warrior, or ley weapons, may not be avoided using this feat.

Salmon Leap Attack (General)

A true master of the Salmon Leap feat learns to use his leap offensively, jumping up and over an opponent's charge and launching a deadly counterattack from the air.

Prerequisites: Salmon Leap, Power Attack.

Benefit: So long as you have a Salmon Leap readied (see *The Player's Handbook*, Chapter 8), you may attack an opponent who is charging you. Any weapon used in this way inflicts double damage on the charging opponent. You also gain a +4 dodge bonus against the charging opponent for the duration of this round only.

Normal: Only certain specific weapons may be readied against a charge, as specified in table 3-2.

Shield Growl (General)

The elite warriors of the Fir Domain are noted for their use of specially made shields to amplify and distort their battle cries.

Prerequisites: Battle Cry, Improved Battle Cry, proficient in shield, base attack bonus +3 or higher, Perform skill.

Benefit: If you are armed with a growling shield (p50), the range and effectiveness of your Battle Cry increases significantly, depending on how many of your allies are also using this feat (see below). The main effect is that all opponents within range are affected, rather than just one (as for Battle Cry) or a small number (as for Improved Battle Cry).

Number of characters using this feat	Battle Cry Range	Will save penalty
1 (just you)	35 feet	-
2-4	40 feet	-1
5-19	45 feet	-2
20-49	50 feet	-3
50-99	55 feet	-4
100 or more	60 feet	-5

To gain the benefits of this feat, all characters must be part of the same unit – there must be no gaps larger than 5' squares within their ranks. Rather than each character rolling their Battle Cry check individually, the character with the highest Intimidate skill rolls against all opponents within range. Unlike other Battle Cries, the Shield Growl can be performed continuously until such time as any member of the unit is involved in melee combat, although any opponents who



successfully save against its effects need not roll to save again during the same battle or encounter (unless they encounter a different group of Shield Growl users, of course).

Shield Kick (General)

One of the great battle feats of the Sessair tribe is known as the Shield Kick, where the warrior learns to kick his opponent's shield up, leap atop it and make a death blow from there.

Prerequisites: Salmon Leap, base attack bonus +6 or higher.

Benefit: If your opponent has a large shield, you may attempt to kick it up out of the way, so it is temporarily useless to them. This works exactly the same way as if you were attempting to make a trip attack against them – all the bonuses listed under Trip (see *The Player's Handbook* Chapter 8) apply as normal, except for any bonus for having more than two legs or similar extra stability. If you succeed, your opponent loses all benefit from the shield for one round. Next, you immediately make a Jump check with a DC equal to your opponent's touch AC. If this succeeds, you have successfully leapt onto your opponent's shield and may now make another attack from the top of the shield. This attack is at your full base attack bonus and gains a +2 to damage due to your height advantage and momentum. An attempt to perform a Shield Kick always counts as a full-round action, although at the Games Master's discretion you may do only the shield-kicking portion as a standard melee attack.

Slough Skin (Earth Power)

The ultimate demonstration of a Drune's magical prowess is to slough his skin, acquiring the rank of Slough.

Prerequisites: Sorcery skill 12+, must be a druid from a Drune Lords' tribe.

Benefit: See page 169.

Sorcerer's Bane (General)

The gae bolga or bellows spear is renowned for its ability to lay sorcerers low. You have learned exactly how to pierce their defences and slay them with your gae bolga.

Prerequisites: Improved Critical (gae bolga), base attack bonus +18 or higher.

Benefit: Any time you inflict a critical wound with a gae bolga against a character who has at least 10 ranks in the Sorcery skill, the victim must immediately make a Fortitude saving throw (DC 25) or begin to lose 3d6 hit points per round until dead. Nothing can stop this loss of hit points if the initial Fortitude save is failed. In addition, the hit points lost in this way and from the initial wound cannot be cured or healed by any means.

Sorcerer's Boon (Earth Power)

You have spent years studying sorcery.

Prerequisites: Sorcery skill 8 or more ranks, Int 13+.

Benefit: You gain two spells of your choice. You must meet any prerequisites of the spells as usual.

Special: This feat may be taken more than once – you gain a different pair of spells each time. A warped one who acquires this feat gains only one spell.

Spear Catching (General)

Many of the tribes of the Earth Goddess learn to catch hurled spears and javelins, throwing them straight back at their opponents.

Prerequisites: Dex 13+, base attack bonus +5 or higher, proficient with at least one spear or javelin.

Benefit: You must have at least one hand free (holding nothing) to use this feat. Once per round when you would normally be hit with a thrown spear or javelin of any sort (including a gae bolga), you may make a Reflex saving throw against a DC of 20 (if the spear or javelin has a magical bonus to attack, increase the save DC by this amount). If you succeed, you catch the weapon, allowing you to hurl it back next time you attack if you so wish.

Spear Foot (General)

Prerequisites: Dex 13+, proficient in at least one spear or javelin, base attack bonus +4 or higher.

Benefit: If prone, you may use your foot to pick up and throw any spear or javelin (including the gae bolga) that you

are proficient with and could normally throw with your hand. This attack is resolved exactly as if you were on your feet and throwing the spear or javelin with your hand, except that you use 1.5 times your strength bonus as a damage bonus (just as if you were using a two-handed weapon) because of the greater strength of the leg muscles in comparison to the arms.

Normal: Prone characters cannot use any ranged weapons except for crossbows and certain exotic weapons.

Sundered Heads (General)

You make a red ruin of all foes foolish enough to come near you.

Prerequisites: Str 15+, Great Cleave, base attack bonus +6 or higher.

Benefit: As great cleave, but you may move one 5 ft. square before each extra attack. You may not exceed half your speed during your action.

Tap Dolmen (Earth Power)

Prerequisites: Tap Weirdstone, Wisdom 15+, Concentration

Benefit: You may drain earth power from any dolmen within range (see Weirdstones and Dolmens, p74) as a full-round action.

Tap Weirdstone (Earth Power)

Prerequisites: Wisdom 13+, Concentration.

Benefit: You may drain earth power from any weirdstone by touching it (see Weirdstones and Dolmens, page 74) as a standard action.

Two-Handed Power Strike (Fighter)

You have learned how to use larger weapons effectively, utilising their weight and balance to cause the maximum damage possible whenever they are swung.

Prerequisite: Str 15+, Power Attack.

Benefit: You may add twice your strength bonus to damage when using a two-handed close combat weapon with both hands. This feat may not be used in conjunction with Improved Initiative and may only be applied when you are using the full attack combat option.

Normal: Without this feat, a character will normally add one-and-a-half times their Strength bonus to damage with a two-handed weapon.

Warp-Spasm Master (Special)

By dint of long practice and certain concentration techniques, you are able to control your warp-spasm to a far greater degree than most warped ones.

Prerequisites: Iron Will, Improved Warp-Spasm, base attack bonus +12 or higher, must be warped one.

Benefit: You gain a +4 bonus on your Will save to control your warp-spasms (see the Combat chapter). This is cumulative with the bonus gained from your Iron Will feat.



Goods and Weapons

Currency

The basic unit of currency is the iron bar, often called a sét. Sétts are quite bulky, weighing around 5 pounds apiece, and so cattle are more commonly used as a form of mobile wealth, since they can easily be herded from place to place. One cow is worth two sétts. If smaller denominations of currency are needed for any reason, pigs and chickens may be used.

For high value payments such as a King's honour-price or the purchase cost of a piece of farmland, a unit of currency called the cumal is used. A cumal is a female slave, and is worth three cows.

The Tribes of the Drune Lords and some of the tribes of Lyonesse also use gold pieces as wealth, but this is a relatively new innovation and is not accepted by most of the Tribes of the Earth Goddess, who consider gold a sacred metal suitable for jewellery and magic rather than mere currency. Those members of the Earth Goddess tribes who wander into other lands are more likely to recognize the usefulness of gold as a coin, since it can be carried far more easily than iron bars, cattle, or female slaves. Three gold pieces weigh one ounce.

1 cumal = 3 gold pieces = 3 cows = 6 sétts = 12 pigs = 72 chickens

Haggling

The various economies of the Land of the Young are constantly in flux, with local shortages and surpluses of various goods significantly affecting prices. Many traders and ordinary folk are more than happy to haggle, and in some situations it may be a necessity, since the worth of any goods is dependent on what the customer is prepared to pay. Cows and iron bars are the only truly hard currency, with the precise value of chickens and pigs being very much dependent on local supply and demand. Note that if a character is attempting to sell goods, rather than buy them, he will typically only receive half the value he would need to pay to buy them new; people tend to trust established merchants far more than rogues wandering the streets, and often the only buyer a character will find for his goods will be a merchant looking to sell them on again.

Weapons

The weapons of the Land of the Young may, at first glance, appear familiar to those used to other d20 games, although

there are several differences. First, the materials used to construct weapons tend to be flint or iron. Steel is unavailable, and the iron is of relatively poor quality, being prone to become blunt or even bent when used. Flint is harder and sharper, but far more difficult to obtain, and it may shatter unexpectedly. Secondly, several of the weapons listed are at least a little bit magical. The very methods of crafting weapons are seen as inherently sorcerous and mysterious. Certainly the process of creating a masterwork weapon truly is magical, since it involves the expenditure of Earth Power. One weapon, the tathlum, can be created by any who are able to use it, and is classed as an enchanted weapon. Another, the gae bolga, may only be made by certain highly competent smiths, but it too is always classed as enchanted. Many warriors regard their own blades as magical, and form a mystical bond with them, giving them bloodthirsty-sounding names, although such weapons are only classed as magical if the owner is a gifted poet who creates a naming poem. This blurring of the boundaries between the magical and the mundane is a feature of the Celtic world-view, which would have it that there is no such thing as the mundane anyway.

Because of the semi-magical nature of many of the weapons, and the problems associated with use of both iron and flint, the weapon descriptions are often longer and more complex than those found in most d20 games. If *Sláine: The Roleplaying Game* is played in the spirit of the comics, most warriors will not carry more than two or three weapons anyway, and so players can (and should) become familiar with any special rules associated with their chosen weapons before play.

Flint Weapons

Flint weapons are becoming more and more difficult to buy – few remember the old craft of flint-knapping, and those who do tend to have skills only suitable for making cheap stone tools for folk unable to afford modern iron. These cheap stone tools are easy enough to buy – flint knives and picks will be available in many areas. On the other hand, you cannot simply walk into any town and buy a flint battle-axe or great-axe. Rather, you must first track down a true expert at Craft (flint knapping) and persuade them to make you an axe to your specifications. This will be time-consuming; certainly the work of two or more weeks even if all goes well. There is another disadvantage to flint weapons: sooner or later, they will break! This is not generally a concern for you, since they are fairly durable. But when a flint weapon finally does break, it will shatter completely, unlike iron which merely deteriorates.



Iron Weapons

Iron slashing weapons tend to quickly lose their edge in combat; unless they are re-sharpened after each battle or encounter in which they are used, they can no longer inflict critical injuries. Iron piercing weapons are not so vulnerable to blunting, and need only be sharpened once after each day of use. Re-sharpening an iron weapon takes five to twenty minutes (depending on the weapon) with a whetstone and a supply of oil or water. Iron weapons also have a chance of bending: any attack with an iron weapon that inflicts more than a certain amount of damage (again, dependent on weapon) will cause them to bend (bonuses to damage from the Sneak Attack ability, or for special vulnerability of the

target to iron, do not count towards this). A bent iron weapon is unwieldy and unbalanced, causing a –2 penalty to all attack rolls until it can be straightened. This can be done by taking a full round action to place the weapon on the floor and make a Strength check (for DC, see below) to stamp it flat again, or (for lighter weapons) by taking a move-equivalent action to make a Strength check to straighten it with your teeth (for DCs, see below).

Weapon Descriptions

Battle-axe, Flint: Many old-fashioned warriors prefer traditional flint axes to the more modern iron ones, because

Table 3-1: Iron Weapons Blunting and Bending

Iron Weapon	Sharpening time	Damage to bend	Strength check DC to flatten	
			Stamp	Teeth
Battle-axe	10 minutes	10+	10	–
Dagger	10 minutes	6+	3	8
Hand-axe	5 minutes	8+	5	–
Great-axe	15 minutes	–*	–*	–*
Hunting Spear	10 minutes	8+	5	10
Javelin	5 minutes	6+	3	8
Pole-Axe	15 minutes	10+	10	–
Scythe	20 minutes	8+	7	–
Short-sword	10 minutes	8+	5	10
Sickle	15 minutes	6+	3	8
Sword	20 minutes	8+	5	10
War-spear	15 minutes	8+	5	10
Wood-axe	10 minutes	8+	5	10

*The great-axe's iron head is sufficiently thick and solid that, unlike lesser weapons, it will not bend in battle even during the most intense fighting.

Table 3-2: Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
Simple Weapons – Melee						
Unarmed						
Strike, unarmed*	–	1d3	x2	–	–	Bludgeoning
Tiny						
Flint knife*	1 pig	1d3	x4	–	½ lb.	Piercing
Iron dagger*	1 sét	1d4	19-20/x2	10 ft.	1 lb.	Piercing
Small						
Flint pick*	2 séts	1d4	x4	–	2 lb.	Piercing
Gold sickle*	20 séts	1d4	x2	–	3 lb.	Slashing
Iron sickle*	1 sét	1d6	x2	–	2 lb.	Slashing
Medium-size						
Club	–	1d6	x2	10 ft.	3 lb.	Bludgeoning
Large						
Iron hunting spear*	2 séts	1d8	x2	20 ft.	4 lb.	Piercing
Iron scythe*	2 séts	1d6	x4	–	8 lb.	Slashing
Iron wood-axe*	3 séts	1d10	x2	–	5 lb.	Slashing
Staff	–	1d8	x2	–	4 lb.	Bludgeoning
Wooden mattock*	1 pig	1d10	x2	–	10lb.	Bludgeoning

Simple Weapons – Ranged**Medium-size**

Bow	2 s�ets	1d6	x2	60 ft.	1 lb.	Piercing
Arrows, 12	1 pig	–	–	–	2 lb.	–

Martial Weapons – Melee**Small**

Iron hand-axe*	2 s�ets	1d6	x2	10 ft.	2 lb.	Slashing
Iron short-sword*	5 s�ets	1d6	19-20/x2	–	2 lb.	Piercing

Medium-size

Flint battle-axe*	60 s�ets	1d8	x4	–	4 lb.	Slashing
Iron battle-axe*	8 s�ets	1d8	x3	5 ft.	4 lb.	Slashing
Iron sword*	12 s�ets	1d8	19-20/x2	–	3 lb.	Slashing

Large

Iron war-spear*	3 s�ets	1d8	x3*	20 ft.	5 lb.	Piercing
War club	1 s�et	1d12	x2	–	10lb.	Bludgeoning

Huge

Log*	–	1d20	x2	20 ft.	120 lb.	Bludgeoning
Chariot scythe*	45 s�ets	2d10	19-20/x2	–	35 lb.	Slashing

Martial Weapons – Ranged**Small**

Sling	–	1d6	19-20/x2	40 ft.	–	Bludgeoning
Slingstones, 12	1 chicken	–	–	–	6 lb.	–

Medium-size

Iron javelin*	2 s�ets	1d6	x2	30 ft.	2 lb.	Piercing
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Huge

Boulder	–	5d6	x2	10 ft.	250 lb.	Bludgeoning
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Exotic Weapons – Melee**Medium**

Razor-Edged Shield	25 s�ets	1d6	18-20/x2	10 ft.	3 lb.	Slashing
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Large

Flint great-axe*	100 s�ets	2d8	x4	–	12 lb.	Slashing
Iron great-axe*	18 s�ets	2d8	x3	–	12 lb.	Slashing
Gae Bolga*	60 s�ets	1d8	x4	20 ft.	7 lb.	Piercing
Iron pole-axe*	14 s�ets	1d12	x3	–	9 lb.	Slashing

Exotic Weapons – Ranged**Small**

Tathlum*	Special	1d6	x2	10 ft.	2 lb.	Bludgeoning
Throwing Blade	1 s�et	1d4	x2	10 ft.	¼ lb.	Piercing

Large

Dart Dragon*	50 s�ets	1d8	19-20/x2	40 ft.	15 lb.	Piercing
Darts, 5	5 s�ets	–	–	–	1 lb.	–

* See the weapon description for special rules.

\$ This weapon deals subdual damage.

flint never loses its edge or gets bent out of shape. In terms of proficiencies and feats required to use it, a flint battle-axe is the same as an iron one – that is, if you have Weapon Focus (iron battle-axe) you can use the feat with either an iron or flint battle-axe.

Battle-axe, Iron: The battle-axe is a common weapon throughout the Land of the Young, with Celts, Fomorians and Norsemen alike wielding it for the brutal wounds it can inflict.

Blade, Throwing: Throwing blades are small circular blades gripped in the fist and hurled into opponents at close range. If you are proficient with the throwing blade, you may draw one as a free action, even if do not have the Quick Draw feat.

Boulder: Boulders are far too large for an ordinary human to throw, but are included for use by warped warriors. You will need to warp-spasm to at least Large size before you can throw one of these with two hands, or Huge size to throw a boulder one-handed. In addition, you will need a certain amount of control over your warp – if you are in a completely savage state, you will be unable to consider any form of combat which does not involve charging the enemy and hacking them to pieces as quickly as possible. No armour will protect against such a huge rock – you need only make a ranged touch attack to hit your target with a thrown boulder.

Bow: The bow is a relatively primitive weapon, with the arrows generally having simple, fire-hardened, wooden points, or small and very roughly shaped flint heads. It is used

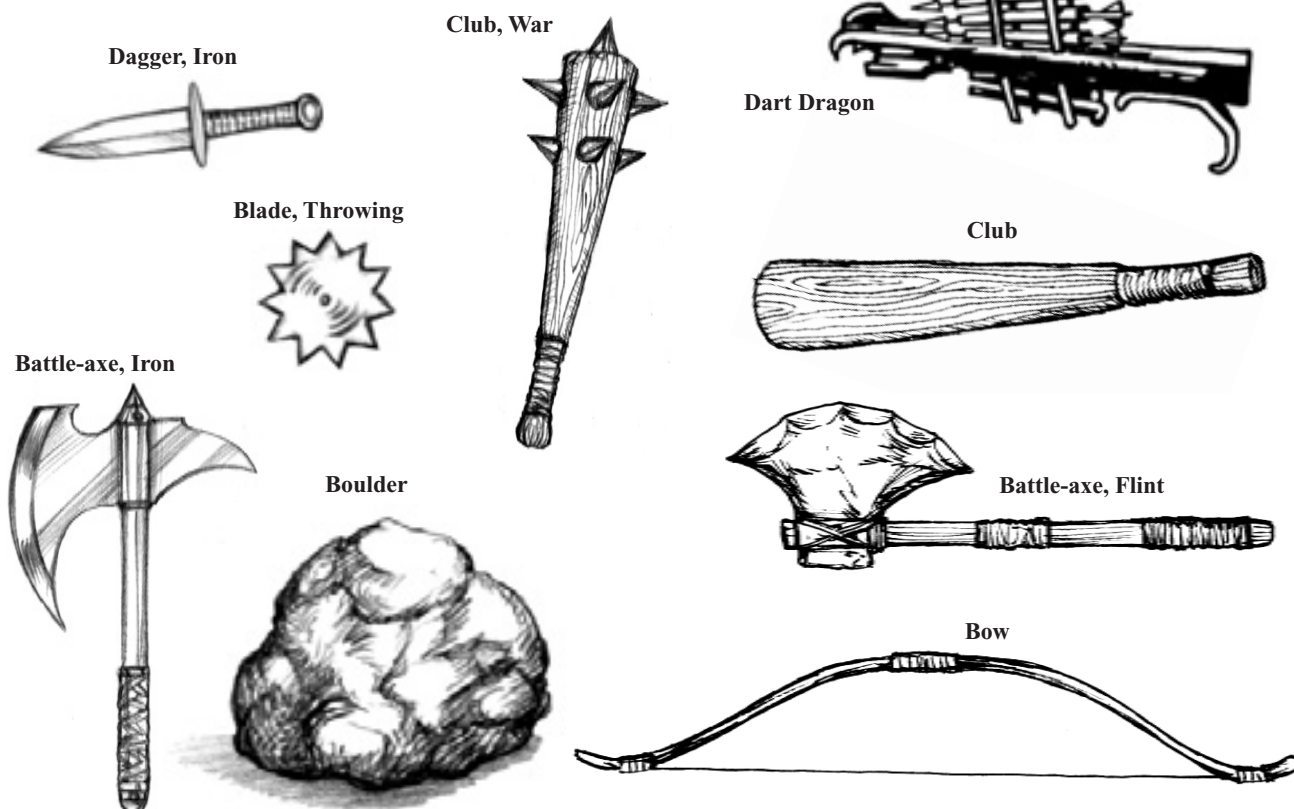
primarily for hunting, where its excellent range is very much to its advantage. Most warriors favour the sling, spear and javelin as missile weapons.

Club: A stout hardwood stick, often carved from blackthorn (in which case it is known as a shillelagh). With a Craft (wood) check at DC 10, the use of a knife or dagger, and a suitable piece of wood, you can make your own club.

Club, War: A much larger version of a club, typically used by those unable to get a better weapon, or the very strong. Like the club, this can be made with a Craft (wood) check (DC 12) and appropriate tools (a knife and axe).

Dagger, Iron: Iron daggers are relatively common among warriors as backup weapons, and among thieves for their ease of concealment. Any wealthy characters are also likely to have at least one iron dagger as a tool and weapon, much as poorer characters will have a flint knife.

Dart Dragon: This is an exotic weapon used by the Skull-Swords and powered by Earth Power. It resembles a wooden tube with a square cross-section and a carving of a dragon's head at one end. By concentrating and expending one EP point, the wielder can cause Earth Power to flow through the dragon, expelling a dart through the dragon's gaping maw. The dart dragon requires two hands to fire because of its deceptive weight. Extra darts are held in a five-dart magazine on the top of the dragon; when empty, this may be replaced as a standard action.



Gae Bolga: The Bellows Spear is one of the most feared weapons in use in the Land of the Young. Its wrought iron spearhead is far longer than that of most spears, with thirty cruel barbs running down most of the length of the head. According to legend, a wound from the gae bolga is always fatal and cannot be healed, even by sorcery. This is not entirely true; a particularly tough warrior may pull through. Any time a hit with a gae bolga inflicts 4 or more damage (including Strength bonuses and other modifiers), the bellows spear is considered to have stuck in the wound. Attempting to remove it requires a standard action and a Fortitude saving throw (DC 20). A failed save inflicts 1d6 further damage and the weapon is still stuck in. A successful save inflicts 2d6 further damage, but the weapon is removed. If the weapon is left in for any reason, the character suffers a further 1 point of damage per hour if remaining still, or 1d4 points of damage per round if active. Even after the gae bolga has been removed, the wound tends to continue bleeding and often festers – until it is somehow healed, the character may not recover hit points by any means, and continues to lose 1 hit point per day. The wound can be healed by either a Fortitude saving throw (DC25) or the Heal skill (DC25). One attempt at each may be made per day, with success indicating that the character will begin to heal naturally and no longer loses 1 hit point per day. No sorcerous means can be used to stop or cure the hit point loss. If you attack an opponent with a gae bolga in melee and the gae bolga gets stuck in the wound, you may attempt to pull the gae bolga out of the opponent; this provokes an attack of opportunity, and requires a grappling check. If you succeed, the same effects are inflicted on the victim as if they successfully removed the gae bolga

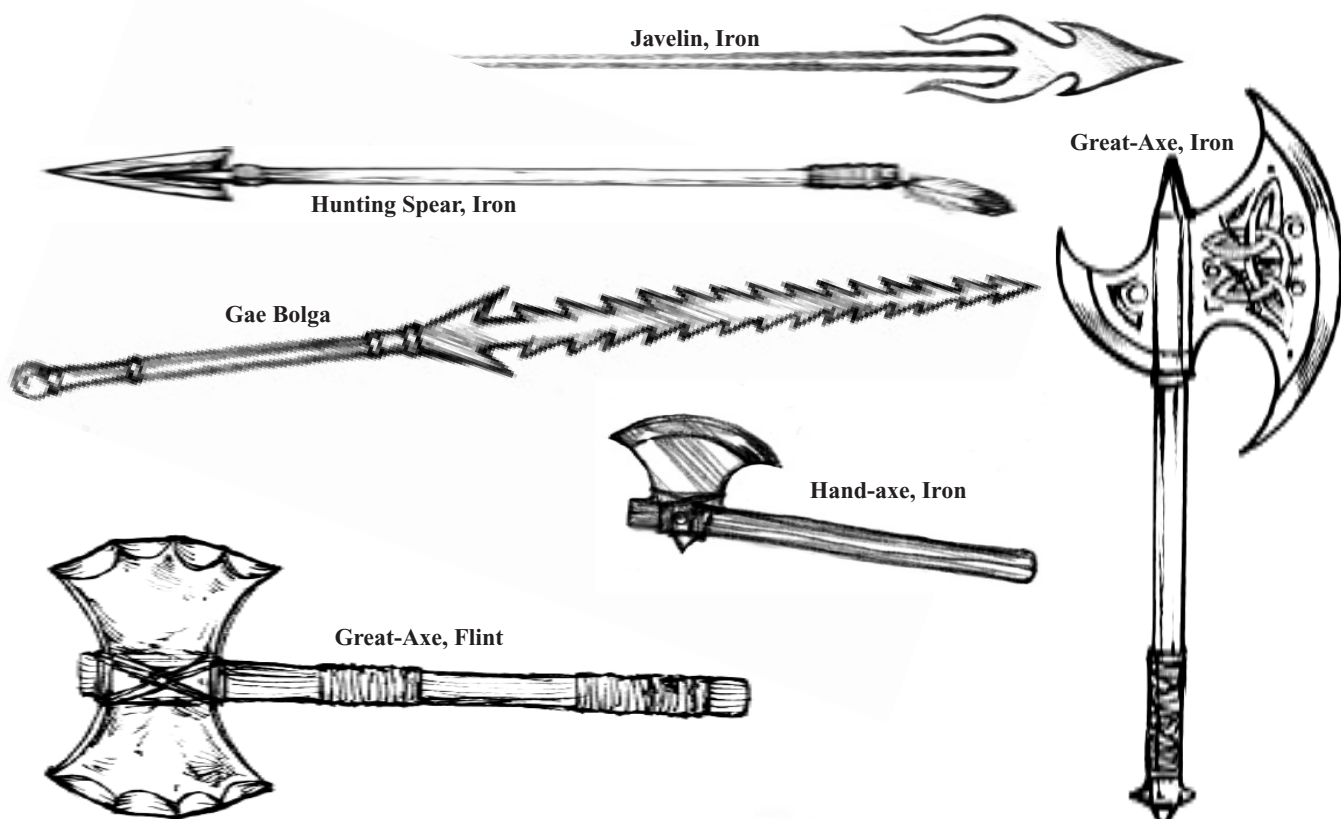
themselves (ie. 2d6 damage, infected wound, etc) and the weapon can be used again the following round. Like the war-spear, a gae bolga is balanced to allow it to be wielded one-handed if desired, so as to allow the warrior to use a shield in the other hand. If used one-handed its damage is unchanged but its critical multiplier is reduced to x3; you are not able to get quite so much leverage to force the gae bolga into your opponent as if you were using it two-handed. When used one-handed the gae bolga is treated in every respect as though it were a medium weapon, because the wielder grips the centre of the shaft, reducing its effective length. The gae bolga is always considered a masterwork item, and so never suffers from a risk of blunting or bending, unlike other iron weapons.

Great-axe, Flint: Traditional warriors prefer flint to iron, and it is not hard to see why; this great-axe retains an edge indefinitely, unlike its iron counterpart. In addition, its edge is always razor-sharp, making its critical hits highly effective. Even if small fragments chip off during combat, the remaining surfaces are as sharp as ever.

Great-axe, Iron: The great-axe is by far the most deadly weapon on the battlefield, slicing a great swathe through enemy warriors, scattering severed limbs and heads in all directions.

Hand-axe, Iron: This short hatchet is well-balanced for throwing and quite effective in melee combat too.

Hunting Spear, Iron: The iron hunting spear is not really intended for fighting humans but is still quite handy for war, particularly if a warrior has nothing else.



Javelin, Iron: This is one of the most common Celtic weapons, learned by all warriors from an early age. It is not ideal as a melee weapon – the shaft is too short and weak to make it effective. For this reason, a javelin used in melee combat has a –2 circumstance penalty to attack. Because the javelin is a piercing weapon, it is not so much of a problem if it gets slightly blunt; the small area of the point will still punch through flesh.

Knife, Flint: Flint knives are relatively easy to obtain or make and are common tools of the poor. Though they are sharp, they are quite small and do not have much of a cutting edge, which is why they do little damage.

Log: Occasionally a warped warrior will pick up a fallen log or battering ram as a weapon, or even uproot an entire tree. Inevitably the results are devastating. He will need to be at least Large size to use it two-handed, or Huge to wield it one-handed.

Mattock, Wooden: Mattocks are heavy and unwieldy in combat, being intended as tools rather than weapons. For this reason they always cause a –2 Circumstance Penalty to attack rolls. This is cumulative with any penalty caused by lack of proficiency, but even a character proficient with the mattock suffers the same –2 penalty.

Pick, Flint: Like flint knives, flint picks are fairly common tools, being used for both digging and mining.

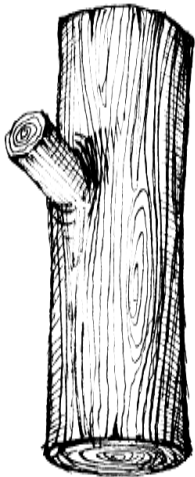
Pole-axe, Iron: This is a curved, slightly hooked iron blade on a long pole, favoured by the Druenes' Skull Sword soldiers. A pole-axe has reach – you can use it to strike at opponents 10 ft. away, but you cannot use it against adjacent opponents.

Scythe, Chariot: In most cases this great curving iron blade will be used to sideswipe the charioteer's enemies, but occasionally a warrior in the throes of a particularly extreme warp-spasm will find a smashed chariot and pick up scythe, wheel, axle and all, using the chariot scythe like a great curved sword. He will need to be at least Large size to use it two-handed, or Huge to wield it one-handed. Chariot scythes are so thick that they do not risk being bent in combat, although they will still become blunt (can no longer inflict critical hits) unless sharpened for thirty minutes per scythe after every battle or combat.

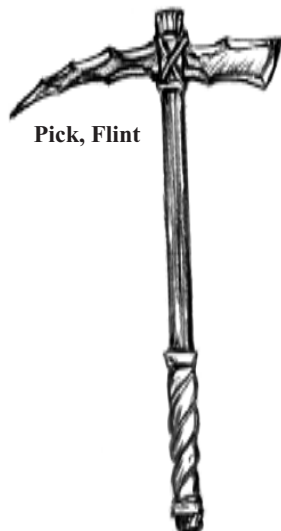
Scythe, Iron: Scythes are awkward and unwieldy in combat, being intended as tools rather than weapons. For this reason they cause a –2 Circumstance Penalty to attack rolls. This is cumulative with any penalty caused by lack of proficiency, but even a character proficient with the scythe suffers the same –2 penalty. The penalty does not apply to trip attacks or attacks against prone opponents, as the scythe is well suited to attacking low to the ground.



Knife, Flint

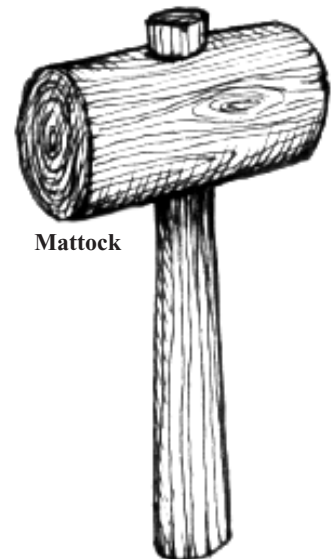


Log



Pick, Flint

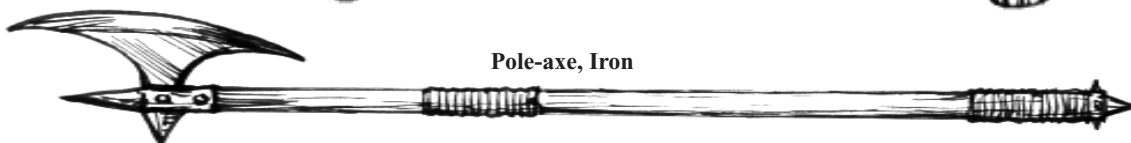
Shield, Razor-Edged



Mattock



Scythe, Iron



Pole-axe, Iron

Shield, Razor-edged: A specialist weapon of the Fir Domain tribes, this shield is exactly like a large wooden shield except that it has been given a razor-sharp iron rim. Manufacturing such an item is difficult, since an edge so sharp will often be too weak to stop an axe or sword blow. This is the reason for the high price. An attack with the razor-edged shield works exactly like a shield bash attack (*Core Rulebook I*, page 106) except for damage and the fact that the razor-edged shield counts as an exotic weapon. Note, the razor-edged shield can also be thrown (but not in the same round that it is used as a shield). Most razor-edged shields are also made to be Growling Shields (see page 40) at no extra cost.

Short-sword, Iron: Often carried as a back-up weapon by heavily-armed warriors, the short-sword is useful for its reliability.

Sickle, Gold: This is a sacred ritual tool, used by druids and occasionally witches. It is not as sharp as an iron weapon, and so does little damage, but it is ideal for cutting both herbs and throats in a ritualistic manner. If you perform the Ritual Sacrifice feat with a gold sickle, you release an additional +1 EP each time you sacrifice a victim.

Sickle, Iron: This is a curved slashing weapon, often used by druids as a cheaper and more practical alternative to a gold sickle.

Sling: The sling used in the Land of the Young is a powerful weapon, capable of hurling great 'cobblestones' that can brain or break the limbs of a foe. Many of the tribal forts

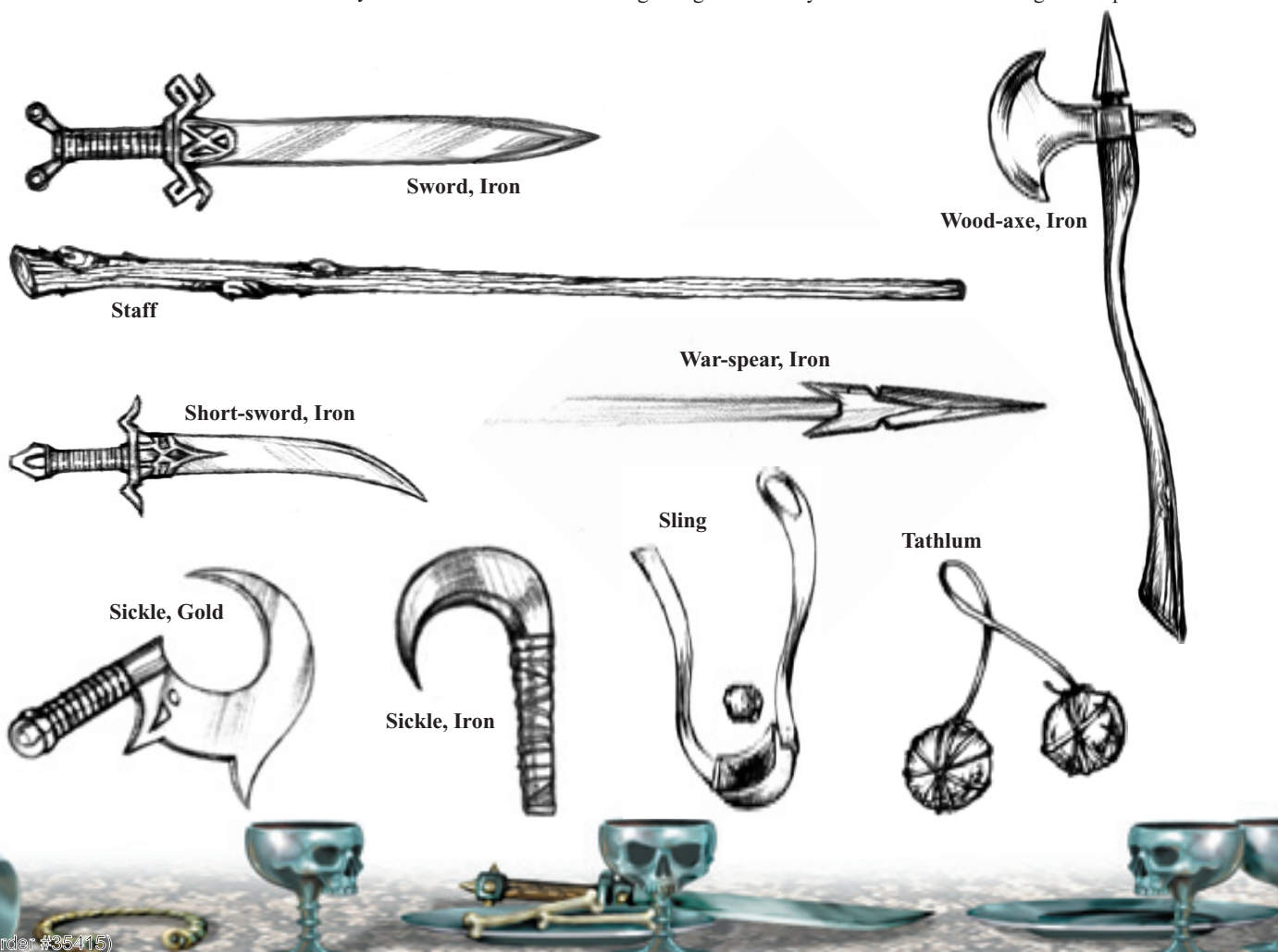
have earthworks designed around ensuring that an attacking force is in range of as many slingers as possible, since most warriors regard the sling as a more effective weapon than the bow. Certainly for accuracy it requires far more practise than the bow.

Staff: The staff in Tir Nan Og is wielded with both hands near one end, giving the striking end a devastating impact but meaning that it cannot be used as a double weapon.

Strike, Unarmed: This is a simple punch, kick or even head-butt. As a simple weapon, it deals subdual damage, but any character skilled in martial weapons can choose to do normal damage or subdual damage with an unarmed strike without penalty. The Land of the Young is a dangerous place, and warriors soon learn that a well-placed punch or kick can turn the tide of a desperate armed combat.

Sword, Iron: The Earth Goddess and Drune Lord tribes alike are well-known as deadly swordsmen, and this sword is part of the reason why. It is long and sharp but not too heavy. Celtic swords are typically decorated with handles in the shape of stylised human figures.

Tathlum: The tathlum is a concrete ball, made by mixing the minced brains of an enemy with lime. Anyone who is proficient with a tathlum can craft one from the above ingredients. The enemy must have been slain in battle single-handedly by the character who is to wield the tathlum. By spending 1 EP, you can hurl the tathlum at another foe, gaining a bonus to your attack roll and damage roll equal



to the Intelligence bonus of the brain's former owner. A tathlum thrown in this manner counts as an enchanted weapon. After this one use, the tathlum is no longer magical and no longer gains any bonuses, although it can still be used by any character proficient with it. Youths, being taught how to wield the tathlum, usually practise with such 'used' tathlums. Likewise, even an unused tathlum will not provide any bonus if hurled by someone who did not craft it, although it may still provide the bonuses if later used by the correct character.

War-spear, Iron: Unlike the hunting spear, a war-spear is balanced to allow it to be wielded one-handed if desired, so as to allow the warrior to use a shield in the other hand. If used one-handed its damage is unchanged but its critical multiplier is reduced to 2; you are not able to get quite so much leverage to force the spear into your opponent as if you were using it two-handed. When used one-handed the war-spear is treated in every respect as though it were a medium weapon, because the wielder grips the centre of the shaft, reducing its effective length. The war-spear may be used two-handed as a simple weapon, as its use two-handed is almost identical to the use of a hunting spear, though the war-spear has a larger and heavier head.

Wood-axe, Iron: Wood-axes are heavy and unwieldy in combat, being intended as tools rather than weapons. For this reason they cause a -2 Circumstance Penalty to attack rolls. This is cumulative with any penalty caused by lack of proficiency, but even a character proficient with the wood-axe suffers the same -2 penalty. The penalty can be avoided by taking a move-equivalent action to prepare the axe before an attack.

ARMOUR

Many Celts frown on the use of armour, which tends to be primitive and heavy in any case, so even characters who are

able to use it do not always do so – sometimes the protection gained is not worth the stealth and mobility lost.

Armour also has the problem that it tends to prevent Earth Power from properly flowing through the body. This is why even warriors who do not go skyclad tend to enter battle barefoot and bare-chested, so as to let magical energy flow into them from the sun above and earth below. The Earth Power penalty is related more to the amount of the body covered by armour than to its protective value. The listed amount of Earth Power is subtracted from the wearer's base Earth Power for as long as he wears the armour. If the armour is removed, he may begin to regain EP normally.

For warped warriors, wearing any kind of armour at all is foolishness – any warp-spasm when wearing armour will destroy the armour as the warped warrior bursts out through it, causing himself 1d8 damage per point of Armour Bonus worn in the process.

Armour and Shield Descriptions

Armour Spikes: These can be added to any medium or heavy armour. In addition they can be mounted on a hero-harness, even though the hero-harness does not count as armour. They deal 1d6 points of piercing damage (x2 critical) with a successful grapple attack. The spikes count as a martial weapon. If a character is not proficient with them, the character suffers a -4 penalty on grapple checks when trying to use them. They are not mounted all over the armour, so it is not possible to make regular melee attacks with them – only grapple attacks.

Breastplate: This is probably the most effective armour available, but it is far beyond the price range of any but kings and the richest of nobles or most successful of adventurers. Thick solid metal protects the front and back of the torso and sometimes the neck. Most breastplates also come with some

Table 3-3: Armour

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	EP Penalty	Speed	Weight
Light Armour							
Fur Cloak	20 séts	+1	+8	0	-1 EP	30 ft.	5 lb.
Helmet	30 séts	+1	Any	0	-1 EP	30 ft.	3 lb.
Leather Tunic	4 séts	+1	+7	0	-2 EP	30 ft.	4 lb.
Medium Armour							
Cuirboilli	12 séts	+2	+5	-1	-4 EP	30 ft.	10 lb.
Mail shirt	200 séts	+3	+4	-2	-4 EP	30 ft.	20 lb.
Heavy Armour							
Mail armour	350 séts	+4	+2	-5	-6 EP	20 ft.	40 lb.
Breastplate	600 séts	+5	+2	-4	-5 EP	20 ft.	30 lb.
Shields							
Small wooden	3 séts	+1	Any	-1	-	-	3 lb.
Large wooden	5 séts	+2	Any	-2	-	-	8 lb.
Extras							
Armour spikes	+25 séts	-	-	-	-	-	5 lb.
Growling shield	+4 séts	-	-	-	-	-	-

similarly sturdy protection for the lower arms and lower legs. All breastplates are automatically considered to be masterwork items, with the masterwork costs and bonuses already figured in to their statistics.

Cuirboilli: Thick, hardened leather plates cover most of the body. This is a much cheaper alternative than metal armour. Those who can afford it typically wear a helmet with their cuirboilli armour (bought separately).

Fur cloak: The fur cloak is more of a status symbol than a suit of armour, and so even warriors who disdain armour sometimes wear one. It is thick enough to offer good protection against blows that happen to hit it, but covers so little of the body as to be almost worthless as armour. The fur cloak also gives a +2 circumstance bonus to saving throws to resist the effects of cold weather. It may be worn over other light armour, but the armour bonuses do not stack (although you will still gain the cold weather bonus and status symbol).

Growling shield: This is a common modification made for the warriors of the Fir Domain. Their shields are carefully shaped and iron-lined so as to make a great growling noise when battle cries are yelled into them (see the Shield Growl feat, page 40). Any shield may be made to be Growling, but only at the time of its construction – it is not possible to alter an already existing shield.

Helmet: The Celtic tribes have mixed feelings about helmets. Some regard them as cowardly and effeminate, while others – even some warriors who otherwise go into battle naked – feel that protecting one’s vulnerable brain-ball is a sensible precaution. Helmets tend to be simple iron skull-caps, perhaps with leather or metal cheek-guards and neck-guards. A helmet can be worn in addition to any other armour, with the wearer gaining the AC bonus of both. If you wear a helmet with a fur cloak or leather tunic, the combination is always classed as Medium Armour. A masterwork helmet is also available at 80 sés - a fancy helm with cheek-guards, a neck-guard, a crest of feather or horsehair and animal decorations. This offers no additional protection, but does give the wearer a +1 circumstance bonus to all Intimidate checks. All helmets give a circumstance penalty of -2 to Listen checks made by the wearer.

Leather tunic: Thieves who wear armour often choose the leather tunic, as it gives a small amount of protection but barely interferes with the wearer’s movements.

Mail armour: This is a heavy, long mail shirt with iron vambraces and greaves. It also includes supple leather padding. Very few smiths have the skill to make such armour, and it is only likely to be worn by the richest warriors. All suits of mail armour are automatically considered to be masterwork items, with the masterwork costs and bonuses already figured in to their statistics.

Mail shirt: Mail shirts are scarce and very costly, and tend to be worn only by nobles and elite warriors in tribes that do not disdain all armour, or occasionally by renegade warriors

who have looted them. The classic Celtic mail shirt covers the torso and shoulders, but not the arms and legs. It may be assumed that the mail shirt comes with leather or cuirboilli greaves and vambraces to at least give a little protection to the lower arms and legs, however. Most wearers of mail shirts also wear a helmet (available separately).

Shield, small wooden: These are typically used by cavalry, light skirmishers, and warriors who fight from chariots. They are round wooden shields with metal bosses, and are held by a handle in the centre of the boss.

Shield, large wooden: Large shields are wielded by front-line troops, particularly tribal warriors. They are usually oval or rectangular, or occasionally round. Large wooden shields are strengthened by a metal boss, and held either by a simple handle in the centre of the boss or a pair of leather straps.

Special and Superior items

A few great crafters are able to make better weapons or other goods than usual. To do this requires a feat, Craft Masterwork, and a supply of Earth Power. Masterwork items cost at least 50 sés more than standard items of the same kind or 100 sés more if the item is of Huge size or larger. This as usual is due to the increased time and expense involved in crafting the item in the first place. Some crafters also charge a premium based on the Earth Power cost of the item, particularly if they work in areas where EP is scarce such as the Sourlands. In this case, the price will be higher by 5 to 10 sés per EP expended to craft the item (see the Feats chapter).

The following weapons are automatically considered to be masterwork, with the masterwork benefits already worked into the weapon description, along with the additional cost: flint battle-axe, flint great-axe, and gae bolga. Most masterwork weapons are either martial or exotic weapons – few master smiths will lower themselves to making a masterwork woodsman’s axe, for example. Iron masterwork weapons do not become blunt or bent in battle, unlike their more mundane counterparts. All masterwork weapons gain +1 hardness and +1 hit point.

Masterwork armour is also available. Mail armour and breastplates are always classed as masterwork armour, and the benefits and costs of masterwork items are already worked in to the description of those armours. Other sorts of armour and shield are also available in masterwork versions, in which case they function like the normal versions except that their armour check penalties are reduced by 1.

Goods and Services

Various other items are available in Tir Nan Og. As ever, their availability can be wildly variable, and frequently tracking down goods can be very nearly an adventure in itself. Weights for all the items listed on Table 3-4: Goods and Services are their filled weights (except where otherwise designated).

Table 3-4: Goods and Services**Clothing and Jewellery**

Item	Cost	Weight
Belt	1 sét	½ lb.
Boots	2 sêts	1 lb.
Cloak	1 sét	1 lb.
Dress	2 sêts	1 lb.
Hero-Harness, leather	20 sêts	3 lb.
Hero-Harness, silver	50 sêts	5 lb.
Noble's clothing	See below	See below
Peasant's outfit	3 chickens	3 lb.
Sandals	1 sét	½ lb.
Trews	1 sét	½ lb.
Tunic	1 sét	½ lb.
Waist-mat	1 sét	—
Winter clothing	x2	x1.5
Neck torc, iron	2 sêts	½ lb.
Neck torc, copper	8 sêts	½ lb.
Neck torc, silver	35 sêts	½ lb.
Neck torc, gold	200 sêts	1 lb.
Other jewellery	5 sêts and up	¼ lb. and up

Adventuring Gear

Item	Cost	Weight
Barrel (empty)	5 pigs	30 lb.
Basket (empty)	2 pigs	1 lb.
Bedroll	1 pig	5 lb.
Bell	1 sét	*
Blanket, winter	2 pigs	3 lb.
Bucket (empty)	1 pig	2 lb.
Candle	1 chicken	*
Case, for parchment	1 sét	1/2 lb.
Chain (10 ft.)	12 sêts	2 lb.
Chalk, 1 piece	1 chicken	*
Chest (empty)	1 sét	25 lb.
Crowbar	1 sét	5 lb.
Firewood (per day)	1 chicken	20 lb.
Fishhook	1 pig	*
Fishing net, 25 sq. ft.	1 sét	5 lb.
Flask	3 chickens	*
Flint and steel	2 pigs	*
Grappling hook	1 sét	4 lb.
Hammer	5 pig	2 lb.
Ink (1 oz. vial)	1 sét	*
Inkpen	1 pig	*
Jug, clay	3 chickens	9 lb.
Ladder, 10-foot	5 chickens	20 lb.
Lantern, candle	1 pig	3 lb.
Lock‡		
Very simple	3 sêts	1 lb.
Average	20 sêts	1 lb.

Good	50 sêts	1 lb.
Amazing	250 sêts	1 lb.
Manacles	2 sêts	2 lb.
Manacles, masterwork	52 sêts	2 lb.
Mirror, small steel	10 sêts	1/2 lb.
Mug/tankard, clay	2 chickens	1 lb.
Parchment (sheet)	1 pig	*
Pitcher, clay	1 chicken	5 lb.
Pot, iron	4 pigs	10 lb.
Pouch, belt	3 pigs	3 lb.
Rations, trail (per day)	3 chickens	1 lb.
Rope, hemp (50 ft.)	1 sét	10 lb.
Sack (empty)	2 chickens	1/2 lb.
Sewing needle, bone	1 pig	*
Slave collar	1 sét	2 lb.
Sledge	1 sét	10 lb.
Skull-Sword Mask	15 sêts	1 lb.
Soap (per lb.)	5 pigs	1 lb.
Spade or shovel	3 pigs	6 lb.
Tent	2 sêts	20 lb.
Torch	1 chicken	1 lb.
Vial, ink or potion	1 sét	*
Waterskin	1 pig	4 lb.
Whetstone	2 chickens	1 lb.

Containers and Carriers**Dry Goods**

Item	Cost	Weight	Holds/Carries
Barrel	5 pigs	30 lb.	10 cu. ft.
Basket	2 pigs	1 lb.	2 cu. ft.
Bucket	1 pig	2 lb.	1 cu. ft.
Chest	1 sét	25 lb.	2 cu. ft.
Pouch, belt	3 pigs	1/2 lb.	1/5 cu. ft.
Sack	2 chickens	1/2 lb.	1 cu. ft.
Saddlebags	1 sét	8 lb.	5 cu. ft.
Spell component pouch	1 sét	1/4 lb.	1/8 cu. ft.

Liquids

Item	Cost	Weight	Holds/Carries
Flask	3 chickens	*	1 pint
Jug, clay	3 chickens	1 lb.	1 gallon
Mug/tankard, clay	2 chickens	*	1 pint
Pitcher, clay	2 chickens	1 lb.	1/2 gallon
Pot, iron	5 pigs	2 lb.	1 gallon
Vial, ink or potion	1 sét	*	1 ounce
Waterskin	1 sét	*	1/2 gallon

Class Tools and Skill Kits

Item	Cost	Weight
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Crafter's tools	20 s�ets	5 lb.	Good	2 pigs	–
Crafter's tools, masterwork	70 s�ets	7 lb.	Common	2 chickens	–
Healer's kit	50 s�ets	1 lb.	Poor	1 chicken	–
Herbalist's kit	2 s�ets	4 lb.	Meat, chunk of	1 chicken	1/2 lb.
Musical instrument, drum	1 s�et	2 lb.	Rations, trail (per day)	5 chickens	1 lb.
Musical instrument, harp	8 s�ets	5 lb.			
Musical instrument, trumpet	12 s�ets	3 lb.			
Musical instrument, masterwork	+50 s�ets	–			
Thieves' tools	10 s�ets	1 lb.			
Thieves' tools, masterwork	60 s�ets	2 lb.			
Tool, masterwork	+50 s�ets	*			
Scale, merchant's	2 s�ets	1 lb.			
Spell component pouch	1 s�et	3 lb.			
Woad paint, 1 pint	1 pig	1 lb.			
Weirdstones					
Small	200 s�ets	–			
Medium-size	400 s�ets	–			
Large	800 s�ets	–			
Huge	1,600 s�ets	–			
Gargantuan	3,200 s�ets	–			
Colossal	6,400 s�ets	–			

Property

Item	Cost	Weight
Good farmland, 1 acre	5 cumals	
Pasture land, 1 acre	3 cumals	
Mixed woodland, 1 acre	2 cumals	
Peat bog, 1 acre	2 cumals	
Wasteland, 1 acre	1 cumal	
Hovel	1 cumal	
Small house or croft	6 cumals	
Great house	5 cumals	
Lord's hall	50 cumals	
King's hall	120 cumals	

Food, Drink, and Lodging

Item	Cost	Weight
Ale		
Gallon	1 pig	8 lb.
Mug	1 chicken	1 lb.
Banquet (per person)	1 s�et	–
Bread, three loaves	1 chicken	2 lb.
Cheese, hunk of	2 chickens	1/2 lb.
Inn stay (per day)		
Good	1 s�et	–
Common	3 chickens	–
Poor	1 chicken	–
Mead		
Common (gallon)	2 pigs	6 lb.
Fine (mug)	1 pig	1 1/2 lb.
Meals (per day)		

Mounts and Related Gear

Item	Cost	Weight
Bit and bridle	1 s�ets	1 lb.
Boar, riding	60 s�ets	–
Dog, war	40 s�ets	–
Feed (per day)	2 chickens	10 lb.
Hairy One	1,200 s�ets	–
Horse	50 s�ets	–
Warhorse	80 s�ets	–
Saddle, pack	1 pig	15 lb.
Saddle, pack, exotic	4 s�ets	20 lb.
Saddle, riding	3 s�ets	25 lb.
Saddle, riding, exotic	20 s�ets	30 lb.
Saddlebags	2 s�ets	8 lb.
Stabling (per day)	1 pig	–

Vehicles

Item	Cost	Weight	Holds/Carries
Cart	4 s�ets	200 lb.	1/2 ton
Sled	7 s�ets	300 lb.	1 ton
Wagon	11 s�ets	400 lb.	2 tons

– No weight worth noting.

* Ten of these items together weigh 1 pound.

Clothing and Jewellery

Belt: A broad leather belt, fastened with a hook and loop.

Boots: High leather boots.

Cloak: Essential both to demonstrate status and keep you warm in the winter or cool in the summer. The Celtic cloak is rectangular, and pinned at the shoulder with a bone needle or jewelled clasp depending on the status of the wearer.

Dress: A long woollen dress, plain or with a checked pattern.

Hero-Harness: Hero-harnesses are elaborate systems of straps and buckles worn by warped warriors, intended to expand with the warrior when he warps. They provide certain bonuses to control warp-spasms – see the Combat chapter. There is no game difference between a leather and silver hero-harness, but of course the silver one is far more prestigious – a warped one who can afford a silver hero-harness and chooses to make do with leather may risk losing Enech.

Neck Torc: Every noble warrior needs to wear a richly decorated neck torc to demonstrate his noble status. Most other characters will choose to wear at least an iron neck torc, as anyone who does not wear one will be assumed to be a peasant or slave – of course, it may suit thieves to be underestimated in just such a way.

Noble's Clothing: All the items of clothing (except the Peasant's Outfit, of course) are available as better quality versions, made from finer and more beautiful varieties of wool, with better dyes, better manufacture, and far more jewelled pins and brooches. As a rule of thumb, multiply the basic cost of each item by the Enech of the character it is intended for to find out the cost of noble clothing.

Peasant's Outfit: A loose rough tunic and baggy trews, or a loose smock of a dress. No shoes.

Sandals: Simple leather footwear.

Trews: Woollen trousers, either in a single colour or in a checked pattern. Baggy above the knee but kept tight below the knee by strips of cloth or leather wound round the leg.

Tunic: A simple wool tunic, again sometimes checked.

Waist-mat: The bare minimum clothing you can wear in polite company. Even warriors who go skyclad in battle will usually put on at least a waist-mat for the feasting afterwards. This is the classic loin-cloth, a simple woollen or leather covering for the loin area.

Winter Clothing: All the above garments save the waist-mat are available in a heavier wool winter version. The winter tunic is usually worn over the summer tunic in cold weather. The winter cloak is much more voluminous than the summer version as well as being thicker, enabling it to be used as a makeshift tent or bedroll if need be.

Adventuring Gear

Candle: A candle clearly illuminates a 5-foot radius and burns for 1 hour.

Chain: Chain has a hardness of 10 and 5 hit points. It can be burst with a Strength check (DC 26).

Flask: A ceramic, glass or metal container fitted with a tight stopper. It holds 1 pint of liquid.

Flint and Steel: Striking the steel and flint together creates sparks. By knocking sparks into tinder, a character can create a small flame. Lighting a torch with flint and steel is a full-round action, and lighting any other fire with them takes at least that long.

Ink: This is black ink. Ink in other colours costs twice as much.

Jug, Clay: A basic ceramic jug fitted with a stopper. It holds 1 gallon of liquid.

Lantern, Candle: A candle lantern helps to protect a candle from being blown out, and prevents hot wax dripping on the carrier's hand. A lantern can be carried in one hand.

Lock: A lock is worked with a large, bulky key. The DC to open this kind of lock with the Open Locks skill depends on the lock's quality: very simple (DC 10), average (DC 20), good (DC 30), amazingly good (DC 40).

Manacles and Manacles, Masterwork: These manacles can bind a Medium-size creature. The manacled character can use the Escape Artist skill to slip free (DC 30, or DC 35 for masterwork manacles). To break the manacles requires success at a Strength check (DC 26, or DC 28 for masterwork manacles). Manacles have a hardness of 10 and 10 hit points. Most manacles have locks; add the cost of the lock to the cost of the manacles. For the same price, one can buy manacles for Small creatures. For Large creatures, manacles cost ten times this amount, and for Huge creatures, one hundred times this

amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can only be held by especially made manacles.

Rope, Hemp: This rope has 2 hit points and can be burst with a successful Strength check (DC 23).

Skull-Sword Mask: This is a primitive filter of thick animal hair, with a one-way valve in the centre fashioned from a reed and used to breathe out freely. It allows the Drune's skull-sword soldiers to remain in the presence of their masters the sloughs for long periods of time without succumbing to the effects of their mystic auras. A skull-sword mask gives the wearer a +8 circumstance bonus to resist the effects of a slough's mystic aura or other scent-based attack. Skull-sword masks are typically only available to buy on the black market of Drune cities such as Gabala, and even then they are sold only very carefully to trusted buyers, for each will have come from the corpse of a skull-sword. Wearing a skull-sword mask gives a +4 circumstance bonus to disguise checks when attempting to disguise oneself as a skull-sword.

Tent: This simple tent sleeps two.

Torch: A wooden rod capped with twisted flax soaked in tallow or a similar item. A torch clearly illuminates a 20-foot radius and burns for 1 hour.

Vial: A ceramic or metal vial fitted with a tight stopper. The stoppered container usually is no more than 1 inch wide and 3 inches high. It holds 1 ounce of liquid.

Class Tools and Skill Kits

Crafter's Tools: This is the set of special tools needed for any craft. Without these tools, a character has to use improvised tools (-2 penalty on the Craft check) if the job can be done at all.

Crafter's Tools, Masterwork: As crafter's tools, but these are the perfect tools for the job, so the character gets a +2 circumstance bonus on the Craft check.

Healer's Kit: This kit is full of herbs, salves, bandages and other useful materials. It is the perfect tool for anyone attempting a Heal check. It adds a +2 circumstance bonus to the check. It's exhausted after ten uses.

Musical Instrument, Common or Masterwork: The only instruments available in the Land of the Young are drums, harps and trumpets. Drums and trumpets are used predominantly in war, for signalling and to intimidate the enemy. Harps are used by bards and other travelling musicians. A masterwork instrument is of superior make. It adds a +2 circumstance bonus to Perform checks and serves as a mark of status.

Thieves' Tools: These are the tools needed to use the Disable Device and Open Lock skills. The kit includes one or more skeleton keys, long metal picks and pries, a long-nosed clamp, a small hand saw, and a small wedge and hammer. Without these tools, a character will have to improvise tools, and suffer a -2 circumstance penalty on Disable Device and Open Locks checks.

Thieves' Tools, Masterwork: This kit contains extra tools and tools of better make, granting a +2 circumstance bonus on Disable Device and Open Lock checks.

Tool, Masterwork: This well-made item is the perfect tool for the job and adds a +2 circumstance bonus to a related skill check (if any). Bonuses provided by multiple masterwork items used toward the same skill check do not stack.

Scale, Merchant's: This scale includes a small balance and pans and a suitable assortment of weights. A scale grants a +2 circumstance bonus to Appraise checks involving items that are valued by weight, including anything made of precious metals.

Spell Component Pouch: A small, watertight leather belt pouch with many small compartments. A spellcaster with a spell component pouch is assumed to have all the material components and focuses she needs except those that have a listed cost, or focuses that wouldn't fit in a pouch.

Woad Paint: Paint made from woad and other sacred plants. This is enough to paint one medium-sized creature from head to toe with spirals and other designs intended to show off a warrior's skyclad body or enough to paint Ogham signs on the faces of ten medium-sized creatures.

Weirdstones

See the Earth Power chapter for more information on weirdstones and their uses. The prices given are for a new weirdstone, currently containing no Earth Power and no enchantments of any kind. Note that all weirdstones are considered to be mastercrafted.

Property

Hovel: This one-room basic hut is made from mud or scrap, with a roof that barely keeps the rain off and no chimney.

Small House or Croft: This one-room house is made of wood and mud and has a thatched roof.

Great House: This two- to-four-room great house is made of wood and has a thatched roof. This style of house is generally only found in cities.

Land (various): Generally, a kin needs (and will own) around eight acres of land per adult and four per child to be reasonably self-sufficient. The vast majority of this should be farmland and pastureland, with a little peat bog for fuel and woodland for materials. Of course, a kin that makes most of its living through cattle raids can get by with far less land.

Lord's Hall: This great wooden round-house has a very large central chamber for feasting and meetings, and around two dozen smaller stalls around the edge, divided by woollen drapes. The roof is of timber and thatch.

King's Hall: Much like the Lord's Hall, this is a huge wood and stone round-house with a large central hall and four dozen stalls divided by wooden walls. The roof is of timber and thatch.

Spells for Hire

Cost to have a spell cast for you: EP cost x witch level x 2 sés

Spell: This is how much it costs to get a spellcaster to cast a spell for hire. This cost assumes that a character can go to the spellcaster and have the spell cast at his convenience. Generally speaking, only witches will cast spells for hire. Druids may cast a spell for someone in the same tribe whose religious duties and obligations are in good standing, but this

will depend on the request and the reason for the request – a druid may or may not require a donation similar to the costs listed above. Both druids and witches are also renowned for a tendency to require payment in kind rather than cash, for example asking the customer to go out and track down and slay a certain famous giant boar and bring back its whiskers.

The cost listed is for a spell with no cost for a material component or focus component and no XP cost. If the spell includes a material component, add the cost of the component to the cost of the spell. If the spell requires a focus component add 1/10 the cost of the focus to the cost of the spell. If the spell requires an XP cost, add 2 sés per XP lost.

Food, Drink, and Lodging

Inn: Poor accommodation at an inn amounts to a place on the floor near the hearth, plus the use of a blanket. Common accommodation is a place on a raised, heated floor, the use of a blanket and a pillow, and the presence of a higher class of company. Good accommodation is a small, private room with one bed, some amenities, and a covered chamber pot in the corner.

Meals: Poor meals might be composed of bread, baked turnips, onions, and water. Common meals might consist of bread, chicken stew (easy on the chicken), carrots, and watered-down ale. Good meals might be composed of bread and pastries, beef, peas, and ale or mead.

Vehicles, Mounts and Related Gear

See the Bestiary chapter for information about particular mounts.

Cart: A two-wheeled vehicle drawn by a single horse (or other beast of burden). It comes with a harness.

Feed: Horses, donkeys, mules and ponies can graze to sustain themselves, but providing feed for them (such as oats) is much better because it provides a more concentrated form of energy, especially if the animal is exerting itself. War dogs must be fed some meat, which may cost more or less than the given amount.

Saddle, Exotic: An exotic saddle is like a normal saddle of the same type except that it is designed for an unusual mount, such as a mammoth or boar. Exotic saddles come in pack and riding styles.

Saddle, Pack: A pack saddle holds gear and supplies, not a rider. A pack saddle holds as much gear as the mount can carry.

Saddle, Riding: The standard riding saddle supports a rider.

Sled: This is a wagon on runners for moving through snow and over ice. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

Stabling: Includes a stable, feed and grooming.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. It comes with the harness needed to pull it.

Combat

Combat is perhaps the most common activity that heroes get up to in *Sláine: The Roleplaying Game*. Foes are many, and often implacable; life is hard and dangerous. Only by wading through your enemies' blood will you gain a reputation as a mighty warrior, famed in song and legend. Only by standing firm alongside the other warriors of your tribe will you have a chance to protect your people against tyranny or death.

For the most part, combat is carried out according to the rules given in *The Player's Handbook*. The exceptions are detailed below.

Naming Weapons

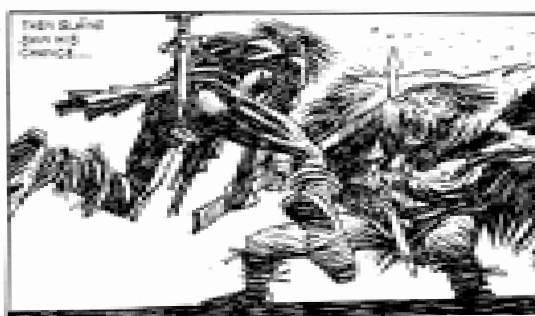
Most great heroes name their favourite weapons, building up an almost personal relationship with them. Any weapon may be named, but a character may only have one named weapon at a time. Naming a weapon is only possible after you have 'blooded' it. You must have killed at least one foe using your weapon, without assistance from any other character. This is so you have some idea of its particular characteristics. A Martial or Exotic weapon which has been named grants a +1 circumstance bonus to all attack rolls when wielded by its namer. Simple weapons may also be named if desired, but doing so provides no benefits. A character whose named weapon is lost or destroyed suffers a -1 morale penalty to all dice rolls for one hour due to the shock of loss. The bonus for naming a weapon stacks with any enhancement bonus from a masterwork or enchanted weapon.

'In Sláine's time, insults were valued like swords.'

Taunts

The taunt is not a lethal attack, but it can be a useful one nonetheless. By insulting an opponent, you damage his reputation and his honour, which many foes will regard as worse than a physical injury. In effect a taunt counts as a ranged weapon attack like any other, with the attacker's Charisma modifier providing a bonus or penalty to attack rolls, rather than Strength or Dexterity bonuses as is usual for weapon attacks. The maximum range of a taunt attack is 30 ft. Taunts do not have a range increment in the usual way, but any attempt to taunt an opponent more than 10 ft. away suffers a -4 circumstance penalty on the attack roll, as it is far more intimidating to taunt an opponent only a step or two away. A taunt uses your usual base attack bonus and takes up one of your attacks for the round like any other attack. Rather than the taunt attack roll being made against the opponent's armour class, however, the defender must roll a Will saving throw as an opposed check against your attack roll. The defender may add half his Enech score (see the Characters in the Land of the Young chapter) as a circumstance modifier to his Will save to resist the taunt - a highly honourable character has such confidence in his fame and reputation that it is difficult to goad him.

If the defender fails the Will save, he becomes maddened. A maddened character is in a similar state to a tribal warrior's rage, except that he is far less controlled and much less effective in battle. A maddened character may only make partial actions, and if at all possible all partial actions he makes must be attacks on a character who made a successful taunt attack on him, or move actions (including partial charges) to get close to such a character. A maddened character loses all dodge modifiers to Armour Class, including his Dexterity bonus, if any. A maddened state lasts for 3 combat rounds, less the maddened character's Wisdom bonus, if any (minimum 1 round). If you kill an opponent who taunted you



into a maddened state, you immediately recover from your maddened state.

If you make a taunt attack and your opponent succeeds in saving against it, you may not make another taunt attack against the same opponent unless they make a taunt attack against you. In effect this can cause a contest of taunts, with the two of you alternately taunting one another until one of you becomes maddened. Most other human combatants will respect the start of a contest of taunts, so that after you have each taunted the other once any other combatants present will not attack the two of you until the contest of taunts is over.

As well as their use in battle, taunts are a common way of resolving disputes between warriors, including such potentially lethal disputes as the assignment of the Champion's Portion to a particular warrior. Defeating a rival in a contest of taunts is regarded as almost identical to defeating them in single combat. In such a case, the character who first fails his Will saving throw loses the contest, although he does not become maddened unless he failed the Will save by 10 or more. The winner of the contest gains half as many XP as he would have gained for killing the loser and the loser loses the same amount of XP (which is probably preferable to being dead). This represents the extremely serious nature of a contest of taunts – it is no less serious than a fight to the death. In addition the Enech of one or both warriors may be affected – see page 29.

A druid's Druidic Awe ability protects him from taunt attacks just as well as it protects him from other attack forms – that is, you must overcome it before you can taunt him.

Ideally the player of a character using the taunt attack should come up with ad-hoc insults for his character to shout. The Games Master may give a small bonus to the taunt attack roll for a particularly telling insult. The character of a player who cannot or will not devise suitable insults will need to regularly pay a bard to invent suitable taunts for him to use, at a cost of 1 sét per taunt.

Sample Taunts

'You're not worth a belch!'
 'It'll be as easy as sleeping to kill you!'
 'I'm sorry – are you attacking me? Only your blow was so puny, I'm not sure.'
 'You couldn't lift the scum off a horn of ale!'
 'My long iron tongue is thirsty for your blood!'
 'Wolves will gnaw on your bones!'
 'I'll make a red slaughter of you!'
 'You'll pass under my sword now!'
 'My axe will need washing after this one!'
 'I'll plough a furrow in your head!'
 'My sword will make two halves of you!'
 'I will give you the knowledge of death!'
 'I will slake my sword in you!'
 'Your grave opens!'

Damage Reduction

Some creatures have the supernatural or extraordinary ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable. The number in a creature's Damage Reduction is the amount of hit points the creature ignores from normal attacks. Usually, a certain type of weapon – usually a magic weapon – can overcome this reduction. This information is separated from the Damage Reduction number by a slash. If a dash follows the slash then the damage reduction is effective against any attack that does not ignore Damage Reduction. Any weapon more powerful than the type given after the slash also negates the ability. For purposes of Damage Reduction, the power rankings are listed on Table 4-1: Damage Reduction Rankings.

Whenever Damage Reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack. Damage Reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact. Attacks that deal no damage because of the target's damage reduction do not disrupt spells. Magical attacks and energy attacks (even mundane fire) ignore Damage Reduction. For purposes of harming other creatures with Damage Reduction, a creature's natural weapons count as weapons of the type that can ignore its own innate Damage Reduction.

Table 4-1: Damage Reduction Rankings

Power	Weapon Type
Best	Artefact
2nd best	Enchanted

Warp-Spasms

Warp-spasms are a special gift from the Earth Goddess, and so in general only the Tribes of the Earth Goddess have any chance of having them at all. At one time, most of the heroes of the Earth Goddess tribes had warp-spasms. Such times are only legends now, and very few warriors are able to warp the power of the Goddess through their bodies. Those who can, the warped ones, are not entirely human, though they may not know it.

In most cases, only warped ones can attempt a warp-spasm (the only exception is humans who have the Blood of Heroes feat). This is a free action that may be made at any time, although you may only make the attempt once per day. You must have at least one EP available to attempt to enter a warp-spasm. Make an Earth Power check (current EP + 1d20), consulting the Warp-Spasms table to determine whether you have a warp-spasm and the results if you do.

If you successfully enter a warp-spasm, you must immediately make a Will saving throw (DC is dependent on the magnitude of the warp-spasm) and consult the Warp-Spasm Control table to determine how well you are able to control your warp-spasm.



+2 for each massively warped warrior on your side and within view
 +4 for each totally warped warrior on your side and within view
 +1 in the first round of your use of the Rage special ability if a tribal warrior
 -4 if you are not a warped one, but only have the Blood of Heroes feat
 -8 if your current hit point total is less than half your normal hit point total
 -4 for each level of Druid character class you have
 -2 for each level of Witch character class you have

No warp-spasm: You are unable to enter a warp-spasm this time. Lose 1 EP for the attempt. You may not try to warp again today.

Semi-warp-spasm: Through injury or other factors, you are too weak to have a full warp-spasm. However, you do partially enter a warp-spasm state, and gain several advantages as follows. Your skin becomes hot to the touch, causing 1d6 points of heat damage (Fortitude save at DC = 10 + your Con bonus to take half damage) to anyone who touches you or whom you touch, skin to skin. This includes unarmed strikes which either hit you or which you make,

as well as grapple attempts by either you or your opponent (the damage occurs each round if contact is continuous). You gain a +4 to strength, but suffer a -2 circumstance penalty to AC while warped as you are not really defending yourself. Entering a semi-warp-spasm causes you to use up 1d4 EP. If this would take you below zero EP, your own blood flows out through the top of your skull as "black stuff" – you lose 1d10 hp for each EP you were short. A semi-warp-spasm is relatively easy to control, with the Will saving throw to control it being DC 10.

Warp-spasm: This is the classic warp-spasm, enough to take on almost any mortal foes, even in large numbers. Your hair stands on end with spikes of fire, "black stuff" spouts from your head, and you swell to a hideous, monstrous size. Your skin becomes hot to the touch (as for semi-warp-spasm, but doing 1d8 damage). You grow to become a Large size creature, with all the usual results of such growth (that is, -1

Table 4-2: Warp-Spasms

29 or less:	No warp-spasm
30-39	Semi-warp-spasm
40-54	Warp-spasm
55-64	Massive warp-spasm
65+	Totally warped

Bonuses and penalties to the Warp-Spasms table:

- +4 if sky-clad
- 2 if wearing a Hero-Harness
- +1 if you have taken between 1 and 10 points of damage this round from a melee attack by an enemy who is still facing you in battle (this bonus should be doubled if, at the Games Master's discretion, the damage was particularly painful, for example a gae bolga attack, poison, acid etc)
- +3 if a taunt attack was made against you this round or last round (whether or not it was successful)
- + class level if a member of the Red Branch prestige class

penalty to both AC and attack, reach becomes 10 ft.) as well as an increase in the base damage your unarmed attacks do (to 1d4). You gain a +8 bonus to your Strength and +4 to your constitution, but suffer an additional -2 circumstance penalty to AC while warped as you are not really defending yourself (for a total AC penalty of -3 including the size penalty). Your movement rate increases by 10 ft. Entering a warp-spasm causes you to use up 1d8 EP. If this would take you below zero EP, your own blood flows out through the top of your skull as 'black stuff' - you lose 1d8 hp for each EP you were short. A warp-spasm is not too difficult to control, with the Will saving throw to control it being DC 15. You gain damage resistance 5/enchanted weapons.

Massive warp-spasm: A warp-spasm of this magnitude is enough to earn you a place in the bards' songs and tales for generations to come. Gorged with battle lust, filled with the serpent power, and swollen to a monstrous size, you cut a crimson swathe through your foes, killing dozens of them in a matter of moments. Your skin becomes hot to the touch (as



for semi-warp-spasm, but doing 1d10 damage). You grow to become a Huge size creature, with all the usual results of such growth (that is, -2 penalty to both AC and attack, reach becomes 15 ft.) as well as an increase in the base damage your unarmed attacks do (to 1d6). You gain a +16 bonus to your Strength and +8 to your constitution, but suffer an additional -2 circumstance penalty to AC while warped as you are not really defending yourself (for a total AC penalty of -4 including the size penalty). Your movement rate increases by 20 ft. Entering a massive warp-spasm causes you to use up 2d8 EP. If this would take you below zero EP, your own blood flows out through the top of your skull as 'black stuff' - you lose 1d6 hp for each EP you were short. A massive warp-spasm is quite difficult to control, with the Will saving throw to control it being DC 20. You gain damage resistance 10/enchanted weapons.

Totally warped: Even the greatest of the ancient heroes rarely warped to this size. You are more than capable of taking on entire armies single-handedly. Your skin becomes hot to the touch (as for semi-warp-spasm, but doing 1d12 damage). You grow to become a Huge size creature, with all the usual results of such growth (that is, -2 penalty to both AC and attack, reach becomes 15 ft.) as well as an increase in the base damage your unarmed attacks do (to 1d6). You gain a +24 bonus to your Strength and +12 to your constitution, but suffer an additional -2 circumstance penalty to AC while warped as you are not really defending yourself (for a total AC penalty of -4 including the size penalty). Your movement rate increases by 20 ft. Becoming totally warped causes you to use up 3d8 EP. If this would take you below zero EP, your own blood flows out through the top of your skull as 'black stuff' - you lose 1d4 hp for each EP you were short. A total warp-spasm is very difficult to control, with the Will saving throw to control it being DC 25. You gain damage resistance 15/enchanted weapons. In fact, your skin is so hard and tough that you tend to blunt weapons that strike you, too - any iron slashing weapon that hits you but which is nullified by your damage resistance must be classed as blunt (no criticals till re-sharpened) from that point onwards.

Coming out of a Warp-Spasm

You do not come out of a warp-spasm until all your enemies are dead (as defined by the Games Master). If desired, you may spend a full-round action attempting to end your warp-spasm before that point (although if you succeed by 10 or more on your warp-spasm control Will save, you may end the warp-spasm at any time as a free action), which requires another Will save at the same DC as the original warp-spasm control roll.

At the Games Master's discretion, even this may not be sufficient to come out of a particularly powerful warp-spasm, especially if the character

Table 4-3: Warp-Spasm Control

Will save result	Control over warp
Natural 1	You are controlled by the Games Master for the duration of the combat. You may attempt another Will saving throw (DC as before) once all your enemies are dead; if successful you may regain control of yourself (although you will still be warped). If not, you may attempt another save every hour.
Failed by 10 or more	You twist around in your skin. Your feet and knees are at the back, your heels and calves at the front. Your movement is halved for the duration of the warp-spasm. When you come out of your warp-spasm, you must make a Fortitude save (DC identical to the DC of the Will save for the warp-spasm you had) or suffer 2d6 damage and a permanent -2 to Charisma. If successful you take half damage (1d6) and do not lose any Charisma.
Failed	You may not use ranged weapons, spells, any feats with an Intelligence prerequisite, or any Intelligence, Charisma or Wisdom-based skills. In addition, if you are ever in a situation in which no enemies are within melee range of you, you must succeed at another Will save (DC based on the degree of warp as usual) to do anything other than charge the nearest enemy.
Succeeded	You may not use spells, and have a -2 penalty with ranged weapons and all Intelligence, Charisma or Wisdom-based skills, but otherwise may act normally.
Succeeded by 10 or more	Mastery of your warp-spasm. You can act completely normally. In addition you may pick and choose which features from the warp-spasm table you have, up to and including the features for the size of spasm you rolled. For example, if you rolled a 28 on the warp-spasm table (Massive warp-spasm) you might choose to take the bonuses to Strength, Constitution and attacks per round of the Massive warp-spasm, but remain only medium-size (as though you had only had a semi-warp-spasm). This could be useful when fighting in confined spaces, or even to hide the fact that you are having a warp-spasm at all. You must always pay the usual EP cost for the highest level of warp-spasm from which you take a feature, although if you are short of EP and must use hit points to make up the difference, you only take half hit point damage. You may end your warp-spasm at any time as a free action.

Bonuses and penalties to the above table:

- +4 if wearing a hero-harness
- 2 if sky-clad
- 2 if you gained a bonus to your warp-spasm roll for recently being attacked
- 4 if you gained a bonus to your warp-spasm roll for recently being taunted
- +4 if you have the Warp-spasm Master feat

N.B. All failure results are cumulative; if you roll a 1, and your total is also a failure by 10 or more, you suffer all the ill effects of rolling a 1, failing, and failing by 10 or more.

had poor control over it. The sagas and comics are full of descriptions of warriors whose hero-heat burned so hot they had to be plunged into several successive vats of cold water, or even calmed by a bevy of naked women, or both, before they managed to return to a normal state.

CHARIOTS

'In chariot fighting, the Celts drive all over the field hurling javelins, and generally the terror inspired by the horses and the noise of the chariot wheels is sufficient to throw their opponents' ranks into disorder. Then the noble warriors jump down and engage the enemy on foot. In the meantime the charioteers retire a short distance and place their chariots in such a position that their masters, if hard pressed, have an easy means of retreat. By daily training and practice they attain such proficiency that even on a steep slope they are able to control the horses at full gallop, and check and turn them in a moment. They can run along the chariot pole, stand on the yoke, and get back into the chariot quick as lightning.'

Ancient Chronicle

The Celtic chariot is extremely lightweight, and as a result is significantly faster and more nimble than the relatively lumbering lumps of metal that pass for chariots in later, decadent empires. Constructed of little more than a yoke pole, an axle, a pair of wheels and a thick leather and light wood frame, the chariot is the mark of a noble warrior: a showy demonstration of superiority and a devastating weapon of war. Horses are used occasionally as mounts, but more for personal transport or occasional races than for battle.

Chariot Descriptions

All chariots require warhorses to pull such a weight at speed but there is a wide variation within the chariots themselves. Listed below are the two most common designs seen on battlefields throughout the Land of the Young. All vary from each other in several ways and are given the following characteristics;

Horses

This is how many warhorses are required to pull the chariot. No other creatures may be used in their place.

Passengers

Chariots are basically simple three-sided carts with space for two or more passengers. This lists how many small or

medium-sized creatures may ride in a chariot. Large creatures take the space of two medium-sized. Creatures of huge size or greater may not ride in the chariots listed below.

Speed

This is the base speed of the chariot when pulled by the maximum number of horses. As horses are lost through combat or other means, the chariot's base speed moves to the next number on this line, thus gradually slowing down.

Hardness

As detailed in *The Player's Handbook*, this is the hardness of each chariot.

Hit Points

Every chariot has a number of hit points. When these are reduced to 0, the chariot is destroyed.

Turn Rate

The lighter a chariot is, the faster its driver can get it to turn at speed. The first number here is the turn a chariot can make, in degrees, when moving at normal speed. The second number lists how much it can turn when making a double move. No chariot can turn at running speed.

Cost

This is the base price a chariot costs to purchase; any chariot may be upgraded however, as detailed on p62.

Weight

This is the base weight of a chariot, without passengers, cargo and horses.

Cargo

All chariots may carry cargo instead of, or in addition to, any passengers. This amount is listed in this section. However, a chariot will always require a driver to control its movement.

Overrun

This is the base damage caused by the chariot when performing an overrun attack.

Light Chariot

Horses	2
Passengers	2
Speed	60 ft. /50 ft.
Hardness	5
Hit Points	8
Turn Rate	90°/45°
Cost	180 sêts
Weight	200 lb
Cargo	150 lb
Overrun	2d6

Heavy Chariot

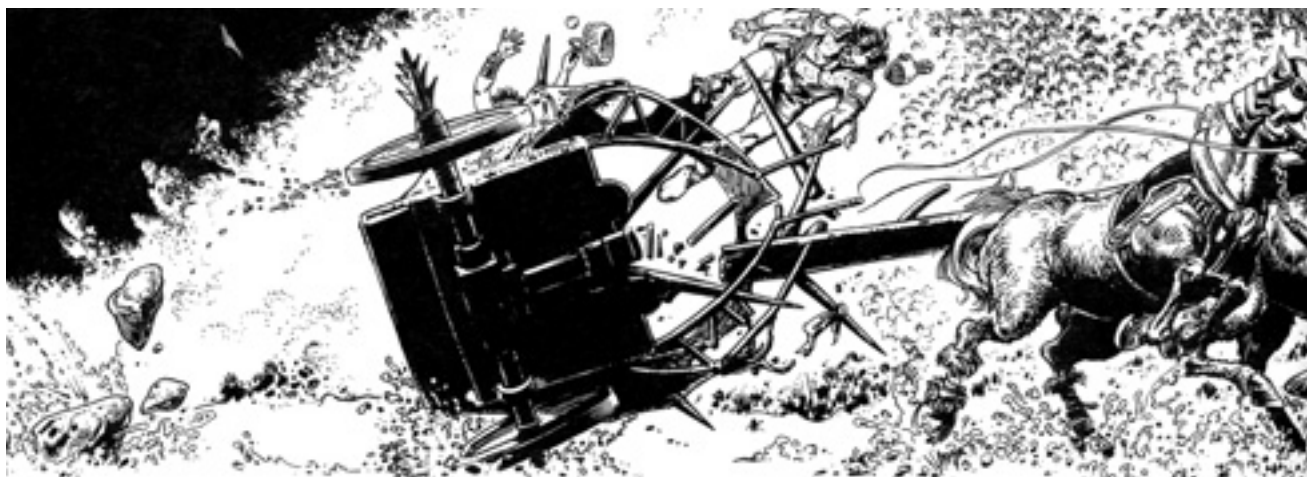
Horses	2
Passengers	3
Speed	50 ft. /40 ft.
Hardness	5
Hit Points	15
Turn Rate	45°/-
Cost	320 sêts
Weight	300 lb
Cargo	250 lb
Overrun	3d6

Movement

Chariots move in initiative order in the same way as any mounted combatant. There are, however, some important differences. A chariot may turn once at any point in its move, up to the amount listed as its turn rate. A light chariot may make this turn while making a normal or double move, heavy chariots may only make it safely when making a normal move and neither can safely turn while running.

In addition, chariots may 'drift' up to ten feet left or right for every full thirty feet they move forwards. This is performed as a free action and in no way impedes any other movement the chariot may perform.

A chariot driver may choose to whip his horses harder as a full round action. If he succeeds at a Handle Animal check at DC 10, he may increase his base speed by ten feet for that round only.



Tight Turns

The driver may also attempt to get his chariot to make a much tighter turn than is entirely safe. A driver may choose to make two turns in a round instead of just one, though these must be made at the beginning and end of the move – they may not be made halfway through as a normal turn may. This is a full round action and requires the driver to make a Handle Animal check at DC 12 if he is moving at base speed and DC 15 at double speed. A single turn may be made at running speed, again with a successful Handle Animal check, this time at DC 25.

If these checks are failed, the chariot will automatically overturn at the start of the next turn, as covered below in Collisions and Overturning.

Combat

All passengers on board a chariot may make their normal attacks as if they were mounted (*The Player's Handbook*, Chapter 8). The chariot driver, however, must always dedicate at least one hand to controlling the horses and so may only fully utilise single-handed weaponry. Any passenger may make an attack at any point in the move, such is the speed of the chariot. This in no way affects the number of actions they may perform each round.

All chariots, no matter what their size, are assumed to take up a space five feet wide and ten feet long, with the horses directly ahead. Either passengers, horses or the chariot itself may be targeted by an attack if within reach or range, though passengers will receive the benefit of one-quarter cover for attacks to the front or sides of their chariot, as detailed in *The Player's Handbook*. This is from a low wood-and-leather barrier running round the sides and front of the chariot. Passengers receive no benefit for attacks originating from the rear of their chariot.

If any horse is slain whilst pulling a chariot, it must be cut free within one round, as described under Collisions and Overturning, or the chariot will automatically overturn.

Sideswipes

Although the main use of the chariot is to provide noble warriors with a platform for hurling spears and a means of getting around the battlefield, their potential for directly injuring enemies has not been neglected. Great iron scythe-blades are a standard fixture on the wheels, even on chariots intended for transport rather than war. The Land of the Young is a dangerous place, even in peace-time.

Any chariot driver moving his vehicle alongside another chariot may choose to sideswipe it as a full round action. The drivers of both chariots must make an opposing Handle Animal check. The winner will cause damage upon the loser's chariot, as listed below:

Chariot with scythes Sideswipe

Damage	Critical	Type
2d8	19-20/x2	Slashing

Chariot without scythes Sideswipe

Damage	Critical	Type
2d4	20/x2	Bludgeoning

Against Warriors on Foot

The passengers of a chariot may attack any warrior on foot as if they were mounted. Those on foot may fight back as if the warriors on the chariot were mounted. However, the driver of a chariot may either overrun his enemies, or make scythe attacks against them.

Overrun attacks are detailed in *The Player's Handbook*. If successful, such an attack will cause an additional amount of damage to the target equal to the Overrun score of the chariot, as covered above.

Scythe attacks are made as a chariot moves adjacent to any suitable target and count as a melee attack action. The driver must make a Handle Animal check opposed by the target's Reflex check. If the target succeeds, he manages to dodge the attack. If the chariot driver wins, the scythes cut through the target, with devastating results. Use the scythe damage listed above, doubling the damage if the chariot is making a double move or faster.

Collisions and Overturning

One of the most impressive sights on the battlefield is that of a chariot moving at full speed then, for whatever reason, overturning. Wood, warriors and horses all tumble and break apart as the entire mess is veiled by a cloud of dust and blood. Few ever survive such accidents and it is often only the skill of the charioteer that can avoid such tragedy.

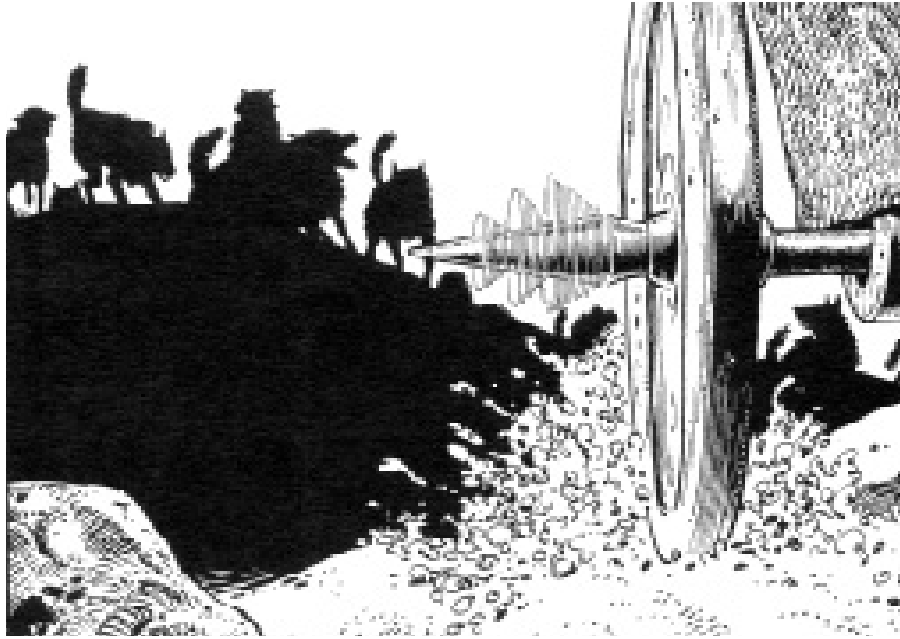
Handle Animal checks are used by the charioteer to control his chariot whenever he attempts an extreme action or when a collision looms up ahead. The DC of such checks are listed below:

Action	DC
Cutting free a dead horse before chariot overturns	10
Swapping drivers whilst chariot is in motion	10
Hitting medium-sized creature or object	15
Hitting large sized creature or object	20
Hitting an immovable object such as a stone building	30

There is a +5 bonus to this check if the chariot is moving at base speed or slower and a -5 penalty if it is moving at running speed.

If the Handle Animal check is successful, the chariot neatly avoids the obstacle or swerves at the last moment.

Games Masters are encouraged to use the above examples as a base should their players ever attempt an action not listed here. If the driver passes his check, he succeeds in the action he was attempting or manages to avoid tragedy, as appropriate. If he fails the check by 5 points or less, the chariot must move



in a completely straight line for the next round. No turns or drifts may be attempted. If the chariot cannot move straight ahead for whatever reason (an immovable object being directly in front of it for example), then the chariot will automatically overturn. If he fails by more than 5 points, the chariot will overturn.

Overturning

If a chariot overturns, the chariot itself, along with all passengers and horses, take an amount of damage equal to the Overrun score of the chariot. Passengers may make a Reflex check at DC 20 to halve this damage.

An overturned chariot, if it survives intact, takes 1d6 minutes to put right and re-hitch any living horses. As battles frequently last several hours, with brief rests between engagements, this is quite commonly done on the battlefield. The combined Strength required is equal to the original hit points of the chariot.

Chariot Upgrades

All chariots may be upgraded with fittings and devices designed to increase their lethality in some way for battle. The weight of these upgrades is deducted from the cargo capacity of the chariot in question. Many charioteers and warriors spend a great deal of time personalising their chariots, wanting a distinctive-looking vehicle so as to ensure they are highly visible on the battlefield.

Metal Banding

Large iron bands hammered around the frame at the sides of the chariot, greatly increasing its resilience to damage. Whereas a normal chariot may be susceptible to strikes from axes and heavier weapons, it will take a determined and accurate hit to damage one reinforced with metal banding.

Metal Banding adds a bonus of +1 to a chariot's hardness score. Weight: 120 lb. Cost: 100 s ets.

Masterwork Suspension

One of the miracles of a decent Celtic chariot is the suspension – an intricate, springy harness of woven leather strips that hangs from the chariot's frame, giving the passengers and charioteer an extremely pleasant ride whatever the speed of the chariot and the terrain beneath it. Most chariots have this suspension, if the buyer can afford it, since it adds comfort in times of peace and a stable platform to fight from in times of war.

A masterwork suspension halves the penalties for using a ranged weapon from the back of the chariot: –2 instead of –4 if the chariot is taking a double move, and –4 instead of –8 if the chariot is moving at running speed. Weight: 25 lb. Cost: 80 s ets.

Rear Shield

Most chariots are open backed and open fronted, allowing for fast mounting and dismounting but providing no cover for attacks made to the rear. A rear wooden shield can be fitted to the rear of any chariot, effectively making it an enclosed box on all four sides.

A rear shield provides the crew with one-quarter cover to the rear, as well as to the sides and front but Reflex checks made by the crew if the chariot overturns are made at DC 25. 25 lb. 15 s ets.

Scythes

In Tir Nan Og, scythes barely count as an upgrade. Almost every chariot is fitted with these as a matter of course during their construction – even chariots intended for transporting civilians about in peacetime are likely to run up against bandits, wolves, Skull-Swords, shoggy beasts and many other threats. Around 70% of chariots are built with scythes already attached. Fitted to the centre of the wheels of the chariot, these large blades are forged to be incredibly strong. Charioteers will intentionally drive past warriors on foot and other chariots in order to cause great damage by the spinning metal blades.

The rules for scythes are covered in the Combat section above. Weight: 60 lb. Cost: 90 s ets.

Spear Rack

Many chariots have the cheap addition of a simple wooden spear rack mounted inside, allowing crews ready access to enough ranged weapons to last an entire battle.

A weapons rack holds up to ten spears, gae bolgas or javelins. Weight 12 lb. Cost: 10 s ets.

Eyes Without Life, Sundered Heads and Piles of Carcasses

The high level noble warrior is a leader of men, standing at the head of massive armies to fight for just causes and the defence of entire tribes. Noble warriors of lesser standing may command an entire unit of other warriors within larger battles, battling alongside their comrades in the hope of eventual victory.

Whilst the main combat rules of the d20 system are sufficiently detailed for most games, they tend to break down and become overly complicated when more than a dozen or so characters are fighting on each side in battle. To handle much larger combats, a new system is required. The Eyes Without Life, Sundered Heads and Piles of Carcasses System (also known less formally as the battle system) presented here will allow combats to be fought involving hundreds, or even thousands, of characters on each side, greatly widening the scope of any campaign. The battle system has much in common with the existing d20 system combat rules and players will soon find they can switch between the two quickly and easily, as and when their games dictate.

The intention of the battle system, however, is not to super-detail huge sprawling armies and their use on the battlefield – there are hundreds of miniatures wargames available already that do this. Instead, the battle system presents a realistic method of handling mass combats quickly and easily with just a few dice rolls, in order to allow the Games Master to concentrate on the actions of the true heroes, the players.

The Unit Roster

The Unit Roster Sheet on p64 is used to record the details and abilities of every fighting unit within an army. This sheet allows players and Games Masters alike to judge the effectiveness of any unit at a glance, and greatly aids combat resolution during mass combat.

The Unit Roster is used as a matter of convenience throughout these rules, from launching a devastating charge at an enemy to recording casualties when being pounded by fiery catapults. There are many circumstances in a game where the Games Master will prefer to use standard rules from *The Player's Handbook* to resolve combat and skill checks – the Unit Roster is used when large numbers of unit members need to perform one task at the same time.

A typical Unit Roster Sheet, detailing the recently come-of-age youths of the Finian tribe, is shown below:

Race: Human
Class: Tribal Warrior
Level: 1
Unit Size: 80
Unit Type: Infantry
Unit Hit Points: 88 (+10% Constitution 12)
Initiative: +0
Attacks: Iron war-spear +2 melee or iron javelin +1 ranged (three javelins carried)
Damage: Iron war-spear 1d8+1 melee or iron javelin 1d6+1 ranged
AC: 15 (+3 helmet and large shield, +2 Door of Battle)
Ability Scores: Str 13, Dex 10, Con 12, Int 9, Wis 11, Cha 8
Saves: Fort: +3; Ref: +0; Will: +0
Feats: Door of Battle, Weapon Focus (iron war-spear)

As can be readily seen, the Unit Roster has much in common with the monster entries of Chapter 10, as do the unit combat rules detailed below.

Race, Class & Level

Unit race and class are determined by simple majority – if a unit has 3 dwarf thieves and 27 human tribal warriors, then the unit will be noted as being human tribal warriors. The level

of any unit is considered to be formed by the average of every member of that unit, rounded down.

Unit Size

This is simply a record of how many members are in a unit.

Unit Type

This is a reflection of how a unit operates upon the battlefield and will list either slingers, infantry, skirmish or cavalry. The full rules behind unit type are detailed on p68.

Unit Hit Points

Unit Hit Points are used to measure the damage a unit may sustain in combat before being defeated or even wiped out. This is determined simply by combining the Hit Dice of every unit member, modified as follows:

Majority of unit has Constitution modifier Con modifier	+/-10% per
Majority of unit has 3 hp or less	-25%

Initiative

This is the Initiative modifier (calculated in the normal d20 system way, using Dexterity modifiers, etc) of the majority of the unit.

Attacks, Damage & Armour Class

These are determined by simple majority – the weapons and armour the majority of the unit are armed with are assumed to be carried by all for the purposes of the Unit Roster and unit combat. The majority of the unit are also used to determine base attack bonus and any modifiers for Strength for attack and damage, and modifiers for Dexterity with respect to Armour Class.

Feats

Any unit that has a majority of members with one or more identical feats will have such feats listed on their Unit Roster. However, the following feats have no effect upon mass combat and so are never listed, no matter how many unit members possess them. However, they may still use such feats individually when not using the battle system rules.

Chariot Combat, Chariot Darts, Chariot Leap, Cleave, Combat Reflexes, Great Cleave, Humble Shield, Improved Bull Rush, Improved Disarm, Improved Salmon Leap, Improved Taunt, Improved Trip, Mobility, Sorcerer's Bane, Spring Attack, Sunder, Whirlwind Attack

Ability Score & Saves

Once again, the ability scores and saves of the majority of the unit are noted down on the Unit Roster.

Resolving Unit Combat

The battle system follows many of the rules creatures do when they fight using the core d20 system. Unless otherwise stated below, all combat rules detailed in *The Player's Handbook* apply equally to units, the Unit Roster making this transition relatively easy. Unit combat occurs whenever two units meet in battle and engage in combat. A full summary of unit combat, together with the changes required to the rules in *The Player's Handbook* is presented here.

Rounds

Unit combat is broken up into 6 second rounds as usual.

Initiative

Before the first round of unit combat begins, each unit involved makes an Initiative check. An Initiative check is a Dexterity check (1d20 + unit's Dexterity modifier). If the unit's leader has the Leadership feat, a +2 competence bonus is applied to their Initiative check.

Attacks

Units may attack in every round they are in contact with the enemy.

Attack Roll

To score a hit that deals damage, a unit must roll the target's Armour Class or better.

Melee Attack Roll: 1d20 + base attack bonus + Strength modifier + size modifier

Unit Roster Sheet

Race:	Class:
Level:	Unit Size:
Unit Type:	Unit Hit Points:
Initiative:	
Attacks:	
Damage:	
AC:	
Ability Scores:	Str Dex Con Int Will Cha
Saves:	Fort Ref Will
Feats:	



Ranged Attack Roll: $1d20 + \text{base attack bonus} + \text{Dexterity modifier} + \text{size modifier}$

Note that size modifiers refer to creature size as normal, not to the overall Unit Size. Ranged penalties are never used in the battle system, due to the ease of hitting large units of fighting men at any range.

Damage

The majority of attacks in the d20 system deal damage in hit points. However, units receive damage in terms of Unit Hit Points, which are effectively the number of Hit Dice of the entire unit.

Armour Class

A unit's Armour Class is the result needed for an enemy unit to successfully make an attack roll.

Armour Class: $10 + \text{armour bonus} + \text{shield bonus} + \text{Dexterity modifier} + \text{size modifier}$

Unit Hit Points

Unit Hit Points represent how much damage a unit can take before they are considered to be wiped out.

Attack Options

When attacking, a unit has three basic options;

Charge: A unit not engaged in melee combat may charge any enemy with this option.

Attack: A unit may make either melee or ranged attacks. Units that can strike more than once each round may do so with this attack option.

Withdraw: If involved in melee combat, a unit may attempt to withdraw.

Individual Unit Members

Any unit member not actively engaged in unit combat may act as normal, following all the combat rules in *The Player's Handbook*. This includes making attacks of their own, casting spells or any other action permissible.

Movement

Units are never considered to move once in unit combat.

Attacks of Opportunity

Attacks of opportunity are only used in unit combat when one unit attempts to withdraw from melee combat with another. The act of withdrawing from combat generates an attack of opportunity.



Taking Damage

The Unit Hit Points are a representation of how much damage a unit can take before it is completely slaughtered or routed. A unit reduced to 0 Unit Hit Points is considered vanquished, though the warriors may not all be necessarily slain. Rules for determining how many men survive unit combat are covered on p67.

Other Considerations

If the majority of the unit have a special ability (the Barbarian Rage, for example), then this too applies to unit combat. Bonuses to attack, damage and related rolls are easy to apply to the unit combat system portrayed here. The feats listed above are the only special abilities never used, no matter how many of the unit possess the same one.

The rules for flat-footed combatants are not used in unit combat.

In addition, the following rules from *The Player's Handbook* are never used in unit combat;

Magic Actions, Miscellaneous Actions, Injury and Death, Flanking, Aid Another, Bull Rush, Disarm, Grapple, Mounted Combat, Overrun, Trip

Unit Charge Option

Any unit not currently engaged in melee combat may charge an enemy unit. In doing so, the unit gains the normal +2 charge bonus to its attack roll. However, the unit will also suffer a -2 penalty to its Armour Class for one round. The charge option is the only way in which a unit may initiate melee combat with another.

Unit Attack Option

Unit combat is treated in the same way as combats between creatures in that Initiative checks are made, followed by attack and damage rolls. There are, however, some important differences to be aware of.

Outmatching

When one unit heavily outmatches another, either in terms of number or ability, they will soon find they are able to cause an incredible amount of damage upon their enemies whilst suffering very little in return. The table below is used to grant attack, damage and morale modifiers to units who heavily outmatch their enemies, or are outmatched in return. Note that all modifiers to damage will be affected by the damage roll modifier, including the enemy unit's Damage Reduction, if any.

Unit Size is. . .	Attack Roll Modifier	Damage Roll Modifier	Morale Modifier
Ten times or more enemy's	+5	x 10	+5
Five times enemy's	+3	x 5	+3
Three times enemy's	+2	x 3	+2
Twice enemy's	+1	x 2	+1
50% of enemy's	-1	x 1	-1
33% of enemy's	-2	x 1	-2
20% of enemy's	-3	x 1	-3
10% or less of enemy's	-5	x ½	-5

Unit Ranged Attacks

Many units equip a large proportion of their units with missile weapons. The effect of an entire unit firing, or hurling missile weapons can be devastating, for whilst warriors are not always being accurate marksmen, a huge wave of slingstones or javelins directed onto a packed enemy unit can cause utter carnage.

Firing Ranged Weapons

Ranged attackers make a normal attack roll against their target's Armour Class, as described in *The Player's Handbook*.

Recording Damage

If a hit is scored, a damage roll is made for normally, with the result being deducted from the target's Unit Hit Points. This damage roll, however, is modified as shown below, depending on the unit size of the attackers – larger units are able to fire great numbers of missiles, causing an immense amount of damage against their enemies.

Unit Size of Attacker	Damage Modifier
6-10	-5
11-20	-3
21-50	-
51-100	x2
101-200	x3
200 or more	x4

A minimum of 1 point of damage will always be caused, even if the dice roll is modified to 0 or less.

Units with a Unit Size of 5 or less do not use this system – use the normal combat rules described in *The Player's Handbook* instead.

Magical Attacks

Summoning spells in particular can turn the tide of a battle, but even a *lightning* spell is likely to slay several warriors as it rips through their ranks. Magic is a powerful force on the battlefield and spellcasters are much sought after by generals who delight in both their attack spells and their magical defences.

Spells listed as having a range of Touch, Sound, or Evil Eye may only be used against an enemy unit with whom the spellcaster is currently engaged in melee combat with. Spells with a range of Line of Sight may be used against any unit, including enemy slingers.

The Games Master is the final arbiter as to the ultimate effectiveness of any spell, though the rules provided here will allow him to handle the vast majority of spells available quickly and easily.

Spells in the battle system

Any offensive spell will cause normal damage to a Unit's Hit Points, even if it normally affects only one subject, due to the close density of fighting men. Any spell that has an area of effect of at least 20 ft. in length, width or radius will cause double its normal damage against a Unit's Hit Points. Saving throws and Spell Resistance apply as normal.

Spells that cause effects other than damage (such as blesses) will only provide their bonus or penalty to a unit if the majority of its members can be affected. If only a minority are affected

by the spell, it provides no benefit or penalty in unit combat. Games Masters should adjudicate how many unit members fall under the area effect of such spells, using their creature size as a guide to how much space the unit as a whole covers.

Unit Withdraw Option

A unit may choose to withdraw if the fight runs against them, either to regroup before launching another attack or to attempt to break off from combat altogether.

A unit attempting to withdraw instead of attacking in a round immediately provokes an attack of opportunity from any enemy in melee combat with them.

Morale

There are very few units who will truly fight to the death. As the enemy swarms over barricades and defences, long time comrades start to fall beneath their weapons and swarms of arrows rain down, many warriors may choose to throw down their weapons rather than risk a cruel death.

Morale checks are made in unit combat whenever the circumstances listed on the table below are met. The DC required to be rolled for each circumstance is also given.

If a Morale check is failed, the unit automatically makes a withdraw option in its next round and will continue to leave the battlefield at the fastest possible speed. A unit must pass a Morale check at DC 20 in order to rally and make another attack option in the following round. Players are under no obligation to flee but, from this point, they will be fighting on their own! There is also, however, no guarantee that a unit will necessarily allow an enemy to escape – they may mercilessly charge them again and again, causing great carnage and destruction.

Recovering Casualties

Unit Hit Points do not track actual deaths amongst a unit, though there are certainly likely to be plenty of those. Instead it demonstrates a unit's ability to continue fighting through individual death, injury and surrender.

At the end of every unit combat, whether involving ranged or melee attacks, a percentage of the lost Unit Hit Points may be automatically recovered as those injured are helped, those who ran come out of hiding and the death toll is finally totalled.

Ranged Combat: At the end of any combat involving purely ranged weapons, 50%, rounding down, of lost Unit Hit Points may be recovered.

Winning Melee Combat: At the end of any melee, the victor of the combat may recover 50%, rounding down, of lost Unit Hit Points.

Losing Melee Combat: At the end of any melee, the defeated side may recover 25%, rounding down, of lost Unit Hit Points.

These percentages are further modified as follows:

Sorcerer or sorcerers with spells present	+1% per EP of sorcerers healing (max. +10%)
Character with at least rank 4 in Heal skill present	+1% per character (max. +10%)
Unit withdrew in melee	-20%

Unit Types

There are four different unit types used in the battle system to reflect differing capabilities and special skills upon the battlefield. The proper use of such units can ensure victory for a general, even in the face of overwhelming opposition.

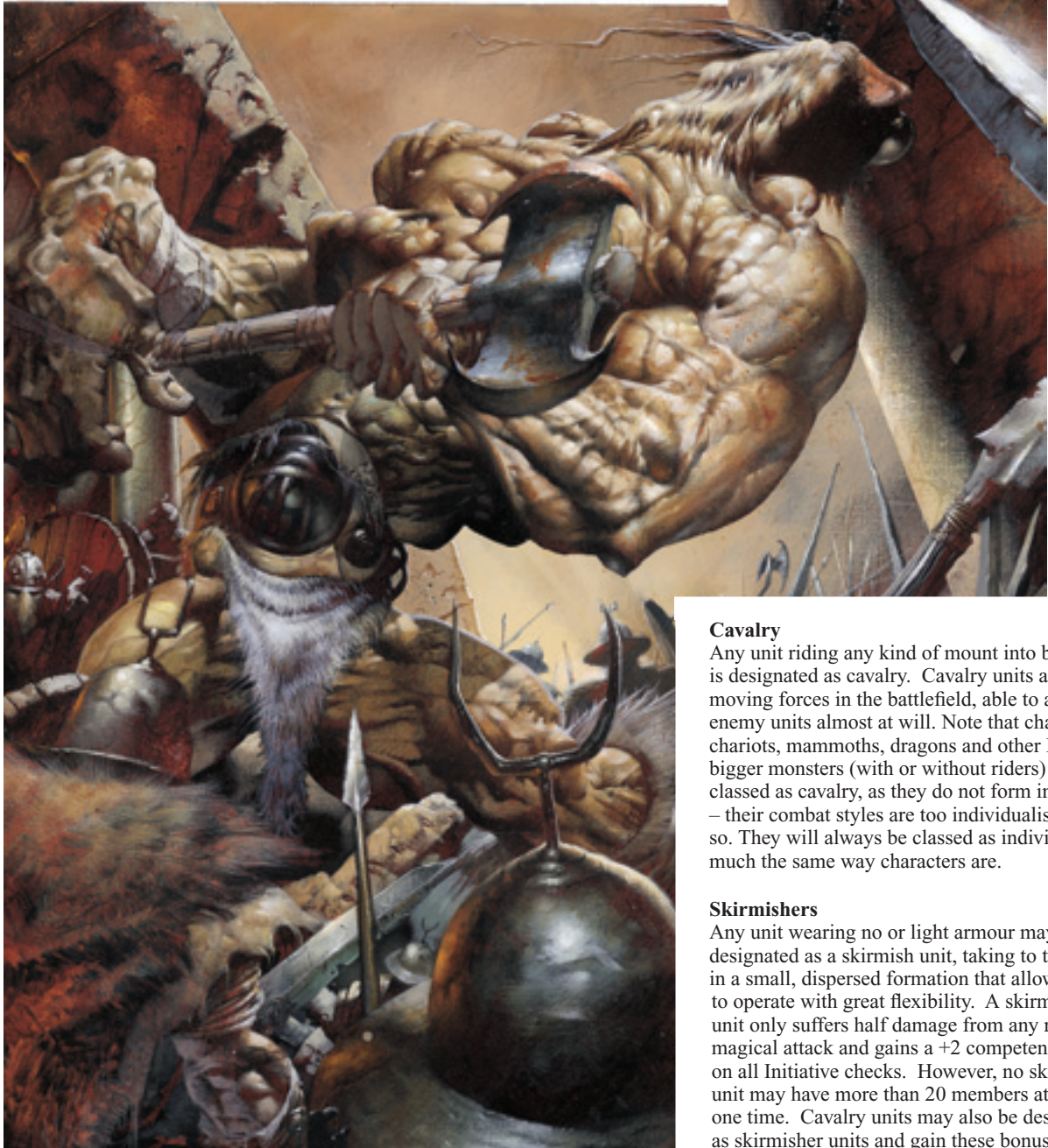
Morale Circumstance	DC
Unit Hit Points reduced to half of original score	15
Unit Hit Points reduced to one quarter of original score	20
Unit Hit Points reduced to one third of current score in a single round	10
Unit suffers more damage in a round than enemy in melee combat	15
Unit is hit by enemy of three times or greater Unit Hit Points	15

The following modifiers apply to Morale checks;

Morale	Modifier
Unit Leader	+ Leader's Charisma modifier
Morale modifier*	+/- Morale modifier
Unit Leader with Leadership feat	+ Leader's Character Level
Unit comprised of Earth Goddess tribe members	+2
Unit comprised solely of Skull-Swords	+1
For each ally undergoing a warp-spasm and within sight	+1
Player actions	See p70
Enslaved unit ¹	-4

* Morale modifiers may come from any source, not just those listed on the outmatching table above. For example, a spell that grants a +1 morale bonus to attack rolls will also grant a +1 bonus to Morale checks.

¹ Includes any unit whose members have been forced into combat against their will and without any form of pay or reward.



Cavalry

Any unit riding any kind of mount into battle is designated as cavalry. Cavalry units are fast moving forces in the battlefield, able to attack enemy units almost at will. Note that chariots, sky chariots, mammoths, dragons and other Huge or bigger monsters (with or without riders) are never classed as cavalry, as they do not form into units – their combat styles are too individualistic to do so. They will always be classed as individuals, in much the same way characters are.

Skirmishers

Any unit wearing no or light armour may be designated as a skirmish unit, taking to the field in a small, dispersed formation that allows them to operate with great flexibility. A skirmisher unit only suffers half damage from any ranged or magical attack and gains a +2 competence bonus on all Initiative checks. However, no skirmisher unit may have more than 20 members at any one time. Cavalry units may also be designated as skirmisher units and gain these bonuses and penalties. Such units are known as skirmishing

cavalry.

Infantry

Infantry units form the core of most forces and comprise of any unit that does not meet the requirements of slingers, cavalry or skirmishers. Such units receive no special bonuses or penalties within the battle system.

Slingers

Any unit armed with a ranged weapon with a range increment of at least 40 ft. and not wearing heavy armour is designated as a slinger unit. Slinger units are able to keep their distance from the main line of battle and rain missile weapons down upon their enemies from a distance.

Full-Scale Battle

The unit combat rules presented thus far will allow players to lead a group of warriors into battle against an organised enemy and, hopefully, triumph in the face of such adversity. However, the battle system is capable of reflecting much larger battles, where multiple units on each side engage in a desperate fight to claim victory.

Whenever several units are present on one side during a battle, the following rules are used in addition to the unit combat detailed above.

Opposing armies comprising several units each start a battle facing one another. None are considered to be in melee combat to begin with and all are within range of any slinger units. Initiative checks are made for each unit, who may then decide to charge, make ranged attacks or simply hold their position for a turn and do nothing.

A unit may charge any enemy unit it wishes on its Initiative turn, though no unit may be engaged in melee combat by more than two units at a time. Individual unit combats are handled by the rules described above.

Slingers

A unit charging slingers must spend a full round reaching their target before launching the charge in the next round, as slingers are kept far back from the line of battle. In addition, any unit charging slingers will generate an attack of opportunity from them before the unit is able to make an attack roll, as slingers are adept at standing their ground and hammering any closing enemy with repeated volleys.

Any infantry, cavalry or skirmishing unit not in melee combat may be designated as supporting one slinger unit. Such supporting units do not make an Initiative check every round and may make no action of their own. However, they may automatically intercept any enemy unit charging the slingers they are supporting at any time. Any unit charging slingers will instead be forced to charge the supporting unit, as well as face the attack of opportunity they suffer from the slinger unit. Up to two units may support one slinger unit at any one time.

Cavalry

Cavalry units are much faster than infantry and so need not spend a turn moving into position in order to attack a slinger unit. They will, however, be forced to charge any supporting units that are present.

Continuing Battle

Melee and ranged combat continues between all units present on the battlefield until one side is completely destroyed, surrenders or retreats.

When one unit has destroyed another, it may charge a new enemy unit in its following round, though the normal restrictions for engaging a maximum of two enemy units and charging slingers apply as normal.

Chariots

Treat chariots as if each were a unit in its own right within the battle system. Light and heavy chariots with wheel scythes do damage to individuals, rather than to Unit Hit Points. However, a chariot driven by a charioteer of 8th level or higher (that is, with the Lethal Scythes capability) does damage direct to Unit Hit Points.



Player Characters

In the centre of the action of any role-playing scenario are the players and, in the battle system, they truly have the opportunity to act as heroes. As their unit crashes into the enemy, the warriors lead their men forward, seeking to engage the opposing unit leaders as their unit fights a desperate combat against their own counterparts. Thieves nimbly dodge poorly-aimed sword swings as druids and witches cast awesome magicks, pummelling the enemy into submission.

The rules presented in this chapter are designed to allow the easy integration of players into the battle system, with as little work as possible required on the part of either Games Masters or players. The length of a combat round, be it featuring the actions of characters or entire unit, is always six seconds. Thus, whatever a character could normally attempt in a normal combat round will apply equally in the battle system.

Unit Combats

Players are never counted as part of the unit when calculating the Unit Roster – they always act independently, even if they are mere foot soldiers, thus allowing them to do all sorts of heroic (or cowardly) things. Under normal circumstances, combat for players in melee combat is handled in exactly the same way as presented in *The Player's Handbook*. They are, however, permitted to attack enemy units.

If two units are in combat with one another, players may choose to aid one side. To do so, they engage in combat with one or more members of the enemy unit, using the normal combat rules presented in *The Player's Handbook*. Everyone involved in the combat acts in Initiative order, so the players may have the chance to act before anyone else. However, if they manage to slay or subdue any of their enemies, then the Hit Dice of the creatures they overcome is immediately deducted from the Unit Hit Point score. For example;

Whilst leading her stoic Finian unit to attack an enemy titan unit in a desperate charge, Dalny the Warped, rolling the highest initiative of the combat, attacks a titan as the rest of her warriors engage the remainder of the enemy. The Unit Hit Points of the titans is 180. Dalny dispatches her titan foe in one round of combat – a normal titan has 10 HD, and thus the mercenaries lose 10 Unit Hit Points immediately, bringing them down to a total of 170. The units now fight, in remaining initiative order.

Unit Morale

Players are immune to the effects of unit morale, as detailed on p70, though units are likely to take a dim view of players who continue to fight as they try to surrender. However, many of a player's actions in combat may have a direct influence on how their unit fights. The table below lists some of the more common actions a player may attempt to boost the morale of his unit, though the Games Master is welcome to add others as the need arises – basically, a player should always be rewarded for bravery and will certainly earn the respect of the unit. The morale bonus earned applies to the unit's attack and damage rolls for the rest of the combat, as well as to morale rolls made on the table on p67.

Player Action

Slaying enemy unit leader	+2
Slaying enemy officer/sergeant	+1
Destroying enemy vehicle or dragon	+1
Fleeing battle	-4
Slaying 10% or more of enemy unit in one attack	+1

Morale Bonus to Unit

Unit Experience

In our playtesting, we tended to find the actions of players pretty much guaranteed a high turn over of men in a unit, due to casualties, so that soldiers were rarely likely to be in the position to gain experience themselves. However if players are taking a great deal of care over the risks they put their units through, Games Masters may discover that the majority do, in fact, survive encounters.

As with players themselves, there are no hard and fast rules for units to gain experience, but the Games Master is welcome to periodically raise the quality of a unit, perhaps every six months during a military campaign, so long as the majority survive each battle. In this way, slave and militia units may become solid soldiers and veterans may actually start to rise in character level.

Non-Player Characters

It is strongly recommended that these rules for players also be adopted for important non-player characters, be they allies to the party or enemies. In this way, a Fomorian warband should not have its warlord subsumed into the Unit Roster – he will act as an independent character, encouraging his unit and attacking the players at their weakest points. He can even earn the morale bonuses presented above.

Earth Power

Earth Power is the magic of Tir Nan Og, flowing through men, beasts, rocks, plants, and everything else. It rises up from the Earth and beams down from the sun. For many generations, the sorcerers of the tribes have been able to tap into it and use it for their own purposes. It is a neutral force that can be used for good or evil; it has no sentience, or capability to pass judgement. That said, there are gods and other powers that are aware of the use of sorcery, and every act of magic has its repercussions.

Personal Earth Power

All sentient creatures have Earth Power flowing through them, which they may learn to use to create a variety of magical effects. Druids and witches are the classes that most often use Earth Power, though warped warriors of whatever class also need it, and characters of any class can learn a few spells here and there if they wish.

Each human starts out with 6 points of Base Earth Power (6 EP), altered up or down by their Wisdom modifier, if any (dwarves and warped ones get different amounts, as explained in the race descriptions). This is the standard amount of EP they have available, assuming there are no special circumstances. It may go up or down, depending on magic they cast and such things as the draining effects of spending too much time in the Sourland, or the positive effects of participating in a great festival in honour of the tribal gods. The absolute maximum EP a character may have is equal to double their Base EP, unless otherwise specified. Druids in particular learn to draw in and manipulate larger quantities of EP, as detailed in the druid character class description on p16.

Due to the magical nature of the Land of the Young, almost all characters learn at least a spell or two; although very few are willing to undergo the years of rigorous study needed to become a fully-fledged druid or witch. Many simple spells are available to any who are interested in learning them, passed down by village fishwives and local superstition.

Gaining and Losing Earth Power

When your EP is higher, or lower, than your Base EP for any reason, it gradually begins to revert back to your Base EP. Each hour that passes will cause your EP to rise or fall by 1 EP until it is back to your Base EP again. The only exception to this is when you are in an area that either saps or boosts your Earth Power – see below.

Your Earth Power is reduced whenever you cast a spell, or sometimes if you are the victim of certain magical attacks. In addition, if you are ever reduced to 0 hp by any means, your Earth Power is also immediately reduced to zero – it will begin to revert to your Base EP (see above) as soon

as you have been brought back to 1 hp or above by any means.

You can gain Earth Power directly from your own body or those of other living creatures, by sacrificing or injuring them – see Sacrifice and Self-Sacrifice, below.

Locations that sap Earth Power

Certain places gradually sap Earth Power away from you. The most common are the Sourlands, vast tracts of wasteland made infertile by the Drones draining away all the Earth Power from them, and temples sacred to any deity other than one that you worship. If in either of these places, or in any other place that saps Earth Power as determined by the Games Master, you will lose 1d6 EP per 10 minutes until your EP is zero (in most cases, the EP you lose is stored in the location for use by whichever sorcerer or priest controls the area). You may attempt a Will save every 10 minutes to avoid the loss (DC = 15 for typical Sourlands, or 20 for particularly severe Sourlands, or 10 to 30 for temples – see the Religion chapter for more information on temples). This is instead of your Earth Power naturally reverting back to your Base EP. As soon as you leave the area that saps Earth Power, you start to revert back to your Base EP in the usual way.

Locations that boost Earth Power

Other places can boost your Earth Power, allowing you to channel far more than you usually could. Examples are temples sacred to a deity that you worship, weirdstones which you control, and places where, or times when, exceptional Earth Power is flowing through the land – for example, the Great Cairn of the Sessair tribe on Midwinter, or the middle of a gory battlefield, or at a great festival in honour of your tribe's gods. In such situations, your mere presence in the area can allow you to gain vast quantities of EP. You will gain a random amount of EP each 10 minutes you spend in the area until you reach your maximum EP or until the EP in the area runs out – see the table below. This is instead of your Earth Power naturally reverting back to your Base EP. As soon as you leave the area that boosts Earth Power (or as soon as it runs out of EP), you start to revert back to your Base EP in the usual way.

Situation or Area	EP gained every 10 minutes
Minor shrine	1d3
Temple	1d6
Major temple (Glastonbury, Great Cairn, etc)	2d6
Temple or shrine on festival day	+1d6
Amid minor battle (200 to 500 participants total)	1d2
Amid battle (501 to 2000 participants total)	1d4
Amid major battle (over 2000 participants total)	1d6



Sacrifice and Self-Sacrifice

Blood is a rich source of Earth Power, with the blood of great heroes being richest of all. It is quite common for both druids and witches to sacrifice animals or humans to raise Earth Power. Various feats can be learned that allow a spellcaster to tap into such sacrifices to either draw Earth Power directly into themselves, use it to charge up a weird stone or dolmen (see the Dolmens and Weirdstones section, below), or even use it immediately in a spell.

Spilling your blood: It is possible to spill one's own blood as a means of drawing directly on Earth power. This is risky and damaging, and is generally only done in extremis, when there is no other form of Earth Power available and when one absolutely must work magic. Each point of EP you gain this way causes you 1d12 points of damage. You may turn hit points to Earth Power as a full-round action, so long as you have a bladed weapon in hand. The EP gained may be used immediately in a spell, used to charge up a dolmen or weird stone, or stored for later use. No feat is required to gain EP by spilling your own blood.

Spilling another's blood: You can also use blood that has been spilled from other creatures, in which case you can gain one EP for every 1d12 hit points of damage the creature suffered when the blood was spilled from them. Again, no feat is required to do this, but it cannot be done in standard melee combat – the victim must be helpless or willing before you can start gaining EP by spilling their blood, and it takes a full-round action with a bladed weapon, just as if you were spilling your own blood. For those who wish to make a habit of sacrificing others to gain Earth Power, the feats Ritual Sacrifice, Blood Eagle and Craft Wicker Man are worth considering.

Sacrifice of Goods and Weapons

Another way to raise a small quantity of Earth Power is to ritually destroy objects of value and beauty – most commonly swords or other metal tools, which are deliberately bent into uselessness and thrown into streams or rivers. The sacrifice must be in an appropriate place to one of the deities you worship (see the Religion chapter for more details) or in a consecrated temple, and you must sacrifice goods to a minimum value of 10 s \acute{e} ts total if they are metal items, or 30 s \acute{e} ts if they are non-metallic. Unlike blood sacrifices, these sacrifices tend to be fairly time-consuming, both due to the time taken to ritually destroy the items and the necessity to pray or chant to draw your deity's attention to the sacrifice – blood sacrifices tend to be far more noticeable to the gods! For each full 10 s \acute{e} ts sacrificed (or 30 s \acute{e} ts of non-metallic items), you gain 1 EP. Sacrificing goods worth 10 s \acute{e} ts (or 30 s \acute{e} ts non-metallic) takes 30 minutes.



If sacrificing of goods raises your EP above your Base Earth Power, it does not begin to revert until after all the sacrifices are complete.

Magic Backfires

If you ever acquire more than your maximum EP in one round (usually through tapping a weirdstone, or sacrificing a particularly powerful victim) you immediately burn up *all* your EP except for 1d4 points, taking damage equal to the amount of EP you lost. Earth Power can injure or even kill those who are not trained to use it fully.

Weirdstones and Dolmens

The Drunes in particular specialise in the use of weirdstones to drain and store Earth Power. A weirdstone is any piece of masterwork stone that has been shaped to a specific sorcerous purpose. Weirdstones are commonly found aligned into stone circles or similar arrangements, although they are also effective singly. By far the most typical use for them is to drain Earth Power from the surrounding lands and use it for the purposes of the creator or controller of the stone, although they can also be used to power Sky Chariots (see the Vehicles and Mounts chapter) or to be Druid's Eggs (see below).



Charging Weirdstones

A weirdstone placed into the ground will draw Earth Power directly from the surrounding lands. This is a gradual process, with the weirdstone gaining 1 EP per week until it reaches its Natural EP Capacity (see the Weirdstones and Earth Power table, below). If its EP is later used up, it will begin to regain EP at a rate of 1 EP per week again until it reaches its Natural EP Capacity as before. This Earth Power is drawn slowly enough from the land that the natural cycles of energy renew the land as fast as the EP is drawn from it, so long as there is not too high a concentration of weirdstones set into the ground in the area (typically around 10 weirdstones set into each 100-square-mile area is the maximum the land can support without risk).

Overcharging Weirdstones

It is possible for the crafter or controller of a weirdstone to deliberately set it to drain far more EP than the land around can support. This quite rapidly turns fertile farm country into the dead Sourlands, and so even the Drune Lords used to think twice about doing it – until they decided to bring about Ragnarok, and stopped minding if they damaged the land a little while attempting to destroy it.

A weirdstone that is set to over-charge will drain EP much faster than usual, according to the EP Drain column on the Weirdstones and Earth Power table. Its capacity also increases, to the level shown in the Maximum EP Capacity column of the table. These two factors, along with the tendency of the Drones to use the EP up as fast as it comes in, will soon turn the surrounding countryside sour.

Table 6-1 – Weirdstones and Earth Power

Weirdstone Size	Natural EP Capacity	Maximum EP Capacity	EP Drain
Small	2 EP	4 EP	1/day
Medium-size	4 EP	8 EP	2/day
Large	8 EP	16 EP	3/day
Huge	16 EP	32 EP	4/day
Gargantuan	32 EP	64 EP	5/day
Colossal	64 EP	128 EP	6/day

Weirdstone Spells

Weirdstones can also be given specific magical effects, so that any creature who performs a previously chosen action near them has a spell cast on it. The action may be as simple as merely touching the weirdstone, or as complex as spending the night on it singing a song of your own devising to the glory of Crom Cruach. The spell to be added must be known to the caster, and must not have any material components or experience point cost. Giving the weirdstone the capability to cast it costs 100 s ets (in raw materials) and 50 experience points per point of EP the spell costs to cast. Once the weirdstone is imbued with a spell, it will cast it directly from its own reserve of EP each time the conditions are met, so long as it has enough EP to do so. This costs the weirdstone twice as many EP as casting the spell would cost a creature who knew it – the weirdstone must make up for a lack of intelligence and spellcasting finesse with raw Earth Power. Each weirdstone may only be imbued with a single spell.

Dolmens

A dolmen is an arrangement of three or four weirdstones into a great arch. This shape is capable of sending out the EP it contains, so that sorcerers far away can benefit from it. It must be crafted from three or four already mastercrafted weirdstones with yet another mastercrafted skill roll, with the eventual size of the finished dolmen typically being one size category bigger than the weirdstones that went into its construction. In most cases, the stones of the dolmen are the same size as one another, although it is possible to construct a dolmen in which one or more of the lower stones is one size category smaller than the capstone.

The capstone, the topmost stone of the dolmen, does not store or drain Earth Power in itself as it is not in direct contact with the earth. The capstone is the focal point for the other stones of the dolmen and broadcasts their energy out into the world, to be received by creatures chosen by the controller of the dolmen. The other stones draw or



THE DOLMEN ARCHES AS A MIND BATTERY, CAPABLE OF DRAINING EARTH POWER FROM THE SURROUNDING LANDS TO BE USED FOR THE DRONES TO RISE AGAIN.

drain energy as usual if they were simply two or three weirdstones placed in the ground, and have their usual storage capacities. The range of a dolmen's broadcast capability is given below.

Capstone Size	Full EP Available	Quarter EP Available	1 EP/weirdstone Available
Small	10 ft.	25 ft.	60 ft.
Medium	20 ft.	75 ft.	600 ft.
Large	40 ft.	225 ft.	1 mile
Huge	80 ft.	675 ft.	10 miles
Gargantuan	160 ft.	2,000 ft.	100 miles
Colossal	320 ft.	1 mile	1,000 miles

Full EP available: The sorcerer can tap the full EP available from the stones of the dolmen within this range. See the Tapping Dolmens section below for more information.

Quarter EP available: The sorcerer can tap up to one quarter the total amount of EP available in the dolmen, but each EP tapped in this way takes longer to tap than usual. See the Tapping Dolmens section below for more information.

1 EP available: At these extraordinary ranges, an individual sorcerer can no longer tap the dolmen, but the dolmen's controller can send 1 EP per weirdstone in the dolmen per day to another dolmen within the range given. This may then be sent on, or used in the usual way. In this manner the Drune Lords have been able to create a network of dolmens, with the great alignments at Carnac providing Earth Power to other dolmens for the Drunes' use throughout southern Tir Nan Og.

Cromlechs

A cromlech is an alignment of several weirdstones and dolmens to provide greater Earth Power or create a powerful magical effect. Designing a cromlech is a complex affair – only a character with the Craft

Masterwork (stone), Tap Dolmen and Tap Weirdstone feats, and at least 12 ranks in both Craft (stone) and Profession (engineer), can do so. A Profession (engineer) check is required, DC dependent on the number of stones (counting each dolmen as three or four stones) in the alignment. The time taken to design the cromlech is one hour per ten stones in the alignment, although of course the building time is typically far longer.

DC	Size of Cromlech	Minimum Dolmen Size	Minimum Dolmen Number
25	Up to 10 stones	Medium	1
30	Up to 50 stones	Large	3
35	Up to 250 stones	Huge	9
40	Up to 1,250 stones	Gargantuan	27
45	Up to 6,250 stones	Colossal	81

The main advantage of a cromlech is that the dolmens within it are able to focus and broadcast the power of all the cromlech's weirdstones, rather than just the weirdstones that directly make up the dolmen itself. This allows a sizable cromlech to broadcast an enormous quantity of Earth Power.

Portable Weirdstones

Any weirdstone of Small or Medium size may be made to be portable, rather than stuck in the ground. Typically it will be mounted on a Great Chariot or Sky Chariot (flying ship). Such a small weirdstone can store only a small quantity of Earth Power, but can of course be boosted by sacrifices as usual.

Tapping Weirdstones

Any creature with the Tap Weirdstone feat may draw energy from a weirdstone simply by placing his hand against it and concentrating. This is a standard action and requires a Concentration check (DC 11). If the concentration check is successful, subtract 10 from the



check result to determine the number of EP the creature gains, up to a maximum of the amount contained within the weirdstone.

Tapping Dolmens

Tapping dolmens is rather trickier. The sorcerer must concentrate for a full round, and so long as he is within the range given in the dolmen table and makes a Concentration check (DC 20) he may tap one EP per round. A higher result on the Concentration check allows the creature to tap 2 EP per round for a check result of 30 or higher, 3 EP per round for a check result of 40 or higher and so forth. The caster can continue doing this until he has tapped all the EP available in the dolmen, if he wishes.

If the sorcerer is only within the range listed as 'Quarter EP available' he may only tap up to ¼ the total EP the dolmen has available, and may not attempt to tap it again until the following day. He gains only 1 EP per round and must succeed at a Concentration check (DC 25) each round to do even that. If he fails the Concentration check during any round, he may not attempt to tap that dolmen again till the following day.

Controlling Weirdstones, Dolmens and Cromlechs

When the weirdstone is first created, it is controlled by its creator. He may then pass on control as desired to another character, usually the powerful druid who commissioned the stone. It is possible at a later stage for another character to attempt to wrest control of the weirdstone from the current controller, as a standard action. This costs 1 EP to attempt, and is done by the two sorcerers making opposed magic attack rolls. If either sorcerer is within 10 ft. of the stone at the time, he gains a +4 circumstance bonus to his magic attack roll. This rises to +8 if he is touching the stone at the time.

Many weirdstones are deliberately set up so that only the weirdstone's controller, or other creatures specifically designated by him, can touch them safely. This is done just as is explained in the section on Weirdstone Spells, above. The spell will be set to activate whenever a non-designated party touches the stone. Curses are the most common spells for Drones to use in this case, though peaceful druids may create a simple *gust of wind* spell to gently persuade outsiders not to interfere with their weirdstones.

The controller of the weirdstone may designate the creatures who are permitted to touch them as he chooses. Sample designations are as follows:

- 'Only myself, Wadd, and Cei.'
- 'All Drones of Slough rank.'
- 'All worshippers of Morigu.'
- 'All members in good standing of the Sessair tribe.'
- 'Anyone except for worshippers of Danu.'

The Druid's Egg

This is a small, egg-shaped piece of carved weirdstone, crafted by an experienced druid. It is regarded as a source



of extremely good fortune by druids, warriors and common folk alike. Once per day, a druid's egg allows its owner (who must be specified at the time of creation) to re-roll any one die roll he made. He must accept the result of the re-roll, even if it is worse than the original roll. He must have the druid's egg about his person to use its power in this way.

Time Worm Eggs

These are found in certain hidden sacred places, including Slough Feg's Cave of Beasts in southern Tir Nan Og. Drinking all the fluid from a time worm egg instantly rejuvenates the drinker, reducing his age by 4d10 years. If this reduces his age to zero, he must make a Fortitude save (DC 25) or simply die – success means he is effectively a helpless newborn baby. Time worm fluids also have uses in rejuvenating Sloughs (see the Bestiary chapter). More information about time worms, their eggs, and their wormholes can be found in the forthcoming *Tir Nan Og: The Land of The Young* supplement.

Spells and Spellcasting

No sharp distinction is made between sorcerers and ordinary folk in Tir Nan Og. A peasant may consider anyone who knows even a single spell to be a sorcerer. Most druids and witches could perhaps be reasonably called sorcerers, but so could many characters of other classes – warriors in particular often learn a little Bardic Magic, since they prize facility with both poetry and insults very highly.

In many respects the spells available in the Land of the Young are similar to those found in *The Player's Handbook*, but there are several major differences. The first, of course, is that spells have an EP cost, rather than a level, and do not usually need to be memorised or prepared in any way. Most spells also have several prerequisites, much in the same way that Feats or Prestige Classes do – a sorcerer must meet the prerequisites before learning the spell. Finally, the ranges at which spells operate are very different to those in *The Player's Handbook*, as will be detailed below. Note that none of the spells from *The Player's Handbook* may be used in the Sláine roleplaying game.

Types of Spell

Seven types of spell are known. All are gained by taking ranks in Sorcery skill. The spell varieties available are Bardic Magic, Bless, Curse, Divination, Nature Magic, Glamour, and Summoning Magic. All the different types of spell can be used with a Take 10 check if the usual prerequisites are met. That is, if the caster is not under stress he may Take 10. Of course, some spells are more likely to benefit from such circumstances than others.

If the Games Master wishes, he may add roleplaying requirements to the prerequisites for gaining any or all spells; for example, a player wishing to learn the *summon goblin* spell may need to find a more experienced witch or druid to teach him the spell, possibly for a payment or favour.

Bardic Magic: These spells require a Perform skill check to cast, and rely on verbal components (chanting, singing, speaking or reciting poetry). Many affect others, but even then they always use the character's Perform skill rather than his Magic Attack Bonus. A failure in the Perform skill check indicates that the caster loses the EP cost to cast the spell, but the spell has no effect. He may try again the following round if desired.

Bless: Blessings require a Bless skill check to determine their effectiveness and include all spells designed to protect or assist one's fellow creatures, as well as spells to consecrate places or objects.

Curse: Curses for the most part are the province of the witch. Most are designed to kill or directly injure the victim. The caster's Magic Attack Bonus is used to determine whether they are effective.

Divination: Divinations are most commonly cast by druids, although as ever all characters can learn them if they so wish. Divinations require a Divination skill check to interpret.

Nature Magic: These spells use the winds and weather to

achieve the caster's goals. They range from the relatively innocuous, such as winds to blow the caster's ship home, to the deadly, such as lightning bolts. When Nature Magic is used offensively the caster's Magic Attack Bonus is used to determine how effective it is. In addition, magic attack rolls may also be required to control particular natural forces, since everything in Tir Nan Og is sacred to someone or another and everything has a certain resistance to magical control.

Glamour: Glammers are illusions and other mind-affecting spells. They do not usually cause direct damage, but may fool a victim or even force him into acting against his nature. In most cases the caster's Magic Attack Bonus is used to determine their effectiveness.

Summoning Magic: Summoning spells call creatures from the El worlds or, with the assistance of an appropriate deity (such as Crom Cruach for worms), from a nearby part of Tir Nan Og. The caster's Magic Attack Bonus is used to determine whether the attempt to summon a creature succeeds or fails. Summoning spells almost all have an experience point cost – they can be very powerful, but most sorcerers only use them rarely, even if they know several.

Casting Spells

In most cases the procedure for casting a spell is simple enough – you simply expend the required Earth Power, perform the gestures and chants required during the casting time, and in some cases select a target. Many spells also require either a skill check or magic attack roll. This is made after the Earth Power has been expended, and can significantly affect the results of the spell.

Spell Ranges and the Magical Link

Every spell that affects a creature or object other than the caster must have a link to its target to be effective. The particular link or links that can be used with each spell are specified in the spell description, and explained below. Spells that only affect the caster have a range of Personal, just as do similar spells in *The Player's Handbook*.

Line of Sight: In many cases, the caster being able to see the target is sufficient (with a successful Spot check required if the target is particularly distant or deliberately hiding).



The Evil Eye: Some spells require the caster to meet the target's eye. This can affect a target within 30 ft. The caster simply chooses a target within range, and that opponent must attempt a saving throw. If the target has already specified he is averting his eyes from the caster's face by some means, he has a 50% chance of not having to make a saving throw. In this case the caster gains one-half concealment against the target (so any attack the target makes against the creature has a 20% miss chance).

A target who has specified that he has shut his eyes or turned his back on the caster, or is wearing a blindfold, does not need to make a saving throw. The caster gains total concealment against the target as if the caster were invisible. Thus, any attack the target makes against the caster has a 50% miss chance, and the opponent cannot use sight to target attacks.

If visibility is limited (by dim lighting, a fog, etc.) so that it results in concealment, there is a percentage chance equal to the normal miss chance for that amount of concealment that the target will not need to make a saving throw. This chance is not cumulative with chances to avoid the evil eye, but instead is rolled separately.

Characters using darkvision in complete darkness are affected by an evil eye spell normally.

If the target is able to avoid meeting the caster's gaze during the round the spell is cast, the evil eye spell has no effect.

Sound: A few spells, usually Perform-based magics, affect creatures who can hear the caster's voice or musical instrument. This has a range of 30 ft. Once a Sound spell has taken effect, deafening the target or stopping its ears does not break the effect. Stopping their ears ahead of time allows opponents to avoid having to make saving throws against Sound spells. Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

Touch: Some spells require physical contact – a successful touch attack will affect the target with a spell.

Corn Dolly: Anyone with even a vague understanding of sorcery – and that includes almost everyone in Tir Nan Og – knows of a more sinister method of creating a link. This is the corn dolly. A corn dolly is a small representation of the intended victim, constructed by the spellcaster, usually from corn. Sometimes other easily available materials such as wood or clay are used, in which case the doll is known as a poppet (for game purposes, poppets and corn dollies are identical). During the construction process, which needs no particular craft skills and takes one hour, the sorcerer must concentrate on the intended victim. Most importantly, the sorcerer will need an item that has an intimate connection with the victim, such as a fragment of his clothing, a nail-clipping or lock of hair, or some bodily fluid or other. This item must be incorporated into the corn dolly somehow.

Once the corn dolly is complete, the sorcerer may use spells against the victim from any range, even if he is unable to see the victim. The sorcerer must hold the corn

dolly in his hand when casting the spell to gain these benefits, and retain it about his person for the duration of the spell, or else the spell instantly ends.

Corn Dolly (as a Focus): Some corn dollies are not representations of an individual, but of a place or type of animal – these work a little like a Focus (see *The Player's Handbook*), as they can be used more than once. Such a corn dolly also creates a magical link with the target place or creature for the spell to function through. When an animal corn dolly is used, it taps into the essence of the animal, affecting the nearest members of the species to you.

Like a standard corn dolly, a corn dolly (as a Focus) must incorporate some item that has an intimate connection with the target, such as a piece of fur or bone from the type of animal to be summoned, or a pebble or piece of earth from the place to be affected.

Spell Durations

In most cases, the spell duration given is fairly self-explanatory. Two new kinds of duration are given below.

Earth Power: A spell with a duration of Earth Power will last as long as the caster continues to pay the Earth Power cost whenever required to do so.

Concentration/Earth Power: A spell with a duration of Concentration/Earth Power will last as long as the caster both continues to concentrate on the spell, and continues to pay the Earth Power cost whenever required to do so.

Chant/Earth Power: A spell with a duration of Chant/Earth Power will last as long as the caster both continues to chant, and continues to pay the Earth Power cost whenever required to do so.

The Magic Attack Roll

A magic attack roll is made whenever you attempt to injure another with your magic and in most cases when you attempt to compel another. It is made as follows:

Magic Attack Roll: 1d20 + Magic Attack Bonus + Charisma modifier

In most cases it is opposed by the victim's relevant saving throw.

Spell Lists

Bardic Magic	EP cost
Danu Chant	3+
Poetic Naming	2
Poetic Insult	2

Blesses

Baby Blessing	5
Blade Blessing	3
Charm against Contusions	20
Consecrate	12
Cure Injury	1+
Protective circle	3+
Sign of Cleansing	3
Sign of Inner Strength	1
Sign of Shielding	3



Sign of Warrior Strength	4
Sign of the Raven	1
Sign of Reprisal	6
Skyclad Blessing	2
Spear of Light	7
Transfer Spell	Special

Curses

Betraying Hand	5
Blood to Poison	6
Flea Infestation	1
Greater Ill Luck	9
Heartstop	9
Ill Luck	4
Imprisonment Circle	5
Invisible Horrors	4
Lesser Ill Luck	1
Sour	4
Ligature	3
Rowan Warp	10
Muscle to Blubber	5
Shoggy Curse	6
Torment of the Slain	6

Divinations

Astronomy – long-term prediction	3
Astronomy – medium-term prediction	2
Astronomy – short-term prediction	1
Bull Feast	3

Divination by Entrails	15
Scrying Flames	3+

Glamours

Beguile	4
Lover's Charm	6
Pacify	2
Sign of Light	2
Wear Skin	2

Nature Magic

Circle of Nature	8+
Cloak of Blackness	1+
Control Flames	1+
Control Water	1+
Control Wind	6+
Control Weather	15
Deluge	8+
Flying	7
Gust of Wind	4
Levitate	4+
Lightning	1+

Summonings

Ally of the Horned Lord	1
A Murder of Crows	10
Animate Tree	7
Army of the Horned Lord	15
Battle of the Trees	14





Create Half-Dead	6
Crom Cruach's Revenge	12
Summon Elemental	8
Summon Ghoul	5+
Summon Goblin	4
Summon Goblin Horde	10
Summon Shadowy Devourer	6
Summon Spectral Army	30
Summon Spectral Dragon	9

This spell summons an animal of up to medium-size to serve the sorcerer. The sorcerer may specify the animal he wishes to summon. If that animal is not found within one mile, he may specify an alternate animal at no extra EP cost, but this will take another action and require a different focus (see below). He may keep specifying alternate animals until he finds one that is within a mile. The animal will serve the sorcerer without question, and even perform actions that are entirely against its nature – it will even sit quietly to be slaughtered, for example, if the sorcerer wishes to use it for food.

Focus: A corn dolly of the animal to be summoned. This can be re-used on a later occasion.

Experience point cost: 25 xp

Spell Descriptions

Ally of the Horned Lord

Summoning

EP Cost: 1 point

Components: V, S, F

Casting Time: 1 action

Range: Corn dolly (as focus)

Target: One animal that can be found in the local woodland

Duration: 10-60 minutes (d6 x 10)

Saving Throw: Will negates

Spell Resistance: Yes

Prerequisites: Must be a worshipper of Carnun, Lord of the Beasts

Magic Attack Roll: Sets DC for target's saving throw

A Murder of Crows

Summoning

EP Cost: 10 points

Components: V, S, F

Casting Time: 1 round

Range: Corn dolly (as focus)

Target: A flock of crows (see below)

Duration: 10-60 minutes (d6 x 10)

Saving Throw: None

Spell Resistance: No

Prerequisites: Must be a worshipper of Morrighu

Magic Attack Roll: See below

This spell summons a flock of crows, rooks and ravens to serve the sorcerer. The birds will serve the sorcerer without question. The most common actions are attacking an opponent (at which they are extremely effective, pecking him so rapidly and severely as to practically eat him alive) and acting as spies. The number of birds summoned is dependent on the sorcerer's magic attack check result, as follows:

Magic Attack Roll	Number of Birds Summoned
9 or less	1
10 to 19	Magic attack roll
20 to 29	Magic attack roll x2
30 to 39	Magic attack roll x3
Etc.	Etc.

All of these can be treated as ravens as in the Bestiary chapter, which also includes special rules for characters fighting back against such an onslaught as this spell will produce.

Focus: A corn dolly of a crow. This can be re-used on a later occasion.

Experience point cost: 250 xp

Animate Tree

Summoning

EP Cost: 7 points

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One tree

Duration: 10-60 minutes (d6 x 10)

Saving Throw: None

Spell Resistance: No

Prerequisites: Must be a worshipper of Danu in her Blodeuwdd aspect, magic attack bonus +4 or higher

Animate tree brings a single tree to life to do your bidding, using the ancient bond between the Goddess and the forest. The tree will obey you so long as your purposes are in harmony with nature – this can include fighting for you against your enemies. See the Bestiary chapter for more information on specific animated trees. You choose which tree to animate.

Material component: One tree, oak, ash, elm, holly or birch. Unlike normal material components, this is not consumed during the casting.

Experience point cost: 175 xp

Army of the Horned Lord

Summoning

EP Cost: 15 points

Components: V, S

Casting Time: 1 round

Range: Corn dolly (as focus)

Target: A large number of animals (see below)

Duration: 1 hour plus 10-60 minutes (d6 x 10)

Saving Throw: No

Spell Resistance: None

Prerequisites: *Ally of the horned lord*, magic attack bonus +7 or higher, Charisma 13+

Magic Attack Roll: See below

This spell summons a number of different animals to serve the sorcerer. The animals will serve the sorcerer without question, and perform actions that are entirely against their nature (including not attacking the other animals summoned, even if they would usually be its prey) – they will even sit quietly to be slaughtered, or fight to the death against the sorcerer's foes. You make a single magic attack roll and consult the table below to determine how many and which animals are summoned:

Army of the Horned Lord

Magic Attack

Roll	Animals Summoned
10 to 14	1 medium-size, 1d6 small, 2d6 tiny
15 to 19	1d6 medium-size, 2d6 small, 3d6 tiny
20 to 24	1 large, 2d6 medium-size, 3d6 small, 4d6 tiny
25 to 29	1d6 large, 3d6 medium-size, 4d6 small, 5d6 tiny
30 to 34	2d6 large, 4d6 medium-size, 5d6 small, 6d6 tiny
35 to 39	3d6 large, 5d6 medium-size, 6d6 small, 7d6 tiny
40 or higher	4d6 large, 6d6 medium-size, 7d6 small, 8d6 tiny



Most of the large animals will be herd animals (cattle, elk and wild horses), with one per d6 rolled being a more fierce creature (bear, sabre-tooth). Likewise most of the medium animals will be herd creatures (treat as red deer or reindeer), with one per d6 rolled being something like a wild boar, wild cat, wolf or medium-sized viper. Small creatures will be evenly divided between foxes (treat as dogs), otters (low effectiveness), hares (low effectiveness), dogs, small vipers, and badgers. Tiny creatures will be evenly divided between rats (low effectiveness), tiny vipers, and weasels (low effectiveness). Creatures rated as 'low effectiveness' have no effective attacks but will be an annoyance and distraction – for each two such creatures in the group, one enemy will suffer a –1 circumstance penalty to attack rolls. A 'low effectiveness' creature may be killed by doing 1 hit point of damage to it (assume AC 14).

If this spell is cast in a cold land (anywhere on the ice sheet of Lochlann, for example), hairy ones may be summoned with this spell in place of bears or sabre-tooths. The animals receive no saving throw to avoid appearing.

Focus: At least twelve corn dollies, each representing a different animal.

Experience point cost: 375 xp.

Astronomy – long-term prediction

Divination

EP Cost: 3 points

Components: V, S

Casting Time: 9 hours

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: No (harmless)

Spell Resistance: No (harmless)

Prerequisites: Divination skill 12+, Knowledge (astronomy) 12+

Skill Check: Divination (DC 13)

As *astronomy – short-term prediction* except as follows. The subject of the spell gains an insight bonus of +6. A long-term prediction will apply to some situation between one year and ten years after the spell has been cast. A character can only ever be the subject of one astronomical prediction at a time. If the spellcaster's divination check is 20 or more greater than the DC (that is, if the roll is 33 or higher) the insight bonus is doubled to +12.

Astronomy – medium-term prediction

Divination

EP Cost: 2 points

Components: V, S

Casting Time: 6 hours

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: No (harmless)

Spell Resistance: No (harmless)

Prerequisites: Divination skill 6+, Knowledge (astronomy) 6+

Skill Check: Divination (DC 12)

As *astronomy – short-term prediction* except as follows. The subject of the spell gains an insight bonus of +3. A medium-term prediction will apply to some situation between one month and six months after the spell has been cast. A character can only ever be the subject of one astronomical prediction at a time. If the spellcaster's divination check is 20 or more greater than the DC (that is, if the roll is 32 or higher) the insight bonus is doubled to +6.

Astronomy – short-term prediction

Divination

EP Cost: 1 point

Components: V, S

Casting Time: 3 hours

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: No (harmless)

Spell Resistance: No (harmless)

Prerequisites: Divination skill 2+, Knowledge (astronomy) 2+

Skill Check: Divination (DC 11)

In Sláine's time, little distinction is made between astrology and astronomy. If you know another character's date and hour of birth, you can make a somewhat cryptic prediction about their immediate future. The subject of the spell gains an insight bonus of +1. A short-term prediction will apply to some situation within the next week – the Games Master will inform the subject of the spell when the situation arises. This situation will typically be one encounter. Any one time the character must make a skill check, ability check, attack roll or saving throw during that encounter, he may apply the insight bonus to the roll. A character can only ever be the subject of one astronomical prediction at a time. If the spellcaster's divination check is 20 or more greater than the DC (that is, if the roll is 31 or higher) the insight bonus is doubled to +2.

Baby Blessing

Bless

EP Cost: 5 EP

Components: V, S, M

Casting Time: See text

Range: Personal

Target: The character

Duration: See text

Prerequisites: Divination skill 10+, druid or witch only

Skill Check: Bless (DC 15)

Baby blessing is performed over every newborn child in the Earth Goddess tribes, although the Drune Lords have little use for such a spell. Unusually, it has elements of both blessing and divination to it – the child is protected from most natural hazards (+2 to all Fortitude saves till the age of 14) and also receives his first geas (p31), whispered in his ear, though he will be too young to understand it. The blessing druid will remind the child of the geas once more, and only once more, when he becomes an adult at 14.

Battle of the Trees*Summoning***EP Cost:** 14 points**Components:** V, S, M**Casting Time:** 1 round**Range:** Line of sight**Target:** Five trees**Duration:** 1 hour plus 10-60 minutes (d6 x 10)**Saving Throw:** None**Spell Resistance:** No**Prerequisites:** *Animate tree*, magic attack bonus +7 or higher

As *animate tree*, except that one of each type of tree is activated. The trees may be anywhere within the caster's sight. The spell will not work unless one tree of each kind is within sight (although a typical mixed forest in Tir Nan Og will have at least one of each kind visible).

Material components: Five trees, one each of oak, ash, elm, holly and birch. Unlike normal material components, this is not consumed during the casting.

Experience point cost: 350 xp.

Beguile*Glamour***EP Cost:** 4 points**Components:** V, S**Casting Time:** 1 action**Range:** Evil Eye or Corn Dolly**Target:** One sentient male creature**Duration:** See below**Saving Throw:** Will negates**Spell Resistance:** No**Prerequisites:** Charisma 13+, magic attack bonus +1 or higher, must be female**Magic Attack Roll:** Sets DC for target's saving throw

You may target one male (any species so long as his intelligence is 3+). If the target fails his Will saving throw, you have him under a certain amount of control – he will attempt to please you and even obey you, so long as this does not conflict with his nature. If you ever ask him to act against his nature, he may make an immediate Will saving throw (DC = your original magic attack roll result) to break the glamour. If he succeeds, he is free of your spell and gains a +2 circumstance bonus on saving throws against any future glamour you target him with; although in many cases he will still regard you with affection and even love. If he fails, he obeys you, despite his better judgement. He may also attempt another Will saving throw every hour after you first bewitched him.

Repeated use of this spell against the same target makes it far more difficult for them to resist you. If you use *beguile* on the same target, before the previous *beguile* has expired or otherwise ended, he suffers a –2 circumstance penalty on his saving throw (and on any saving throws against future glammers you may cast, or saving throws made when you ask him to do something against his nature). In addition, if your use of *beguile* was successful he may only attempt another saving throw every day, rather than every hour. If you use *beguile* on him again after this second use, his saving throws are reduced further and he may not make them so often, either – every week after the third successful *beguile*, or only every month if you have successfully cast four or more *beguiles* on him.



Betraying Hand

Curse

EP Cost: 5 points for the first round, 1 point per round thereafter

Components: V

Casting Time: 1 action

Range: Evil Eye, Touch or Corn Dolly

Target: One creature

Duration: Concentration/Earth Power

Saving Throw: Will negates

Spell Resistance: Yes

Prerequisites: Magic attack bonus +6 or higher

Magic Attack Roll: Sets DC for target's saving throw

This spell can only be cast on a victim who is holding some form of non-reach melee weapon in one or both hands. Your victim must make a Will saving throw or begin to attack himself with his own weapon, automatically hitting himself for his usual damage. He continues to do so as long as you concentrate on the spell, but he may make another attempt to save after each attack on himself. If he succeeds at any save the spell ends instantly.

Blade Blessing

Bless

EP Cost: 3 points

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: One or more martial or exotic named weapons

Duration: Till end of next encounter or battle

Prerequisites: Bless skill 2+

Skill Check: Bless (DC = 13)

Blade blessing is used before a group of warriors go into combat. Each weapon blessed with a *blade blessing* gains a +1 enhancement bonus to attack rolls and damage rolls for the duration of that combat only. A success with the Bless skill check allows the sorcerer to bless a single weapon; for every 10 full points by which the skill check exceeds the DC, the sorcerer may bless a further weapon. Thus, a skill check result of 13 to 22 allows just one weapon to be blessed, a 23 to 32 allows two weapons to be blessed, a 33 to 42 allows three weapons to be blessed, and so forth. All the weapons to be blessed must be named weapons and be wielded by their namers for the spell to function. Any weapons blessed by this spell count as enchanted weapons for the duration of the encounter or battle.

Blood to Poison

Curse

EP Cost: 6 points

Components: V

Casting Time: 1 action

Range: Evil Eye or Corn Dolly

Target: One creature

Duration: Instantaneous

Saving Throw: Fort half

Spell Resistance: Yes

Prerequisites: Magic attack bonus +6 or higher

Magic Attack Roll: Sets DC for target's saving throw

The target must succeed at a Fortitude saving throw or instantly take 2d6 points of temporary Constitution damage. Even a victim who makes his saving throw suffers 1d6 temporary Constitution damage.



Bull Feast*Divination***EP Cost:** 3 EP**Components:** V, S, M**Casting Time:** See text**Range:** Personal**Target:** The character**Duration:** See text**Prerequisites:** Divination skill 10+

A *bull feast* brings to the character's mind legends or other information concerning an important person, place, or thing. If the person or thing is at hand, or if the character is in the place in question, the casting time is only 1d4 x 10 minutes. If the character has only detailed information on the person, place, or thing, casting time is 1d10 days, and the resulting lore is less complete and specific (though it often provides enough information to help the character find the person, place, or thing, thus allowing a better *bull feast* next time). If the character knows only rumours, casting time is 2d6 weeks, and the resulting lore is vague and incomplete (though it often directs the character to more detailed information, thus allowing a better *bull feast*). During the casting, the character cannot engage in other than routine activities: eating, sleeping, etc. When completed, the divination brings legends (if any) about the person, place, or thing to the character's mind. These may be legends that are still current, legends that have been forgotten or even information that has never been generally known. If the person, place, or thing is not of legendary importance, the character gains no information. As a rule of thumb, characters 11th level and higher are 'legendary',

as are the sorts of creatures they contend with, the major magic items they wield, and the places where they perform their key deeds.

Material Component: The raw flesh of a freshly slain bull (about 3 lb), which must be consumed by the caster during the casting time.

Charm against Contusions*Bless***EP Cost:** 20 points**Components:** V, S, M**Casting Time:** 10 minutes**Range:** Personal**Target:** Self**Duration:** One day or until used up**Prerequisites:** Bless skill 12+ ranks, *cure injury***Skill Check:** Bless (result is maximum HP restored)

This is a pre-emptive healing spell, for use before you go into battle. You make a Bless check when you first cast the spell. Note the result of the Bless check – this is the maximum number of hit points the spell will restore. The spell remains active until it has restored the maximum number of hit points or until one day after it was cast, whichever is sooner. While it is in effect, every time you are injured you regenerate the full amount of damage done at the end of the round it was inflicted, as a free action. This even applies if you are reduced below 0 hit points, but not if you are killed (reduced below -10 hit points). You can only be affected by one casting of this spell at a time.

Material component: A light salve made from pounded and distilled herbs and rubbed all over the body during the casting. Enough salve for ten castings of this spell may be made by a Profession (herbalist) check at DC 20, after a day's work gathering and preparing the herbs and at negligible cost.

Circle of Nature*Nature Magic***EP Cost:** 8 points per hour, plus see below**Components:** V, S**Casting Time:** 1 action**Range:** Personal**Area:** One mile diameter sphere centred on caster**Duration:** Earth Power**Saving Throw:** None**Spell Resistance:** No**Prerequisites:** Sorcery skill 10+ ranks, worshipper of Blodeuwedd, Danu or Carnun**Skill Check:** Magic attack roll (opposed to magic attack rolls of any casters of natural magic)

This spell negates any natural magic spells or effects within its area of effect, and acts as a magical barrier against any natural magic spells or effects that may be cast during its duration. For each natural magic



spell already operating when it is cast, the caster of *circle of nature* may make a magic attack roll opposed by the original caster to negate the effect. Likewise, any other sorcerer who attempts to cast a natural magic spell while *circle of nature* is in effect must make an opposed magic attack roll against the caster of the *circle of nature*.

In addition, the caster of *circle of nature* may use its power to negate the effects of any summoning spells that summon natural creatures rather than creatures from the El worlds. Examples would be *Crom Cruach's revenge*, *army of the trees*, and *a murder of crows*. To do so is a free action, but costs an additional 1 EP for each spell you attempt to negate (whether the summoning magic was in effect already, or is cast during the *circle of nature's* duration). You and the caster of the summoning spell make opposed magic attack rolls as above. If you successfully negate a summoning spell in this way, the summoned creatures either disperse (in the case of animals, crows, worms etc.) or revert to their natural forms (in the case of animated trees and the like).

Cloak of Blackness

Nature Magic

EP Cost: 1 point per 10 ft. radius

Components: V, S

Casting Time: 1 action

Range: Line of Sight

Area: Hemisphere of radius 10 ft. per point of EP expended (no maximum)

Duration: 5-10 minutes (d6+4)

Prerequisites: Sorcery skill 6+ ranks

This spell causes a point chosen by you to radiate magical darkness in a potentially huge area. Not even creatures who can normally see in the dark (such as with darkvision) can see in an area shrouded in magical darkness. Normal lights (torches, candles, lanterns, and so forth) do not work.

Consecrate

Bless

EP Cost: 12 points

Components: V, S, M

Casting Time: 30 minutes

Range: Touch

Target: One site, up to 100 ft. by 100 ft.

Duration: See below

Prerequisites: *Protective circle*

This spell allows you to create a new sacred site or temple. Commonly, such sites contain a number of weirdstones either in an open-air arrangement or occasionally incorporated into a temple building, but it is also possible to *consecrate* a simple grove of trees or other natural spot. The caster chooses a particular deity for the site to be sacred to when he casts the spell; once this is done, the site cannot be consecrated to another deity except if the *consecrate* spell's duration lapses and certain special rituals of purification are performed (see below). A *consecrated* sacred site has certain special effects, most notably the draining of EP from any who do not worship the appropriate deity. A site that has been used and *consecrated* for a long period of time will also provide other benefits, as determined by the Games Master in

accordance with the guidelines in the Campaigns in Tir Nan Og chapter.

The duration of a *consecrate* spell is variable, with successive castings tending to make it easier for later castings to have a longer duration. Thus, in the first months of a new temple being created, it will need to be *consecrated* daily (although not necessarily by the same priest each time), but over time it will build up a sufficient sacred 'charge' that it will remain *consecrated* far longer each time. The table below indicates the duration of *consecrate* spells.

Period of time site has already been continuously <i>consecrated</i>	Duration of spell
Three months or less	1 day
Three months to six months	2 days
Six months to one year	3 days
One to ten years	1 week
Ten to 100 years	2 weeks
100 to 1000 years	1 month
1000 years or more	1 year

If a site is not kept continuously *consecrated*, it will begin to lose its sacredness. For sites less than one year old, this happens as it stops being *consecrated* regularly. For older sites, they will always retain a certain degree of magical power and can be re-*consecrated* simply by casting the spell again, even if it is many years since they were last *consecrated*.

It is possible for a newer religion to take over the site of an older one. The incumbents must first wait till the previous *consecrate* spell wears off (possibly physically preventing the priests of the previous religion from recasting the spell). In a site which was less than a year old, the new religion can then simply *consecrate* the site themselves and follow the usual rules for establishing a site, since in effect the old site is no longer sacred anyway. For sites in use for more than a year, they will need to be purified by the sacrifice of at least 10 EP per year they were in use, before they can be re-*consecrated* to the new deity. This will require a huge amount of EP for some of the older temples, but may be worth it as once the temple is *consecrated* again it will retain much of its former power.

Material component: At least part of the EP cost of *consecrate* must be paid for by some form of sacrifice, performed before the spell is cast. This may be a blood sacrifice or a sacrifice of goods, as the sorcerer prefers.

Control Flames

Nature Magic

EP Cost: 1 point or more per round – see below

Components: V, S, M

Casting Time: 1 action

Range: Line of Sight (but see below)

Target: One source of flame

Duration: Concentration/Earth Power

Saving Throw: Reflex half

Spell Resistance: No

Prerequisites: Sorcery skill 8+ ranks

Magic Attack Roll: See below

Control flames allows the sorcerer to take control of any one source of flame within range, either dousing it down or causing it to burn far more fiercely. The range of this spell is special – so long as the caster has line of sight to either the flames, or the smoke they produce, he can affect a particular fire with the spell. The EP cost of the spell is variable depending on the size of the fire to be controlled, and is paid each round you continue to keep the spell active. The table below indicates the EP cost and magic attack roll DC of various sizes of fire.

Size of fire	Example	EP cost/ round	Magic attack roll DC	Damage
Fine	Torch flame	1	10	1d4
Diminutive	Small brazier	2	12	1d6
Tiny	Cooking fire	3	15	1d8
Small	Small bonfire	4	17	2d6
Medium	Bonfire	5	20	3d6
Large	Funeral pyre	6	22	4d6
Huge	Huge wicker man	7	25	6d6
Gargantuan	Gargantuan wicker man, small forest fire	8	27	8d6
Colossal	Colossal wicker man, forest fire, volcano, etc.	9	30	10d6

Control flames can be used to put out a flame completely – this will require three rounds of dousing, with the flames being reduced by around 1/3 each round. In the case of something like a volcano, all that will be done by dousing it is to stop a particular eruption, and to ensure that it cannot erupt again for at least a week – it is still a volcano.

The other use of *control flames* is to cause it to burn more fiercely, and under the sorcerer's control – he can double its size in every dimension, and force it to bulge out in a particular direction. For example, he could cause a torch flame to lick down and burn the torch-carrying character's hand and arm. The damage listed in the damage column represents the damage that will be caused to every creature within the newly expanded area of the flame. A Reflex saving throw (DC = magic attack check of the caster) is allowed for half damage. A character who succeeds at his Reflex saving throw must spend his next actions getting away from the flames, if the caster continues to keep the spell in effect – this could mean simply dropping a held torch, or might require the victim to run at full speed away from an expanded forest fire. So long as the victim continues to spend all his actions getting away from the flames, he need not make a further saving throw and will continue to suffer only half damage even if he is unable to move far enough away to escape the flames completely during following rounds.

If the caster's magic attack roll fails by more than 10, the spell does not function at all. If it fails by between 1 and 10, the spell still affects the chosen flame but under the

control of the Games Master, usually to the detriment of the caster – for example, the flames may move towards him rather than towards his enemies, or he may douse a fire he intended to boost.

Material component: A pinch of dry tinder.

Control Water

Nature magic

EP Cost: 1 point or more – see below

Components: V, S

Casting Time: 1 action

Range: Line of Sight

Area: Water in a volume of 10 ft. /EP expended x 10 ft. / EP expended x 2 ft. / EP expended

Duration: 1 hour

Saving Throw: None

Spell Resistance: No

Prerequisites: Sorcery skill 6+ ranks

Depending on the version the character chose, the control water spell raises or lowers water. The caster chooses how many EP to expend, and then all dimensions of the spell are determined by the EP spent; for example, spending 5 EP would allow you to affect an area 50 ft. by 50 ft. by 10 ft.



Lower Water: This causes water (or similar liquid) to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2 feet per point of EP expended. The water is lowered within a squarish depression whose sides are up to 10 feet long per EP expended. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell.

Raise Water: This causes water (or similar liquid) to rise in height, just as the lower water version causes it to lower. Boats raised in this way slide down the sides of the hump that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land near the raised water, the water can spill over onto dry land.

For either version, the character may reduce one horizontal dimension by half and double the other horizontal dimension.

Control Wind

Nature Magic

EP Cost: 6 points per minute

Components: V, S

Casting Time: 1 round

Range: Personal

Area: Sphere of diameter 1 mile, centred on caster

Duration: Concentration/Earth Power

Saving Throw: Fortitude negates

Spell Resistance: No

Prerequisites: Sorcery skill 8+ ranks, *gust of wind*

The character alters wind force in the area surrounding the character. The character can make the wind blow in a certain direction or manner, increase its strength or decrease its strength. The new wind direction and strength persist until the spell ends or the character chooses to alter his or her handiwork, which requires concentration. The character may create an 'eye' of calm air up to 80 feet in diameter at the centre of the area if he so desires, and he may choose to limit the effect to any circular area less than the character's full range.

Wind Direction: The character may choose one of four basic wind patterns to function over the spell's area:

† A downdraft blows from the centre outward in equal strength in all directions.

† An updraft blows from the outer edges in toward the centre in equal strength from all directions, veering upward before impinging on the eye in the centre.



† A rotation causes the winds to circle the centre in a clockwise or anticlockwise fashion.

† A blast simply causes the winds to blow in one direction across the entire area from one side to the other.

Wind Force: For every three caster levels, the character can increase or decrease wind force by one level of strength. Each round, a creature in the wind must make a Fortitude save or suffer the effect. Strong winds (21+ mph) make sailing difficult. A severe wind (31+ mph) causes minor ship and building damage. A windstorm (51+ mph) drives most flying creatures from the skies, uproots small trees, knocks down light wooden structures, tears off roofs, and endangers ships. Hurricane force winds (75+ mph) destroy wooden buildings, sometimes uproot even large trees, and cause most ships to founder. A tornado (175+ mph) destroys all non-fortified buildings and often uproots large trees.

Control Weather

Nature magic

EP Cost: 15 points

Components: V, S

Casting Time: 10 minutes (see text)

Range: Personal

Area: Two-mile-radius sphere, centred on the character (see text)

Duration: 4d12 hours (see text)

Saving Throw: None

Spell Resistance: No

Prerequisites: Sorcery skill 10+ ranks, *control wind*

The sorcerer changes the weather in the local area. It takes 10 minutes to cast the spell and an additional 10 minutes for the effects to manifest. The current, natural weather conditions are determined by the Games Master. The sorcerer can call forth weather appropriate to the climate and season of the area the sorcerer is in.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw

The sorcerer controls the general tendencies of the weather, such as the direction and intensity of the wind. The sorcerer cannot control specific applications of the weather—where lightning strikes, for example, or the exact path of a tornado. When the sorcerer selects a certain weather condition to occur, the weather assumes that condition 10 minutes later (changing gradually, not abruptly). The weather continues as the sorcerer left it for the duration, or until the sorcerer uses a standard action to designate a new kind of weather (which fully manifests itself 10 minutes later). Contradictory conditions are not possible simultaneously—fog and strong wind, for example. Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Create Half-Dead

Summoning

EP Cost: 6 points

Components: V, S, F

Casting Time: 1 action

Range: Line of Sight

Target: One half-dead, plus up to one half-dead per full two points of magic attack if desired

Duration: 10-60 minutes (d6 x 10)

Saving Throw: Will negates

Spell Resistance: Yes

Prerequisites: Must be a worshipper of Carnun, Lord of the Beasts

Magic Attack Roll: Sets DC for target's saving throw

This spells summons one or more half-dead (p166) from the nearby Sourland to fight for you or otherwise obey your instructions. They arrive in 1d6 rounds, crawling out from the very earth of the Sourland, and will fight to the death if necessary, burrowing back underground at the spell's conclusion or crumbling to dust if slain. Each half-dead gains a Will saving throw (DC = your magic attack roll) to resist the spell and remain in the ground.

This spell may be made permanent by the expenditure of an additional 100 xp per half-dead.

Focus: The local Sourland. This spell can only be cast in or within sight of a patch of Sourland.

Experience point cost: 150 xp

Crom Cruach's Revenge

Summoning

EP Cost: 12 points per round

Components: V, S

Casting Time: 30 minutes

Range: Evil eye or corn dolly



Target: A huge number of worms and maggots (see below).

Duration: Concentration/Earth Power.

Saving Throw: Fort halves

Spell Resistance: Yes

Prerequisites: Magic attack bonus +8 or higher, must be a worshipper of Crom Cruach

Magic Attack Roll: Rolled once each round, determines damage each round

This spell summons a huge number of writhing worms and maggots, causing them to virtually erupt out of the ground and devour your victim. The long casting time of the spell represents the time it takes to assemble the worms beneath your victim. If the victim moves more than a total of 50 ft. during the casting time, the spell fails automatically, as the worms are simply not able to keep up. For this reason the spell is commonly used to assassinate sleeping or otherwise immobile creatures. The worms summoned are essentially non-sentient, and can only really be given one order – ‘devour that creature.’

As the worms simply swarm out of the ground and attack at once, the victim will be surprised unless he makes a Listen check (DC 25) to hear the faint burrowing and movement beneath the earth. The worms completely cover the target creature as their first action, beginning to eat it alive. The victim is unable to cast any spells once the worms attack, unless he has any spells that require a verbal component only – even then he must make a Concentration check to cast them as usual. Regardless of the victim’s Armour Class, he sustains a number of points of damage equal to the caster’s magic attack roll at the end of each round the worms attack, due to their bites. This damage can be halved with a successful Fortitude save, made each round and opposed to the caster’s magic attack roll.

Heavy smoke drives off worms within its bounds. Fire also drives worms away. A single torch is ineffective against this vast horde of worms, although immersing the victim in a bonfire would work (at the cost of some flame damage to the victim). Lightning, cold, winds and ice are ineffective, as are melee or thrown weapon attacks.

Example: Slough Feg casts Crom Cruach’s Revenge on Slough Throt, using his previously prepared corn dolly. In the first round, Slough Feg pays 12 EP. He rolls his magic attack roll, getting a 21. Slough Throt must make a Fortitude save (opposed to Slough Feg’s roll of 21) or suffer 21 points of damage. He rolls a 16, and suffers the full 21 damage, reducing him from his usual 44 hp to 23. The following round, Slough Feg keeps up the assault, paying another 12 EP and this time rolling a 27 on his magic attack roll. Slough Throt gets a 25 on his Fortitude save, good but not good enough, and he takes a further 27 damage, reducing him to -4 hit points. Slough Feg likes to make sure, and he pays another 12 EP to finish Throt off the following round, this time only getting a 13 – still enough to kill Throt whether or not he makes his saving throw.

Experience point cost: 300 xp per round

Cure Injury

Bless

EP Cost: 1 point per hit point cured.

Components: V

Casting Time: 1 round

Range: Touch

Subject: One creature

Duration: Instantaneous

Saving Throw: None (harmless)

Spell Resistance: No

Prerequisites: Bless skill 4+ ranks

Skill Check: Bless (DC = 10 + number of hit points to be cured).

You may pour your Earth Power into healing a wound. You may cure up to ten hit points of damage. If necessary, and if you have enough Earth Power available, you may repeat the spell in subsequent rounds to completely cure the subject. You may cast this spell on yourself or another character you touch.

Danu Chant

Bardic Magic

EP Cost: 3 points for first round, then 1 point per round thereafter

Components: V

Casting Time: 1 action

Range: Personal (see below).

Target: Self.

Duration: Chant/Earth Power

Saving Throw: None

Spell Resistance: No

Prerequisites: Attack bonus +10 or higher, member of an Earth Goddess tribe

Skill Check: Perform (DC 13), checked each round

By calling upon Danu as goddess of moon, sea & earth to guide and empower your blows, you gain significant bonuses to the damage you inflict when fighting a particularly demonic opponent. If facing an El or Cyth creature, you may perform this chant continuously as a free action as you attack your foe. You gain a +2 to attack rolls and +2 to damage against the creature every round in which you succeed with your Perform skill check. A Perform skill success by 10 or more doubles the benefits for that round (to +4 to attack rolls and +4 to damage). If you are injured during the chant, you must make a Concentration check (DC 13 + damage dealt) or the chant ends.

Deluge

Nature Magic

EP Cost: 8 points per mile width of wave

Components: V, S, M, possibly F

Casting Time: 1 hour

Range: Line of sight or corn dolly (focus)

Area: One mile of wave per 8 points spent

Duration: 1 day

Prerequisites: Magic attack bonus +10 or higher, must be a worshipper of Crom Cruach, Ceridwen or Dagon, *control water*

Magic Attack Roll: Sets DC for saving throws, if necessary

This spell calls up huge waves to drown the land, devastating coastal settlements and sweeping their inhabitants into the sea. In essence the effects are up to the Games Master – it is not really intended to be used against specific characters, but rather as a hard-hitting attack against an entire tribe. Certainly those in the area of effect will need to make all manner of saving throws – and quick, correct decisions – if they are to survive, but generally it is best to use this spell as the basis for a scenario, rather than as a tactical attack spell.

Deluge can be used either on a coast within line of sight, or by painting a picture of the area to be affected and using that picture to provide a link much like a corn dolly.

Material components: a bottle of sea-water and a piece of driftwood.

Focus: If the corn dolly is used rather than a line of sight, the caster must paint an image of the area to be deluged. This requires a Craft (painting) check, DC 25. Like any other focus, the picture may be re-used to deluge the same area again if desired.

Divination by Entrails

Divination

EP Cost: 15 EP (but see below)

Components: V, S, M

Casting Time: One hour

Range: Personal

Target: The character

Duration: 1 round per Enech point of victim (p29)

Prerequisites: Divination skill 14+, Blood Eagle feat
By ritually sacrificing an important victim, the sorcerer can contact his deity—or agents thereof—and ask questions that can be answered by a simple yes or no. The sorcerer is allowed one such question per Enech point his victim had, and is answered by the death-spasms and blood-spurtings of his victim. The answers given are correct within the limits of the entity's knowledge. 'Unclear' is a legitimate answer, because even deities are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, the Games Master should give a short phrase (five words or less) as an answer instead. The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If the sorcerer does not focus on the conversation, discusses the answers at length with other parties, or leaves to undertake another task, the spell ends.





Material component: the still-living body of your victim is an essential part of this spell. You must use the EP gained from sacrificing him (as per the Blood Eagle feat) to fuel this spell; if sacrificing him would gain you less than 15 EP, you must make up the difference yourself, but if it would gain you more than 15 EP, any extra is lost.

Flea Infestation

Curse

EP Cost: 1

Components: S

Casting Time: 1 round

Range: Evil Eye or Corn Dolly

Target: 1 creature

Duration: 1d6 rounds + 1 round per two ranks of Sorcery skill

Saving Throw: Will negates

Spell Resistance: Yes

Magic Attack Roll: Sets DC for target's saving throw

The target of this spell begins itching uncontrollably. The target receives a -1 to hit in combat and targeted spellcasters must make a Concentration skill check (DC 15) to be able to cast spells. Note that the spell does not actually cause fleas to infest the target, just makes the target feel as though fleas are infesting them.

Flying

Nature Magic

EP Cost: 7 EP

Components: V, S, M, F

Casting Time: 30 minutes

Range: Personal, plus touch

Target: The character plus up to one other creature touched

Duration: Up to 1 hour, but see below

Prerequisites: Sorcery skill ten or more ranks

The sorcerer is able to travel through time and space, floating gently on magical mists in a spirit-boat conjured up by the spell. This spell may only be cast outdoors. The sorcerer (plus one other creature if desired) floats at up to one mile per second, allowing enormous distances to be covered very rapidly by this spell. Travelling over Tir Nan Og is relatively easy, although the sorcerer may not float at high speeds in any enclosed space such as a building or cave – he must touch down to earth once more. He can land in this way without cancelling the spell, and rise up again at will so long as he walks outdoors again beforehand. While floating, the sorcerer is in a trance state and partially in an extra-planar space, and is safe from outside interference, though he may not attack any other creatures while floating either. Upon landing, he may interact with his environment as usual. Landing takes one round, during which the sorcerer is vulnerable to attack by nearby creatures, as it takes some time for him to come out of the trance. The spell expires one hour after being cast, wherever the sorcerer is at the time – if he is floating he will be gently landed on the closest solid surface.

Focus: Seven wooden bowls, each made from a different sacred wood (yew, walnut, hazel, apple, alder, willow and birch – cost 2 sêts each).

Material component: Herbs to the value of 5 sêts (or can be gathered by a day's work and a Profession (herbalist) check DC 15).

Greater Ill Luck

Curse

EP Cost: 9 points

Components: V

Casting Time: 1 action

Range: Evil Eye, Touch or Corn Dolly

Target: One creature

Duration: One year

Saving Throw: Will negates

Spell Resistance: Yes

Prerequisites: Magic attack bonus +8 or higher, *ill luck*

Magic Attack Roll: Sets DC for target's saving throw

The character places a curse on the victim. The victim suffers a –4 enhancement penalty on all attack rolls, saving throws, ability checks, and skill checks. This is not cumulative with the effects of *ill luck* or *lesser ill luck* – only the most severe penalty applies.

Gust of Wind

Nature magic

EP Cost: 4 points

Components: V, S

Casting Time: 1 action

Range: Line of sight

Effect: Gust of wind (10 ft. wide, 10 ft. high) emanating out from the character to the extreme of the range (i.e. as far as he can see)

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

Magic Attack Roll: Sets DC for target's saving throw

This spell creates a strong blast of air that originates from the character and moves in the direction the character is facing. The force of this gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish these lights. Creatures caught in the area may be affected. Any creature is entitled to a saving throw to ignore the gust's effects.

A gust of wind can do anything a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, turn over a small boat, and blow gases or vapours to the edge of the range.

Heartstop

Curse

EP Cost: 9 points

Components: V

Casting Time: 1 action

Range: Evil Eye

Target: One creature

Duration: Instantaneous

Saving Throw: Fort negates

Spell Resistance: Yes

Prerequisites: Magic attack bonus +8 or higher

Magic Attack Roll: Sets DC for target's saving throw

The target must succeed at a Fortitude saving throw or die instantly of a heart attack. Creatures of over 6 Hit Dice are less seriously affected, suffering only 1d6 temporary Constitution damage and 6d6 hit point damage if they fail their saving throw. A successful save avoids all damage.

Ill Luck

Curse

EP Cost: 4 points

Components: V

Casting Time: 1 action

Range: Evil Eye, Touch or Corn Dolly

Target: One creature

Duration: One month

Saving Throw: Will negates

Spell Resistance: Yes

Prerequisites: Magic attack bonus +3 or higher, *lesser ill luck*

Magic Attack Roll: Sets DC for target's saving throw

The character places a curse on the victim. The victim suffers a –2 enhancement penalty on all attack rolls, saving throws, ability checks, and skill checks. This is not cumulative with the effects of *greater ill luck* or *lesser ill luck* – only the most severe penalty applies.

Imprisonment Circle

Curse

EP Cost: 5 points per day

Components: V, S

Casting Time: 1 action

Range: Evil Eye

Area: Barrier in 5 ft. radius circle around one creature

Duration: Earth Power

Saving Throw: Will negates

Spell Resistance: Yes

Prerequisites: Magic Attack Bonus +1 or higher, *protective circle*

Magic Attack Roll: Sets DC for target's saving throw

This is an adaptation of the *protective circle* spell to form a highly effective prison around the victim. Like protective circle, the spell is effectively a wall in shape, extending 15 ft. both up and down from the ground. For this reason it is not particularly effective at confining flying or burrowing creatures. The victim is unable to pass through the barrier, and is also completely unable to cast any spells through the barrier (though he could, for example, cast the *levitate* spell and simply fly over the barrier). The victim may make a Will saving throw when the spell is first cast and, if successful, he may leave the circle at will (although while in it, he is still unable to cast spells through it). The victim gets another saving throw every day, always opposed to the original magic attack roll of the caster.

Invisible Horrors

Curse

EP Cost: 4 points

Components: V

Casting Time: 1 action

Range: Evil Eye or Corn Dolly

Target: One creature

Duration: See below

Saving Throw: Will negates

Spell Resistance: Yes

Prerequisites: Magic attack bonus +1 or higher, *flea infestation*

Magic Attack Roll: Sets DC for target's saving throw

One of the first curses most witches learn is the power to bend their victim's mind, making him believe he is being bitten and stung all over by a swarm of voracious insects. Your victim must make a Will saving throw (opposed to your magic attack roll) or fall to the floor, unable to do anything but writhe, scream, and claw at himself. He may make another attempt to save every hour. If he ever succeeds at a saving throw, your spell ends. You may choose to end it at any time, and do not need to concentrate to maintain it.

Lesser Ill Luck

Curse

EP Cost: 1 point

Components: V

Casting Time: 1 action

Range: Evil Eye, Touch or Corn Dolly

Target: One creature

Duration: One day

Saving Throw: Will negates

Spell Resistance: Yes

Magic Attack Roll: Sets DC for target's saving throw

The character places a curse on the victim. The victim suffers a -1 enhancement penalty on all attack rolls, saving throws, ability checks, and skill checks. This is not cumulative with the effects of *ill luck* or *greater ill luck* - only the most severe penalty applies.

Levitate

Nature Magic

EP Cost: 4 points + 1 point per additional 15 minutes duration desired

Components: V, S

Casting Time: 1 round

Prerequisites: Sorcery skill 6+

Range: Personal

Target: Self

Duration: 1d6 minutes + 15 minutes per additional EP expended

Saving Throw: None

The sorcerer can fly with a speed of 60 feet (40 feet if the creature wears medium or heavy armour). The subject can fly up at half speed and descend at double speed.

The flying sorcerer's manoeuvrability rating is average. Using the levitate spell requires as much concentration as walking, so the sorcerer can attack or cast spells normally. The sorcerer can charge but not run, and he cannot carry aloft more weight than his maximum load (see *The Player's Handbook*), plus any armour he wears. Should the spell duration expire while the sorcerer is still aloft, the magic fails slowly. The sorcerer drops 60 feet per round for 1d6 rounds. If he reaches the ground in that amount of time, he lands safely, if not, he falls the rest of the distance. Since dispelling a spell effectively ends it, the sorcerer also falls in this way if the levitate spell is dispelled.

Ligature

Curse

EP Cost: 3 points per day

Components: V

Casting Time: 1 action

Range: Evil Eye, Touch or Corn Dolly

Target: One male creature

Duration: Earth Power

Saving Throw: Will negates

Spell Resistance: Yes

Prerequisites: Caster must be female, magic attack bonus +1

Magic Attack Roll: Sets DC for target's saving throw

This spell magically binds the target's manhood, making at least one everyday task unbelievably painful, and pleasure unthinkable. He suffers 1d6 temporary damage to his Charisma and 1d4 temporary damage to his Constitution due to the pain and embarrassment. This damage may not be healed until the spell's duration ends.

Lightning

Nature Magic

EP Cost: 1 point per 1d6 damage inflicted

Components: V

Casting Time: 1 action

Range: Line of Sight

Target: One creature

Duration: Instantaneous

Saving Throw: Reflex negates

Spell Resistance: Yes

Prerequisites: Magic attack bonus +8 or higher

Magic Attack Roll: Sets DC for target's saving throw

The character releases a powerful stroke of electrical energy that deals 1d6 points of damage per point of EP expended (maximum 15 EP and 15d6 damage) to one creature within the caster's line of sight. The bolt flashes down from the sky, even on an apparently clear day, although if it is cast during a thunderstorm (magically created or otherwise) the EP cost to cast it is halved. The lightning bolt will set fire to combustibles and damage objects held or carried by the victim. It can melt metals with a low melting point, such as lead, gold, copper, silver or bronze.

Lover's Charm*Glamour***EP Cost:** 6 points**Components:** V**Casting Time:** 1 round**Range:** 20 ft.**Target:** One female creature (see below)**Duration:** One year and one day, or see below**Saving Throw:** No**Spell Resistance:** No**Prerequisites:** Charisma 13+, magic attack bonus +3 or higher, must be male

By chanting the ancient, magical phrase 'sator arepo tenet opera rotas', you set in motion a powerful love spell, said to be irresistible to women. Unlike *glamour*, *lover's charm* works both ways. By causing your target to fall in love with you, you also fall in love with her. You will still be in a slightly more advantageous position than the target,

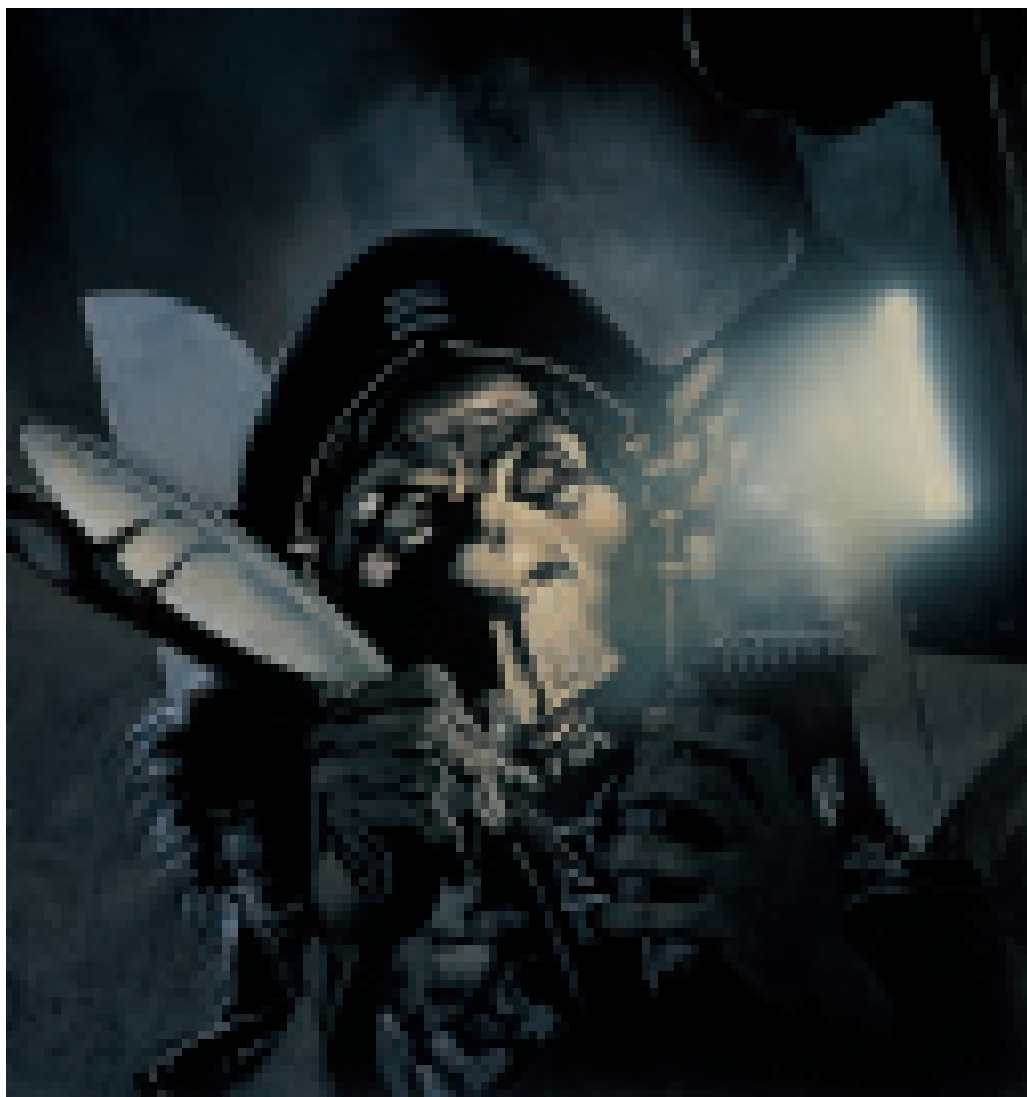
because at least you know that your feelings for her are the result of a spell.

Neither you nor your soon-to-be lover receive a saving throw against the effects of this spell. This spell may affect any female with no penalty – even the Goddess herself is said to have been charmed by it. There is one way in which it can fail, though – if your motive is not pure (as determined by the Games Master). In effect you need to be at least a little in love with the target before casting the spell, rather than simply lusting after the target. If at the Games Master's discretion, you are using this spell for personal gain or seduction rather than 'true love', the spell fails automatically, although you still expend the 6 EP. For this reason, you can only ever have one *lover's charm* in effect at a time.

The spell will generally last one year and one day, after which time the two lovers take stock of the situation and decide whether or not to continue their relationship. It is always possible that through the unreasonableness of one party or the other, or simply through the natural vagaries of love, that the spell will end earlier than a year and a day. As ever this is for the Games Master to decide.

Muscle to Blubber*Curse***EP Cost:** 5 points**Components:** V**Casting Time:** 1 action**Range:** Evil Eye or Corn Dolly**Target:** One creature**Duration:** Instantaneous**Saving Throw:** Fort half**Spell Resistance:** Yes**Prerequisites:** Magic attack bonus +4 or higher**Magic Attack Roll:** Sets DC for target's saving throw

The target must succeed at a Fortitude saving throw or instantly take 2d6 points of temporary Strength damage. Even a victim who makes his saving throw suffers 1d6 temporary Strength damage.



Pacify*Glamour***EP Cost:** 2**Components:** V, S**Casting Time:** 1 round**Range:** Evil Eye**Target:** 1 creature**Duration:** 1d4 rounds + 1 round per two ranks of Sorcery skill**Saving Throw:** Will negates**Spell Resistance:** No**Magic Attack Roll:** Sets DC for target's saving throw

The target of this spell must make a Will saving throw or drop all weapons and sit down, unwilling to participate in further combat. The target is also generally cooperative, although he will be unwilling to injure or help injure anyone or anything.

Example: The target will give away the location of fellow warriors (so that the caster may avoid them) but he will not give information as to specific weakness to aid the caster in defeating them.

Poetic Naming*Bardic Magic***EP Cost:** 2 points**Components:** V**Casting Time:** 1 minute**Range:** Touch**Target:** One martial or exotic weapon up to Large size**Duration:** Permanent (but see below)**Saving Throw:** None**Spell Resistance:** No**Prerequisites:** Charisma 13+, attack bonus +5 or higher**Skill Check:** Perform (DC 30)

When you name a weapon, you may create a poem in honour of the weapon, explaining its name. As well as the usual +1 to attack rolls for a named weapon, the weapon now also gains a +1 to damage and is treated as an enchanted weapon. This only applies to a martial or exotic weapon, and only when in your hand. All the usual restrictions of naming a weapon apply (p55). You gain a +1 circumstance bonus to your perform check for each opponent you have killed with the weapon, in single combat, by the time you cast the spell. Like the bonus to attack rolls from naming a weapon, the +1 damage bonus stacks with bonuses for masterwork or magical weapons. For any one weapon, you may only make one attempt to name it – if you fail your perform check, you still gain the attack roll bonus as usual for a named weapon, but you do not gain the damage bonus for poetic naming and may not make another attempt to do so with the same weapon.

Poetic Insult*Bardic Magic***EP Cost:** 2 points**Components:** V**Casting Time:** See below**Range:** Sound**Target:** All opponents within earshot**Duration:** As for taunt**Saving Throw:** As for taunt**Spell Resistance:** No**Prerequisites:** Charisma 13+**Skill Check:** Perform (DC 10 + number of opponents targeted)

You can create a supernaturally powerful poem that improves your use of the Taunt attack; when making a full attack action, you may give up all your other attacks that round to compose a single, poetical taunt which affects all opponents within 30 feet (if desired, you can choose some opponents to be unaffected).

Protective circle*Bless***EP Cost:** 3 points per hour**Components:** V, S**Casting Time:** 1 round**Area:** 15 ft. radius circle**Duration:** Earth Power**Saving Throw:** None**Spell Resistance:** See below**Prerequisites:** Sorcery skill 3+ ranks

This spell wards an area from curses and from summoned creatures. The sorcerer creates a magical barrier in a circular shape up to 15 ft. in radius by drawing a magical circle on the ground with a staff or similar object. Once drawn, the barrier may not be moved. The barrier extends 15 ft. straight up and 15 ft. straight down, around the perimeter of the circle, so it is effectively a circular wall offering no protection from anything directly above or directly below the circle. The barrier has two major effects:

First, it blocks all spells of the curse type from penetrating from outside the circle to the inside. It is still possible for those within the circle to cast curses at those outside.

Secondly, the spell prevents the entry of summoned creatures into the circle (whether natural creatures such as those summoned by *army of the horned lord*, or creatures from the El worlds or similar outsiders). Spell resistance can allow a creature to overcome this protection and enter the circle. Note that due to the shape of the barrier, a summoned creature that can jump or fly over the barrier, or burrow beneath it, can enter the protected space.

Rowan Warp*Curse***EP Cost:** 10 points**Components:** V, S, M**Casting Time:** 1 action**Range:** Touch (but see below)**Target:** One creature currently undergoing a warp-spasm**Duration:** See below**Saving Throw:** Will negates**Spell Resistance:** Yes**Prerequisites:** Magic attack bonus +5 or higher, *shoggey curse***Magic Attack Roll:** Sets DC for target's saving throw

By crafting a weapon from rowan-wood and striking the target with it, the sorcerer can prevent the target from recovering from his warp-spasm. The target gets a Will save to avoid the effects.

In addition, the target loses the memory of who, or what, he once was – he has no desire to recover from the warp-spasm, but would prefer to simply wander the land, much as his ancestral beast lords did. Despite this, he may attempt a new saving throw every week, with a success indicating that he throws off the effects of the *rowan warp*.

The rowan-wood weapon must be used to strike the target with either a touch attack or a ranged touch attack. If the weapon used is a piercing weapon, it may be assumed that a fragment has stuck in the victim, causing a magical link between the sorcerer and target much like a corn dolly. This will allow the sorcerer to cast further spells on the target if desired.

Material component: One masterwork weapon crafted from rowan-wood.

Scrying Flames

Divination

EP Cost: 3 points per hour

Components: V, S, F

Casting Time: 1 hour

Range: See text

Effect: Magical sensor

Duration: Earth Power

Saving Throw: None

Prerequisites: Divination skill 4+

Spell Resistance: No

The character can see and hear a creature, who may be at any distance. The character must succeed at a Divination check to do so. The difficulty of the task depends on how well the character knows the subject and what sort of magical link (if any) the character has to that creature. Furthermore, if the subject is on another plane, the character gets a –5 penalty on the Divination check.

Knowledge	DC
None*	20
Secondhand (the character has heard of the subject)	15
Firsthand (the character has met the subject)	10
Familiar (the character know the subject well)	5

*The character must have some sort of connection to a creature the character has no knowledge of.

Magical Link	Scry Check Bonus
Likeness or picture	+5
Possession or garment	+8
Body part, lock of hair, nail clippings, etc.	+10

This spell creates a magical sensor located near the subject. Any creature with Intelligence 12 or higher can notice the sensor by making a Divination check (or an Intelligence check) against DC 20.

The following other spells may be cast through the sensor: *ally of the horned lord*, *army of the horned lord*, *a murder of crows*, *control flames*, *control wind*, *Crom Cruach's revenge*, *snowstorm*, *thunderstorm*; in this case, the sensor acts as a conduit for the magical link, either working as a Line of Sight range or conducting the Evil Eye attack.

Focus: A bonfire at least 3 ft. in size.

Shoggey Curse

Curse

EP Cost: 6 points

Components: V, S

Casting Time: 1 round

Range: Evil Eye, Touch or Corn Dolly

Target: One humanoid creature

Duration: Permanent

Saving Throw: See below

Spell Resistance: Yes

Prerequisites: Magic attack bonus +4 or higher

Magic Attack Roll: Sets DC for target's saving throw

This spell causes the target to become a shoggey beast. The target is not under the caster's control in any way, so this can be a very dangerous spell to use. Typically though, a new shoggey will attack the nearest creatures to him so you may be safe as long as the target has friends or allies with him. Also, of course, shoggey beasts only enter their shoggey form at night, so casting *shoggey curse* during daylight hours is also safe.

The target makes a Will saving throw to resist the curse. Failure means he will be a shoggey beast for the rest of his life, unless he is somehow freed of the effects (by a *sign of cleansing*, for example).

Sign of Cleansing

Bless

EP Cost: 3 points

Components: S

Casting Time: 1 action

Range: Evil Eye or Touch

Target: One creature (see below)

Duration: Instantaneous

Saving Throw: None (harmless)

Spell Resistance: No

Skill Check: Bless (DC = original caster's magic attack roll)

The Ogham letter known as Beth stands for the birch and represents the driving out of evil influences. By making the sign over a character afflicted with a curse spell (of any sort), the sorcerer matches his magical power against that of the sorcerer who originally cast the curse. If the caster of the *sign of cleansing* rolls higher on his Bless check than the caster of the curse rolls on his magic attack roll,

the curse is immediately lifted. If not, the curse remains in place, and the sorcerer who cast the *sign of cleansing* spell may not attempt to use it on the same curse until the following day. Of course, this spell has no effect on curses with a duration of Instantaneous, since such spells will be over before the *sign of cleansing* can be made. The only way such an Instantaneous curse can be stopped with a *sign of cleansing* is if the sorcerer has readied a *sign of cleansing* in advance (see *The Player's Handbook* for more information on readying actions).

Sign of Inner Strength

Bless

EP Cost: 1 point

Components: S

Casting Time: 1 action

Range: Personal

Target: Self

Duration: 1 round + 1 round per rank of Bless skill

Saving Throw: None (harmless)

Spell Resistance: No

Skill Check: Bless (see below)

The Sign of Inner Strength is the Ogham letter called Luis, meaning the rowan berry, a powerful protection against enchantments and glamours of all kinds. By making this sign the sorcerer wards off the Evil Eye, and other methods of casting malevolent magic. Throughout its duration he uses the Bless skill check number he initially rolled instead of any Will saving throws he is required to make.

Sign of Light

Glamour

EP Cost: 2 points

Components: S

Casting Time: 1 action

Range: Evil Eye or Touch

Target: One creature (see below)

Duration: See below

Saving Throw: None

Spell Resistance: No

Prerequisites: Charisma 13+, must worship Lug the Sun God

Magic Attack Roll: Sets DC for target's saving throw

By holding up the first three fingers on your hand, you may banish demons and similar creatures. The Sign of Light, representing the Ogham letter Ur and the heather plant, opens a direct gateway to the realm of Lug the Sun God, forcing back any creature that does not belong in Tir Nan Og. You attempt to force a single outsider (any creature that does not originate on Earth, including EI beings, Cythrons, gods and the like) back to its place of origin. It must make a Will saving throw or immediately return to its home by the quickest method available to it. You must continue to hold your hand up in the Sign of Light for as long as the creature can see you.

Sign of the Raven

Bless

EP Cost: 1 point

Components: S

Casting Time: 1 action

Range: Self

Target: Personal

Duration: Till next divination check or casting of a *murder of crows*

Saving Throw: None (harmless)

Spell Resistance: No

Skill Check: Bless (DC 11)

The Ogham letter Fearn represents the alder, a plant sacred to ravens and to the prophecy ravens are said to bring. The caster of this spell calls upon the magical power of the raven to bless the next divination he does, gaining a +2 insight bonus into his next divination check. Alternatively, he may gain a +1 insight bonus to his Magic Attack Bonus next time he casts the spell *a murder of crows*. If he succeeds at his bless check by 20 or more than the DC (that is, if he rolls a 31 or higher on his bless check) the above insight bonus is doubled (to +4 on the next divination check, or +2 on the next magic attack bonus when using a *murder of crows*).

Sign of Reprisal

Bless

EP Cost: 6 points

Components: S

Casting Time: 1 action

Range: Evil Eye or Touch

Target: One creature (see below)

Duration: 1 round + 1 round per rank of caster's Bless skill

Saving Throw: None (harmless)

Spell Resistance: No

Skill Check: Bless (DC 16)

The Ogham letter known as Huathe stands for the hawthorn or whitethorn, another tree of strong protection, except that the hawthorn protects using the age-old idea that the best form of defence is attack. The sorcerer makes the sign over a single character, causing him to take on the prickly defences of the whitethorn. Anyone who attacks the recipient of this spell during its effect suffers damage at the end of the melee round in which the attack was made, depending on the sorcerer's Bless check as shown below. This damage is suffered irrespective of the number of attacks the attacker makes during the round, and is suffered by all who attack the recipient – so the spell may damage more than one attacker every round.

Bless check result	Damage done to opponents in melee each round
15 or less	0
16 to 25	1d6
26 to 35	2d6
36 to 45	3d6
Etc.	Etc.

Sign of Shielding

Bless

EP Cost: 3 points

Components: S

Casting Time: 1 action

Range: Evil Eye or Touch

Target: One creature (see below)

Duration: 1 round + 1 round per rank of caster's Bless skill

Saving Throw: None (harmless)

Spell Resistance: No

Skill Check: Bless (DC 13)

The Ogham letter known as Eadha stands for the white poplar tree and represents a solid shield, the white poplar being the wood traditionally used for making shields. The sorcerer makes the sign over a single character, shielding him with magical energy. The recipient gains a deflection bonus to his Armour Class for the duration of the spell, depending on the sorcerer's Bless check as shown below.

Bless check result	Deflection Bonus to Armour Class
12 or less	0
13 to 17	+1
18 to 22	+2
23 to 27	+3
28 to 32	+4
33 to 37	+5
Etc.	Etc.

Sign of Warrior Strength

Bless

EP Cost: 4 points

Components: S

Casting Time: 1 action

Range: Personal

Target: Self

Duration: 1 round + 1 round per rank of Bless skill

Saving Throw: None (harmless)

Spell Resistance: No

Skill Check: Bless (see below)

Prerequisites: *Sign of inner strength*

The Ogham letter called Duir represents the strength and power of the oak. It is a mightily powerful protection, offering exactly the same protection against enchantments and glamours as the *sign of inner strength*, but with the added power of increased prowess in battle. For this reason it is sometimes known as the 'Death Ogham'. For the duration of the spell, the sorcerer gains the bonus to his Strength score listed on the table below..

In addition, the sorcerer gains all the benefits of the *sign of inner strength* spell, just as if that spell had been cast using the same Bless check result.

Sign of Warrior Strength

Bless check result	Bonus to Strength
12 or less	0
13 to 17	+1
18 to 22	+2
23 to 27	+3
28 to 32	+4
33 to 37	+5
Etc.	Etc.

Skyclad Blessing

Bless

EP Cost: 2 points

Components: M or V or S

Casting Time: 10 minutes

Range: Personal

Target: Self

Duration: One battle or encounter

Saving Throw: No (harmless)

Spell Resistance: No (harmless)

Prerequisites: Member of an Earth Goddess tribe, attack bonus +6 or higher, Charisma 13+

Skill Check: Bless (DC 12)

If you go into battle completely naked, you gain the blessing of the Earth Goddess Danu.

For the duration of one battle or combat each day, so long as you are completely naked throughout, you may add your Charisma bonus to your Armour Class and all your attack rolls. If you have a Bless skill of 10 or higher and succeed at your Bless check by 20 or more (i.e. roll a 32 or higher) you may add double your Charisma bonus to your Armour Class and all your attack rolls. You may wear jewellery and carry up to one weapon in each hand (or one two-handed weapon in both hands), but may not carry a shield, wear any armour or clothing (even a hero-harness), or wear any such items as scabbards, pouches, etc.

Components: You may either perform a spontaneous poem or dance to Danu (Perform check DC 12 required) to invoke her blessing, or paint yourself (or have yourself painted) with woad in mystic symbols sacred to her (Craft (painting) check DC 12 by whoever does the woad). In any case, the poem, dance or woad must take at least ten minutes and counts as the casting time of the spell. If you have a Perform or Craft skill of 10 or higher and succeed at the Perform or Craft check by 20 or more (i.e. roll a 32 or higher), you gain a +4 bonus on your Bless check.

Sour

Curse

EP Cost: 4 points for the first month, then one point per month thereafter

Components: V, S, M

Casting Time: 1 action

Range: Evil Eye, Touch or Corn Dolly

Target: One creature

Duration: Earth Power

Saving Throw: See below

Spell Resistance: Yes

Prerequisites: Magic attack bonus +3 or higher, *lesser ill luck*

Magic Attack Roll: Sets DC for target's saving throw

Sour affects all Craft skills the victim has. Every time the victim attempts a Craft skill, he must make a new Will saving throw against the caster's original magic attack roll. Failure indicates that the crafted item is horribly flawed. At the Games Master's discretion, the flaw will sometimes be obvious, but on other occasions it will not be noticeable until the object is used.

Material component: A few drops of sour milk or rotten beer.

Spear of Light

Bless

EP Cost: 7 points

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One masterwork ranged piercing weapon, crafted by the sorcerer

Duration: One day

Saving Throw: None

Spell Resistance: No

Prerequisites: *Sign of light*, Craft Masterwork Items feat
Skill Check: Craft (DC = as for masterwork item creation), Bless (DC = same as Craft DC)

Spear of light works much like *sign of light*, except that the magical power of the Sign of Light is transferred onto a masterwork spear, javelin, gae bolga or arrow (and no other weapon) as the earthly manifestation of the Sun God's ray. Such a weapon must be used within one day, but the first outsider (any being that does not originate on Earth, such as an El or Cyth) struck by it will immediately be sent back to its place of origin and injured or killed as follows:

Creature's Hit Dice	Effect of <i>spear of light</i>
8 or less	Killed instantly and permanently
9 to 16	Mortally injured – must rest on home plane for 1 century to recover
17 to 24	Severely injured – must rest on home plane for 1 year to recover
25 or higher	Seriously injured – must rest on home plane for 1 month to recover

Material component: the masterwork item, which is consumed when it strikes the creature.

Summon Ghoul

Summoning

EP Cost: 5 points, plus 3 points per additional ghoul if desired

Components: V, S

Casting Time: 1 round

Target: One ghoul, plus up to one ghoul per full three points of magic attack bonus if desired

Duration: 10-60 minutes (d6 x 10)



Saving Throw: Will negates
Spell Resistance: Yes
Prerequisites: Magic attack bonus +4 or higher
Magic Attack Roll: Sets DC for target's saving throw

This spell summons one or more ghouls (p164) from the Otherworld to fight for you or otherwise obey your instructions. They arrive instantaneously and will fight to the death if necessary, vanishing at the spell's conclusion or if slain. Each ghoul gains a Will saving throw (DC = your magic attack roll) to resist the spell and remain in the Otherworld.

Experience point cost: 250 xp, plus 150 xp per additional ghoul summoned.

Summon Goblin

Summoning

EP Cost: 4 points
Components: V, S
Casting Time: 1 round
Target: One goblin, plus up to one goblin per point of magic attack bonus if desired
Duration: 10-60 minutes (d6 x 10)
Saving Throw: Will negates
Spell Resistance: Yes
Prerequisites: Sorcery skill 5 or more ranks
Magic Attack Roll: Sets DC for target's saving throw

This spell summons one or more goblin warriors (p165) from the Otherworld to fight for you or otherwise obey your instructions. They arrive instantaneously and will fight to the death if necessary, vanishing at the spell's conclusion or if slain. Each goblin gains a Will saving throw (DC = your magic attack roll) to resist the spell and remain in the Otherworld.

Experience point cost: 200 xp.

Summon Goblin Horde

Summoning

EP Cost: 10 points
Components: V, S
Casting Time: 1 round
Target: A large number of goblins (see below)
Duration: 1 hour plus 10-60 minutes (d6 x 10)
Saving Throw: No
Spell Resistance: None
Prerequisites: *Summon goblin*, magic attack bonus +8 or higher, Charisma 13+
Magic Attack Roll: See below

This spells summons a horde of goblin warriors (p165) from the Otherworld to fight for you or otherwise obey your instructions. They arrive instantaneously and will fight to the death if necessary, vanishing at the spell's conclusion or if slain. You make a single magic attack roll and consult the table below to determine how many goblins are summoned:

Magic attack roll	Number of goblins summoned
10 to 14	10, plus 1d4 per number rolled above 10
15 to 19	20, plus 1d8 per number rolled above 15
20 to 24	50, plus 1d12 per number rolled above 20
25 to 29	100, plus 1d20 per number rolled above 25
30 to 34	200, plus 2d20 per number rolled above 30
35 to 39	500, plus 3d20 per number rolled above 35
40 or higher	1000, plus 5d20 per number rolled above 40

The goblins receive no saving throw to avoid appearing, and will fight or otherwise obey the summoner's instructions as for the *summon goblin* spell above.

Experience point cost: 500 xp.

Summon Shadowy Devourer

Summoning

EP Cost: 6 points
Components: V, S
Casting Time: 1 round
Target: One shadowy devourer, plus up to one shadowy devourer per full two points of magic attack bonus if desired
Duration: 10-40 minutes (d4 x 10)
Saving Throw: Will negates
Spell Resistance: Yes
Prerequisites: Magic attack bonus +3 or higher
Magic Attack Roll: Sets DC for target's saving throw

This spells summons one or more shadowy devourers (p167) from the Otherworld to fight for you or otherwise obey your instructions. They arrive instantaneously and will fight to the death if necessary, vanishing at the spell's conclusion or if slain. Each shadowy devourer gains a Will saving throw (DC = your magic attack roll) to resist the spell and remain in the Otherworld.

Experience point cost: 300 xp.

Summon Spectral Army

Summoning

EP Cost: 30 points
Components: V, S
Casting Time: 1 round
Target: A large number of goblins, shadowy devourers, elementals and dragons (see below)
Duration: 1 hour plus 10-60 minutes (d6 x 10)
Saving Throw: None
Spell Resistance: No
Prerequisites: *Summon goblin horde*, *summon elemental*, *summon spectral dragon*, *summon shadowy devourer*, magic attack bonus +12 or higher, Charisma 15+
Magic Attack Roll: See below

This spell summons an army of goblin warriors, elementals, spectral dragons and shadowy devourers (see the Bestiary chapter) from the Otherworld to fight for you or otherwise obey your instructions. They arrive instantaneously and will fight to the death if necessary, vanishing at the spell's conclusion or if slain. You make a single magic attack roll and consult the table below to determine how many creatures are summoned:

Magic attack roll	No. of goblins summoned	No. of other creatures summoned
10 to 14	As for <i>summon goblin horde</i>	1d6 shadowy devourers, 1 elemental
15 to 19	As for <i>summon goblin horde</i>	2d6 shadowy devourers, 1d4 elementals
20 to 24	As for <i>summon goblin horde</i>	3d8 shadowy devourers, 2d4 elementals
25 to 29	As for <i>summon goblin horde</i>	5d10 shadowy devourers, 2d8 elementals
30 to 34	As for <i>summon goblin horde</i>	5d20 shadowy devourers, 3d10 elementals, 1 young adult spectral dragon
35 to 39	As for <i>summon goblin horde</i>	10d20 shadowy devourers, 3d20 elementals, 2 adult spectral dragons
40 or higher	As for <i>summon goblin horde</i>	100+10d20 shadowy devourers, 6d20 elementals, 3 mature adult spectral dragons

The spectral army receives no saving throw to avoid appearing, and will fight or otherwise obey the summoner's instructions as for the *summon goblin* spell above. Each of the spectral dragons summoned may be ridden by either the summoner or one of the other creatures summoned by this spell, just as though it were a trained riding dragon.

Experience point cost: 1500 xp

Summon Spectral Dragon

Summoning

EP Cost: 9 points

Components: V, S

Casting Time: 1 round

Target: One spectral dragon

Duration: 10-40 minutes (d4 x 10)

Saving Throw: Will negates

Spell Resistance: Yes

Prerequisites: Magic attack bonus +7 or higher

Magic Attack Roll: Sets DC for target's saving throw

This spell summons one spectral dragon (p160) from the Otherworld to fight for you or otherwise obey your instructions. You choose the age of the spectral dragon. It arrives instantaneously and will fight to the death if necessary, vanishing at the spell's conclusion or if slain. You (and you alone) may ride it as if it is a trained riding dragon. The spectral dragon gains a Will saving throw to resist the spell and remain in the Otherworld. This, of course, means that it is far easier to attempt to summon a younger dragon.

Experience point cost: 450 xp.

Torment of the Slain

Curse

EP Cost: 3 points (paid when initial casting begins)

Components: V, S, M

Casting Time: 10 minutes in advance, then 1 action (see below)

Range: Touch

Target: One just-slain creature

Duration: See below

Saving Throw: See below

Spell Resistance: See below

Prerequisites: Magic attack bonus +2 or higher, *protective circle*, *imprisonment circle*

Magic Attack Roll: Sets DC for target's saving throw

This spell forces a dead creature, who must have been slain at most one round before, to answer a single question. *Torment of the Slain* must be prepared in advance, unlike most other spells – the 10 minute casting time must specify the name of the planned target, after which the sorcerer has 24 hours to kill the target. Once the target is dead, the caster must immediately draw a magical circle around the corpse in the target's own blood, finishing off the spell. The sorcerer then has one minute to ask one question and have the target answer it. The target must answer, and has no saving throw to resist (the recently dead are at their most vulnerable magically, which is why the spell works at all). However, it does gain a saving throw (and any spell resistance) to attempt to answer half-heartedly. Although the target must answer the question, if it succeeds at its saving throw or spell resistance it may answer the question in a partial or even misleading way. Even then, it is compelled not to lie, and so the sorcerer will gain at least some information from the spell. The creature is under no compulsion to answer any further questions or to elaborate on its first answer – once it has answered, it is free to continue on to the after-life, whatever that might be.

Material component: The victim's own blood, around half a pint.

Transfer Spell

Bless

EP Cost: Double the usual EP cost of the spell to be transferred

Components: V, S, M

Casting Time: Double usual casting time of spell to be transferred

Range: Touch

Target: One creature

Duration: Until used

Prerequisites: Bless skill 14+

Skill Check: Bless (DC = 20 + usual EP cost of spell to be transferred), plus any skill check required by spell to be transferred

This spell allows the sorcerer to give another character the ability to cast any one spell the sorcerer knows. The spell must be one with a casting time of at most 1 round, as anything more complex than that simply can not be transferred. The spell will require the same components, and casting time, as it usually would when it is cast by the subject of the spell (the character to whom it has been transferred); although the actual gestures and words are generally greatly simplified by the process of the transfer, so that characters with little experience of sorcery can easily wield fairly powerful spells. The subject of the spell must also meet any EP requirement for casting the spell when he finally casts it. The subject of the spell does not need to meet any of the other usual prerequisites of the spell, though of course the sorcerer who casts *transfer spell* does. Once the subject has cast the transferred spell, he loses the knowledge of it and may not cast it again, unless it is transferred to him again.

Wear Skin

Glamour

EP Cost: 2 points

Components: V, S, M

Casting Time: 10 minutes

Range: Personal

Target: Self

Duration: One day

Saving Throw: See below

Spell Resistance: No

Prerequisites: Craft (leatherwork) 6 or more ranks, Disguise

This spell allows you to disguise yourself as another creature, by stitching their skin over your own. It creates a minor illusion to hide any stitches, wounds, and differences in shape between you and the original owner of the skin. This also gives the skin the semblance of life. The spell gives you a +4 to all Disguise checks to imitate the previous owner of the skin.

Material component: The skin of one recently slain creature.

Ogham

Ogham is the writing of the Land of the Young, used by both the most exalted druids and bards, and the most lowly writers and thieves. Most ordinary folk have no use for it and never bother learning it – a man's word is his bond, after all. For the druids, Ogham is one of the keys to magical power. Each Ogham sign signifies a letter of the alphabet, but each also signifies the name of a tree, and each can be used to make a spell.

The following spells may be improved by painting Ogham signs on the targets' faces: *sign of inner strength*, *sign of shielding*, *sign of warrior strength*, *sign of the raven*, *sign of reprisal*. The Ogham signs may be painted with woad or with blood. If blood is used, it can of course also serve as a source of Earth Power for the casting of the spell.

A spell cast in this way costs twice as many EP as usual, but lasts for ten times as long (that is, for spells that usually give a duration in rounds, a woaded spell will instead last as many minutes). In addition, the caster gains a +4 circumstance bonus to his Bless skill check when casting the spell. For each creature painted with woad in this way, the caster must pay 20 xp to cast the spell, in addition to the EP cost mentioned above.



A Guide to Sláine's World

Geography

Most of the well-known areas of Tír Nan Óg are in or near the lands of the four great Tribes of the Earth Goddess, Alba, Albion, Cambria and Eriu. Beyond that, the southern lands where the Drune Lords' tribes dwell are often wandered by Earth Goddess tribesmen either as exiles or simply travellers. Midgard, to the east, is harsh and hostile, both the land and the people, but an occasional explorer ventures there and an even more occasional one leaves alive. Few save the more daring inhabitants of northern Alba ever venture far into Lochlann, though, for there is little dealing with a Fomorian other than slaying him.

Alba, Albion, Cambria and Eriu – lands of the Goddess

The Tribes of the Earth Goddess are the last bastion against both the foul mutants of Lochlann in the North and the power-crazed, earth-defiling Drune Lords of the South. The Earth Goddess tribes value freedom above all else, and while their zeal for liberty is their greatest strength – for they will never submit to being ruled by another – it is also their weakness, since they seem doomed never to unite and shake off the great twin threats facing them once and for all. They expend as much energy warring on, and raiding, one another as they do defending themselves against the true threats beyond their borders.

Albion

Albion is the south-eastern part of the Earth Goddess tribal territories, a vast tract of good farmland, lush forests and rivers teeming with fish. Most of the folk who live there are generous and friendly, and its towns and cities are excellent places to buy and sell almost anything imaginable. It is largely ruled by the Fir Domain tribe, who are sometimes hostile to strangers, but the Fir Domain lords and warriors take little interest in the doings of the ordinary people of the land.

Durrington: Durrington is the druid seminary for all the Earth Goddess tribes, and pupils and their families travelling to or from Durrington are owed safe passage; even if from a tribe currently at war with the Fir Domain, who occupy most of the nearby land. Durrington itself is, of course, independent of any tribe. Here the druids study for twenty-one years, learning the names of the stars and everything beneath them.

Durrington has temples, sacred groves, and indoor halls and huts to be used as classrooms and accommodation for the students when they are not studying out of doors.

Glastonbury: Glastonbury is the main sacred site of the Archdruids, though they do not really form a community there – rather, they gather at Glastonbury at certain sacred times to discuss matters of import to the entire Land of the Young and to conduct secret ceremonies. Most ordinary folk avoid the place, for there are twelve powerful magical temples here, each with a dangerous guardian. Intruders here are likely to find themselves either slain or drawn into a difficult and dangerous magical quest. It is said to be here that the druids come to create the fabled druid's eggs (see the Earth Power chapter).

Gorias: Gorias is the capital city of the Fir Domain tribe, and their power base and economic centre. Its location in south-eastern Albion is one of the reasons the Fir Domain are so warlike – beleaguered by the Drones to the South, an outpost of Titans to the North, and the Berserkers of Midgard to the East, Gorias always seems to be either under siege or mobilising for war against one of the Fir Domain's enemies.

Eriu

Eriu is not quite so fertile as Albion, with more pastureland and bog than prime farmland, but it is more sparsely populated and the folk living here are fairly content. Most of the land, at least in the north, is ruled by the Sessair tribe, who tend to carry all the traits the Earth Goddess tribes are famed for to an extreme degree. They are as renowned for their honour and hospitality as they are feared for their tempers and the sharpness of their axes.

Southern Eriu, around the banks of the Inland Sea, is part of the territory claimed by the Tribe of the Shadows, though much of this land is regularly disputed in border wars with the Sessair. The south tends to be more mountainous and rugged than the north, and is made less appealing still by its proximity to the Drune Lord tribes and the Sourlands.

Murias: This is one of the smaller capital cities of the Earth Goddess tribes, but is still a thriving centre for the Sessair tribe. It is built on the west bank of the River Dôn, which is named as a variant of the Goddess's name Danu. The River Dôn carries a fair amount of trade to and from the city, as the merchants of Murias have, as yet, avoided acquiring fleets of sky chariots, perhaps out of a superstitious dislike of such

great sorcery. For the most part Murias feels something like a cross between a small tribal settlement, a market town and an encampment of heavily-armed and bad-tempered warriors. It is easier to find a minor lord willing to offer you hospitality here than it is to find an inn, for the Sessair have a strongly developed tradition of generosity and welcome to strangers. Cattle from all over Eriu and northern Albion are traded here, many of them raided from other tribes by Sessair warriors.

The Great Cairn: This stone and earth temple is both solidly constructed, as though it will last many thousands of years, and highly magical, as though it has been a site of worship for millennia already. Its construction is such that the floor is below ground, drawing Earth Power straight from the body of the Goddess Danu, yet its roof is above ground and has a single crystal slab directly over the central chamber, allowing the rays of Lug the Sun God to charge the interior too. The chamber within the mound is small, suitable only to hold a handful of druids, and so it is used for two main purposes – for the secret druidical celebrations at midsummer, and to initiate new members of the Sessair's feared Red Branch warriors at midwinter. The more public ceremonies of the Fire-Festivals are held at vast sacred groves and stone circles throughout Eriu.

The Inland Sea

This vast, landlocked sea is part of the border between Eriu and the eastern Earth Goddess tribes in Albion and Cambria, along with the rivers that run from the Inland Sea into the greater seas beyond Eriu. Fishing is good here, though it is said that various fearsome monsters lurk within the depths of the sea. The southern banks of the sea give directly on to great marshes that were once inhabited by the peaceful, aboriginal Beaver Folk, though recently the great Kings and warriors of the Tribe of the Shadows have destroyed the majority of them, feeling that the establishment of their great city Falias is made more secure by so doing.

Falias: Falias is the great city of the Tribe of Shadows, an island fortress in the southern half of the vast Inland Sea. This is a city shadowy by name and by nature, its inhabitants not so naturally humourless as the Finians but seemingly sucked dry of vitality by the dreadful curse that grips the tribe, sending many of them moon-mad and rendering the others incapable of tolerating bright sunlight. Thus all business here is conducted at midnight or later, and the greatest markets and festivals alike are held on moonless nights. Strangers are not common in Falias, for even the sane Falians are at the very least peculiar and unnerving.

Alba

This windswept land is the northernmost edge of what most folk think of as Tir Nan Og; the lands that are just barely civilised and occupied by something that still looks human. Just beyond it is the ice sheet of Lochlann, and the Finians who make their home in Alba must constantly be wary for Fomorian raiders sweeping out of the north.

Finias: This is the capital city of the Finian tribe, built around three vast towers, gifts to the Tuatha de Danaan from the sea-god Manannan Mac Lir. Each tower honours a particular aspect of the Earth Goddess Danu. Finias looks even more like a fortress than the other cities of the four great Tribes, probably because it is. Generations of Fomorian sea-devils have died beneath its great walls, and generations of Finian warriors have slain them. The Finians have as great a reputation as doughty, unstoppably savage fighters as do the Sessair, though this is tempered with a certain meanness and an apparently humourless love of plain food. Thus a traveller here will likely get hospitality – the land is too unforgiving for the Finians to have any but the strongest tradition of hospitality – but he may not enjoy the boiled turnips, oats and dry black bread that will likely be his fare.

Scathach's Warrior School: One of the most famous places in Alba is the fortress of the mighty warrior-woman Scathach. She runs the best military academy in Tir Nan Og, and all the Tribes of the Earth Goddess send the very best of their noble warriors to her to learn great feats of war. Scathach's speciality is the correct use of the Gae Bolga, but she also teaches every aspect of warcraft and her students invariably seem to become renowned heroes or powerful tyrants.

Cambria

Cambria is a hilly and rain-swept land between Albion and the Inland Sea. It is also known as the Glamour Land, or Land of Illusion, for it is said that nothing is quite what it seems in Cambria. Most of it is ruled by the Tribe of the Shadows, and their somewhat stealthy and mysterious methods of warfare only enhance Cambria's reputation for glamours and enchantments. This is also the land where most war dragons are farmed and trained, since its cold weather and rocky terrain make ideal dragon country.

The people of Cambria are for the most part not as open-minded as the folk of nearby Albion or Eriu, with the local witch or fish-wife effectively ruling each village or hamlet through superstitious awe and sheer force of personality. This is the sort of place in which outsiders are as likely to be strung up as suspected evil sorcerers, or sacrificed to some obscure tribal god unknown to the outside world, as they are to be welcomed and given hospitality.

Dinas Emrys: Snowdon, the snow-covered mountain in northern Cambria, is the point at which the territories of the four Earth Goddess tribes meet. Constantly shrouded in mist, the mountain is the perfect place to hide an entire city – which it does. Dinas Emrys, the Eternal Fortress, city of the Higher Powers, secret domain of the Ever-Living Ones, is forever hidden atop Snowdon, impossible to find save by great sorcery or by those whom the Ever-Living Ones wish to find it. Here the most ancient sages and druids of Tir Nan Og reflect, study High Magic, and watch the outcome of their plans for the Land of the Young. Myrddin himself, the half-human, half-demon arch-sorcerer of all the Celtic kingdoms, abides here, watching but rarely intervening. It is said that all the

secrets of Tir Nan Og can be found here, or, if not the secrets themselves, then the keys to them.

Southern Tir Nan Og - Lands of the Drune Lords

There are many more Drune Lord tribes than Earth Goddess ones, though they are generally far smaller. The Drones rule them all – though there are local headmen and chiefs, more major rulers would not be tolerated by the Drune hierarchy.

The Sourlands stretch through many of the Drune lands between the major towns, causing widespread starvation and drought even among the Drones' own people. Inevitably this situation cannot be sustained, but that is of little concern to the Drones – they would happily leech the life and sorcery from their entire kingdom if that would give them enough power to destroy the Earth Goddess tribes and bring about Ragnarok, since that would sink their own lands beneath the waves too. So far, the folk of the Sourlands seem to have accepted their fate; with all will to resist crushed out of them by years of Drune rule, most would sooner starve to death than fight back. A few manage to escape to Gabala or one of the other large settlements, where they swell the ranks of the beggars and thieves.

Drunemeton: Drunemeton is one of the largest sacred groves in the Drune Lord lands, nestled deep within the forest. It is protected by a number of forest fortresses around the grove, each filled with Skull-Swords. As well as defending Drunemeton, these fortresses hold most of the Drune Lords' apprentice Drones, Witches and War-Witches. Drunemeton is Slough Feg's main college of sorcery, and he can often be found here training a particularly promising group of pupils or supervising the burning of a great Wicker Man on festival nights. This sacred grove is particularly sacred to Crom Cruach, although, of course, Carnun is also worshipped here.

Carnac: This is the Drune Lords' greatest public temple to Carnun, Lord of the Beasts. Here Carnun is worshipped with great ceremonial dances and frequent sacrifice. The Drones and their slaves have laboured for years to align huge numbers of weirdstones, creating a major centre of worship and Earth Power. Carnac is where all the magical energy drained from the Sourlands finishes up, where it can be stored by the Drones and used as necessary to cow the populace or launch invasion plans into the northern kingdoms. The tribe of Carnu inhabit Carnac and the lands around it. They are one of the southern tribes most loyal to the Drune Lords, providing many of their Skull-Sword soldiers, and as a result they are treated relatively well, so long as they regularly attend the great celebrations at Carnac.

The Cave of Beasts: The Cave of Beasts is Slough Feg's stronghold and temple. It is far to the south of Tir Nan Og, atop a vast mountain range that crosses from coast to coast. It is sacred to Carnun in the form of Feg himself, as the earthly manifestation of the Horned God. Occasionally Feg will bring

a favoured pupil here for personal lessons, and he sometimes also uses the site as a meeting place for his senior Drones, but for the most part this is simply his home and the area in which he carries out his magical work and other researches. A garrison of Skull-Sword soldiers protects Feg and keeps him well supplied with sacrificial children, which he requires to retain some of the vigour of his lost youth.

Gabala: Gabala is a large and sophisticated city far to the south, in the heart of the Drune lands. Unlike the cities of the Earth Goddess tribes, Gabala's streets are dangerous to wanderer and citizen alike – the people are poor, and often starving, and the Drune's Skull-Sword soldiers are only concerned with keeping the populace afraid of them, not with whether or not citizens rob and murder one another. This, then, is far more like the evils of later cities – no glowing magical fortress like Gorias and the other Earth Goddess tribal strongholds.

Borderlands

The borderlands are the regions between the Drune Lord lands and the Tribes of the Earth Goddess. As might be expected, they suffer more than anywhere else from the rivalry and occasional wars between the two sides. In particular, they suffer from the Drones' draining of their Earth Power, leaving vast tracts of land as Sourlands. This is done both to give the Drones sufficient sorcerous power to keep their own tribes in check, and as a weapon against the inhabitants of the borderlands and the Earth Goddess tribes beyond.

Lyonesse: Lyonesse is perhaps the most famous of the borderlands, and was once a land of famed magical power in its own right. Today it is largely Sourland and wastelands, barely occupied save by beasts and the occasional peasant grubbing a living from the once-prosperous land. There is an active volcano in Lyonesse – Mor-Alltach, the Fire Mountain. This is occasionally harnessed by Drune magic as a weapon. In all probability, it too was caused by the Drones' draining of the land by sorcery, like a great wound in the Earth herself.

Sourlands: The Sourlands, once a common feature only in the Drune Lords' territories, are gradually expanding northwards. Most of the borderland regions have been affected to a greater or lesser degree, either becoming Sourlands or showing the first signs that they will do so, with the crops failing and the land growing less fertile. This is affecting the Earth Goddess tribal lands too, both by the Sourlands themselves extending north of the borderlands into the lands of the Fir Domain and Tribe of the Shadows, and by the effects of homeless and lawless wanderers taking refuge from the Sourlands by fleeing north into the lands of the Earth Goddess tribes.

Lands of the Fir Bolg: The Fir Bolg are a semi-independent tribe, related to the Fir Domain (and thus inevitably warring with them) but worshipping Carnun and Crom Cruach. As yet they do not seem to have come under the dominion of the Drune Lords, having a fiercely independent warrior tradition,

but more and more of the Fir Bolg druids study at Drunemeton rather than Glastonbury, so perhaps they will simply become another Drune tribe some time over the next few years. There is no firm border between the lands of the Fir Domain and those of the Fir Bolg, and the two tribes raid one another frequently.

Lands of the Titans: The lands of the Titans can also be found in the Borderlands area, to the south of the Fir Domain lands. The remaining titans are isolated in a couple of small regions in southern Albion. The titans once ruled Albion, and a few still harbour ambitions to do so again. The majority, though, are content to simply fester in their decaying cities, barely aware that their kingdom is lost, badly affected by in-breeding and near-total apathy.

Outlands

The Outlands are at the very edge of human knowledge, and include Lochlann, the far-flung northern land of the Fomorians, and Midgard, land of Norse heroes and berserkers. It is likely that other outlands exist, and many legends of the Tribes of the Earth Goddess tell of the heroes of the tribes voyaging out to sea to discover strange and wondrous islands or other new lands.

Lochlann: Lochlann is the bitter, icy realm of the Fomorian sea-devils, ancestral enemies of the northern tribes. The great ice sheet of Lochlann is largely a mystery to the Earth Goddess tribes, but some areas have been explored by bold Finian hunters and Sessair voyagers. It is said that the fomori live in vast caves and cities carved into the edge of the glaciers, venturing out into the near-freezing seas to hunt fish and other creatures. The inland regions of Lochlann seem to be largely uninhabited save by the occasional hairy one and other animals.

Midgard: Few folk of the Earth Goddess tribes ever bother to travel to this hostile land in the East, having experienced far more of the Berserkers than they wish to from raids and battles. Those few travellers who have returned tell of a land almost as cold as Lochlann, with rocky soil and little farmland, a country the Sun God Lug rarely seems to shine upon. The norsemen are as harsh as their homeland, tough fighters hardened by the frost and hail of Midgard and the spears and axes of constant war. Many are berserkers, fierce warriors disdainful of injury, frothing and biting their shields in their eagerness to hurl themselves at their foes.

Tribal Culture, Law and Tradition in Tir Nan Og The Tribes of the Earth Goddess

The tribes of the Earth Goddess inhabit the northern parts of Tir Nan Og, the lands of Albion, Alba, the Glamour Land and Eriu. They are sometimes known as the northern tribes, as distinct from the southern tribes of the Drune Lords. Although there are many minor differences in culture and tradition between the four great Earth Goddess tribes, there are also strong similarities. These similarities come both from their long history of warring, allying, and intermarrying with one another, and perhaps more importantly from the druids. Almost all the druids of the northern tribes train at the seminary in Durrington, and answer to the regular meetings of the Council of Archdruids at Glastonbury. Their twenty-one years of training to become full druids makes them the most educated class in all of the northern lands, and creates a shared culture of magic, bardic tales and poems, and law among the Earth Goddess tribes.

Kings

Each of the four tribes has its own King. The King is almost always chosen by druidic divination – the favoured method being *divination by entrails*, since that can be carried out in a public place with all the important members of the tribe watching and waiting to see where the blood-trails point. The northern tribes are wary of Kings, considering that they tend to become crazed by power, and so they ensure that their rulers are always either truly worthy, unwilling, or both, by the simple expedient of enforcing a seven-year rule at the end of which the King is sacrificed to the Goddess. A King who continually fails his people – either directly, such as by losing in battle, or indirectly, such as by failing to make the crops grow – may be sacrificed even before his seven years are up.

The High King: Occasionally, when the Earth Goddess tribes face a particularly powerful and implacable enemy who threatens them all, they will come together to choose a High King or Ard-Ri. Such a High King is a war-leader first and foremost, and is not expected to rule the tribes in any respect – he simply organises their warriors until the threat is defeated. The northern tribes are very suspicious of power and politics in every form, and so a High King who does not already possess a great deal of political power is preferred. That said, the tribes do not always get what they want – the Ard-Ri is chosen by the Goddess herself, through the magic of the Stone of Destiny, the great treasure of the Tribe of the Shadows.

Crime and Punishment

The laws of the northern tribes are complex and closely bound up with ideas of personal honour. On the other hand, punishments are relatively simple. Almost all crimes, up to and including murder, are punished by fining the criminal.

The Tribe

The basic legal entity is the tribe. The first distinction the law makes is between a member of the tribe, and an outsider. A member of the tribe has full legal rights, as defined below. An outsider has no legal rights, and may be ill-treated or killed without compunction or punishment. Despite this, in most cases tribes are reasonably friendly to outsiders, so long as they are not from tribes they are currently at war with. While receiving hospitality from a member of the tribe, an outsider is considered to be under that tribesman's protection, but only within the house he is staying at. An outsider who particularly impresses his host may even be placed under the host's protection while outside his walls. In addition, members of formally allied tribes are given full legal rights; in effect they are treated as members of the tribe, rather than outsiders. Of course, their position could become as precarious as any other visitor's, if the alliance ends unexpectedly.

The Kin

Each tribe is made up of a number of kins. A kin is a family descended from the same great-grandfather, encompassing four generations of relatives. The kin is the legal entity to which a fine is paid if one of their number is illegally killed. In addition, the kin is responsible for the actions of all its members. If one of the kin commits a crime, all his kin are just as legally responsible for paying the fine as he is, although in most cases they will ensure he ends up paying one way or the other. Every member of a kin is also responsible for fulfilling a blood feud caused if one of their number is killed, and the murderer will not pay a fine. The victim's maternal kin may also become drawn in-to such a feud, and will likewise receive a small portion of any fine paid for his death.

The head of a kin is called a Conn, and is usually the member of the kin who has the highest Enech, although some kins prefer to elect their Conn from among all the members. The Conn speaks for the entire kin, and is ultimately responsible for such decisions as banishing a member of the kin.

A kin member may be banished from the kin, usually for failing to pay a fine and thus causing the rest of his kin to have to pay it, or worse, for the enormous crime of kin-slaying. Banishment from the kin in effect means banishment from the tribe, too, unless the banished party can somehow persuade another kin to take him in.

Children are largely considered to be the responsibility of their kin, though they are not punished by fines until they are aged thirteen or more. See the Social Customs and Culture section (below) for more information about child-rearing.

If, for any reason, you need to find the number of members of a kin, roll 10d10. Assume that one-third of these will be able-bodied warriors.

Fines

Most crimes in the Earth Goddess tribes are punishable by the payment of a fine to the victim or his kin. Payment of the fine is considered to completely absolve the guilty party, so long as the victim (or his kin, in the case of murder) is willing to accept the payment. If the victim (or kin) refuses the offer of payment, it is usually because he considers the crime to be so grave he can only honourably be compensated by the death of the criminal. In this case, the criminal may either give himself up and accept death (which does happen occasionally, if he wishes to avoid drawing his kin into the situation), or the two kins will begin a blood feud that can only be ended with either the death of one entire kin or some tortuously complex negotiation.

There is a standard system of fines, as laid down by druidic tradition (given in a table at the end of this section), but it is always possible for the wronged party to demand a greater or different payment. The sagas are full of tales of victim's kins demanding that certain tasks or quests be fulfilled by the guilty part as payment for their crimes. The price of a man's life (whether paid in money or in some other form) is known as his sarhaed (see below).

Sarhaed

Sarhaed is a man's honour-price, the direct monetary value of his life, and affects both the compensation paid for killing him and the worth of his promises. Sarhaed varies widely, depending on the importance of the person, and is tied directly to his Enech.

Sarhaed is also important as a way to put a value on a man's worth. He can only enter business deals, oaths or contracts of any sort up to the maximum value of his sarhaed. Thus, if he ever breaks a contract, the most the wronged party can claim from him is the value of his sarhaed, even if breaking the contract cost the wronged party more than that.

Crime	Fine to be paid
Theft by violence	Twice the value of the goods stolen
Theft by stealth	Three times the value of the goods stolen
Fraud, breach of contract or cheating	Three times the defrauded amount.
Illegal killing of a freeman	7 cumals, plus full value of victim's sarhaed paid to each close member of victim's kin, plus lesser values paid to more distant kin
Illegal killing of a male slave	4 s�ts
Illegal killing of a female slave	6 s�ts
Secret killing	Twice the price of illegally killing the same victim
Illegal maiming	Full value of victim's sarhaed



Illegal wounding

Payment of the cost for the victim (and any retinue, if the victim is of rank) to lie up in the spital hut until recovered. This is considered to be 1/10 of the value of the victim's sarhaed per day required to heal the injury, up to a maximum of the full value of the victim's sarhaed

Illegal satire

Full value of victim's sarhaed

Rape

Full value of victim's sarhaed

Sexual assault

Full value of victim's sarhaed

Violation of protection

Full fine for the crime committed, plus the full value of the protector's sarhaed

Damage to buildings

Three times the cost of repair or replacement

Damage to other property

Double cost of repair or replacement

Accomplice or accessory

Full fine demanded by to a crime the crime

Putting another up to a crime

Full fine demanded by the crime

Looking on to a crime

One quarter the fine demanded by the crime

Illegal distraint

5 s ts fine plus return of distrainted property

Refusal of due hospitality

Full sarhaed of the guest

Illegal heckling

May no longer wear your best cloak

Most of the above crimes are fairly self-explanatory, though a few deserve special explanation as follows.

Illegal killing: This covers any killing other than a legal killing. It is considered legal to kill an enemy during a battle or cattle-raid, or to kill in self-defence, or to kill a criminal caught in the act of committing a crime. The fee for illegal killing is far greater than the victim's sarhaed alone – the killer must pay 7 cumals to the kin in general, and then make additional payments to each member of the kin. Each kin member must be paid between 1/7th of the victim's sarhaed (for distant relatives and maternal kin) and the full value of the victim's sarhaed (for parents, children and siblings). Thus, if the victim had many kin the killer may pay out dozens of times the victim's sarhaed in various fines.

Secret killing: This is any killing where the killer attempted to conceal the body or otherwise hide his guilt after committing the crime. He pays 14 cumals rather than 7, plus payments to each member of the victim's kin of between 2/7th and twice the victim's sarhaed each.

Illegal satire: Any satire which is unjustified is considered to be illegal. A legal satire is any which in the opinion of the tribal druids is justified, such as a satire composed in revenge for the ill-treatment of the bard. Satire can be a crucial way to force a character of high status to behave in a just and honourable way, but when illegal it is no more than a tool for extortion.

Illegal injury: Again, this covers any injury other than those caused legally. It is legal for a healer to cause minor injuries to his patient in the course of carrying out healing. Other legal injuries include injuries caused during a battle or duel, injuries caused by the injured party's own foolishness or carelessness, and accidental injuries caused during a game, hunt or the like. In addition, a man's first wife may legally beat his second and subsequent wives as much as she wishes, though they may demand compensation if injured permanently.

Sexual assault: This includes kissing or fondling a woman without her consent, or stripping her or lifting her skirt.

Violation of protection: Anyone of freeman rank or higher may publicly place another character under his protection. If the protected one is killed, injured, or otherwise ill-treated, the guilty party must pay compensation to the protector as well as to the wronged party. Protection may never be granted to wanted criminals. Anyone currently receiving hospitality is considered under the host's protection while within his walls.

Looking on to a crime: Any adult who witnesses a crime and does not attempt to prevent it is guilty of looking on. Slaves, druids, and the elderly or infirm are exempt from this law.

Illegal distraint: Distraint is a legal procedure by which a wronged party seizes the property (usually land) of the character accused of wrongdoing. An illegal distraint is any distraint which is not carried out in the correct formal manner. This could include any distraint carried out on a holy day, the

distrain of certain exempt animals (such as cows that have just calved), or the distrain of any property under the protection of a third party. See the Legal Procedures section (below) for more information about distrain and illegal distrain.

Refusal of due hospitality: Anyone whose Enech is 3 or higher and has a house and land must give hospitality when it is requested by one who has the right to it, such as one's King or a visitor from an allied tribe. On the other hand, there are some to whom hospitality is never due. For example, giving hospitality to a wanted criminal is in itself a crime (accessory to the original criminal).

Illegal heckling: Both crime and punishment are somewhat unusual here (and very Celtic). It is legal to heckle your King if you are either a bard or a druid. In all other cases it is illegal. Traditionally the offender is given two warnings for heckling by the tribal druid. A third offence is punishable by the tribal druid, who will publicly – and humiliatingly – cut off a small piece of the offender's best cloak. This magically renders the cloak useless, so that it may neither be worn nor offered up as a sacrifice. The offender must make a Will save (DC 20) or suffer 2d6 points of temporary Charisma damage and the loss of one point of Enech. A success halves the Charisma damage and completely avoids the Enech loss.

Legal Proceedings

Legal proceedings can get quite complex if the guilty party attempts to avoid admitting guilt, or refuses to pay his fine. In most cases it is up to the wronged party and his kin to administer justice, possibly with the assistance of a trained lawyer (see Lawyers and Debt Collectors, below). If the guilty party is willing to appear before a higher authority (usually an assembly of the tribal druids, but sometimes a local lord or the King) to stand trial, all is well and good. If not, the lawyer and wronged parties must distrain the guilty party's possessions (see below).

At a trial, all the parties who witnessed the crime, or have any evidence, including the accused, submit their evidence then take oaths that it is true. The matter is decided by comparing the sarhaeds of each side, since that is the worth of any oath. So, if the accusers are all of high rank and the accused of low rank, their oaths are worth far more than his and he is proclaimed to be guilty. If he is of a higher rank than that of all his witnesses put together, he will walk free, since his oath is worth more and thus is considered to be true. This is one reason the satire is sometimes considered to be an instrument of justice – it is one of the few ways that characters of low status can legally take revenge on an oppressive high-status character. The matter can be further complicated by the addition of character witnesses – if one or both parties have higher status supporters who are willing to swear oaths in support of them, even if those supporters did not witness the crime, the sarhaeds of the supporters are added to the value of their side's oaths. If it is ever discovered that either side bore false witness, their sarhaeds are forfeit to the other side.

The procedure of distrain is followed if the accused is unwilling to come to trial, or unwilling to pay his fine after being found guilty. Distrain is the legal procedure of seizing

the accused's possessions, usually in the form of his kin's ancestral farmlands. The precise procedure that must be followed is quite complex and varies from tribe to tribe, and in almost all cases it is best to bring a lawyer along to ensure you do not illegally distrain the accused party. Generally the procedure involves occupying the land of the accused under witness of several reasonably high-status observers and calling for the accused to either come to trial or pay his fine. Often there are ritually vital actions to perform on the land, such as giving a certain number of shouts for the accused to come forth, or grazing a certain number of horses on the distrained land. In most tribes, it is necessary to make several incursions onto the land, perhaps just for an hour with a pair of horses on the first day, returning and repeating the process a week later for a full day with four horses, and finally returning after a further week and claiming the land as your own by grazing eight horses on it, building yourself a small shelter, cooking and eating a meal and spending the night on the land. If all this is done and the accused has still not co-operated, you are now considered to own the distrained land, although you can never seize more land in this way than the value of the fine owed to you and your kin for the crime.

Legal Defences

A few defences are already covered in the descriptions of crimes above; for example, you could argue that a killing you had committed was legal as the victim was attempting to steal from you at the time. Of course, deliberately lying in such a case would be a breach of your oath, and would be taken very seriously by both your gods and your tribe. It is also possible to plead ignorance, though in most cases even if proven this will only lessen the penalty for your crime to half the normal penalty required, as will a claim that the crime was caused by simple negligence or that some other unusual conditions existed at the time (for example, if you were under an enchantment). For crimes committed out of necessity, punishment may be waived. Examples of this include a pregnant woman stealing food, or an injured warrior stealing bandages or healing herbs.

Lawyers and Debt-Collectors

Many lawyers have studied at druid colleges or are fully qualified bards or druids, but anyone can set themselves up as a lawyer. Most have at least eight or more ranks in Knowledge (law). Bluff, Sense Motive, Intimidate and Diplomacy can also be useful. A lawyer who does not know the law sufficiently well can soon find himself in trouble with it himself, accused of illegal distrain or even theft.

Debt-collectors are typically even less well-trained and knowledgeable than lawyers, often amounting to little more than thugs hired to enforce payment of fines from an individual or his kin who are resistant to paying up. On the other hand, sometimes a lord or even a King ends up collecting debts as part of his duties in enforcing the law. Even then the noble will expect to be paid the usual fee.

In all cases, the lawyer's or debt collector's fee amounts to one-third of the fine recovered from the criminal, unless some special arrangement is made. Almost all lawyers are hired by the wronged party, since their job is generally more akin to

that of a bailiff or enforcer than someone appointed to argue a case at court.

Social Customs and Culture

Marriage

Marriages are generally made for love, though in some cases they will be arranged by the two families. Certainly the women of the Earth Goddess tribes are for the most part far too proud and wilful to submit to marrying against their will.

The bride's father sets a bride-price, which is usually around the value of his daughter's sarhaed. Particularly pretty or plain daughters, or miserly or generous fathers, may alter this amount up or down quite significantly. It is also quite possible for a traditionalist father to demand a bride-price in some other form than money, such as a quest or other task the would-be bridegroom must perform to demonstrate his worth. Examples might be that he must capture a particularly famous bull owned by another tribe, or bring the skin of a notoriously fearsome boar as a bride-price. The bride-price is always paid directly to the father. Traditionally he will give a portion of it to his daughter, usually between one-seventh and one-third – this is not a legal requirement, though he may lose Enech if he is considered to be stingy.

Annual marriages are quite common, with a sensible couple choosing to commit only for a year. This allows them to try out their marriage without being tied to one another for life. They can choose to renew their vows after a year, either for another year or for life this time. The bride-price for an annual marriage is only paid for the first year, so it is often as high as it would be for a life marriage since, if the couple remain

together, the father will not get another bride-price from his daughter.

Marital quarrels are considered to be a major annoyance and disruption to the rest of the tribe, so if a couple regularly quarrels in public (or too loudly in private) they are taken into the nearest forest and tied to a tree together till they sort out their differences. This can be dangerous, given some of the natural and other creatures who live in the forests, so most couples attempt to resolve their differences quietly and in private.

Child-Rearing and Fostering

In the days when the Earth Goddess reigned supreme, before the coming of the Sun God, only mothers were recognised as parents. Children were raised in common, and a child's father was unknown – and irrelevant. An echo of this persists today, in that if a father is not present at his child's birth to share the birth pains with the mother, he is not legally recognised as the father, even if the couple are married.

The tribe's witches are the most common midwives, since they are expected to have a detailed knowledge of women's mysteries and healing. When the witches are present, the father of the child is usually placed under the effects of the *ligature* curse for the duration of the labour and childbirth, so that he can properly experience the mother's birth-pangs. If the *ligature* spell is unavailable, the midwives will assist the expectant mother with an older method of ensuring the father knows just what his partner is undergoing – they tie a cord around the end of his manhood, and the woman tugs on the cord whenever she experiences pain.

Children are usually fostered out to a family of a different kin at the age of around three or four, for a variety of reasons. Fostering is a way to strengthen the bonds of a tribe and avert disharmony – a pair of warriors who were foster-brothers are unlikely to quarrel over the spoils of war, for example. In addition, it is thought to ensure fairness and strong discipline during the child-rearing process. Finally, fostering can be used as an inter-tribal political tool, with the children of high-ranking tribal members reciprocally fostered out to another tribe as part of the process of forging an alliance. In this case the foster-children are effectively hostages, though they will be treated just as would any other foster-child so long as faith is kept with the alliance. Indeed, there are several tales of foster-families growing so close to their hostage foster-children that they will not kill them when the alliance turns sour. This usually leads to great epics of kin-slaying and enormous tragedy for the tribe, as kins fragment and go to war with one another.



From thirteen years of age onwards children are legally treated as adults, and are subject to the adult system of fines and punishments (above). Under-thirteen's are instead disciplined by the foster family or kin. Traditionally, children between the ages of

seven and twelve are punished by being starved until they behave themselves, while children under seven are beaten as a punishment. Children will be punished for the usual pranks and mischief, and of course for neglecting their education – for example, one of the most common reasons children between seven and twelve are starved is for failing to achieve a high standard of accuracy when hurling slingstones. They will be given slings and ordered to use pieces of bread as targets on a wall or fence, and will not be permitted to eat anything other than what they knock off with their slingstones.

Battle and Combat

Fighting of every sort is an integral part of life among the Tribes of the Earth Goddess, particularly for warriors but little less so for other folk. Only druids and bards are exempt from the constant cycle of brawling, taunting contests, honour duels, cattle raids and all-out war. Every other able-bodied member of the tribe is expected to be ready to defend his honour, his tribe or his kin at any time, whether with his fists or with an iron sword. This applies to the women no less than to the men, and women warriors are an ordinary sight in warbands. Even women who are not technically warriors are frequently a force to be reckoned with, and in large battles the wives of the warriors will stand at the back of their army, yelling encouragement – and insults – at their menfolk, ready to give them a good beating if they show any signs of cowardice.

Cattle Raids

When the Earth Goddess tribes are not actively at war, they keep themselves in a good state of practice and constantly test the mettle of their neighbour tribes by cattle raiding. Many raids involve little or no combat, with a raiding party managing to slip past the patrols of the rival tribe and carry off many of their cattle unnoticed, or with the warbands of the two tribes clashing only briefly, perhaps with no more than an exchange of javelins and slingstones till honour is satisfied and the raiders can retreat. That said, the Tribes of the Earth Goddess are a bloodthirsty lot, and it is also common for raids to culminate in minor skirmishes that escalate into full-scale battles, with neither side willing to give in. These are frequently bloody affairs for both sides, since a cattle raiding party will typically be lightly armoured to allow them to move fast, and the defenders often have little or no time to get armoured-up either.

A Fair Fight

There is nothing in the warrior tradition that requires a fair fight, in any modern or chivalric notion of the phrase, particularly if the foe is not human. So long as your enemy is dead and you are alive, little else matters – even if you used trickery and deceit to slay him you will not lose Enech for doing so. On the other hand, the tradition of the honour duel (sometimes called Fir-Fer) is respected – two warriors with a grievance, or merely a desire to prove forever who is the most mighty, arrange a time and place to fight, and agree to equal weapons. A few warriors, facing a worthy foe, may decide to fight by similar ‘rules’ even in the middle of a raging

battlefield, demanding that others stay out of the duel: ‘This one’s mine!’ Such an impromptu honour duel will often be respected or even enforced by the fighters around them, but nothing is certain in a situation like that.

Head-hunting and Brain-balls

Victorious Celts measure their success not so much by the amount of loot they are able to carry off, but by the number of heads they collect from their fallen foes, so as to have suitable decorations for their chariots or homes. The heads of minor enemies will be allowed to rot, but heads of particularly notable foes are usually pickled and preserved, so the warrior can taunt them on long winter evenings and show them off to his friends. Usually the kin of a high-Enech foe will offer money equal to his sarhaed if his head is returned to them, so part of the honour of retaining heads is that you have chosen to refuse mere money and keep your glory.

The Champion’s Portion

All four Earth Goddess tribes practise the custom of the Champion’s Portion. After every battle (including the more bloody cattle raids), a huge feast is held for the warriors of the tribe. One prize animal, usually a tender-fleshed cow, is roasted whole as the focus of the feast, and the warriors argue and compete over which of them will have the honour of carving and eating the best meat of the hindquarters, known as the Champion’s Portion. Sometimes one warrior will claim



the Champion's portion without contest, because his fellows either agree that he deserves it or simply recognise that he is tougher than them. More often, one warrior claims the prize and others dispute his worthiness to receive it, arguing that they collected more brain-balls or captured more cattle. This can be resolved by simple boasting (opposed Charisma checks), or a full contest of taunts (see the Combat chapter). Not infrequently it finishes with a brawl or all-out duel between the two disputants.

Tribes of the Drune Lords

Though the southern tribes once had much the same culture as their northern counterparts, thousands of years of Drune rule has eroded many of the values and much of the sense of pride and self-worth of most of the inhabitants of southern Tir Nan Og. A few of the tribes have managed to retain a certain degree of vitality, but generally only through demonstrating total loyalty to the Drune Lords. The majority are totally cowed, with the threat of the Drones' sorcerous curses and their harsh enforcers the Skull-Swords being quite enough to make them submit to almost anything, up to and including the sacrifice of their children to the Drune's dark religion.

Crime and Punishment in the Drune Lords tribes

The general crimes and punishments in the Drune lands are very similar to those in the Earth Goddess tribes. There are two major differences, as detailed below.

† Although fines are still the most common punishments, when a major festival to Crom-Cruach or Carnun is approaching the Skull-Swords capture known criminals of all kinds to burn in great wicker men.

† The southern tribes do not have such a strong concept of kinship as their northern counterparts. This means that the payment of a fine is solely the responsibility of the criminal – although he may ask for assistance from his kin, they are under no obligation to pay up. For this reason, the Drones have introduced prisons, known as brochs, where criminals can be locked up until their families pay their fines. If the fines are unpaid, eventually the criminals will be sold into slavery or sacrificed.

† When a great warrior or other potentially useful non-Drune commits a major crime, he may simply be excluded from participation in the Drune religion for a time. This is very shameful, resulting in a loss of 1 Enech for each season (three months) for which he is excluded.

Social Customs and Culture

Again, at one time the Drune Lord tribes' customs were much like those of their northern cousins; though Drune rulership, and the difficult days brought with it, has hardened the hearts of many of the southern tribes. In many places strangers are more likely to be stripped of their valuables and killed than offered hospitality. Marriages are joyless ceremonies in a land in which bride or groom could be chosen for sacrifice or Skull-Sword service at any time, and few wish to bring children into a life which will likely be short and full of hardship.

Despite this, most of the southern tribes were content enough with their lot until very recently, for the Drones at least kept them free of the constant wars and cattle-raids suffered by the northern tribes. Most folk were willing to put up with the occasional son forced to join the Skull-Swords, or the occasional daughter sent to the Cave of Beasts, never to be seen again. They had a certain degree of security, the crops grew tolerably well, and they had their exuberant festivals to Carnun to lighten the mood a little. Over the last few years however, the Drones have grown more arrogant than ever, as though they do not care what happens to their tribes. It is said that the Drones plan to bring about a great Ragnarok, destroying the Land of the Young entirely, and so far as they are concerned even their own people can be allowed to starve so long as enough Earth Power can be raised for Slough Feg's schemes. Thus, many of the Drune lands have been drained of all vitality by the erection of great weirdstones, turning once-fertile countryside into Sourlands where nothing will grow. The people starve and die; whole communities and even tribes are destroyed by hunger or dispersed forever by the ruination of their lands.

Battle and Combat

Most of the southern tribes themselves no longer truly have a warrior tradition, though a few individuals remember the proud days of their forefathers and attempt to recreate them. Those tribes who benefit from Drune rule will often provide the Drune Lords' armies with light infantry and slingers. The warrior traditions have largely been replaced by service in the Drones' soldiery, the Skull-Swords, who act both as guards and henchmen of individual Drones and as their heavy infantry when it comes to war. Though the Skull-Swords are well-trained, their experience serves them better as bullies than as true soldiers, and most are far less willing to die in battle than the warriors of the Earth Goddess tribes, for most believe that on death they will be swallowed up by the ever-hungry worm-god Crom-Cruach, rather than being rewarded in the woodlands of the Earth Goddess.

Adventures in the Land of the Young

This chapter covers methods of getting about in Tir Nan Og, as well as various non-combat hazards that characters may encounter in their wanderings. This is also the place where you will discover the rewards of success – forming your own warband, or becoming a member of a Prestige Class.

Travelling through

Tir Nan Og

The information given here is intended to supplement that in Chapter 9 of *The Player's Handbook*, with a summary of the speeds of the new vehicles and mounts as well as an entirely new method of transport – the sky chariot.

Table 8-1: Mounts and Vehicles

Mount/Vehicle	Per Hour	Per Day
Mount (carrying load)		
Horse or Warhorse	6 miles	48 miles
Horse (151-450 lb.)	4 miles	32 miles
Warhorse (231-690 lb.)	4 miles	32 miles
Hairy one	4 miles	32 miles
Hairy one (934-5,600 lb.)	3 miles	24 miles
Boar, riding	4 miles	32 miles
Boar, riding (67-200 lb.)	3 miles	24 miles
Vehicle		
Heavy chariot	5 miles	40 miles
Light chariot	6 miles	48 miles
Cart or wagon	2 miles	16 miles

Sky Chariots

Sky chariots have become almost an ordinary sight above the Drune Lord lands, plying their trade or preying on other vessels. This section gives an overview of sky chariots as a means of transport, but gives little detail on their use in combat, which will be covered in the *Drunes: Druids of the Worm God* supplement. Few sky chariots have weapons in their own right in any case – even the dreaded skyblades rely on boarding more than ship-to-ship weaponry.

Sky chariots resemble sailing ships, except for their ability to fly. They are built in exactly the same manner as a sailing ship

(although they may or may not be designed to be watertight), largely because the streamlined shape has been found to cut through the air just as easily as through the water. The only structural difference between a sky chariot and a sailing ship is the addition of a small or medium-sized weirdstone, which is especially enchanted to give the entire ship the ability to *levitate*. Unlike a standard *levitate* spell, this does not provide the ability to move laterally – only straight up or down. Forward motion is provided by the sky chariot's sails. The enchanted weirdstone is known as a 'rise weirdstone'.

Constructing a Sky Chariot

Any standard sailing ship may be converted into a sky chariot simply by adding a rise weirdstone to it in place of a tiller. Often old sailing ships which are no longer watertight can be converted for this purpose. Alternatively, anyone with Craft (shipbuilding) can construct one using the usual Craft rules (see Chapter 1), usually working in conjunction with whoever will craft the rise weirdstone.

A rise weirdstone is crafted much like any other weirdstone of the appropriate size (almost always small or medium). The crafter of the rise weirdstone must know the *levitate* spell and have at least six ranks in Profession (sky charioteer). Rise weirdstones cost twice as much as ordinary weirdstones of the same size, which of course increases crafting time accordingly.

Sky chariots have the potential to travel much further than any landbound vehicle, for they need not follow the routes of roads or other convenient terrain. In addition, they may continue to fly at night with just a skeleton crew in control as their comrades get their night's rest, so long as they have enough sorcerers on board to control the weirdstone. However, sky chariots are also utterly dependent on the wind for their motion, as shown on the table below;

Wind	Flying Into	Flying Across	Flying With
Calm	N/A	N/A	N/A
Light	-25%	–	+10%
Medium	-50%	+10%	+25%
Strong	N/A	+25%	+50%
Gale/Storm	N/A	+25%	+50%

N/A indicates that travel is impossible for a sky chariot under these conditions.

Flying into, across and with refers to the sky chariot's relative motion in relation to the direction of the prevailing wind. Note that a sky chariot cannot literally fly into the wind – this is the effective distance moved as the sky chariot tacks left and right at an angle to the wind, all the time holding to a more or less straight course.

The modifiers presented on this table apply equally to base and daily movement rates.

Pursuing Sky Chariots

A cloud curragh confronted by an oncoming skyblade will usually attempt to turn tail and run, desperately trying to outpace its pursuer to avoid any form of combat. Such pursuits can last many days as captains constantly try to outwit one-another by using Earth Power and the best advantages of their vessels.

When one sky chariot attempts to pursue another, simply check their base movement rates to measure how much faster one is than the other, taking into account such modifiers as prevailing winds and magic. If one is faster than the other, it will eventually either escape or catch up to its quarry. This is handled using the normal rules for movement and combat.

If, however, the two ships are of an identical speed, then it is often the skill of the captain and his crew that can make the difference. Taking full advantage of the wind, they can eke just a little more performance out of their vessel to gain a tiny edge in speed.



The ships involved in a pursuit both make opposing Profession (sky charioteer) checks, using the skill of the crew or the captain, whichever is the highest. The winner of this check may lengthen or shorten the distance between the two vessels by ten feet.

For every vessel involved in the pursuit beyond the first, the ship being pursued faces a –2 penalty per enemy ship.

Cloud Curragh

Sky Chariot, Merchantman

Speed: 50 ft./90 miles

Weirdstone: Medium (4/8 EP)

Crew: 20

Passengers: 20

Cargo: 100 tonnes

Building Time: 12 months

Cost: 1050 cumals

The cloud curragh is one of the most common cargo and merchant vessels to be seen plying its trade over Lyonesse and

Rise Prayers

Rise prayers are simple rituals that unlock the power of the ship's weirdstone to cause it to rise into the air. Any character with at least four ranks in both Sorcery and Profession (sky charioteer) knows how to say rise prayers. Most captains will ensure they have at least three or four crew who know rise prayers, usually including several Drones or witches. The initial take-off costs 8 EP in total, which may come either from the weirdstone or one or more of the characters chanting the rise prayers.

The initial rise prayers to raise the sky chariot take 30 minutes.

Once the sky chariot is airborne, it costs 6 EP per hour to keep it airborne. This will be drained from the weirdstone directly until it is reduced to zero, at which point the sky chariot will simply drop like a stone. This can be averted by either regularly topping the stone up with EP in the form of fresh blood. Alternatively one or more characters who know rise prayers may chant said prayers for the entire hour and spend the 6 EP between themselves, in which case the stone is not drained that hour.

This heavy EP drain is usually topped up by the drunes on board, who tap EP broadcast by the dolmens on the ground. For regions beyond the range of dolmens or for occasions when the broadcast EP is somehow blocked, sky chariots tend to carry a large number of sacrificial creatures on board. Despite this they crash into the ground alarmingly often.

the southern parts of Tir Nan Og. It is slow and lacking in style but can carry an enormous quantity of goods.

Skyblade

Sky Chariot, Medium Warship

Speed: 80 ft./144 miles

Special Qualities: Shielded Crew

Weirdstone: Medium (4/8 EP)

Crew: 50

Passengers: 40

Cargo: 2 tonnes

Building Time: 6 months

Cost: 550 cumals

Shielded Crew: It is common practice on skyblades for the crew to hang their shields on the railings along either side of the hull. A crew doing so benefits from half cover against ranged attacks (+4 AC bonus).

Designed solely to carry a large amount of men in full fighting gear across long distances, the skyblade is able to outrun most other vessels and still be able to launch boarding actions with devastating effect.

Flying Movement

Sky chariots, dragons and certain other creatures can move by flying. Each flying creature or vehicle is given a manoeuvrability rating, from Clumsy to Perfect. Creatures are also given a top speed

The creature or vehicle can fly at the listed speed if carrying no more than a medium load. All fly speeds include a parenthetical note indicating manoeuvrability, as follows.

Perfect: The creature or vehicle can perform almost any aerial manoeuvre it wishes.

Good: The creature or vehicle is very agile in the air (like a housefly or hummingbird), but cannot change direction as readily as those with perfect manoeuvrability.

Average: The creature or vehicle can fly as adroitly as a small bird.

Poor: The creature or vehicle flies as well as a very large bird.

Clumsy: The creature or vehicle can barely fly at all.

Creatures can use the run action while flying, provided they fly in a straight line. Vehicles may not – they have a maximum speed that is dependent on wind direction and speed, much like a sailing ship. Most flying creatures and vehicles have to slow down at least a little to make a turn, and many are limited

Table 8-2: Flight Manoeuvrability

Type:	Perfect	Good	Average	Poor	Clumsy
Min. Forward Speed	None	None	Half	Half	Half
Hover	Yes	Yes	No	No	No
Fly Backward	Yes	Yes	No	No	No
Reverse	Free	-5 ft.	-	-	-
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in Place	Any	+90°/-5 ft.	+45°/-5 ft.	No	No
Maximum Turn	Any	Any	90°	45°	45°
Up Angle	Any	Any	60°	45°	45°
Up Speed	Full	Half	Half	Half	Half
Down Angle	Any	Any	Any	45°	45°
Down Speed	Double	Double	Double	Double	Double
Between Down and Up	0	0	5 ft.	10 ft.	20 ft.

Min. Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall does not bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed at a Reflex saving throw (DC 20) to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Fly Backward: The ability to fly backward.

Reverse: A creature with good manoeuvrability uses up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature with good or average manoeuvrability can 'spend' some of its speed to turn in place.

Maximum Turn: How much the creature can turn in any one space.

Up Angle: The angle at which the creature can climb.

Up Speed: How fast the creature can climb.

Down Angle: The angle at which the creature can descend.

Down Speed: A flying creature can fly down at twice its normal flying speed.

Between Down and Up: An average, poor or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance.

to fairly wide turns and must maintain a minimum forward speed. Each flying creature or vehicle has a manoeuvrability rating that defines how it moves when flying.

Environmental Conditions

Wind and Weather

Winds

Winds can create a stinging spray of sand or dust, fan a large fire, heel over a small boat, and blow gases or vapours away. If powerful enough, they can even knock characters down (Table: Wind Effects), interfere with ranged attacks, or impose penalties on some skill checks.

Light Wind: A gentle breeze, having little or no game effect.

Moderate Wind: A steady wind with a 50% chance of extinguishing small, unprotected flames, such as candles.

Strong Wind: Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty to ranged attacks and to Listen checks.

Severe Wind: In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing these lights. Ranged weapon attacks and Listen checks are at a -4 penalty. This is the velocity of wind produced by the *gust of wind* spell.

Windstorm: Powerful enough to bring down branches if not whole trees, windstorms automatically extinguish unprotected flames and have a 75% chance of blowing out protected flames, such as those of lanterns. Ranged weapon attacks are impossible and even siege weapons have a -4 penalty to attack. Listen checks are at a -8 penalty due to the howling of the wind.

Hurricane-Force Wind: All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty to attack). Listen checks are impossible: All characters can hear is the roaring of the wind. Hurricane-force winds often fell trees.

Tornado: All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Listen checks. Instead of being blown away (see Table: Wind Effects), characters in close proximity to a tornado who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1d10 rounds, taking 6d6 points of damage per round, before being violently expelled (falling damage may apply). While a tornado's rotational speed can be as great as 300 mph, the funnel itself moves forward at an average of 30 mph. A tornado uproots trees, destroys buildings, and causes other similar forms of major destruction.

Precipitation

Most precipitation is in the form of rain, but in cold conditions it can manifest as snow, sleet or hail. Precipitation of any kind followed by a cold snap in which the temperature dips from above freezing to 30° F or below may produce ice.

Rain: Rain reduces visibility ranges by half, resulting in a -4 penalty to Spot and Search checks. It has the same effect on flames, ranged weapon attacks, and Listen checks as severe wind (see above).

Snow: While falling, snow reduces visibility as rain (-4

penalty to ranged weapon attacks, Spot checks, and Search checks). Once on the ground, it reduces movement by half. Snow has the same effect on flames as moderate wind (see above).

Sleet: Essentially frozen rain, sleet has the same effect as rain while falling (except that its chance to extinguish protected flames is 75%) and the same effect as snow once on the ground.

Hail: Hail does not reduce visibility, but the sound of falling hail makes Listen checks more difficult (-4 penalty). Sometimes (5% chance) hail can become large enough to deal 1 point of damage (per storm) to anything in the open. Once on the ground, hail has the same effect on movement as snow.

Storms

The combined effects of precipitation and wind that accompany all storms reduce visibility ranges by three quarters, imposing a -8 penalty to all Spot, Search and Listen checks. Storms make ranged weapon attacks impossible, except for with siege weapons, which have a -4 penalty to attack. They automatically extinguish candles, torches, and similar unprotected flames. They cause protected flames, such as those of lanterns, to dance wildly and have a 50% chance to extinguish these lights. See Table 8-3: Wind Effects, for possible consequences to creatures caught outside without shelter during such a storm. Storms are divided into the following two types:

Snowstorm: In addition to the wind and precipitation common to other storms, snowstorms leave 1d6 inches of snow on the ground afterward.

Thunderstorm: In addition to wind and precipitation (usually rain, but sometimes also hail), thunderstorms are accompanied by lightning that can pose a hazard to characters without proper shelter (especially those in metal armour). As a rule of thumb, assume one bolt per minute for a 1-hour period at the centre of the storm. Each bolt causes electrical damage equal to 1d10 eight-sided dice. One in ten thunderstorms is accompanied by a tornado (see below).

Powerful Storms

Very high winds and torrential precipitation reduce visibility to zero, making Spot and Search rolls, Listen checks, and all ranged weapon attacks impossible. Unprotected flames are automatically extinguished, and even protected flames have a 75% chance of being doused. Creatures caught in the area can make a Fortitude saving throw (DC 20) or face the following effects based on the size of the creature. Powerful storms are divided into the following four types:

Windstorm: While accompanied by little or no precipitation, windstorms can cause considerable damage simply through the force of their wind (see Table: Wind Effects).

Blizzard: The combination of high winds (see Table: Wind Effects), heavy snow (typically 1d3 feet), and bitter cold make blizzards deadly for all who are unprepared for them.

Hurricane: In addition to very high winds (see Table: Wind Effects) and heavy rain, hurricanes are accompanied by flash floods (see below). Most adventuring activity is impossible under such conditions.

Tornado: One in ten thunderstorms is accompanied by a tornado (see Table: Wind Effects).



Table 8-3: Wind Effects

Wind Force	Wind Speed	Range Attacks (Normal/Siege Weapons*)	Creature Size**	Wind Effect on Creatures	Fort Save DC
Light	0–10 mph	—/—	Any	None	—
			Any	None	—
Moderate	11–20 mph	—/—	Tiny or smaller	Knocked down	10
			Small or larger	None	10
Strong	21–30 mph	–2/—	Tiny	Blown away	15
			Small	Knocked down	15
			Medium-size	Checked	15
			Large or larger	None	15
Windstorm	51–74 mph	Impossible/–4	Small or smaller	Blown away	18
			Medium-size	Knocked down	18
			Large or Huge	Checked	18
			Gargantuan or Colossal	None	18
Hurricane	75–174 mph	Impossible/–8	Medium-size or smaller	Blown away	20
			Large	Knocked down	20
			Huge	Checked	20
			Gargantuan or Colossal	None	20
Tornado	175–300 mph	Impossible/impossible	Large or smaller	Blown away	30
			Huge	Knocked down	30
			Gargantuan or Colossal	Checked	30

*The siege weapon category includes catapult attacks as well as boulders tossed by titans and warped warriors.

**Flying or airborne creatures are treated as one size class smaller than their actual size, so an airborne gargantuan dragon is treated as Huge for purposes of wind effects.

Checked: Creatures are unable to move forward against the force of the wind. Flying creatures are blown back 1d6x5 feet.

Knocked Down: Creatures are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6x10 feet.

Blown Away: Creatures on the ground are knocked prone and rolled 1d4x10 feet, sustaining 1d4 points of subdual damage per 10 feet. Flying creatures are blown back 2d6x10 feet and sustain 2d6 points of subdual damage due to battering and buffering. At the start of every day of a sea voyage, the Games Master must determine both the strength and the direction of the wind. There are two methods for resolving this.

Fog

Whether in the form of a low-lying cloud or a mist rising from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures within 5 feet have one-half concealment (attacks by or against them have a 20% miss chance).

Flash Floods

Runoff from heavy rain forces creatures in its path to make a Fortitude save (DC 15). Large or smaller creatures who fail the save are swept away by the rushing water, taking 1d6 points of subdual damage per round (1d3 points on a successful Swim check). Huge creatures who fail are knocked down and face potential drowning. Gargantuan and Colossal creatures are checked, but they only drown if the waters rise above their heads.

Random Determination of Wind and Weather

The Games Master may roll randomly on the tables below to determine both wind strength and direction.

Wind strength is determined by either rolling 1d20 and consulting the table below, or with the Games Master simply

choosing a wind strength. At the start of every day, the Games Master then modifies this figure by adding 1d10, and then subtracting a further 1d10 to arrive at a new wind strength figure. It should be noted that this is considered an average figure for the entire day and minor variations will occur throughout this time. Dice rolls may not modify this score below 1 or above 20.

Dice Result	Wind Strength
2 or less	Calm
3-6	Light
7-12	Medium
13-15	Strong
16-18	Gale
19 or higher	Storm

The wind direction may be determined simply by rolling 1d8 on the table below. This is only really necessary if the players are flying in Sky Chariots or on flying creatures at the time. At the start of every day, the Games Master rolls 1d20. On the roll of 1-10, the wind direction shifts one point of the compass to the left, whilst on 11-20, it shifts one point to the right. Note that, once again, this is considered an average direction

and minor fluctuations of wind direction will occur throughout the day. In addition, keep in mind that wind direction determines where the wind is blowing from – a north wind, for example, blows from north to south.

Dice Result Wind Direction

1	North
2	Northwest
3	West
4	Southwest
5	South
6	Southeast
7	East
8	Northeast

Other Weather Effects

There are many other effects of weather a Games Master may introduce to his players – heavy rain, mist, fog, squalls, etc.

If a Games Master wishes to randomly generate such effects, he may roll 1d20 every day. On a 2 or less, such effects do indeed occur and may be rolled on the table below;

1d10	Weather Effect	May Not Occur In
1-2	Light Rain	Gale, Storm (assumed to be heavy rain)
3-4	Heavy Rain	Calm
5-6	Mist	Light, Medium, Strong, Gale, Storm
7	Light Fog	Light, Medium, Strong, Gale, Storm
8-9	Dense Fog	Light, Medium, Strong, Gale, Storm
10	Squall (assume to be one day storm)	Storm

Alternatively, the Games Master is free to simply select wind strengths, directions and weather effects to suit his scenarios – if the gaming session demands the players face a storm, then simply ignore what has been rolled and select a storm instead. This is the desired method and the above tables should only ever be used when a Games Master needs to generate weather conditions quickly or as a matter of convenience – do not rely on them to guide your scenarios!

Water

Any character can wade in relatively calm water that isn't over his head, no check required. Swimming in calm water only requires skill checks with a DC of 10. Trained swimmers can just take 10.

Fast-moving water is much more dangerous. On a successful Swim or Strength check (DC 15), it deals 1d3 points of subdual damage per round (1d6 points of normal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under. If the character goes under, the character is drowning.

Very deep water is no more of a problem to swim in than any other water in Tir Nan Og. This is a magical land, and heroes seem to venture beneath lakes and seas frequently to go on quests, defeat monsters or find treasures.

Very cold water deals 1d6 points of subdual damage from hypothermia per minute of exposure.

Drowning: Any character can hold his breath for a number of rounds equal to twice his Constitution score. After this period of time, the character must make a Constitution check (DC 10) every round in order to continue holding his breath. Each round, the DC increases by 1. When the character finally fails his Constitution check, he begins to drown. In the first round, he falls unconscious (0 hp). In the following round, he drops to -1 hit points and is dying. In the third round, he dies. It is possible to drown in substances other than water, such as sand, quicksand, fine dust, and silos full of grain.

Starvation and Thirst

In normal climates, Medium-sized characters need at least a gallon of fluids and about a pound of decent food to avoid starvation. A character can go without water for 1 day plus a number of hours equal to his Constitution score. After this time, the character must make a Constitution check each hour (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage. A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (DC 10, +1 for each previous check) or sustain 1d6 points of subdual damage. Characters who have taken subdual damage from lack of food or water are fatigued (-2 to Strength and Dexterity, may not run). Subdual damage from thirst or starvation cannot be recovered until the character gets food or water, as needed – not even magic that restores hit points heals this damage.

Catching on Fire

Characters at risk of catching fire are allowed a Reflex saving throw (DC 15) to avoid this fate. If a character's clothes or hair catch fire, he takes 1d6 points of damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another 1d6 points of damage that round. Success means that the fire has gone out. (That is, once he succeeds at his saving throw, he's no longer on fire.)

A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus.

Those unlucky enough to have their clothes or equipment catch fire must make Reflex saving throws (DC 15) for each item. Flammable items that fail sustain the same amount of damage as the character.

Cold

Cold and exposure deal subdual damage to the victim. This subdual damage cannot be recovered until the character gets out of the cold and warms up again. Once a character is rendered unconscious through the accumulation of subdual damage, the cold and exposure begins to deal normal damage at the same rate.

An unprotected character in cold weather (below 40° F) must make a Fortitude saving throw each hour (DC 15, +1 per previous check) or sustain 1d6 points of subdual damage. A character who has the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. In conditions of extreme cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of subdual damage on each failed save. A character who has the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well. Characters wearing winter clothing only need check once per hour for cold and exposure damage. A character who sustains any subdual damage from cold or exposure suffers from frostbite or hypothermia and is fatigued. These penalties end when the character recovers the subdual damage he took from the cold and exposure.

Disease

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease-tainted food or drink, he must make an immediate Fortitude saving throw. If he succeeds, the disease has no effect – his immune system fought off the infection. If he fails, he takes damage after an incubation period. Once per day afterward he must make a successful Fortitude saving throw to avoid repeated damage. Two successful saving throws in a row indicate that he has fought off the disease and recovers, taking no more damage.

You can roll these Fortitude saving throws for the player so that he doesn't know whether the disease has taken hold.

Disease Descriptions

Diseases have various symptoms and are spread through a number of vectors. The characteristics of several typical diseases are summarized on Table 8-4: Diseases.

Disease: Diseases whose names are printed in *italic* in the table are supernatural in nature. The others are extraordinary.

Infection: The disease's method of delivery – ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC: The DC for the saving throws to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The temporary ability damage the character takes after incubation and each day afterward.

Types of Diseases: Typical diseases include the following:

Creeping Death: This disease is only caught from the bites of the half-dead (p166). A character who dies of creeping death becomes one of the half-dead himself. The physical symptoms of the disease are extreme tiredness and weakness, and the surprisingly rapid spread of green scales over the body.

The Plague: Plague is a fungus that spreads through the inside of the body. Victims are clearly apparent from the grey fungal froth dribbling from every orifice. The froth constantly gives off spores into the air, which spread the plague to anyone breathing them in.

Healing Diseases

Use of the Heal skill can help a diseased character. Each time the diseased character makes a saving throw against disease effects, the healer makes a check. The diseased character can use the healer's result in place of his saving throw if the Heal result is higher. The diseased character must be in the healer's care and must spend most of each day resting. Characters recover points lost to ability score damage at a rate of 1 per day, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Table 8-4: Diseases

Disease	Infection	DC	Incubation	Damage
<i>Creeping Death</i>	Contact	15	2d6 hours	1d6 Con, 1d4 Str
The Plague	Inhaled	14	1d6 days	1d3 Cha, 1d4 Con

Special Conditions

Due to the effects of spells, diseases, the environment, special abilities or other situations, characters may become affected by the following conditions:

Ability Damaged

The character has temporarily lost 1 or more ability score points. These points return at a rate of 1 per day. Ability damage is different from effective ability loss, which is an effect that goes away when the condition causing it goes away. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralysed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Nauseated

Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move (or move-equivalent action) per turn.

Poisoned

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise

poisoned, he must make a Fortitude saving throw. If he fails, he suffers the poison's initial damage (usually ability damage). Even if he succeeds, he faces the poison's secondary damage (if any) 1 minute later, which he can also avoid with a successful Fortitude saving throw.

Rewards and Advancement

As characters wander Tir Nan Og, slaying their foes and doing great deeds, they change in other ways than merely rising in character level. Their Enech will often alter, as covered in Chapter 1. This is always the measure by which the other members of the Earth Goddess tribes judge them, and so affects such things as whether or not a character will be chosen as Cenn of his clan, and whether he can join certain Prestige Classes.

Becoming a Cenn, Warlord, or King - the Leadership Feat

Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist him. See Table 8-5: Leadership for what sort of cohort and how many followers the character can recruit.

These followers are generally a war-band composed of members of the character's tribe - either mercenaries if the character is a wanderer, or his guards and retainers if he has settled down to be a minor lord of his tribe. They will be very loyal to the character and also still have a certain amount of loyalty to the tribal King, assuming that the character is also still loyal to his King.

If the character is also Cenn of his kin, it should be assumed that the first followers he recruits, including his cohort, are the members of his kin. The remainder are members of his tribe as above.

If the character is King of his tribe, the followers represent the tribe itself, or at least those members of it who have useful skills and are largely loyal to the King. It will take a King several weeks to raise all his followers, by sending out messengers and arranging a muster.

Table 8-5: Leadership

Leadership Score	Cohort Level	Number of Followers by Level						
		1st	2nd	3rd	4th	5th	6th	7th
1 or less	-	-	-	-	-	-	-	-
2	1st	-	-	-	-	-	-	-
3	1st	-	-	-	-	-	-	-
4	2nd	-	-	-	-	-	-	-
5	2nd	-	-	-	-	-	-	-
6	3rd	-	-	-	-	-	-	-
7	3rd	-	-	-	-	-	-	-
8	4th	-	-	-	-	-	-	-
9	4th	-	-	-	-	-	-	-
10	5th	5	-	-	-	-	-	-
11	5th	6	-	-	-	-	-	-
12	6th	8	-	-	-	-	-	-
13	6th	10	1	-	-	-	-	-
14	7th	15	1	-	-	-	-	-
15	7th	20	2	1	-	-	-	-
16	8th	25	2	1	-	-	-	-
17	9th	30	3	1	-	-	-	-
18	9th	35	3	1	-	-	-	-
19	10th	40	4	2	1	-	-	-
20	10th	50	5	3	1	-	-	-
21	11th	60	6	3	2	1	-	-
22	11th	75	7	4	2	1	-	-
23	12th	90	9	5	3	1	-	-
24	12th	110	11	6	3	2	1	-
25	13th	135	13	7	4	2	1	-
26	13th	170	15	8	4	3	1	-
27	14th	210	17	9	5	3	1	-
28	14th	255	19	10	5	3	2	1
29	15th	305	21	11	6	4	2	1
30	15th	360	23	12	6	4	2	1
31	16th	420	26	14	7	5	3	1
32	16th	485	29	16	8	5	3	2
33	17th	555	32	18	9	6	3	2
34	17th	630	35	20	10	6	4	2
35	18th	710	38	22	11	7	4	2
36	19th	795	42	25	13	8	5	3
37	19th	885	46	28	15	9	5	3
38	20th	980	50	31	17	10	6	3
39	20th	1080	54	34	19	11	6	4
40+	20th	1185	58	37	21	12	7	4

Leadership Score: The character's leadership score equals half his Enech, plus his Charisma modifier.

Cohort Level: The character can attract a cohort of up to this level. Regardless of the character's Leadership score, he can't recruit a cohort of this level or higher.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level.



Table 8-6: Leadership Modifiers

General Leadership Modifiers

The Leader Has a Reputation of . . .	Leadership Modifier
Generosity to his followers	+1
Miserliness with his followers	-1
Fondness for human sacrifice of his followers	-2

Cohort-Only Leadership Modifiers

The Leader . . .	Leadership Modifier
Has a war dragon or the weird Annoying Companion	-2
Caused the death of a cohort	-2*
Is High King	+15**

*Cumulative per cohort killed.

** The High King, as war-leader of all the tribes, should have a powerful and prestigious henchman to announce him, or to be his charioteer, or whatever.

Follower-Only Leadership Modifiers

The Leader . . .	Leadership Modifier
Has a Lord's Hall	+1
Has a King's Hall	+2
Is Cenn of his kin	+4
Is King of his tribe	+20
Is High King	-10*
Moves around a lot	-1
Caused the death of other followers	-1

*The High King, as war-leader of all the tribes, is expected to co-ordinate the warriors of those tribes, not recruit a power base of his own. He will typically have only a small, but hardened, band of warriors as his escort. To reflect their veteran nature, all the High King's followers are considered to be +2 levels higher than indicated in the table.

Special Cohorts: With the Games Master's permission, a leader may seek out a special cohort who is not a member of the standard PC races (the common races). In this case the Hit Dice rating of the creature should be used as a rough guide to its equivalent character level. The character will need to track the creature down, then persuade it that serving him would be a good idea.

Followers: A leader attracts followers whose alignments are within one step of his own. These characters have gear appropriate to Non-Player Characters of their level. As the leader's Leadership rises, he can attract more followers. If his Leadership goes down, followers may desert.

Replacing Cohorts and Followers: If a leader loses a cohort or followers, he can generally replace them, according to his current Leadership score. It takes time (1d4 months) to recruit replacements. If the leader is to blame for the deaths of the cohort or followers, it takes extra time to replace them, up to a full year. Note that the leader also picks up a reputation of failure, which decreases his Leadership score. At the Games Master's discretion, regularly losing followers may also reduce the leader's Enech (further reducing his Leadership score).

Prestige Classes

A number of prestige classes unique to Tir Nan Og are presented over the following pages. More will be made available in future supplements. Most characters will eventually multiclass into a prestige class – not simply because of the new special abilities available, but because of the genuine honour and prestige they gain by joining such elite groups.

Bard

The bards of Tir Nan Og are magicians first and foremost, trained druids who have specialised in the magic of the spoken word and harp. As might be expected, they tend to learn Bardic Magic spells by preference, though they have no difficulty learning other spells too. In addition, they gain special powers that allow them to affect others through their music. Like druids, they have an important social role, as news-bringers, announcers of heroes, and legend-tellers. Perhaps most crucially, they are social equalisers. A bard can say – or more likely sing and play – exactly what he feels, and a tyrannical King will soon feel the shame and derision of many a bard through the satirical songs they compose concerning his misdeeds.

Class Skills and Attributes

The bard's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bless (Cha), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Divination (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Sense Motive (Wis), Sorcery (None), Swim (Str), Tumble (Dex).

Skill Points at each level: 4 + Int modifier.

Hit Die: d6.

Requirements

Special: Must have acquired the Salmon of Knowledge (i.e. must have at least two levels in the Druid class).

Skill: Perform 8+ ranks, Sorcery 8+ ranks.

Class Features

All of the following are class features of the bard prestige class.

Weapon and Armour Proficiency: A bard is proficient with all simple weapons. Additionally, the bard is proficient with any two martial weapons of his choice. Bards are proficient with light armour and with shields.

Bardic Music: For a cost of 2 Earth Power, a bard can use song or poetry to produce magical effects on those around him

or her. All bardic music effects require the bard to be capable of speech or song, and several also need him to use a harp. As with casting a spell with a verbal component, a deaf bard suffers a 20% chance to fail with bardic music. If the bard fails, the attempt still costs 2 EP.

The Bardic Music effects are:

† **Strain of Courage:** A bard with 8 or more ranks in Perform can inspire courage in his or her allies. To be affected, an ally must hear the bard sing for a full round. The effect lasts as long as the bard sings and for 5 rounds after the bard stops singing (or 5 rounds after the ally can no longer hear the bard). While singing, the bard can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Affected allies receive a +2 morale bonus to saving throws against charm and fear effects and a +1 morale bonus to attack and weapon damage rolls. Strain of Courage is a supernatural, mind-affecting ability.

† **Countersong:** A bard with 8 or more ranks in Perform can counter Bardic Magic spells and other magical

effects that depend on sound (but not spells that simply have verbal components). As with inspire courage, a bard may sing, play or recite a countersong while taking other mundane actions, but not magical actions. Each round of the countersong, the bard makes a Perform check. Any creature within 30 feet of the bard (including the bard) who is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of his saving throw if, after rolling the saving throw, the Perform check result proves to be better. The bard may keep up the countersong for 10 rounds. Countersong is a supernatural ability.

† **Strain of Fascination:** A bard with 8 or more ranks in Perform can cause a creature to become fascinated with him. The creature to be fascinated must be able to see and hear the bard and must be within 90 feet. The bard must also see the creature. The creature must be able to pay attention to the bard. The distraction of nearby combat or other dangers prevents the ability from working. The bard makes a Perform check



Table 8-7: The Bard

Level	Base Attack Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	+2	Bardic Music, Bardic Knowledge
2	+1	+1	+0	+0	+3	Satire, Praise, Harpist, Poet and Singer
3	+2	+2	+1	+1	+3	
4	+3	+3	+1	+1	+4	Harpist, Poet and Singer (+2)
5	+3	+3	+1	+1	+4	
6	+4	+4	+2	+2	+5	Harpist, Poet and Singer (+3)
7	+5	+5	+2	+2	+5	
8	+6/+1	+6	+2	+2	+6	Harpist, Poet and Singer (+4)
9	+6/+1	+6	+3	+3	+6	
10	+7/+2	+7	+3	+3	+7	Harpist, Poet and Singer (+5)

and the target can negate the effect with a Will saving throw equal to or greater than the bard's check result. If the saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If the saving throw fails, the creature sits quietly and listens to the song for up to 1 round per level of the bard. While fascinated, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the bard moving behind the fascinated creature) allows the fascinated creature a second saving throw against a new Perform check result. Any obvious threat, such as casting a spell, drawing a sword, or aiming, automatically breaks the effect. While fascinating (or attempting to fascinate) a creature, the bard must concentrate, as if casting or maintaining a spell. Strain of Fascination is a spell-like, mind-affecting charm ability.

† Strain of Laughter: A bard with 12 or more ranks in Perform can cause a number of creatures each of 4HD or less to become extremely good-humoured and able to do little else but laugh. Strain of Laughter affects all creatures under 4HD and within 60 feet of the bard. Those affected suffer a -2 circumstance penalty to all skill checks and attacks, but gain a +2 morale bonus to Will saving throws against fear effects. This lasts as long as the bard continues playing. A Will saving throw (the bard makes a magic attack roll to determine the DC) negates the effect. The bard may affect creatures of over 4HD but only by paying an additional 1 EP per creature over 4HD to be affected. Strain of Laughter is a spell-like, mind-affecting charm ability. Strain of Laughter requires both voice and harp music to create.

† Strain of Competence: A bard with 12 or more ranks in Perform can help an ally succeed at a task. The ally must be able to see and hear the bard and must be within 30 feet. The bard must also see the creature. The ally gets a +2 competence bonus on his skill checks with a particular skill as long as he continues to hear the bard's music. The Games Master may rule that certain uses of this ability are infeasible. The bard can maintain the effect for 2 minutes (long enough for the ally to take 20). Strain of Competence is a supernatural, mind-affecting ability.

† Strain of Lament: A bard with 16 or more ranks in Perform can cause a number of creatures each of 6HD or less to become extremely sad and able to do little else but moan and wail. Strain of Lament affects all creatures under 6HD and within 60 feet of the bard. Those affected suffer a -2 morale penalty to attack rolls, skill checks and Will saving throws. This lasts as long as the bard continues playing and for 1d4 rounds thereafter. A Will saving throw (the bard makes a magic attack roll to determine the DC) negates the effect. The bard may affect creatures of over 6HD but only by paying an additional 1 EP per creature over 6HD to be affected. Strain of Lament is a spell-like, mind-affecting ability. Strain of Lament requires both voice and harp music to create.

† Strain of Suggestion: A bard with 16 or more ranks in Perform can make a suggestion (as the spell) to a creature that

he has already fascinated (see above). A Will saving throw (the bard makes a magic attack roll to determine the DC) negates the effect. Strain of Suggestion is a spell-like, mind-affecting charm ability.

† Strain of Lullaby: A bard with 20 or more ranks in Perform can cause a number of creatures each of 8HD or less to fall asleep. Strain of Lullaby affects all creatures under 8HD and within 60 feet of the bard. Those affected fall into a deep, enchanted slumber. This lasts for 1d6 hours. A Will saving throw (the bard makes a magic attack roll to determine the DC) negates the effect. The bard may affect creatures of over 8HD but only by paying an additional 1 EP per creature over 8HD to be affected. Strain of Lullaby is a spell-like, mind-affecting charm ability. Strain of Lullaby requires both voice and harp music to create.

† Strain of Greatness: A bard with 20 or more ranks in Perform can inspire greatness in another creature. For every rank in Perform the bard has above 20, the bard can inspire greatness in one additional creature. To inspire greatness, the bard must sing and the creature must hear the bard sing for a full round, as with inspire courage. The creature must also be within 30 feet. A creature inspired with greatness gains temporary Hit Dice, attack bonuses, and saving throw bonuses as long as he or she hears the bard continue to sing and for 5 rounds thereafter. (All these bonuses are competence bonuses.)

The target gains the following boosts:

+2 Hit Dice (d10s that grant temporary hit points).

+2 competence bonus on attacks.

+1 competence bonus on Fortitude saves.

Apply the target's Constitution modifier, if any, to each bonus Hit Die. These extra Hit Dice count as regular Hit Dice for determining effects such as the sleep spell. Strain of Greatness is a supernatural, mind-affecting, enchantment ability.

Bardic Knowledge: A bard may make a special bardic knowledge check with a bonus equal to his level + his Intelligence modifier to see whether he knows some relevant information about local notable people, legendary items, or noteworthy places. This check will not reveal the powers of a magic item but may give a hint as to its general function. The bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random. The DM will determine the Difficulty Class of the check by referring to the table below.

DC	Type of Knowledge
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Satire: A bard of 2nd level or above may create a satire as a sort of curse. This satire requires a Perform check and takes one hour to create and one minute to perform, at a cost of 1 EP. Its effects vary depending on the results of the bard's Perform check, as follows:

Perform check result	Satire effect
20	Damage to reputation – victim suffers –1 penalty to Enech.
25	Boils and Warts – victim suffers –2 penalty to Enech and 2d4 points of temporary Charisma damage.
30	Wasting – victim suffers –3 penalty to Enech and 2d4 points of temporary Strength damage.
35	Death – victim dies outright.

Once the satire has been created with your Perform check, you make a Magic Attack roll (opposed by your victim's Will saving throw) to affect them with the satire. If the victim succeeds at his Will saving throw he is unaffected. You get a +2 to +4 circumstance bonus on your Magic Attack roll if your cause is just, as determined by the Games Master.

Praise: A bard of 2nd level or higher can create a poem or song praising a creature. This is a way to make some money for the bard and maintain the Enech of the creature to be praised. The bard makes a Perform skill check, DC = Enech of target creature (though in some respects it is easier to praise the great than the lowly, the great demand far higher praise). A success indicates that the bard has created a superb piece of praise, suitably honouring the target. Traditionally the bard is paid at least one sét per Enech of the creature praised for this service, as well as being given hospitality on the night he performs the praise. Creating a praise takes one hour per Enech of the target, and performing it takes one minute per Enech of the target.

Particularly great heroes and Kings may employ one or more bards purely to sing their praises. In such a case, the bard will often accept payment on a weekly, monthly or yearly basis, instead of per praise, and may come to an arrangement whereby he is paid slightly less than he would be working on a poem-by-poem basis. On the other hand, a bard in such permanent employment will typically expect lavish year-round hospitality and many gifts, so it may not work out much cheaper for the employer in the long run.

Heroes whose deeds are truly mighty, but who remain poor wanderers, can expect a fair number of bards to sing their praises during the year for free, simply because they make good subjects for epic ballads. This is always at the Games Master's discretion, and even such great heroes may still need to pay for a few praises if they wish to maintain their Enech.

Harpist, Poet and Singer: Although a bard is typically knowledgeable in many forms of music and entertainment, it is harping, singing and poetry that he is most famous for. At 2nd level, the bard gains a +1 circumstance bonus to all

Perform checks with the harp, song or poetry. This rises to +2 at 4th level, +3 at 6th level, +4 at 8th level and +5 at 10th level.

Battle-Smiter

In the dangerous and violent Land of the Young, many merchants, druids and other important folk feel a need to hire a protector, a capable warrior who can defend them from any threat – up to and including being caught on the fringes of a full-scale battle. The battle-smiter is that protector. Some battle-smitters prefer to attach themselves to a great lord or King, treating that noble as their employer, though in such a case the battle-smiter will typically be fed, housed and given generous gifts, rather than paid a salary as he might if he worked for a merchant.

Class Skills and Attributes

The battle-smiter's class skills (and the key ability for each skill) are Heal (Wis), Intimidate (Cha), Listen (Wis), Sense Motive (Wis), Spot (Wis).

Skill Points at each level: 2 + Int modifier.

Hit Die: d12.

Requirements

Base Attack Bonus: +5 or higher.

Skill: Intimidate 6+ ranks.

Feats: Alertness.

Enech: 5 or higher.

Special: Must be employed as a battle-smiter (see above).

Class Features

All of the following are class features of the battle-smiter prestige class. Note that several of the class features mention a battle-smiter's 'employer'. An employer is anyone who pays the battle-smiter to secure his services as battle-smiter, or any noble who accepts the battle-smiter into his service. A battle-smiter may only have one employer at a time.

Weapon and Armour Proficiency: The battle-smiter is proficient with all simple and martial weapons, all kinds of armour, and all shields. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armour and equipment carried.

Improved Aid Another: From 1st level onwards, whenever the battle-smiter performs the aid another action (see *The Player's Handbook*) for the benefit of his employer, the AC bonus is doubled (that is, to +4 AC rather than +2). This does not apply to a bonus to attack.

Battle-Smiter's Honour: Being accepted as battle-smiter for an employer gives the character a bonus to Enech, as shown below:

Table 8-8: The Battle-Smiter

Level	Base Attack Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	+0	Improved Aid Another, Battle-Smiter's Honour
2	+2	+0	+3	+3	+0	Uncanny Dodge (retains Dex bonus)
3	+3	+0	+3	+3	+1	Transfer Dodge (dodge bonus)
4	+4	+0	+4	+4	+1	Take Blow (absorb attack)
5	+5	+1	+4	+4	+1	Battle-Smiter's Toughness
6	+6	+1	+5	+5	+2	Uncanny Dodge (can't be flanked)
7	+7	+1	+5	+5	+2	Transfer Dodge (employer can't be flanked)
8	+8	+1	+6	+6	+2	Take Blow (absorb blast)
9	+9	+1	+6	+6	+3	Battle-Smiter's Toughness
10	+10	+2	+7	+7	+3	Desperate Defence

Employer's Enech	Battle-Smiter's Enech bonus
1 or less	+1
2-14	+2
15-29	+3
30+	+4
Druid or Bard	+2



However, if the battle-smiter's employer is ever killed, the battle-smiter immediately loses 1 point of Enech per battle-smiter class level.

Uncanny Dodge: At 2nd level and above, the battle-smiter retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker. At 6th level or higher, the battle-smiter can no longer be flanked. A thief at least four levels higher than the battle-smiter can still flank him. The Uncanny Dodge benefits gained from being a battle-smiter are cumulative with those gained from another class, such as thief. If the battle-smiter also has another class which grants Uncanny Dodge, add the two class levels together to determine the benefits of the Uncanny Dodge gained.

Transfer Dodge: At 3rd level, the battle-smiter gains the ability as a free action to transfer his Dexterity bonus to AC (if any) to his employer, so long as they are within 5 feet of one another and the battle-smiter is not immobile. He can even transfer his Dexterity bonus to AC if he or his employer or both are caught flat-footed, or are struck by an invisible attacker. From 7th level, the battle-smiter is able to stop his employer from being flanked, again so long as the two are within 5 feet of one another. This ability operates continuously so long as the battle-smiter is not immobile.

Take Blow: From 4th level onwards, the battle-smiter may attempt to absorb an attack intended for his employer with his own body. Once per round, as a free action, when the employer would usually be struck by a melee or ranged attack (except for an area effect attack), the battle-smiter may make a Reflex saving throw (DC 20). If he is successful, the attack strikes the battle-smiter instead of the employer. This ability may only be used if the battle-smiter is within 5 ft. of his employer. From 8th level onwards, you may also use your Take Blow ability when attacked by an area effect weapon as follows. When you are caught in any attack that as an area of effect, such as a radius, burst, cone, or other shape, you may swap the result of your Reflex save with the result of your employer so long as you are within 5 feet of one another. Both you and your employer must be caught in the same area of effect spell, spell-like ability, or attack. You cannot swap your save with a person who did not need to make one, though you may switch saves with a person who was not allowed to

make a save to resist an effect that hit both of you. In this case, your employer receives the result of your save while you automatically fail. When swapping saves, roll for both parties, add modifiers including Reflex save bonus and then decide if you wish to exchange results. You trade the total saving throw result, not just the result of the die roll. You may never force an employer or other person to swap saving throw results with you, if they do not wish to do so. You may use this feat once per round. You may not use this ability if you are prone or have lost your Dexterity bonus to AC.

Battle-smiter's Toughness: The battle-smiter trains extensively to improve his capacity to absorb punishment. At 5th and 9th level, he gains +6 hit points. These bonus hit points are treated as if they were gained via the Toughness feat, and the battle-smiter is considered to have that feat for all purposes, such as determining if he has the prerequisites for a different feat. As with Toughness, the battle-smiter's Constitution does not modify these bonus hit points.

Desperate Defence: At 10th level the battle-smiter will risk everything to protect his employer. Any attack on his employer now draws an attack of opportunity from the battle-smiter, so long as the battle-smiter is within 30 feet of the attacker. This attack may be made with a melee weapon if close enough, or with any ranged weapon the battle-smiter has to hand, or by hurling a melee weapon – the melee weapon is treated as an improvised thrown weapon (see *The Player's Handbook*), but can be of any size that you could normally wield in melee and does normal damage for the melee weapon. In effect, you threaten an area 30 feet in diameter, but only for purposes of defending your employer. This attack of opportunity uses up a regular attack of opportunity if you have one left; if not, you may make the attack anyway, at the cost of losing your next action.

CHARIOTEER

Although most tribal warriors learn at least the basics of driving a chariot, the charioteer has no parallel in either his loyalty for his chosen warrior or his mastery of chariot battle tactics. Devoting his life to driving one warrior's chariot, the charioteer soon becomes almost as feared and renowned as his passenger, even if the latter is a mighty hero. His expert control of his horses allows him to perform manoeuvres with his chariot that seem impossible to onlookers, and he becomes adept at driving his chariot into the heart of a raging battle to rescue his chosen warrior from danger. As for his chariot scythes, they can reap a red ruin straight through a seething mass of enemy warriors. This staggering mastery of chariot-driving is what has rendered the chariots of the northern tribes one of the most feared sights on any battlefield in Tir Nan Og.

Class Skills and Attributes

The charioteer's class skills (and the key ability for each skill) are Balance (Dex), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Ride (Dex).

Skill Points at each level: 4 + Int modifier.

Hit Die: d10.

Requirements

Base Attack Bonus: +5 or higher.

Skill: Handle Animal 8+ ranks.

Special: Must have trained with one particular warrior for a period of three months or more as his charioteer, and fought in at least three battles or cattle raids as that warrior's charioteer.

Enech: 5 or higher.

Class Features

All of the following are class features of the charioteer prestige class.

Weapon and Armour Proficiency: The charioteer is proficient with all simple and martial weapons, light and medium armour, and all shields. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armour and equipment carried.

Chariot Bond: One of the closest bonds imaginable in Tir Nan Og is that between a warrior and his charioteer. It is quite common for a charioteer to refuse to work for anyone else, even if his warrior is dead or banished. Likewise, a warrior who is used to one particular charioteer will find it difficult to work with another. The degree of mutual trust between charioteer and warrior is almost supernatural, with each trusting the other to do his job perfectly and bring both of them through any battle alive and victorious. The charioteer must designate one warrior, for whom he will be charioteer. They gain significant bonuses in battle together. The charioteer gains a +2 morale bonus to all Handle Animal checks and a +2 morale bonus to all Will saving throws. The warrior gains a +2 morale bonus to all attack rolls and a +2 morale bonus to all Will saving throws. All of these bonuses only apply when the two are capable of normal actions and in the chariot together. If ever a charioteer's chosen comrade dies, it may be possible for him to transfer his bond to another, but only after spending at least six months too grief-stricken to contemplate even being in a chariot, and another three months training with the new chosen comrade. The loss of a charioteer's chosen warrior also means the charioteer suffers –1 to Enech (even if the death is accidental or otherwise unconnected with the charioteer).

Daring Rescue: One of the first things a charioteer learns is to swoop into the thick of battle to rescue his warrior if things are going against him. If his warrior is ever reduced to below 1 hp, or signals that he is in need of assistance, the charioteer may add his class level to all Handle Animal checks, is immune to all mind-affecting magic, and may continue to function until his own hit points are reduced to a negative number equal to his class level. All these benefits apply only so long as the charioteer is concentrating entirely on getting his warrior back in the chariot and out of danger. Once the warrior is out of danger, the effects of Daring Rescue end. The charioteer may not make any attacks while performing a



Daring Rescue, unless against a foe who is actively attempting to prevent the rescue (for example, by physically holding the warrior down).

Superb Control: The charioteer is gifted with a sixth sense that allows him to control his horses and chariot as if they were extensions of his own body. At 3rd level, he receives a +2 circumstance bonus to all Handle Animal checks when attempting to avoid overturning his chariot. This bonus rises to +4 at 6th level and to +6 at 9th level.

Precise Turns: From 4th level up a charioteer drives his chariot through the battle lines like a salmon through the river, making turns that would be impossible for most charioteers. He may always make tight turns, as described on page 61, with no Handle Animal check required to prevent overturning.

Improved Chariot Sideswipe: A 5th level charioteer turns slicing up his foes with chariot scythes into a fine art form. He gains a +6 competence bonus on all Handle Animal checks he makes when performing a sideswipe with his chariot.

Survivor: At 7th level and up, the charioteer only suffers half the normal damage when his chariot overturns. A successful Reflex saving throw will result in no damage being taken at all.

Lethal Scythes: An 8th level charioteer becomes a master of his wheel scythes, and is quite capable of slicing up dozens of opponents in a matter of seconds. As a full-round action, he may make one attack against each adjacent opponent, and one attack against each opponent the chariot moves adjacent to during the combat. These adjacent opponents must be at the side of the chariot, but can be on either side. For a chariot travelling at up to 150 ft. per round along a line of infantry, this could allow the charioteer to attack up to 30 enemies in a single round – more if there are any on the other side of the chariot too! When used with the Battle System (see the combat chapter), this allows the chariot to do its full scythe damage directly to an opposing unit's Unit Hit Points.

Table 8-9: The Charioteer

Level	Base Attack Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	+0	Chariot Bond
2	+2	+0	+3	+0	+0	Daring Rescue
3	+3	+0	+3	+1	+1	Superb Control (+2)
4	+4	+0	+4	+1	+1	Precise Turns
5	+5	+1	+4	+1	+1	Improved Chariot Sideswipe
6	+6	+1	+5	+2	+5	Superb Control (+4)
7	+7	+1	+5	+2	+5	Survivor
8	+8	+1	+6	+2	+6	Lethal Scythes
9	+9	+1	+6	+3	+6	Superb Control (+6)
10	+10	+2	+7	+3	+7	Improved Chariot Bond

Improved Chariot Bond: At 10th level, the charioteer's unmatched loyalty to his warrior doubles the effects of their chariot bond for both charioteer and warrior. That is, the charioteer now receives a +4 morale bonus to all handle animal checks and a +4 morale bonus to all Will saving throws, while the warrior receives a +4 morale bonus to all attack rolls and a +4 morale bonus to all Will saving throws. All the usual restrictions of the Chariot Bond ability apply.

Fool

The true bard is quite a rarity in Tir Nan Og, but musicians and entertainers abound. The fool is one such, living by his wits rather than a blade, but generally on more or less the right side of the law (unlike the thief). Fools tend to end up adventuring despite their best interests. Most would prefer a good steady job at some king's court as royal parasite, but such work is scarce. Although their business as entertainers tends to be theoretically respectable, few fools are willing to live on such a meagre income, and so they almost invariably have some kind of scam on the go as well. For this reason they get used to leaving town in a hurry, and so they soon learn at least a few survival skills. Always the odd one out, always the butt of everyone else's jokes, most fools decided early on in life that the only sensible choice was to make the most of their difference and entertain their tormentors – it being a lot better than a beating.

Class Skills and Attributes

The fool's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Jump (Str), Knowledge (any) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Read Lips (Int, exclusive skill), Sense Motive (Wis), Speak Language, Tumble (Dex).

Skill Points at each level: 6+ Int modifier.

Hit Die: d6.

Requirements

Skills: Bluff 6+ ranks, Perform 8+ ranks.

Feat: Quick Draw.



Class Features

All of the following are class features of the fool.

Weapon and Armour Proficiency: A fool quickly learns to adapt to using whatever weapon he finds, since he often ends up embroiled in other people's fights. Thus all fools are proficient with all simple and martial weapons. Fools are not proficient with any forms of armour or shield. It is crucial that they avoid looking dangerous, which is impossible while wearing armour of any kind. None of the special abilities of the fool character class can be used when wearing armour or carrying a shield. Note that armour check penalties for armour heavier than fur cloak apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Innocuous: As the warrior's maxim has it, 'In battle meddle not with a buffoon, for he is but a fool... have naught to do with a madman.' By appearing to be both a buffoon and a madman, a fool gives the impression of being entirely harmless. So long as he has no visible weapons and takes no obviously offensive actions, anyone wishing to attack him must first succeed in a Will save against a DC of 10 + fool's class level + fool's Charisma modifier. From 4th level

onwards, a fool who has no visible weapons and has taken no obviously offensive actions may also attempt to sneak attack anyone who fails a save at the same DC, so long as he either has a concealed weapon available to draw with his Quick Draw feat, or is willing to use an unarmed attack. This special sneak attack is possible even if the intended victim is aware of the fool's whereabouts.

Foolish Knowledge: Whereas bards learn much of legend and song and are often able to retrieve useful information from that mass of knowledge, a fool learns only a great deal of nonsense. When he does learn true facts, he often deliberately distorts them to make them seem more amusing, and forgets what is truth and what is not – indeed, such distinctions are all but irrelevant to the true fool. This works in a similar way to a bard's bardic knowledge ability (that is, make a check with a bonus equal to the fool's intelligence modifier + twice his class level), except that the fool's foolish knowledge check will only ever turn up irrelevant or at best vaguely relevant information. The Games Master should refer to the table given under the bardic knowledge class feature in the bard character section to determine the DC of the foolish knowledge check. Unlike bardic knowledge, the Games Master should always make the check. A success indicates that the fool knows an irrelevant fact about the subject, but does not know it to be irrelevant. If the result of the check is 10 or more higher than the DC, the fool knows an apparently irrelevant fact about the subject that turns out to be relevant after all.

For example, a fool wondering how the infamous Drune sorcerer Slough Feg can be defeated might recall only a rumour that Feg's mother died in unnatural congress with a bull. If the check had been made by 10 or more, there would be an unusual clue in the fool's foolish knowledge – in this case, it might be possible to make anti-Feg talismans from portions of a particularly powerful bull (even if the rumour was entirely false).

Sneak Attack: Any time the fool's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the fool flanks the target, the fool's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the fool score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can only

count as sneak attacks if the target is within 30 feet. The fool can't strike with deadly accuracy from beyond that range. With an unarmed strike, the fool can make a sneak attack that deals subdual damage instead of normal damage. The fool cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual –4 penalty. A fool can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The fool must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The fool cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. A fool who also has levels in another class which grants sneak attack can add his sneak attack totals together to determine the total bonus damage.

Haggle: A fool of 3rd level and up learns to use his charm and ability to 'read' others to assist with face-to-face negotiations of all sorts, as well as for the usual purpose of entertainment. By judicious haggling he may gain a 10% discount from any goods he buys, or add 5% (based on the item's nominal value) to the price of any goods he sells (although this latter 5% bonus still only means he can sell at 55% of the value rather than the usual 50% for players selling goods). At 6th level these bonuses rise to 20% and 10% respectively and at 9th level to 30% and 15%. At the Games Master's discretion these bonuses may apply to other situations than a dickering with a merchant – for example, a 7th level fool negotiating with a tribal king to send warriors to investigate a rumoured Fomorian attack may manage to persuade the king to send 12 warriors rather than 10.

Versatility: The fool is far more capable of simply picking up an unfamiliar weapon and using it in an improvised way than other characters, and so from 3rd level on he suffers only a –3 penalty for wielding an exotic weapon with which he is not proficient rather than the usual –4 penalty. This penalty is reduced to –2 at 5th level, –1 at 7th level, and to no penalty at all at 9th level. In effect, a fool of 9th level or higher is proficient with all exotic weapons.

Grovel: Any time the fool has been caught in the act, doing something he should not, he gains a +2 circumstance bonus to all uses of Charisma-based skills which directly relate to getting him off the hook.

Table 8-10: The Fool

Level	Base Attack Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	+0	Innocuous
2	+1	+0	+0	+3	+0	Sneak Attack +1d6, Foolish Knowledge
3	+2	+1	+1	+3	+1	Haggle (10%/5%), Versatility (–3)
4	+3	+1	+1	+4	+1	Sneak Attack +2d6, Innocuous (sneak attacks)
5	+3	+1	+1	+4	+1	Grovel, Versatility (–2)
6	+4	+2	+2	+5	+2	Sneak Attack +3d6, Haggle (20%/10%)
7	+5	+2	+2	+5	+2	Scam Artist, Versatility (–1)
8	+6/+1	+2	+2	+6	+2	Sneak Attack +4d6, Riddlemaster
9	+6/+1	+3	+3	+6	+3	Haggle (30%/15%), Versatility (0)
10	+7/+2	+3	+3	+7	+3	Sneak Attack +5d6, Madman's Luck

Scam Artist: A 7th level or higher fool is able to concoct particularly elaborate – but convincing – con tricks and similar scams. He gains a +2 circumstance bonus whenever he is using Bluff with the specific intention of conning goods or money out of the target.

Riddlemaster: From 8th level onwards, the fool gains a particular facility with riddles – both asking them and solving them. He knows an enormous number of riddles by heart, and is so intimately familiar with the structure of riddles that he is able to deduce the answers to new riddles with relative ease too. He gains a +2 circumstance bonus to any Intelligence checks required to figure out riddles, riddle-like puzzles, riddle-like traps/tricks etc. In addition, as a full-round action he may pose a riddle to another creature, making a Perform check (DC 10 + target's level). If successful the creature is distracted (–2 to all attacks, –2 to Armour Class) for the next 10 – Int modifier minutes as he tries to work out the answer to the riddle. This use of the ability can only be used on creatures with an Int of 8 or higher.

Madman's Luck: Once per day the fool may choose not to roll any one check, attack roll or saving throw, instead taking a result of 20. This is a free action.

Red Branch Warrior

The Red Branch, named for both its violent, bloody work and the nature of the test that must be passed to join, is composed of the most honoured warriors of the Sessair tribe. Members of the Red Branch are feared throughout Tir Nan Og for their unparalleled mastery of the Sessair's lethal battle feats, and for their notoriously short tempers and extreme concern for their own honour. Perhaps less well-known yet still more dangerous, most of them are warped, either as full-blooded warped ones or with the Blood of Heroes feat. Other tribes have similar elites, groups that every member of the tribe looks up to and every other tribe fears and respects. These other tribal elites will be covered in the *Tribes* series of sourcebooks.

Class Skills and Attributes

The red branch warrior's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Intimidate (Cha), Jump (Str), Perform (Cha), Ride (Dex), and Swim (Str).

Skill Points at each level: 2 + Int modifier

Hit Die: d12

Requirements

Base Attack Bonus: +6 or higher.

Skill: Jump 6+ ranks.

Race: Must be human or warped one.

Feats: Chariot Feat, Salmon Feat, Shield Feat, Spear Catching, Spear Feat, Quick Draw

Special: Must pass the red branch initiation, presided over by the tribal druid. This rules out most warriors who are not either humans with the Blood of Heroes feat, or warped ones. Ordinary folk are simply not strong enough to break the chains and escape the great cairn.

Enech: 8 or higher.

Class Features

All of the following are class features of the Red Branch warrior prestige class.

Weapon and Armour Proficiency: The Red Branch warrior is proficient with all simple and martial weapons. The Red Branch warrior gains no proficiency with any armour or shields – although some of the Sessair tribal warriors and elite fighters use helmets or shields, the red branch warrior is expected to disdain such protection as fit only for cowards. None of the special abilities of the red branch warrior may be used if he wears any armour or carries a shield – they all depend on his astonishing mobility, which requires complete freedom of movement. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and

Red Branch Initiation

The Red Branch initiation can take place only at midwinter. It typically takes at least two months for the candidate to prepare himself beforehand. The druid chains up the candidate in the tribal burial chamber, abandoning him for three days and three nights until the winter solstice itself, when a crystal slab is lifted to allow the first rays of the midwinter sun to shine on the candidate, spreading like a red branch into the burial chamber.

At that point any candidate, who is either a human with the Blood of Heroes feat or a warped one, has a chance of going into a warp-spasm. This is because of the various ritual preparations and the importance of the time of year. The rays of the sun flow through the candidate, filling him with Earth power. It should be assumed that after this and the three days fasting, the candidate is at his maximum possible level of EP (that is, double his base EP – see the Earth Power chapter, page 71). He rolls on the Warp-Spasm table (page 57), taking the usual –4 penalty if he is a human with Blood of Heroes rather than a warped one. If he enters a warp-spasm, excellent – he has a very good chance of coming through the ordeal alive. If not, he still has a chance, if he is strong.

The candidate must make a Strength check (DC 14) to break out of the great cairn. He only gets one chance to do this, although the Games Master will usually allow a player to Take 10 on this roll if he wishes (or else few would risk all to join the Red Branch). Failure means he is left to rot in the cairn, starving to death within a few days. Success means he is now a member of the Red Branch.

Table 8-11: The Red Branch Warrior

Level	Base Attack Bonus	Magic Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	+2	Warp Bonus
2	+2	+0	+3	+0	+3	Defensive Bonus +1
3	+3	+0	+3	+1	+3	Spear Returning
4	+4	+0	+4	+1	+4	Defensive Bonus +2
5	+5	+1	+4	+1	+4	Improved Spear Feat (free bluff)
6	+6	+1	+5	+2	+5	Defensive Bonus +3
7	+7	+1	+5	+2	+5	Improved Shield Feat (standard action)
8	+8	+1	+6	+2	+6	Defensive Bonus +4
9	+9	+1	+6	+3	+6	Improved Spear Feat (sneak attack)
10	+10	+2	+7	+3	+7	Defensive Bonus +5

Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armour and equipment carried.

Warp Bonus: All members of the Red Branch gain a bonus equal to their class level when rolling on the Warp-Spasm table (p57). This is a supernatural ability.

Defensive Bonus: At 2nd level the Red Branch warrior gains a +1 dodge bonus to Armour Class. This represents a combination of his long years of experience in combat and the favour of the Earth Goddess. The bonus rises to +2 at 4th level, +3 at 6th level, +4 at 8th level and +5 at 10th level. This is a supernatural ability.

Spear Returning: From 3rd level onwards, whenever the Red Branch warrior successfully uses the Spear Catching feat to catch a hurled spear, gae bolga or javelin, he may immediately hurl it back at the character who threw it, at his highest base attack bonus, as a free action.

Improved Spear

Foot: A Red Branch warrior of 4th level or higher can Feint in Combat (see Bluff skill, *The Player's Handbook*) as a free action when prone and apparently unarmed, but with a spear, javelin or gae bolga within reach of his foot. For purposes of this feat, if the weapon is within 5 ft. of the red branch warrior it is considered to be within reach of his foot. By feigning defeat, the Red Branch warrior lulls his foe into a premature feeling of

victory. When the red branch warrior's attack comes, it comes unexpectedly – he uses his Quick Draw feat to pick up the spear as a free action, then attacks with his Spear Foot feat. From 9th level onwards an attack made in this way counts as a sneak attack if the Red Branch warrior's Bluff check beats his opponent's Sense Motive check, and does a bonus of +2d6 damage – this bonus stacks with any other Sneak Attack bonus the red branch warrior may have from another character class.

Improved Shield Kick: From 7th level onwards, a Red Branch warrior can perform the Shield Kick as a standard action, rather than a full action as is more usual. If he performs the Shield Kick immediately after moving at least 10 feet, he gains a +2 circumstance bonus to his Trip attack roll to kick his enemy's shield up, due to the added momentum he can put into the kick.



Table 8-12: The War-Witch

	Base	Magic	Fort	Ref	Will	
Level	Attack	Attack	Save	Save	Save	Special
	Bonus	Bonus				
1	+1	+0	+0	+0	+2	Witch Armour
2	+2	+1	+0	+0	+3	War Shriek
3	+3	+1	+1	+1	+3	Opportunistic Sacrifice (1 EP/2 HD)
4	+4	+2	+1	+1	+4	Levitation
5	+5	+2	+1	+1	+4	Opportunistic Sacrifice (1 EP/HD)
6	+6	+3	+2	+2	+5	Levitating Strike
7	+7	+3	+2	+2	+5	Control EI Creatures
8	+8	+4	+2	+2	+6	Witch Armour (improved)
9	+9	+4	+3	+3	+6	Shoggey Form
10	+10	+5	+3	+3	+7	EI Creature

Shoggey Form: At 9th level the war-witch gains the ability to enter a shoggey form once per day. While in shoggey form she adds the shoggey template to her characteristics (see the Bestiary chapter). She may remain in shoggey form for up to 10 rounds + her Constitution modifier (possibly as improved for going shoggey). She always goes into the same shoggey form each time (roll randomly for the form the first time she enters it). She may enter the shoggey form any time of the day or night, and never enters it involuntarily. A witch's shoggey form can never be 'cured' by any means.

EI Creature: At 10th level the war-witch is no longer entirely human – she becomes partly an EI creature. Her subtype changes to EI and she gains the following abilities:

† +2 to all Will saves.

† Can fight on as normal even when below zero hit points so long as she makes a Fortitude saving throw each round (DC 15 + damage taken after being reduced to zero hit points). Failure indicates she is unconscious and dying as usual.

† She must pick an EI world to be her new home plane – either the World of Elemental Creatures, the World of the Dead, the World of Devils and Angels, or the World of the Elder Gods.

† If 'killed', she is simply returned to her home EI world, rather than destroyed.

† If attacked on her home EI world by iron weapons, she suffers +2d6 damage from each attack.

† Once per day she may take on an EI form, becoming a vast demonic creature. In her EI form, she gains +8 to Strength and Constitution, +4 to Dexterity, Damage Reduction 15/enchanted, her unarmed strikes do d10 damage plus her strength bonus, and her size changes to Large (with the usual –1 to attack and AC). She may stay in

EI form for 10 rounds plus her (newly improved) Constitution modifier, after which she is classed as fatigued (–2 to Strength and Dexterity, can't charge or run) for the duration of the encounter.



Gods and Goddesses of Tir Nan Og

Religion in the Land of the Young is bound up with almost every aspect of society, culture, magic and day-to-day life, particularly in the northern tribes. Most ordinary folk pay their respects both to the private gods of their household and kin, and to their tribe's pantheon of deities. Those of high status often worship one or more gods or goddesses in particular, as well as paying lip service to the other deities.

Fire-Festivals and Solstices: the Sacred Year

Six major festivals are celebrated in Tir Nan Og, at least among the Tribes of the Earth Goddess and Tribes of the Drune Lords. These are Samhain, at New Year (modern 31st of October); Midwinter, the winter solstice (22nd of December); Imbolg (January 31st); Beltaine (April 30th); Midsummer, the summer solstice (June 22nd); and Lughnasadh (July 31st). The six festivals are described below.

Samhain: Samhain, the Celtic New Year, is the time of the first frost and the last of the autumn fruits and berries. Samhain is sacred to the Goddess in her aspect as Ceridwen, the crone of death. It is the festival of death, for winter is approaching and many of the older folk, young children and diseased or injured tribesmen will die before the sun is reborn in the spring. Likewise, most of the cattle must be slaughtered, for there is not enough fodder to keep the whole herd through the winter – just a small breeding stock. Some of the meat will be salted and laid down for the winter, with the remainder being consumed at the great Samhain festival. Many of the cattle, though, will be sacrificed rather than eaten. Great bon-fires are lit and the cattle burnt atop them, sending their spirits out to the gods. These fires are also a feature of Imbolg, Beltaine and Lughnasadh, giving the four festivals the name Fire-Festivals. The Drune Lords of the southern tribes consider this festival to be sacred to Crom-Cruach, the bloody maggot god who demands much sacrifice.

Midwinter: This festival is more important to the druids than to ordinary folk. It is a time for powerful magic and secret ceremonies, not for public celebrations. The sun god Lug is at his weakest, yet from this point on his power will rise and continue to rise for the next six months. For this reason, the druids of the northern tribes find much to rejoice in at midwinter, and carry out many of their most important rituals to Lug.



Imbolg: This fire-festival honours Danu as mother of creativity, crafts and new life, as it is the time when the first signs of spring can be seen amid the worst weather of the winter. Fire here represents the fire of the hearth, the cooking fire – yet also the creative fire that gave the first woman an insight into metal-working as she cooked her tribe's food.

Beltaine: Beltaine is the festival of spring at its height, heralding the onset of summer. This fire is sacred to Blodeuwedd, for it is the flame of love and lust. Many a child is conceived during the celebrations round the Beltaine fires. In the southern lands, this festival is also sacred to Carnun as Horned God and symbol of male fertility.

Midsummer: Like midwinter, the time of the sun's greatest strength is more of a mysterious druid festival than an excuse for a party. Their magicks here are for the benefit of the entire tribe, however – the whole harvest depends on the success of the druids' midwinter ceremonies, for it is entirely reliant on the power of Lug the sun god.

Lugnasadh: This fire-festival honours Lug as sun god and bringer of the harvest. His fire has kindled the crops into bountiful flowering and fruiting, and Lugnasadh celebrates the success of the harvest, giving thanks to Lug for providing the good weather of summer. This is also a sacred festival to the Morrighu, for once harvest is in the time is ripe for war. The tribe have little work to keep them from raiding, and the prizes are rich, for the other tribes will have stored their harvests too.

Sacrifice

The proper respect expected by tribal and family gods is sacrifice. For convenience, it can be assumed that the total amount of sacrifice required to remain in good standing with all your tribal and household gods is one cow per year per point of Enech you have. This need not necessarily be made up solely of cows. Other animals, goods, or even humans (valued according to their sarhaed) can be used to make up the amount. The sacrifices are always calculated at the end of the year, based on your current Enech at Samhain, year's end. Though you may make some sacrifices throughout the year (particularly during the other three fire-festivals), most will probably come at Samhain, since that is the festival of death and sacrifice. Of course, sacrifices made directly to the gods as part of your religious obligations do not raise any Earth Power for your own use – rather, all the energy goes straight to the gods.

Devotion

If you wish to show your devotion to a particular deity, you will need to sacrifice to that deity specifically as well as continuing your sacrifices to the pantheon as a whole. This also costs one cow per year per point of Enech you have, for each god or goddess you wish to particularly honour in this way. You may do this for as many deities as you wish to and can afford to support, but if you ever cease sacrificing to a deity you once supported, you lose 1 Enech.

Druids, of course, have no Enech and so are handled differently. As a druid everything you do may be said to

demonstrate your support for the pantheon as a whole, and so you need not make particular sacrifices to them. If you wish to devote yourself to worshipping one or more deities in particular, you must spend two weeks of each year doing the bidding of each deity you wish to worship – usually this will just involve ritual and meditation, but it could equally well mean a quest of some sort.

There are two main advantages of supporting particular deities in this way. Firstly, you may gain access to spells that are only available to worshippers of that deity, as detailed in the Earth Power chapter.

Secondly, the deity just might intervene to save you from otherwise certain death. Any time you would usually die, you may make a percentile dice roll. You have a basic 1% chance to be saved by direct divine intervention, or 3% if you are a druid. This is increased by 1% for each full 10 Enech points you have, and by 1% for each full five years you have been sacrificing particularly to that deity. Total up your chance, roll percentile dice, and if you get equal to or less than your chance, the deity saves you from death in some manner at the Games Master's discretion. A failure indicates that you are very definitely and finally dead. You may make the attempt once for each deity you are devoted to.

Gods and Goddesses

The list that follows can be no more than the briefest introduction to the deities of the Land of the Young, since as has already been mentioned, every tribe, clan and even family has its own gods. In addition, there is little room here to explain the religious practices of the norsemen, which are in themselves as complex as those of the Celtic peoples.

Avagddu: The horribly ugly, monstrously deformed, staggeringly stupid and disgustingly diseased son of the Goddess. He is rarely worshipped other than by the most unpleasant followers of Ceridwen, for his worship can provide little other than his occasional assistance with devouring his followers' enemies – but he is liable to get even that wrong.

Blodeuwedd: The Flower-Maiden is one of the aspects of Danu, but is also worshipped as a goddess in her own right. She represents youth and beauty, and the fecundity and lust of young women and nymphs, yet she is also the springtime and joy of new flowers and new growth as the winter dies away and the Earth seems born anew. Her worshippers are often young women who desire a lover, and it is said she can make them strong in Glamour magicks.

Carnun: The Horned God is worshipped by many witches and Drones, though at one time all the Earth Goddess tribes also revered him. He is the consort of Danu, though the Drones have perverted his worship – their version of Carnun has little to do with the Goddess. In either form, Carnun is the god of nature and fertility, the spark of life that gives the Earth her reason for existing. He is the laughter in the woods, and the bringer of peace and co-operation; yet his is also the god of the underworld and death. He is worshipped by dancing and revelry. Unlike most of the other deities of Tir Nan Og, Carnun



does not appear to mortals in his own right, even at moments of divine intervention – he comes in the form of his earthly representative, the Horned God. The Horned God is an office that any male human warrior could potentially fulfil, though there are only ever one or two at a time – either simply the Horned God, or the Old Horned God and New Horned God. Usually the Horned God is also High King of the lands of the Earth Goddess tribes, though sometimes another great hero may be given the role. The Old Horned God may be ritually slain by the New, or may go into the earth of his own accord. At present this cycle is disrupted, for the Old Horned God, Slough Feg, has retained his position for twenty thousand years, destroying any challengers. For his earthly worshippers the Horned God seems to do little, for to him existence itself is pure joy. He feels his worshippers should be content simply to be alive, and to occasionally see the cosmic joke – yet this gift of laughter can be more precious than the mightiest sword, for the hero who cannot laugh at his own foolishness is in dire straits indeed.

Ceridwen: The Crone aspect of the Goddess Danu is guardian of the dead, along with Carnun; disease, along with Avagddu; and inspiration of any kind. As guardian of the dead, she can also give the power to raise the dead, though usually only in the form of one of the Half-Dead.

Crom-Cruach: This vast monster is barely a god at all, though it is worshipped as such by the Drones and their followers. In truth it is a giant time worm, controlled by the dark gods of Cythraul and sent through time to whenever there is a great concentration of Earth Power, usually raised by human suffering. The Drones give Crom-Cruach many human sacrifices, both individually and in vast wicker men. Worshipping him may help a little with magic of destruction and devouring.

The Cythrons: These dark, demonic gods are so ancient as to be almost forgotten even by the scholarly, and never known by ordinary folk. They are imprisoned deep beneath Tir Nan Og in the hell of Cythraul, from which they plan to escape and rule the stars once more, as soon as they have enough Earth Power to break free. They raise this by encouraging human suffering and death in the Land of the Young, nurturing whole civilisations from afar like farmers rearing cattle, only to destroy them utterly once they are nicely fattened up. Very few worship the Cythrons, and they acknowledge fewer still – only those who are in a position to deliver many tens of thousands of human deaths will gain any assistance from worshipping the Cythrons, though the dark gods may provide almost anything necessary to bring about such a fine harvest.

Danu: The Goddess is the original deity, the Earth herself. This primal nature means that she has many forms and many areas of responsibility, which can be confusing for an outsider. Her worshippers believe her to literally be the Earth beneath their feet, the entire Land of the Young. Yet she is also the Moon above in the heavens, counterpart to Lug the Sun God just as the Earth is counterpart to Carnun the Horned God. Some of the most knowledgeable druids believe she is even the ancient Serpent Goddess, so that all the goddesses are simply other aspects of Danu. Certainly those who delve even a little way into her mysteries know her as the triple goddess, Blodeuwedd, Morrigan, and Ceridwen. These three aspects, like the three phases of the Moon, show her as goddess of constant change – or as she puts it, ‘sometimes I am your mother and hold you... sometimes I am your sister and befriend you... and other times your lover who will stick one in your back.’ Worshipping Danu can be somewhat random in its results, but when she does give of her full favour it is likely that her worshippers will be very grateful for it. Many of her worshippers also worship one or more of her aspects, although it is also possible to worship Blodeuwedd, Morrigan, or Ceridwen as goddesses in their own right.

Hu the Mighty: Hu is the god who taught the ordinary folk all the crafts and skills that they use every day – farming, fishing, leather-work, sewing and the like, as well as simple singing of the sort that makes the working day seem to go a little easier and faster. Tales of his heroic deeds are also told, but these are not ballads of conquest as might be sung of Lug, but stories of a rather unperceptive but lucky fellow, as though to give every farmer hope that he too might one day achieve greatness. His worshippers can expect to feel happy with their lot – and in this respect he fulfils a like role to the northern tribes as Carnun does to the southern – and occasionally to get a little luck with their daily work.

Lug: Lug is the Sun God, as serious, grim and bitter as the Horned God is humorous, gentle and peaceful. Lug's areas of responsibility are authority, conquest, and systematic violence up to and including genocide. Those who worship him are often given great powers in combat, but tend to live short and humourless lives filled with the sound of others screaming.

Morrigu: The war-goddess appears as a fierce and well-armed woman in early middle age, or as a monstrous raven, or as some combination of the two. She can be seen above every great battlefield, in the form of the carrion birds who watch such places hopefully. Her worshippers may be made mighty in war, either personally or by being given great armies to command.

Serpent Goddess: She is the goddess of the old reptile people, ancestors of all humanity. Few now remember her, and fewer still have the inclination or scholarly knowledge to recreate the rituals for worshipping her. For those who do, it is said she may teach them dark secrets from a time before the rise of man. Such secrets are perfect for revenge or conquest.

Ogmios: The god of poetry, creativity and scholarship is revered by bards and some druids. He can assist his worshippers with the perfection of a particular creative work, but is unlikely to sully his hands with anything less than the near-perfect already.

El Worlds

The gods and goddesses of Tir Nan Og do not live in some heaven far above the world, but deep within the Earth itself. There, four more worlds, known as El worlds, hold the deities themselves and the various El creatures that sorcerers so often summon to wreak havoc in the Land of the Young. Beneath these is Cythraul – either a further El world, or something else entirely.

The World of Devils and Angels

Vast and powerful creatures dwell here, warring subtly against one-another. They are constantly kept in check by the Cosmic Balance – whenever the devils are about to win, the tide turns in favour of the angels, so that a victory is always balanced by a defeat. Thus they rarely make a great deal of effort in their wars – if one side wins a major battle, its imminent comeuppance is sure to follow. These El creatures are among the most powerful that might be summoned – or rather invited – by a particularly powerful sorcerer. At such a high level of magical ability, though, even human sorcerers begin to be affected by the Cosmic Balance, and it becomes increasingly futile for them to use their magic in any but the most dire circumstances.

The World of Elder Gods

The deities of Tir Nan Og dwell here, including those mentioned above and many more minor ones. They each have their own realms within this El world, which may or may not be connected to the others. Humans travel here only at the invitation of a god or goddess, and even then magical means (such as the Cauldron of Blood) must be used and various supernatural foes must typically be overcome. The only gods who do not have their own abodes here are Crom-Cruach, who would have no use for such a thing and prefers to be nearer to his sources of food; and Carnun, who, if he has any presence here at all, will be found in the realm of the Goddess.

The World of Elemental Creatures

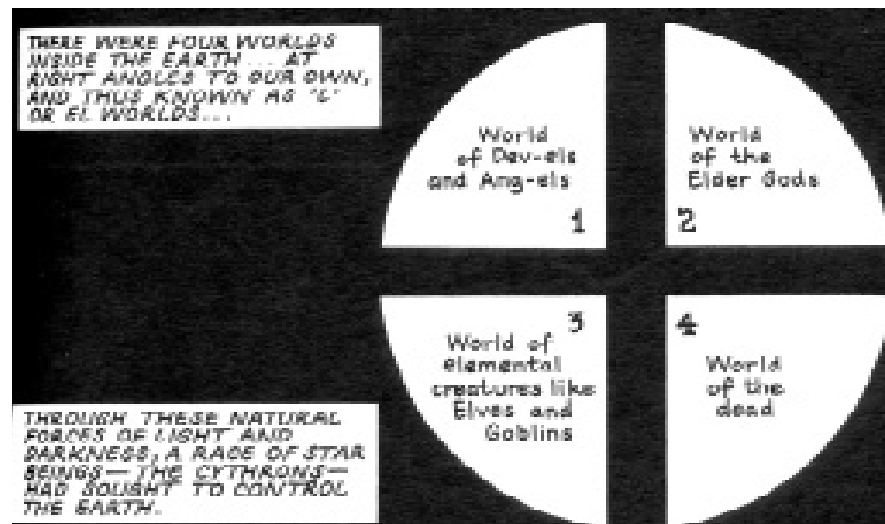
This is the land of Elves and Goblins, as well as a myriad of other strange El creatures. The vast majority of Els summoned will be from here. It is a world of strange and varied landscapes, and savage wars between the El races for position and prestige.

The World of the Dead

This the land to which the dead come, if they have not been particularly favoured by their gods and taken to abide in the World of Elder Gods. Little is known of the World of the Dead, other than that it is the place to which the Half-Dead are prevented from coming. It is said that humans cannot come here, unless they too are dead. So far no travellers have returned to disprove this.

Cythraul

Beyond even the four usual El worlds, at the very centre of the Earth, is the hell-city of Cythraul. At one time this was the Cythrons' prison, but they have long since turned it into a place with what passes for home comforts among such creatures – notably the regular input of huge quantities of Earth Power caused by human misery. Cythraul is a darkly-gleaming city, full of weird shadow-creatures and ancient races who lived on the Earth millennia before man. From this citadel the Cythrons reach out into the other El worlds beyond.



Bestiary

A number of potential foes, allies and other creatures are presented here for players to interact with – and slay in great heaps, of course. The Games Master should always attempt to bear in mind, though, that the most devastating foes are often other humans. Generating a character and advancing him a few levels can give you a far more unique and deadly antagonist than simply throwing another bunch of Fomorians at the party. Certainly every human in Tir Nan Og probably has a large number of tribal enemies – for example, if the party come from one of the Tribes of the Earth Goddess, it should be quite normal for them to fight against the other three Earth Goddess tribes, all the Drune Lord tribes, and the Berserkers of Midgard! Humans are flexible, versatile, tough to kill, and have a tendency to have a bolt-hole or escape route planned – even true warriors will often surrender if death is the only alternative (although there should be no shortage of warriors happy to die for honour and glory, either).

For Games Masters who wish to generate human Non-Player Characters as allies or foes for the players, some new character options, based on the Drune Lord and Berserker tribes, are presented in a sidebar. Players are also permitted to generate characters from these tribes if they so wish, but they should be warned that they will face a hostile reception from almost all the Earth Goddess tribes if they do!

Part of the point of being a noble band of heroes is that you go out and slay monsters – time monsters, dragons, shoggy beasts or whatever else is threatening your tribe. So, a good campaign will almost certainly have a mixture of human and non-human opponents – and a very different ‘feel’ to each foe the players come up against, rather than a feeling that every enemy is mere battle fodder. The creatures of the Land of the Young are a many and varied lot, and the statistics presented here can only ever be for typical or minor members of each race. Games Masters should feel quite able to alter the monsters to create something a bit special, as well as creating completely new monsters as and when necessary.

CREATURES

All the creatures listed here are presented in the following format:

Size and Type

Information on the creature’s size (as defined in *The Player’s Handbook*) and its creature type, which determines many of the creature’s characteristics and abilities, as described below.

Hit Dice

This entry gives the number and type of Hit Dice the creature has and any bonus hit points. A parenthetical note gives the creature’s average hit points. A creature’s Hit Dice total is also its level for determining how spells affect the creature, its rate of natural healing, and its maximum ranks in a skill.

Initiative

This entry shows the creature’s modifier to initiative rolls. A parenthetical note tells where the modifier comes from.

Speed

This entry gives the creature’s tactical speed. If the creature wears armour that reduces its speed, this fact is given along with a parenthetical note indicating the armour type; the creature’s base unarmoured speed follows.

Armour Class

The Armour Class entry gives the creature’s AC for normal combat and includes a parenthetical mention of the modifiers contributing to it (usually size, Dexterity, and natural armour).

Attacks and Damage

These entries give all the creature’s physical attacks, whether with natural or manufactured weapons, and the damage each attack does. If any attacks also cause some special effect other than damage (poison, disease, etc.), that information is given here.

Face/Reach

Written in the format [feet] by [feet]/[feet]: The numbers before the slash show the creature’s fighting space (width first, length second). The number after the slash is the area the creature threatens in combat.

Special Abilities and Qualities

These entries give the creature’s special attacks and qualities, in the order they are most likely to be used.

Saves

This entry gives the creature’s Fortitude, Reflex and Will save modifiers.

Skills and Feats

These entries list all the creature’s feats and skills by name along with each skill’s score.

Magic Attack Bonus

Monsters that have spell-like abilities do not usually use magic attack bonus - the DC for saving against their spell-like abilities is $(10 + 1/2 \text{ monsters hit dice} + \text{monsters Cha bonus})$. For monsters that learn spells with the sorcery skill, assume a base magic attack bonus of $1/2 \text{ the monsters HD}$, modified by Charisma bonus as usual. Of course, if the monster has advanced with levels of a character class, its magic attack bonus will increase accordingly

Drune Lord Tribes

For more information on the location and culture of the Drune Lord tribes, see the Guide to Sláine's World chapter.

Druids: Playing Drune Lords instead of northern druids

The druids of the southern tribes are known as Drones. They are still considered to be of the druid character class, and are in all respects identical to the druids of the northern tribes except as follows:

Class Skills: Drones do not receive Diplomacy as a class skill, but instead receive Intimidate.

Magic Attack Bonus: Drones have a magic attack bonus that is +2 higher than that of a druid of the same level. This applies both for purposes of magic attack rolls and as a prerequisite for spells or feats.

Drune Fear: Drones do not receive the Druidic Awe ability at all. Instead, from 2nd level onwards they gain a +2 circumstance bonus to all Intimidate checks, representing the terror (and hatred) felt by all who encounter them.

Noble Warriors: New Tribe

Skull-Swords: The Drune's elite Skull-Sword soldiers do not come from one particular tribe, but they share a systemised training and a strong warrior bond, so are treated as a tribe for rules purposes. Skull-Swords gain a +4 resistance bonus to resist the effects of a slough's mystic aura attack, as they spend so much time with sloughs they begin to build up a resistance. This stacks with the bonus gained from wearing a Skull-Sword breath mask (see the Goods and Weapons chapter), which all skull-swords will start the game with. Skull-Swords also start the game proficient with a free Exotic Weapon Proficiency feat in either the dart dragon or pole-axe. Skull-Swords tend to be bullies more than they are true fighters, however, and they suffer a -1 morale penalty to all attack rolls whenever they are outnumbered by their enemies.

Tribal Warriors: New Tribal Fighting Style

Carnu: This Drune Lord tribe, from the region just around and to the east of the sacred site of Carnac, is given as an example of a southern tribe's tribal warrior template. The Carnu are adept hunters, and their tribal warriors gain a +1 competence bonus to all Move Silently checks made in outdoor conditions. This bonus rises to +2 at 5th level, +3 at 10th level, +4 at 15th level and +5 at 20th level. In addition, they gain an identical competence bonus to all ranged weapon attack rolls made against creatures of the animal subtype when outdoors. The Carnu are highly integrated into the Drune Lord culture, and unlike many of the other southern tribes they are willing allies of the Drones rather than being forced to serve them. For this reason, they have a tendency to accept anything the Drones tell them as true, and so suffer a -2 morale penalty on any Will saving throws against glamour spells cast by Drones, and a -2 morale penalty on Sense Motive checks opposed to any Drune's Bluff check.

The Berserker Tribes

For more information on the location and culture of the Berserker tribes, see the Guide to Sláine's World chapter. The priests and magic of the Berserker tribes will be covered in a future supplement.

Tribal Warriors: New Tribal Fighting Style

Vani: The warriors of this Berserker tribe are particularly dangerous during their rages. While raging (and only while raging) they may fight on without penalty beyond 0 hit points, becoming disabled only when they reach -2 hit points. At 5th level, when raging they only become disabled at -4 hit points; at 10th level, at -6 hit points; at 15th level, at -8 hit points; and at 20th level they may fight on to -10 hit points during their rages (at which point they die outright, as would any other character reaching -10 hit points). In addition, they gain a +1 circumstance bonus to all damage rolls made while raging. At 5th level, this bonus rises to +2; at 10th level, to +3; at 15th level, to +4; and at 20th level, to +5. However, they are even poorer at defending themselves than most tribal warriors while raging. Rather than the usual -2 penalty to AC during a rage, they suffer a -4 penalty to AC during their rages.

Noble Warriors: New Tribe

Vani: This powerful tribe of the Berserkers of Midgard is a serious threat to the Earth Goddess tribes, constantly raiding them both in sky chariots and dragon-ships. The noble warriors of the Vani gain Profession (sailor) and Profession (sky charioteer) as class skills, but do not get Perform as a class skill. They gain the Rage ability, usable once per day, just as if they were tribal warriors (see the tribal warrior class above) though this does not improve at later levels. They tend to be a little too eager for battle for their own good, and during any round of combat when the noble warrior is not in melee combat with an enemy, he must make a Will saving throw (DC 10 + number of enemies visible) or immediately charge the nearest enemy (if within charging range) or move at his maximum possible speed towards the nearest enemy (if not within charging range).

Climate/Terrain

This entry describes the locales where the creature is most often found.

Organization

This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of non-combatants, expressed as a percentage of the fighting population. Non-combatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. A creature's Society entry may include more details on non-combatants.

Advancement

This book lists only the weakest and most common version of each creature. The Advancement line shows how tough the creature can get, in terms of extra Hit Dice. (This is not an absolute limit, but exceptions are extremely rare.)

Animals

Most animals have the following two special qualities:

Scent (Ex): The animal can detect opponents by smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at three times these ranges. The animal detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the animal can pinpoint that source. The creature can also follow tracks by smell, making a Wilderness Lore check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odour is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Animals tracking by scent ignore the effects of surface conditions and poor visibility. Animals can identify familiar odours just as humans do familiar sights. Water, particularly running water, ruins a trail. The presence of a powerful false odour also spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

Low-light Vision: Animals can see outdoors on a moonlit night as well as they can during the day.

Badger**Small Animal**

Hit Dice: 1d8+2 (6 hp)

Initiative: +3 (Dex)

Speed: 30 ft., burrow 10 ft.

AC 14 (+1size, +3 Dex)

Attacks: 2 claws +5 melee, bite +0 melee

Damage: Claw 1d2, bite 1d3

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

Special Attacks: Rage

Special Qualities: Scent, low-light vision

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 10, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills: Escape Artist +7, Listen +4, Spot +4

Feats: Weapon Finesse (bite, claw)

Climate/Terrain: Temperate forest, hill, plains and underground

Organization: Solitary or set (2-5)

Advancement: 2 HD (Small)

Badgers are around two-and-a-half feet long and notoriously dangerous for their size. A favoured Celtic method of executing or torturing enemies, 'badger in the bag', is named because a human tied up in a bag and kicked or battered to death struggles almost as much as a badger would.

Combat

Badgers are feared in combat for their rages, which they fly into whenever injured. 'Fierce as a wounded badger' is a proverbial expression for a particularly uncompromising warrior.

Rage (Ex): A badger that takes damage in combat flies into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.

Bear**Large Animal**

Hit Dice: 6d8+24 (51 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 15 (-1 size, +1 Dex, +5 natural)

Attacks: 2 claws +11 melee, bite +6 melee

Damage: Claw 1d8+8, bite 2d8+4

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

Special Attacks: Improved grab

Special Qualities: Scent, low-light vision

Saves: Fort +9, Ref +6, Will +3

Abilities: Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Skills: Listen +4, Spot +7, Swim +14

Climate/Terrain: Any forest, hill, mountains and underground

Organization: Solitary or pair

Advancement: 7-10 HD (Large)

Bears are fairly common throughout the wilderness areas of Tir Nan Og, and can even be found wandering into settlements to try to steal food. Tribes usually attempt to frighten them off by making plenty of noise and showing no fear - this will cause the bear to make a Will save (DC = number of people making noise, maximum DC 15) or flee if it can. A bear that is attacked while fleeing will be more angry than afraid, and will fight back with all its strength.

Combat

Improved grab: If the bear hits with a claw attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab works only against opponents of medium-size or smaller. Each successful grapple check the bear makes during successive rounds automatically

deals claw damage. When a bear gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The bear is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Boar

Medium Animal

Hit Dice: 3d8+9 (22 hp)

Initiative: +0

Speed: 40 ft.

AC: 16 (+6 natural)

Attacks: Gore +4 melee

Damage: Gore 1d8+3

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

Special Attacks: Ferocity

Special Qualities: Scent, low-light vision

Saves: Fort +6, Ref +3, Will +2

Abilities: Str 15, Dex 10, Con 17, Int 2, Wis 13, Cha 4

Skills: Listen +7, Spot +5

Climate/Terrain: Temperate and warm forest

Organization: Solitary, or sounder (20-40 females and 100-200 non-combatant young)

Advancement: 4-5 HD (Medium-size)

Boars are a common enough sight in the forests of Tir Nan Og. They are evil-tempered beasts, apt to attack travellers without warning or mercy. This savagery, combined with their sacredness to the Earth Goddess, means that they are generally avoided rather than fought, though occasionally a young warrior with more courage than sense will attempt to hunt one down. Many boars have been domesticated by humans, and are known as pigs, but the larger pigs are as dangerous and tough as their wild counterparts.

Combat

Ferocity (Ex): A boar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

Carrying Capacity: A light load for a boar is up to 66 pounds; a medium load, 67-133 pounds; a heavy load, 134-200 lb pounds. A boar can drag 1 000 pounds.

Training a Riding Boar

Although a boar is too small for an adult human to ride, they are not uncommon as mounts for dwarves and occasionally human children. Training a boar as a mount requires a successful Handle Animal check (DC 18 for a young creature, or DC 23 for an adult) and that the creature not be hostile. Boars mature in about four years. Boar piglets between six months and one year old are worth 40 s ets apiece.

Cattle

Large Animal

Hit Dice: 4d8+20 (36hp)

Initiative: +1 (Dex)

Speed: 40ft.

AC: 13 (+1 Dex, -1 size, +3 natural)

Attacks: Gore* +7 melee or bite +4 melee

Damage: Gore* 1d8+4 or bite 1d2+4

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

Special Attacks: Stampede, charging gore*

Special Qualities: Scent, low-light vision

Saves: Fort +9, Ref +1, Will +2

Skills: Listen +8, Spot +3

Climate/Terrain: Any land

Organization: Herd 12-28

Advancement: 5-8 HD (Large)

Cattle are large creatures of stocky build. Most cows and bulls are over 10ft. long and can stand up to 6ft. tall at the shoulder. An average cow or bull can weigh 2,000 to 3,000 pounds. The statistics given here can be used for semi-domesticated cattle, the half-wild Highland cattle of Alba, and the primal wild aurochs and bison that still graze in the open plains of Tir Nan Og. Adult aurochs and bison generally have at least 5 HD, but are otherwise as cattle.

Bulls are greatly prized as sacrifices and even commoners sometimes own a bull for the specific purpose of its sacrificial value. In addition, all cattle are excellent sources of meat, milk, and leather.

Combat

While both cows and bulls can be provoked to attack, in several varieties of cattle only the bulls have horns. A bull's horns can grow up to 18 in. in length. Although many are domesticated, anything tamed by a Celt is bound to retain a wild streak.

Charging Gore* (Ex): During combat, cattle with horns tend to make charge attacks against opponents, using their horns as a lance (see *The Player's Handbook*, Equipment chapter).

Stampede (Ex): If panicked or frightened, cows and bulls will first form a herd and then try to outrun any creatures attempting to provoke or surround them. If pressured, the entire herd will turn on opponents and charge at them, trampling anything that stands in their way. Any creatures caught in a stampede that are the same size or smaller than the charging animals take 1d12 hit points of damage for each every head of cattle in the herd. A successful Reflex save (DC 15) halves the damage.

*depending on the sex and specific variety of cattle, the gore attack may not be present as the creature may not have horns.

Deer

Medium Animal

Hit Dice: 2d8+2 (11 hp)

Initiative: +3 (Dex)

Speed: 50ft.

AC: 14 (+3 Dex, +1 natural)

Attacks: Butt +3 melee

Damage: Butt 1d6+2 or 1d3+2*

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

Special Qualities: Scent, low-light vision

Saves: Fort +1, Ref +6, Will +0
Abilities: Str 14, Dex 17, Con 12, Int 1, Wis 10, Cha 4
Skills: Listen +7, Spot +5
Climate/Terrain: Any cold or temperate land
Organization: Herd 4-24
Advancement: 3-4 HD (Medium)

Deer are fast, well-muscled, hooved animals typically around 5 ft. to 7 ft. long and weighing around 150 to 300 lbs. They usually avoid human contact where possible, though they will fight if cornered. An aggressive male may fight with little provocation, particularly during the autumn rutting season. Most of the time deer will be found in single-sex herds, though during autumn they will be in larger mixed-sex groups (double the size of herd mentioned above).

Deer varieties

These statistics are for the typical red deer. In colder lands, reindeer and elk (see separate entry) predominate. Reindeer are a little larger than red deer (3 HD, Advancement 4-5 HD), and both males and females have antlers.

Combat

While all deer can be provoked to attack, in most varieties of deer only the stags have horns. A stag's antlers can grow up to 4 ft. in span. They are shed every winter, re-growing in the spring.

*Deer can always do a butt attack, whether or not they have antlers – the lower damage figure is for a butt from a non-antlered deer. Damage is bludgeoning and piercing in the case of antlered deer, or bludgeoning only for non-antlered deer.

Elk

Large Animal
Hit Dice: 4d8+12 (30 hp)
Initiative: +2 (Dex)
Speed: 50ft.
AC: 14 (+2 Dex, +3 natural, -1 size)
Attacks: Butt +7 melee
Damage: Butt 1d8+5 or 1d4+5*
Face/Reach: 5 ft. by 10 ft./5 ft.
Special Qualities: Scent, low-light vision
Saves: Fort +4, Ref +6, Will +1
Abilities: Str 20, Dex 14, Con 17, Int 1, Wis 10, Cha 4
Skills: Listen +7, Spot +5
Climate/Terrain: Any cold land
Organization: Herd 4-24
Advancement: 5-7 HD (Large)

An elk is a large variety of deer, between 8 ft. and 11 ft. long and weighing around 1,100 to 1,500 lbs. Like deer they prefer to avoid rather than fight humans, but they are confident enough of their own power that they can be a little more aggressive than other deer – again, particularly in the rutting season.

Combat

Only the elk stags have horns. An elk stag's antlers can grow up to 7 ft. in span. They are shed every winter, re-growing in the spring.

*Elks can always do a butt attack, whether or not they have antlers – the lower damage figure is for a butt from a non-antlered elk. Damage is bludgeoning and piercing in the case of antlered elks, or bludgeoning only for non-antlered elks.

Hairy One (Woolly Mammoth)

Huge Animal

Hit Dice: 13d8+91 (149 hp)
Initiative: +0 (Dex)
Speed: 40 ft.
AC: 17 (-2 size, +9 natural)
Attacks: Slam +18 melee, 2 stamps +13 melee; or gore +18 melee
Damage: Slam 2d6+12, stamp 2d6+7; gore 2d12+17
Face/Reach: 10 ft. by 20 ft./10 ft.
Special Attacks: Trample 2d8+17
Special Qualities: Scent, low-light vision



Saves: Fort +12, Ref +7, Will +4
Abilities: Str 34, Dex 10, Con 22, Int 2, Wis 13, Cha 7
Skills: Listen +6, Spot +6, Search +2
Feats: –
Climate/Terrain: Any cold land (or any temperate land as a riding beast)
Organization: Solitary or herd (6-30)

Hairy ones are vast, elephant-like creatures. They stand at least 8 feet tall at the shoulder, and a full-grown male can weigh over ten tons. As might be expected from the name, they are covered in long, thick hair, which protects them exceptionally well from cold and ice.

Hairy ones are scarce but valued, since they can be trained as reliable and intelligent mounts. There is lucrative, if dangerous, work available capturing and training them in the north of Alba, close to the ice sheets of Lochlann.

Combat

Hairy ones are relatively peaceful creatures, and tend to be slow to anger. An initial attack will almost always be a warning slam, although of course that is quite enough in itself to kill most opponents. Anything that survives the slam and is still hostile will be gored or stamped.

Carrying Capacity: A light load for a hairy one is up to 933 pounds; a medium load, 934-3,733 pounds; a heavy load, 3,734-5,600 pounds. A hairy one can drag 28,000 pounds.

Training a Hairy One

Training a hairy one as a mount or working animal requires a successful Handle Animal check (DC 28 for a young creature, or DC 33 for an adult) and that the creature not be hostile. Hairy ones mature in about ten years. Hairy one young between eight and nine years old are worth 700 s ets apiece.

Horse/Warhorse

	Horse Large Animal	Warhorse Large Animal
Hit Dice:	3d8+6 (19 hp)	3d8+9 (22 hp)
Initiative:	+1 (Dex)	+1 (Dex)
Speed:	60 ft.	60 ft.
AC:	13 (-1 size, +1 Dex, +3 natural)	14 (-1 size, +1 Dex, +4 natural)
Attacks:	2 hooves +2 melee	2 hooves +4 melee; bite -1 melee
Damage:	Hoof 1d4+1	Hoof 1d4+3; bite 1d3+1
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Qualities:	Scent, low-light vision	Scent, low-light vision
Saves:	Fort +5, Ref +4, Will +2	Fort +6, Ref +4, Will +2
Abilities:	Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6	Str 16, Dex 13, Con 17, Int 2, Wis 13, Cha 6
Skills:	Listen +6, Spot +6	Listen +7, Spot +7

Climate/Terrain: Any land Any land
Organization: Solitary Solitary
Advancement: – –

Horses are common enough in the Land of the Young, though the northern tribes rarely use them as riding animals, preferring chariots for both war and travel. The Skull-Sword armies of the Drune Lords, on the other hand, are almost all skilled riders.

Horse

A horse cannot fight while carrying a rider.

Carrying Capacity: A light load for a horse is up to 150 pounds; a medium load, 151-300 pounds; a heavy load, 301-450 pounds. A horse can drag 2 250 pounds.

Warhorse

Abilities: Str 19, Dex 12, Con 20, Int 1, Wis 10, Cha 3

A warhorse can fight while carrying a rider, but the rider cannot also attack unless he succeeds at a Ride check (DC 10).

Carrying Capacity: A light load for a warhorse is up to 230 pounds; a medium load, 231-460 pounds; a heavy load, 461-690 pounds. A warhorse can drag 3,450 pounds.

Raven

Tiny Animal

Hit Dice: 1/4 d8 (1 hp)

Initiative: +2 (Dex)

Speed: 10 ft., fly 40 ft. (average)

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

Attacks: Bite +4 melee

Damage: Bite 1d6-4

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Qualities: –

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

Abilities: Str 2, Dex 15, Con 10, Int 2, Wis 14, Cha 6

Skills: Listen +6, Spot +6

Feats: Weapon Finesse (bite)

Climate/Terrain: Any forest, hill, plains, and mountains

Organization: Solitary

Advancement: –

Ravens are large, black, carrion birds, typically weighing around three pounds and being around two feet long with a four foot wingspan. Their beaks are long, fearsome and very quick, quite capable of pecking a smaller bird to death or pecking out the eye of a larger creature. Ravens, like their smaller cousins the crows, are a common sight on battlefields. For this reason they are sacred to the war goddess Morrighu, who often appears in the form of a raven or crow.

Combat

Although ravens will not generally attack humans except in highly unusual circumstances, they are a favourite sorcerer's weapon (see the spell *a murder of crows*) and so are sometimes magically compelled to do so. This spell can bring about the unusual and unnatural spectacle of a mass of crows, ravens and rooks co-operating with one another to tear their foe apart. In such a circumstance, use the following special attack to represent the massed attack of the birds, assuming there are at

least ten birds involved. No more than thirty-six such birds can attack one individual (four on each face and corner, and four more directly above).

A murder of crows: Divide the number of birds summoned by the spell by three, discarding fractions. This is the total damage their attack can do each round. The one character being attacked by the flock suffers this damage at the end of each round. Light armour does not protect against this damage. Medium armour of any kind reduces the damage suffered by one point per round, and heavy armour reduces the damage suffered by two points per round. The character and anyone assisting can be assumed to destroy one bird with each attack they have – two birds if they have the Cleave feat, or all the attacking birds if they have the Great Cleave feat.

Sabre-tooth

Large Animal

Hit Dice: 5d8+20 (42 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 14 (-1 size, +2 Dex, +3 natural)

Attacks: 2 claws +10 melee, bite +5 melee

Damage: Claw 1d8+7, bite 2d8+3 + puncture

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

Special Attacks: Pounce, improved grab, rake 1d8+3, puncture, tooth breaking

Special Qualities: Scent, low-light vision

Saves: Fort +8, Ref +6, Will +3

Abilities: Str 25, Dex 13, Con 19, Int 2, Wis 12, Cha 6

Skills: Balance +7, Hide +7*, Listen +3, Move Silently +9, Spot +3, Swim +12

Feats: Weapon Finesse (bite)

Climate/Terrain: Any forest, hill, mountains, and plains

Organization: Solitary or pair (2) or pack (4-9, plus 2-8 young)

Advancement: 6-10 HD (Large)

Sabre-tooths resemble tigers or other big cats in form, but have minimal markings (their fur is typically a sandy colour all over) and have extremely powerful forequarters in comparison to other big cats, with less well-developed hindquarters. This makes them very strong, but slower than most other big cats, and has contributed to their quick and savage hunting style. Their most distinctive feature, though, is the pair of huge teeth that give them their name – great curved fangs, bigger than daggers and capable of inflicting the most devastating injuries. Though these fangs are enormously powerful weapons, they are far more brittle than smaller fangs, and older sabre-tooths often have one or both of their great teeth broken off.

Sabre-tooths are not so common as in former times, now that humanity and wild cats have spread over many of their old hunting grounds. To the south of the lands of the Drune Lords, though, they can still be found wild, and Skull-Swords and mercenaries alike are often sent to capture them for use as hunting animals, guards, or even pets.

Combat

Sabre-tooths prefer to stalk their prey, dropping from a hidden position atop a tree or rock and slaying their victims within instants. A large victim such as a hairy one or bull will be

attacked until the sabre-tooth causes a puncture (see below), then the sabre-tooth will retreat until its victim bleeds to death. This allows them to avoid the risk of injury, since, although they are tough they must eat a fair amount to survive and any serious wound may impede their hunting ability to such a degree that they starve to death. In open combat with a determined and well-armed foe, the sabre-tooth will consider fleeing, particularly if it is injured. Domesticated sabre-tooths can be trained to fight almost to the death, since they are well aware that so long as their master is also alive they will be fed. **Pounce (Ex):** If a sabre-tooth leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Puncture (Ex): A sabre-tooth's bite attack which does a critical hit on an opponent is considered to have punctured a major blood vessel. The victim will lose a further 1 hp per round (in blood loss) until the wound is healed by either the Heal skill or some sorcerous means.

Tooth Breaking (Ex): A sabre-tooth whose bite attack does maximum damage on a critical hit (that is, a roll of 16 on 2d8 on a critical hit) loses one of its large canine teeth. This sticks in the wound, doing an additional d4 damage, but the sabre-tooth's bite damage drops to 2d6 + damage bonus and can no longer do the puncture attack (above). It is possible for the second canine to break off if maximum damage is done a second time (12 on 2d6), in which case the bite damage drops to 2d4 + damage bonus.

Improved Grab (Ex): To use this ability, the sabre-tooth must hit with a claw or bite attack. If it gets a hold, it can rake.

Rake (Ex): A sabre-tooth that gets a hold can make two rake attacks (+9 melee) with its hind legs for 1d8+3 damage each. If the sabre-tooth pounces on an opponent, it can also rake.

Skills: Sabre-tooths receive a +6 racial bonus to Balance, Hide and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Training a Sabre-Tooth

Training a sabre-tooth as a pet or working animal requires a successful Handle Animal check (DC 20 for a young creature, or DC 25 for an adult) and that the creature not be hostile. Sabre-tooths mature in about two years. Sabre-tooth kittens between three months and four months old are worth 500 s ets apiece.

Snake, Tiny Viper

Tiny Animal

Hit Dice: 1/4 d8 (1 hp)

Initiative: +3 (Dex)

Speed: 15 ft., climb 15 ft., swim 15 ft.

AC: 17 (+2 size, +3 Dex, +2 natural)

Attacks: Bite +5 melee

Damage: Bite poison

Face/Reach: 2 1/2 ft. by 2 1/2 ft. (coiled)/0 ft.

Special Attacks: Poison

Special Qualities: Scent

Saves: Fort +2, Ref +5, Will +1

Abilities: Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2

Skills: Balance +11, Climb +12, Hide +18, Listen +8, Spot +8

Feats: Weapon Finesse (bite)

Climate/Terrain: Temperate and warm land, aquatic, and underground

Organization: Solitary

Advancement: –

Special Qualities: Scent, low-light vision

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 16, Dex 19, Con 15, Int 2, Wis 12, Cha 6

Skills: Balance +12, Climb +11, Hide +9*, Listen +6, Move Silently +9, Spot +6

Feats: Weapon Finesse (bite, claw)

Climate/Terrain: Temperate forest or plains

Organization: Solitary or pair

Advancement: 4-5 HD (Medium)

The wild cat is the primal ancestor of all the other large cats, from lynxes to lions. It is around 4 ½ ft. long and weighs around 80 pounds, with a sandy-coloured or brown coat. Some varieties have lynx-like tufted ears.

The wild cat is presently a major competitor – along with man – for the prey and habitat of the sabre-tooth. It is gradually ousting the sabre-tooth, partly because its shorter teeth are not so prone to breaking off as those of its larger competitor. It also requires far less food than the sabre-tooth, and with the spreading of the Sourlands and reduction in the numbers of larger prey animals such as hairy ones, that can be a major advantage.

Like sabre-tooths, wild cats can be caught and domesticated, though the process is difficult and dangerous.

Combat

Wild cats are even more careful about which creatures they tangle with than sabre-tooths, but they are at least capable of fleeing most angry foes if a fight or attempted feed turns nasty.

Pounce (Ex): If a wild cat leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the wild cat must hit with its bite attack. If it gets a hold, it can rake.

Rake (Ex): A wild cat that gets a hold can make two rake attacks (+6 melee) with its hind legs for 1d3+1 damage each. If the wild cat pounces on an opponent, it can also rake.

Skills: Wild cats receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. In areas of heavy undergrowth, the Hide bonus improves to +6.

Training a Wild Cat

Training a wild cat as a pet or working animal requires a successful Handle Animal check (DC 18 for a young creature, or DC 23 for an adult) and that the creature not be hostile.

Wild cats mature in about one-and-a-half years. Wild cat kittens between three months and four months old are worth 200 sêts apiece.

	Snake, Small Viper	Snake, Medium-Size Viper
	Small Animal	Medium-Size Animal
Hit Dice:	1d8 (4 hp)	2d8 (9 hp)
Initiative:	+3 (Dex)	+3 (Dex)
Speed:	20 ft., climb 20 ft., swim 20 ft.	20 ft., climb 20 ft., swim 20 ft.
AC:	17 (+1 size, +3 Dex, +3 natural)	16 (+3 Dex, +3 natural)
Attacks:	Bite +4 melee	Bite +4 melee
Damage:	Bite 1d2-2 and poison	Bite 1d4-1 and poison
Face/Reach:	5 ft. by 5 ft. (coiled)/5 ft.	5 ft. by 5 ft. (coiled)/5 ft.
Special Attacks:	Poison	Poison
Special Qualities:	Scent	Scent
Saves:	Fort +2, Ref +5, Will +1	Fort +3, Ref +6, Will +1
Abilities:	Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2	Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2
Skills:	Balance +11, Climb +12, Hide +15, Listen +9, Spot +9	Balance +11, Climb +11, Hide +12, Listen +9, Spot +9
Feats:	Weapon Finesse (bite)	Weapon Finesse (bite)
Climate/Terrain:	Temperate and warm land, aquatic, and underground	Temperate and warm land, aquatic, and underground
Organization:	Solitary	Solitary
Advancement:	–	–

Vipers are an ever-present threat in the forests of Tir Nan Og.

Combat

Poison (Ex): Bite, Fortitude save (DC 11 for all sizes); initial and secondary damage 1d6 temporary Constitution.

Skills: Vipers receive a +4 racial bonus to Hide, Listen and Spot checks and a +8 racial bonus to Balance checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is better.

Wild Cat

Medium Animal

Hit Dice: 3d8+6 (19 hp)

Initiative: +4 (Dex)

Speed: 40 ft., climb 20 ft.

AC: 15 (+4 Dex, +1 natural)

Attacks: Bite +6 melee; 2 claws +1 melee

Damage: Bite 1d6+3; claw 1d3+1

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

Special Attacks: Pounce, improved grab, rake 1d3+1

Wolf

Medium Animal

Hit Dice: 2d8+4 (13 hp)

Initiative: +2 (Dex)

Speed: 50 ft.

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

Attacks: Bite +3 melee

Damage: Bite 1d6+1

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

Special Attacks: Trip

Special Qualities: Scent, low-light vision

Saves: Fort +5, Ref +5, Will +1

Abilities: Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1*

Feats: Weapon Finesse (bite)

Climate/Terrain: Any forest, hill, plains and mountains

Organization: Solitary, pair, or pack (7-16)

Advancement: 3 HD (Medium); 4-5 HD (Large)

Wolves are another of humanity's major competitors, and like sabre-tooths are quite willing to hunt humans who are outnumbered or weak-looking. For the most part, though, they prefer to leave humans alone, having learnt that many are not easy prey – it is unlikely that any but the most bold pack will attack a healthy party of adventurers.

War Dogs

The Tribes of the Earth Goddess are noted for cross-breeding large and powerful mastiffs with wolves to create lethal war-dogs. These have all the aggression and strength of wolves, but are capable of being (almost) trained and domesticated. For game purposes, treat war dogs as wolves in every way, except that they can be trained.

Combat

Trip (Ex): A wolf that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the wolf.

Skills: *Wolves receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Animated Trees

Animated Oak

Huge Plant

Hit Dice: 7d8+45 (76 hp)

Initiative: –1 (Dex)

Speed: 30 ft.

AC: 22 (–2 size, –1 Dex, +15 natural)

Attacks: 2 slams +12 melee

Damage: Slam 2d6+9

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

Special Attacks: Trample, double damage against objects

Special Qualities: Plant, fire vulnerability, half damage from piercing

Saves: Fort +11, Ref +1, Will +4

Abilities: Str 29, Dex 8, Con 22, Int 10, Wis 15, Cha 12

Skills: Hide –9*, Intimidate +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9

Feats: Toughness, Power Attack

Climate/Terrain: Any forest

Organization: Solitary or grove (4-7)

Advancement: 8-16 HD (Huge); 17-21 HD (Gargantuan)

Animated Ash

Huge Plant

Hit Dice: 7d8+35 (66 hp)

Initiative: –1 (Dex)

Speed: 30 ft.

AC: 20 (–2 size, –1 Dex, +13 natural)

Attacks: 2 slams +12 melee

Damage: Slam 2d6+9

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

Special Attacks: Trample, double damage against objects, rage

Special Qualities: Plant, fire vulnerability, half damage from piercing

Saves: Fort +10, Ref +1, Will +4

Abilities: Str 29, Dex 8, Con 21, Int 10, Wis 15, Cha 12

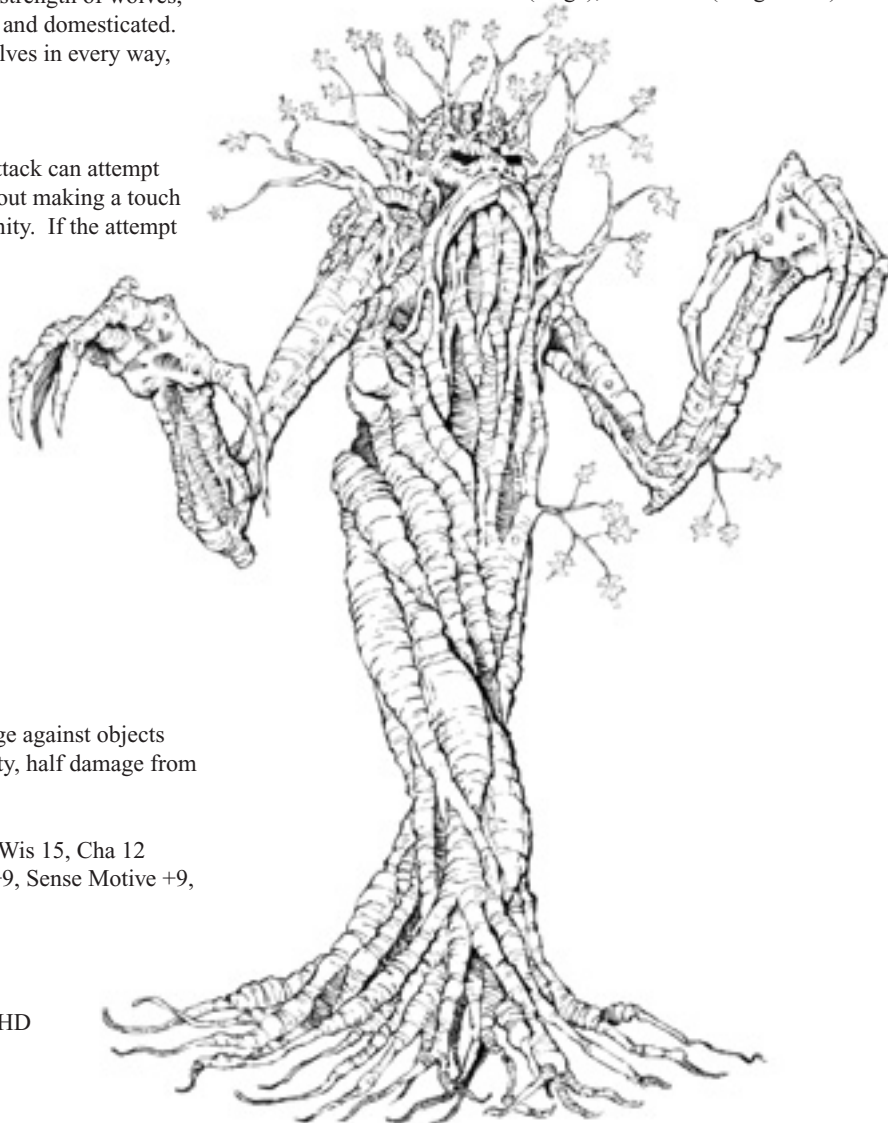
Skills: Hide –9*, Intimidate +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9

Feats: Power Attack, Cleave

Climate/Terrain: Any forest

Organization: Solitary or grove (4-7)

Advancement: 8-16 HD (Huge); 17-21 HD (Gargantuan)



Animated Elm

Huge Plant

Hit Dice: 7d8+35 (66 hp)

Initiative: (1 (Dex))

Speed: 30 ft.

AC: 20 ((2 size, (1 Dex, +13 natural))

Attacks: 2 slams +15 melee

Damage: Slam 2d6+11

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

Special Attacks: Trample, double damage against objects

Special Qualities: Plant, fire vulnerability, half damage from piercing

Saves: Fort +10, Ref +1, Will +4

Abilities: Str 32, Dex 8, Con 21, Int 10, Wis 15, Cha 12

Skills: Hide -9*, Intimidate +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9

Feats: Weapon Focus (Slam), Power Attack

Climate/Terrain: Any forest

Organization: Solitary or grove (4-7)

Advancement: 8-16 HD (Huge); 17-21 HD (Gargantuan)

Animated Holly

Huge Plant

Hit Dice: 7d8+35 (66 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 23 ((2 size, +2 Dex, +13 natural))

Attacks: 2 slams +10 melee

Damage: Slam 3d6+7

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

Special Attacks: Trample, double damage against objects

Special Qualities: Plant, fire vulnerability, half damage from piercing, damage to attackers

Saves: Fort +10, Ref +4, Will +4

Abilities: Str 25, Dex 14, Con 21, Int 10, Wis 15, Cha 12

Feats: Combat Reflexes, Power Attack

Climate/Terrain: Any forest

Organization: Solitary or grove (4-7)

Advancement: 8-16 HD (Huge); 17-21 HD (Gargantuan)

Animated Birch

Huge Plant

Hit Dice: 10d8+50 (95 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 19 (-2 size, -2 Dex, +13 natural)

Attacks: 2 slams +14 melee

Damage: Slam 2d6+9

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

Special Attacks: Trample, double damage against objects

Special Qualities: Plant, fire vulnerability, half damage from piercing

Saves: Fort +12, Ref +1, Will +7

Abilities: Str 29, Dex 6, Con 21, Int 10, Wis 15, Cha 12

Skills: Hide -9*, Intimidate +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9

Feats: Iron Will, Power Attack

Climate/Terrain: Any forest

Organization: Solitary or grove (4-7)

Advancement: 11-14 HD (Huge); 15-24 HD (Gargantuan)

An animated tree resembles a cross between an ordinary tree of its type and a humanoid of huge size – it is typically at least somewhat manlike in shape, but with a primitive-looking, often horned head and a covering of bark. Its arms resemble mobile tree limbs of the appropriate type, and its torso and legs are like a vast tree-trunk and gnarly roots respectively.

Animated trees are summoned from the primal forest by sorcery, inhabiting ordinary trees of the appropriate type but actually being far older, more savage entities. Ancient pacts between the Earth Goddess and the Horned God of the forest allow her worshippers to call upon these entities at need, smiting their enemies with the full force of nature.

Combat

Each kind of animated tree has a slightly different combat style, with the oak specialising in doughty, shield-like defence, the ash in savage battle-rage, the elm in devastating slams, the holly in protecting itself with its spiky leaves, and the birch in sheer size and power.

Trample (Ex): An animated tree can trample Medium-sized or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity against the animated tree can attempt a Reflex save (DC 20) to halve the damage. Double Damage against Objects (Ex): An animated tree that makes a full attack against an object or structure deals double damage.

Plant: Immune to mind-influencing effects, poison and stunning. Not subject to critical hits.

Fire Vulnerability (Ex): An animated tree takes double damage from fire attacks unless the attack allows a save, in which case it takes double damage on a failure and no damage on a success.

Half Damage from Piercing (Ex): Piercing weapons deal only half damage to animated trees, with a minimum of 1 point of damage.

Rage: Animated ashes (only) may enter a rage (as per the tribal warrior class feature) at will and for as long as they wish, without being fatigued afterwards.

Damage to Attackers: Animated hollies (only) automatically damage anyone attacking them with a non-reach weapon, due to their thick coating of spikes. This damage is 1d6 per round, suffered immediately after their attacker's action. The attacker may make a Fortitude saving throw for half damage.

Skills: Animated trees have a +12 racial bonus to Hide checks made in forested areas.

Dragon

The dragons of Tir Nan Og are scarce beasts now, with only the war dragons and their farmed counterparts still seen by men, except on the rarest occasions. Yet the ice dragons still sometimes stir from their holes and burrows, especially in cold winters, and if Slough Feg has his way there will be many of those in the years leading up to Ragnarok. Scarcer still are the spectral dragons, strange creatures from the Otherworld that a few powerful sorcerers can summon. The earth dragon, rarest of all, appears only when Danu the Earth Goddess wishes to intervene directly on the field of war.

Dragon Age Categories

	Category	Age (Years)
1	Wyrmling	0-5
2	Very young	6-15
3	Young	16-25
4	Juvenile	26-50
5	Young adult	51-100
6	Adult	101-200
7	Mature adult	201-400
8	Old	401-600
9	Very old	601-800
10	Ancient	801-1,000
11	Wyrm	1,001-1,200
12	Great wyrm	1,201+

Dragon Face and Reach

Size	Face	Reach
Tiny	2 ^{1/2} ft. by 2 ^{1/2} ft.	5 ft.*
Small	5 ft. by 5 ft.	5 ft.
Medium-size	5 ft. by 5 ft.	5 ft.
Large	5 ft. by 10 ft.	10 ft.*
Huge	10 ft. by 20 ft.	10 ft.
Gargantuan	20 ft. by 40 ft.	15 ft.
Colossal	40 ft. by 80 ft.	15 ft.

*Greater than normal reach for a creature of this size.

Dragon Attacks

Size	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep
Tiny	1d4	1d3	-	-	-	-
Small	1d6	1d4	-	-	-	-
Medium-size	1d8	1d6	1d4	-	-	-
Large	2d6	1d8	1d6	1d8	-	-
Huge	2d8	2d6	1d8	2d6	2d8	-
Gargantuan	4d6	2d8	2d6	2d8	4d6	2d6
Colossal	4d8	4d6	2d8	4d6	4d8	2d8

Bite: Bite attacks deal the listed damage plus the dragon's Strength bonus. The dragon also can use its bite to snatch opponents (see the descriptions of feats below). Bite attacks use the full attack bonus.

Claw: Claw attacks deal the listed damage plus half the dragon's Strength bonus (round down). The dragon also can use its claws to snatch opponents (see the descriptions of feats below). Claw attacks are at -5 to the attack bonus.

Wing: The dragon can slam opponents with its wings, even when flying. Wing attacks deal the listed damage plus half the dragon's Strength bonus (round down) and are at -5 to the attack bonus.

Tail Slap: The dragon can slap one opponent each round with its tail. A tail slap deals the listed damage plus 1^{1/2} times the dragon's Strength bonus (round down) and is at -5 to the attack bonus.

Crush: A flying or jumping dragon of at least Huge size can land on opponents as a standard action, using its whole

body to crush them. Crush attacks are effective only against opponents three or more sizes smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents). A crush attack affects as many creatures as can fit under the dragon's body (see Table: Dragon Face and Reach above). Creatures in the affected area must succeed at a Reflex save against a DC equal to that of the dragon's breath weapon or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take crush damage each round if they don't escape. A crush attack deals the listed damage plus 1^{1/2} times the dragon's Strength bonus (round down).

Tail Sweep: A dragon of at least Gargantuan size can sweep with its tail as a standard action. The sweep affects a half circle with a diameter of 30 feet, centred on the dragon's rear. A Colossal dragon's tail sweep has a 40-foot radius. Creatures within the swept area are affected if they are four or more sizes smaller than the dragon. The sweep automatically deals the listed damage plus 1^{1/2} times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage, against a DC equal to that of the dragon's breath weapon.

Grappling: Dragons do not favour grapple attacks, though their crush attack and Snatch feat (see the descriptions of feats) use normal grapple rules. If grappled by a creature the same size or larger, a dragon can return the attack with its bite and all four legs (the rear legs deal claw damage). If snatched or crushed by a larger dragon, a dragon can respond only with grapple attacks to try winning free, or with bite or breath weapon attacks. If grappled by a creature smaller than itself, the dragon can respond with any of its physical attacks other than a tail sweep. The dragon can always use its breath weapon while grappling.

Breath Weapon (Su): Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. A blast from a breath weapon always starts at the dragon's mouth and extends in a direction of the dragon's choice, with an area as noted below. Creatures caught in the area can attempt Reflex saves to take half damage; the DC depends on the dragon's age and type, listed in the individual entry. Breath weapons are in the form of a cone with an area that varies with the dragon's size.

Dragonhide

Armoursmiths can work with dragonhides to produce masterwork armour or shields for the normal cost. One dragon produces enough hide for a single suit of masterwork cuirboilli armour for a creature up to one size smaller than the dragon. By selecting only choice scales and bits of hide, an armoursmith can produce one masterwork mail shirt for a creature up to two sizes smaller, one suit of masterwork mail armour for a creature three sizes smaller, or one masterwork breastplate for a creature four sizes smaller. In each case, there is enough hide to produce a small or large masterwork shield in addition to the armour, provided that the dragon is of at least Large size.

Dragon Breath Weapons

Dragon Size	Cone** (Length)
Tiny	15 ft.
Small	20 ft.
Medium-size	30 ft.
Large	40 ft.
Huge	50 ft.
Gargantuan	60 ft.
Colossal	70 ft.

**A cone is as high and wide as its length.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 30 feet x the dragon's age category are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds at a Will save (DC 10 + 1/2 dragon's HD + dragon's Charisma modifier) remains immune to that dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked ((2 morale penalty on saving throws, must flee in a random direction, 50% chance to drop anything held, may use a special ability or spell to escape if available) for 4d6 rounds. Those with 5 or more HD become shaken ((2 morale penalty on all attack rolls, checks, and saving throws) for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Immunities (Ex): All dragons are immune to sleep and paralysis effects.

Blindsight (Ex): A dragon can ascertain creatures by non-visual means (mostly by its very finely developed ability to

see heat sources, but also be hearing, scent, and by noticing vibration and other environmental clues) with a range of 30 feet x the dragon's age category.

Keen Senses (Ex): A dragon sees four times as well a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 100 feet x the dragon's age category.

Skills: All dragons start with 4 skill points per Hit Die, plus bonus points equal to Intelligence modifier x HD, and purchase the following skills at 1 rank per Hit Die: Listen, Spot, and Search. The remaining skill points are generally spent on Hide, Intimidate, and Wilderness Lore at a cost of 1 skill point per rank. Dragons cannot purchase skills that are exclusive to a class.

Feats: All dragons have one feat, plus an additional feat per 4 HD. Dragons favour Alertness, Cleave (claw or tail slap attacks only), Improved Initiative, Power Attack, Sunder, and Weapon Focus (claw or bite). Dragons can also choose from the following feats:

Flyby Attack: When flying, the dragon can take a move action (including a dive) and another partial action at any point during the move. The dragon cannot take a second move action during a round when it makes a flyby attack.

Hover: When flying, a dragon can halt its forward motion and hover in place, fly straight down, or fly straight up regardless of its manoeuvrability. While hovering, it can attack with its bite and all four feet (its hind feet deal claw damage) and can make tail slap attacks if normally allowed to do so. If it can make a tail sweep, it can do so while hovering but can make no other attacks. A hovering dragon cannot make wing attacks. It can use its breath weapon instead of making physical attacks. If a dragon hovers close to the ground in an area with lots of

TAKE THE MUCKER! - LIKE ALL MUCKERS, DRAGONS OF THIS KIND CAN BE FOUND IN THE WATER - BREAKING THROUGH LAKE...



loose debris, the draft from its wings creates a hemispherical cloud with a radius of 30 feet x the dragon's age category. The winds so generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. The cloud obscures vision, and creatures caught within are blinded while inside and for 1 round after emerging. Those caught in the cloud must succeed at a Concentration check (DC 10 + 1/2 dragon's HD) to cast a spell.

Snatch: A dragon that hits with a claw or bite attack attempts to start a grapple as though it had the improved grab special attack. If the dragon gets a hold with a claw on a creature four or more sizes smaller, it squeezes each round for automatic claw damage. If it gets a hold with its bite on a creature three or more sizes smaller, it automatically deals bite damage each round, or if it does not move and takes no other action in combat, it deals double bite damage to the snatched creature. A snatched creature gets no saving throw against the dragon's breath weapon. The dragon can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels 10 feet, and takes 1d6 points of damage, per age category of the dragon. If the dragon flings it while flying, the creature suffers this amount or falling damage, whichever is greater.

Wingover: A flying dragon can change direction quickly once each round. This feat allows it to turn up to 180 degrees regardless of its manoeuvrability, in addition to any other turns it is normally allowed. A dragon cannot gain altitude during the round it executes a wingover, but it can dive.

Dragon Overland Movement

Dragons are exceedingly strong flyers and can cover vast distances quickly.

Dragon Overland Flying Speeds

Flight	100 feet	150 feet	200 feet	250 feet
One Hour				
Normal	15 miles	20 miles	30 miles	40 miles
Hustle	24 miles	40 miles	60 miles	80 miles
One Day				
Normal	120 miles	160 miles	240 miles	320 miles

Dragons do not tire as quickly as other creatures when moving overland. If a dragon attempts a hustle or forced march, check for subdual damage once every 2 hours instead of every hour.

Spectral Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	FearDC
Wyrmling	S	4d12-4 (42)	16 (+1 size, +4 natural, +1 Dex)	+5	+3	+5	+7	1d10 (11)	-
Very young	M	7d12-7 (68)	18 (+7 natural, +1 Dex)	+9	+4	+6	+8	2d10 (12)	-
Young	M	10d12 (104)	21 (+10 natural, +1 Dex)	+13	+7	+8	+10	3d10 (15)	-
Juvenile	L	13d12 (133)	23 (-1 size, +13 natural, +1 Dex)	+17	+8	+9	+11	5d10 (16)	-
Young adult	L	16d12+16 (142)	26 (-1 size, +16 natural, +1 Dex)	+21	+11	+11	+14	7d10 (19)	20
Adult	H	18d12+18 (230)	28 (-2 size, +19 natural, +1 Dex)	+24	+12	+12	+16	9d10 (20)	22
Mature adult	H	21d12+42 (265)	32 (-2 size, +23 natural, +1 Dex)	+28	+14	+13	+17	11d10 (22)	24
Old	H	24d12+72 (325)	34 (-2 size, +26 natural)	+32	+17	+14	+20	13d10 (25)	27
Very Old	H	27d12+108 (392)	37 (-2 size, +29 natural)	+36	+19	+15	+21	15d10 (27)	29
Ancient	G	30d12+150 (464)	38 (-4 size +32 natural)	+40	+22	+17	+23	17d10 (30)	31
Wyrm	G	33d12+198 (543)	42 (-4 size, +36 natural)	+44	+24	+18	+25	19d10 (32)	33
Great Wyrm	G	36d12+252 (589)	46 (-4 size, +40 (natural)	+48	+26	+20	+27	21d10 (35)	35

Spectral Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Qualities
Wyrmling	60 ft., fly 200 ft. (good)	12	13	8	8	12	8	Damage Reduction 5/enchanted
Very young	60 ft., fly 200ft.(average)	14	13	9	9	12	9	
Young	60 ft., fly 200 ft. (average)	16	13	10	10	13	10	
Juvenile	60 ft., fly 200 ft. (average)	18	13	11	12	13	12	Damage Reduction 10/enchanted
Young adult	60 ft., fly 250 ft. (average)	20	12	12	14	14	14	
Adult	60 ft., fly 250 ft. (average)	22	12	13	16	15	16	
Mature adult	60 ft., fly 250 ft. (average)	24	12	14	18	16	18	Damage Reduction 15/artefact
Old	60 ft., fly 250 ft. (average)	26	11	16	19	17	20	
Very Old	60 ft., fly 300 ft. (average)	28	11	18	20	18	22	
Ancient	60 ft., fly 300 ft. (poor)	30	11	20	21	19	23	Damage Reduction 20/artefact
Wyrm	60 ft., fly 300 ft. (poor)	32	10	22	22	20	24	
Great Wyrm	60 ft., fly 300 ft. (poor)	34	10	24	23	21	25	

Spectral Dragon

Dragon (El, fire)

Climate/Terrain: Any land or underground (as summoned).

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); Adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Advancement: Wyrmling 6-7 HD (Small); Very young 9-10 HD (Medium); Young 12-13 HD (Medium); Juvenile 15-16 HD (Large); Young adult 18-19 HD (Large); Adult 21-22 HD (Huge); Mature adult 24-25 HD (Huge); Old 27-28 HD (Huge); Very old 30-31HD (Huge); Ancient 33-34 HD (Gargantuan); Wyrm 36-37 HD (Gargantuan); Great wyrm 39+ HD (Gargantuan)

Spectral dragons are typically coloured in mid-browns, greys, bright greens and deep yellows. They have four great, curved horns, two on each side of their heads. Their eyes are large and intelligent, and their mouths filled with an awesome array of needle-sharp teeth. Spectral dragons are more graceful and sinuous than war dragons, but there is a fearsome and distinctly unnatural look to their beauty.

Combat

Spectral dragons are intelligent and cunning, and will be well prepared for any battle with a variety of tactics learnt over the years. They are also quite willing to flee if it suits their summoner's purposes – and also willing to die, since as El creatures they cannot be permanently killed except on their home plane of existence. If their earthly form is destroyed, they simply return to their El world. A spectral dragon can carry one rider of at least one size category smaller, or three riders of at least two size categories smaller.

Breath Weapon (Su): A spectral dragon has a cone of fire as a breath weapon.

El Subtype (Ex): Creatures with an El subtype gain a +2 to all Will saves. They can fight on as normal even when below zero hit points so long as they make a Fortitude saving throw each round (DC 15 + damage taken after being reduced to zero hit points). Failure indicates they are unconscious and dying as usual. If 'killed', they are simply returned to their own El world, rather than destroyed. If attacked on their home El world, they suffer +2d6 damage from iron weapons of any kind.

Fire Subtype (Ex): Immune to fire damage. Takes double damage from cold unless the cold attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save, but does not suffer extra damage from fire.

Dissolve (Ex): A dead spectral dragon dissolves into a foul-smelling mush. This has no value or use known to man.

War Dragon

Dragon (Ice)

Climate/Terrain: Any cold or temperate land or underground

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); Adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Advancement: Wyrmling 6-7 HD (Small); Very young 9-10 HD (Medium); Young 12-13 HD (Medium); Juvenile 15-16 HD (Large); Young adult 18-19 HD (Large); Adult 21-22 HD (Huge); Mature adult 24-25 HD (Huge); Old 27-28 HD (Huge); Very old 30-31HD (Huge); Ancient 33-34 HD (Gargantuan); Wyrm 36-37 HD (Gargantuan); Great wyrm 39+ HD (Gargantuan)

BUT IT WAS THE GOLD SCREAM THAT SIGNALLED TWO-LEGS WAS PREY. THE GOLD IT GRAVED FOR... THAT SENT IT INTO A FEEDING FRENZY... DRAGONSLIP!



War Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC
Wyrmling	S	5d12+10 (42)	17 (+1 size, +6 natural)	+7	+6	+4	+4	1d10 (14)	-
Very young	M	8d12 + 16 (68)	19 (+9 natural)	+11	+8	+6	+6	2d10 (16)	-
Young	M	11d12+33 (104)	22 (+12 natural)	+15	+10	+7	+7	3d10 (18)	-
Juvenile	L	14d12+42 (133)	24 (-1 size, +15 natural)	+18	+13	+9	+9	5d10 (21)	-
Young adult	L	17d12+68 (142)	27 (-1 size, +18 natural)	+22	+15	+10	+10	7d10 (22)	15
Adult	H	20d12+100 (230)	29 (-2 size, +21 natural)	+26	+17	+12	+12	9d10 (25)	17
Mature adult	H	23d12+115 (265)	32 (-2 size, +24 natural)	+31	+18	+13	+13	11d10 (26)	18
Old	H	26d12+156 (325)	35 (-2 size, +27 natural)	+35	+21	+15	+15	13d10 (29)	20
Very Old	H	29d12+203 (392)	38 (-2 size, +30 natural)	+39	+23	+16	+16	15d10 (31)	22
Ancient	G	32d12+256 (464)	39 (-4 size +33 natural)	+41	+26	+18	+19	17d10 (34)	24
Wyrm	G	35d12+315 (543)	42 (-4 size, +36 natural)	+45	+28	+19	+20	19d10 (35)	25
Great Wyrm	G	38d12+342 (589)	45 (-4 size, +39 natural)	+49	+30	+21	+22	21d10 (38)	27

War Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Qualities
Wyrmling	60 ft., fly 150 ft. (average), swim 50 ft.	13	11	14	2	10	2	
Very young	60 ft., fly 150 ft. (poor), swim 50 ft.	16	11	15	3	10	2	
Young	60 ft., fly 200 ft. (poor), swim 50 ft.	19	11	16	3	10	3	
Juvenile	60 ft., fly 200 ft. (poor), swim 50 ft.	21	10	18	4	11	3	
Young adult	60 ft., fly 200 ft. (poor), swim 50 ft.	23	10	18	4	11	4	
Adult	60 ft., fly 200 ft. (poor), swim 50 ft.	27	10	20	5	11	4	Damage Reduction 5/enchanted
Mature adult	60 ft., fly 200 ft. (poor), swim 50 ft.	31	10	21	5	11	5	
Old	60 ft., fly 200 ft. (poor), swim 50 ft.	33	10	23	5	11	5	Damage Reduction 10/enchanted
Very Old	60 ft., fly 200 ft. (poor), swim 50 ft.	35	10	25	6	11	6	
Ancient	60 ft., fly 200 ft. (clumsy), swim 50 ft.	37	10	26	6	12	6	Damage Reduction 15/enchanted
Wyrm	60 ft., fly 250 ft. (clumsy), swim 50 ft.	39	10	28	6	12	7	
Great Wyrm	60 ft., fly 250 ft. (clumsy), swim 50 ft.	41	10	29	7	12	7	Damage Reduction 20/enchanted

War dragons are typically dark in colouration, brown, black, deep green or dark grey. They are sinewy, well-muscled creatures, with their hard, bony spines clearly visible through the thick scales of their backs. Their heads are savage and fierce-looking, with pointed ears and vast tooth-filled maws. A single spur or tusk of thick, sharp bone protrudes from the centre of a war dragon's nose, though this is not used for fighting.

Combat

War dragons behave quite differently depending on whether they are fighting other dragons, or non-dragons. Against another dragon, a war dragon will first charge the opponent, head-butting it, then use its melee attacks. Non-dragons are handled with the fiery breath if possible, since that simultaneously stops them running and cooks them to a perfect consistency. A war dragon can carry one rider, of at least one size category smaller or three riders of at least two size categories smaller.

Charging Head Butt (Ex): A flying war dragon which charges an opponent of the same size or one size category larger or smaller may make a special head butt attack. This attack does damage equal to the dragon's Bite attack damage, doubled because of the highly focused nature of the charge attack. As with any other charge, the charging head butt is the

only attack the dragon can make on this turn. If the target of the charging head butt is another flying dragon that also has the charging head butt attack and has not acted yet this turn, it may give up its actions this turn to meet the charge head-on. In this case, the two dragons make opposed attack rolls, with the winner doing the usual double damage to the opponent and the loser doing only as much damage as its bite attack would do.

Breath Weapon (Su): A war dragon has a cone of fire as a breath weapon.

Ice Subtype (Ex): Immune to cold, but does not suffer extra damage from fire.

Resistant to Energy - Fire (Ex): A war dragon ignores the first 10 + Constitution Modifier points of fire damage suffered each round.

Dragonhoard (Ex): A war dragon has no treasure save for its own body. Many parts of a dragon can be useful to an inventive artificer, but by far the most valuable is its crystalline skull, which can be cut and shaped into a number of gems worth a total of 50 s ets per hit die the dragon had when it died. This requires a Craft (gem-cutter) check (DC 25) with failure halving the value of the gems.

Fiery Venom: It is possible to milk a dragon's fiery venom, with a Handle Animal check (DC = dragon's hit dice total). This takes two minutes per hit die of the dragon, and prevents the dragon from using its breath weapon for 24 hours. The

venom gained can be used to provide Earth Power for the construction of masterwork items, at the rate of 1 EP per 2 hit dice of the dragon.

Hibernation: If the weather gets too warm (typically for six months a year in temperate lands) the dragon will go into a torpid state, hiding in a fogou, abandoned well or other hole in the ground. So long as it has been well fed before entering hibernation, it can remain in that state for thousands of years if necessary, slowing its body processes down to almost nothing.

Training a War Dragon

Training a war dragon as a mount requires a successful Handle Animal check (DC 10 + dragon's hit dice when training begins) and that the creature not be hostile.

Of course, training a dragon can take much of a trainer's life to complete, since the beasts are so long-lived and relatively slow to mature. Typically training a war dragon takes at least as many years as are in the age category the dragon is when the training starts. For example, if you start training the dragon at Very Young size (the minimum size for training), training takes 10 years, whatever the dragon's precise age when training begins. Only one dragon may be trained at a time, though training takes 3 hours a day as usual. A partially trained dragon (trained for at least half the total time) may be ridden, but will be quite wilful – a male, for example, will be very difficult to control (Handle Animal check, DC = 10 + dragon's hit dice) if another male dragon is present, and will attempt to attack the other dragon.

Trained war dragons are worth 200 s ets per hit die. A partially-trained dragon is worth 150 s ets per hit die.

Farmed Dragons

Many dragons are farmed for their dragonhoards and their fiery venom, rather than being trained for war. These dragons have identical statistics to war dragons, except that their wings will be clipped (no flying movement or charging head butt attack) and their venom milked (see above). In addition, only a small breeding stock on any farm will be above Wyrmling in size. The majority will be Wyrmlings, kept alive only till they reach Very Young size and then slain for their dragonhoards. Of course, farmed dragons will not have received war dragon training (see below).

Ice Dragons

Ice dragons are wild, undomesticated creatures closely related to war dragons. Their statistics are identical, and they can even be trained as war dragons (though this is more difficult: DC

WE LEARNED THE ARTS
OF DRAGON-FARMING...



CLIPPING THEIR WINGS,
SO THEY COULDN'T FLY...

= 15 + dragon's hit dice). The only real difference is that ice dragons are far less well-adapted to temperate weather than war dragons – they will typically be found only in cold lands. However, the Land of the Young's climate is quite variable – glaciers advance and retreat, sea levels fall and rise. For this reason there are some extremely old ice dragons, deep underground in lands that were once cold thousands of years ago, ready to rise again from their slumbers if a winter ever gets cold enough. They will be very, very hungry, and may be found in almost any temperate land in cold enough weather.

Fomorians

Medium Monstrous Humanoid (Cold, Aquatic, Reptilian)

Hit Dice: 2d8+2 (11 hp)

Initiative: (1 (Dex))

Speed: 30 ft.

AC: 14 (+5 natural, (1 Dex), 15 (+5 natural, (1 Dex, +1 small shield), or 16 (+5 natural, (1 Dex, +2 large shield)

Attacks: Iron sword +2 melee (or 2 claws +2 melee), bite +0 melee; or javelin +0 ranged

Damage: Iron sword 1d8+1, claw 1d3+1, bite 1d3, or javelin 1d6+1

Special Qualities: Cold subtype

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

Saves: Fort +1, Ref +3, Will +0

Abilities: Str 13, Dex 8, Con 13, Int 8, Wis 10, Cha 10

Skills: Balance +3, Jump +4, Swim +11

Feats: Power Attack

Climate/Terrain: Cold land or temperate aquatic

Organization: Gang (2-3), band (6-10 plus 50%)



noncombatants plus 1 leader of 3rd-6th level), or tribe (30-60 plus 2 lieutenants of 3rd-6th level and 1 leader of 4th-10th level)

Advancement: By character class

Fomorians look like humanoid amphibians, with claws, webbed feet, large splayed ears, large round eyes and sharp teeth. They are typically green in colour, though some have pale brown patterns on their skin.

The Fomorians (also known as fomor or sea devils) have been foes to the Earth Goddess tribes for generations, regularly sweeping down from the ice sheet of Lochlann or their stronghold on Tory Island. They are a cold-blooded amphibious race, worshippers of the all-devouring sea god Dagon. They are repulsive, primitive and offensive. Hating all mammals and warm-blooded creatures, they seek to enslave or destroy all the humans of Tir Nan Og, although they have been known to ally with the Druines from time to time. Although the typical Fomorian is as described above, there appears to be enormous variation in their appearance and capabilities. A few look almost human; others have the heads of bulls, goats or other creatures; others still are of large size but otherwise more or less as above. More detailed information on these mutant Fomorians can be found in the supplement *The Fomorians – Sea Devils of Lochlann*.

Combat

Cold Subtype (Ex): Cold immunity; double damage from fire except on a successful save.

Skills: Thanks to their tails, Fomorians receive a +2 racial bonus to Jump and Balance checks, and +6 to Swim checks (the numbers in the statistics block do not reflect check penalties for shields).

Ghoul

Medium-Size Undead

Hit Dice: 6d12 (39 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

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

Attacks: Large iron sword +8 melee; or 2 claws +8 melee, bite +3 melee

Damage: Large iron sword 1d10+7; or claw 1d2+5, bite 1d2+5

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

Special Attacks: Hair binding

Special Qualities: Undead

Saves: Fort +2, Ref +4, Will +5

Abilities: Str 20, Dex 14, Con -, Int 10, Wis 10, Cha 1

Skills: Hide +16, Move Silently +16, Use Rope +12

Feats: Power Attack

Climate/Terrain: Any land

Organization: Solitary or patrol (2-4)

Advancement: 7-10 HD (Medium-size)

The ghoul is a creature from the Land of the Dead, one of the El Worlds buried deep within the earth. It appears much like a tall muscular human, with a demonic, tormented, furious expression and sharp bony spikes protruding through the flesh on the top of its skull. Its ears are pointed, and it has sharp teeth and claws. Ghouls are most commonly armed with long, heavy iron swords which they wield with both hands, and they are quite adept at hacking their foes to pieces.

Ghouls are most commonly called to Tir Nan Og by sorcerers wishing to have an enemy assassinated, however they can also occasionally be found guarding areas of high importance but low traffic. As assassins, they operate by entering the victim's home at night, undetected if possible. As guards, they will



Goblin

Medium-Size Outsider (EI, Evil)

Hit Dice: 2d8+4 (13 hp)

Initiative: +0

Speed: 30 ft.

AC: 16 (+3 mail shirt, +1 helmet, +2 large shield)

Attacks: Flint battle-axe +5 melee; or bow +2 ranged

Damage: Flint battle-axe 1d8+2; or bow 1d6 ranged

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

Special Attacks: Rage

Special Qualities: EI subtype

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

Abilities: Str 14, Dex 10, Con 15, Int 12, Wis 10, Cha 10

Skills: Climb +4, Intimidate +5, Hide +4, Move Silently +5

Feats: Weapon Focus (flint battle-axe)

Climate/Terrain: Any

Organization: Gang (4-6), skirmish party (8-15 plus 1 leader of 3rd-6th level), or war band (50-80 plus 3 lieutenants of 3rd-6th level and 1 leader of 4th-10th level)

Advancement: By character class

Goblins are short brutes summoned from the EI worlds, perfect battle-fodder for an experienced witch or druid to call to Tir Nan Og. They are savage, and will attack without mercy or concern for their own lives if ordered to do so – in fact, they will delight in their own death just as readily as that of their foes. However, they are also quite cunning, so this may be a waste – they can be put to good use terrorising or assassinating their summoner's foes too.

typically be summoned with a standard *summon ghoul* spell, then bartered with to remain in an area. They are intelligent enough that this can be done, and yet do not particularly get bored, so long as each is given one helpless victim to terrify, slay and eat each night. Of course, any failure to provide victims will lead to the ghoul turning on its master, or just the nearest suitable target – they are not under the summoner's control once the original spell's duration has ended, after all, and certainly feel no loyalty to him if he does not hold up his end of the deal.

Combat

Ghouls prefer to attack from a position of surprise and with the opponent in a position of helplessness. Their favourite tactic is to tie up their victim, wake them and explain what horrific damage they are about to do (possibly delivering a message from the sorcerer who summoned them), and then commence hacking with their swords.

Hair Binding: Using its incredible dexterity to its advantage, a ghoul is able to take a standard action to bind a sleeping or helpless character to their bed with their own hair, bed-clothes or whatever is handy. The ghoul does not receive any penalty to its Use Rope skill for such an impromptu binding, but it does not get the usual +10 bonus for the ease of tying up (see *The Player's Handbook*) since it is working so fast and with improvised materials.

Skills: Ghouls have a +4 racial bonus to their Hide and Move Silently skills. There is little that is quieter than death, after all.



Goblins are typically around 4 ½ feet tall, but weigh almost as much as an adult human, being broad and well-muscled for their height. They are hairier and uglier than humans, with a bestial, vicious look to their faces. Underneath the long hair, a goblin's skin is much like a human's in colour, ranging from near-white to dark brown, but always with a disturbing greenish-blue cast to it that reveals the creature's supernatural origins.

Combat

Goblins will follow their summoner's orders in combat. If given free reign, the majority will always simply charge their foes, charging onto enemy weapons in their haste to kill or die. A smaller number will detach themselves from the main group, attempting to circle around their enemies and fall on their flanks or rear.

Rage: Once per day, a goblin can Rage (as the Tribal Warrior ability). If the goblin has any levels in tribal warrior, he will be able to Rage more than once per day – once for being a goblin, plus the usual number of times depending on his level in the tribal warrior class.

El Subtype: Creatures with an El subtype gain a +2 to all Will saves. They can fight on as normal even when below zero hit points so long as they make a Fortitude saving throw each round (DC 15 + damage taken after being reduced to zero hit points). Failure indicates they are unconscious and dying as usual. If 'killed', they are simply returned to their own El world, rather than destroyed. If attacked on their home El world, they suffer +2d6 damage from iron weapons of any kind.

Half-dead

Medium-Size Undead

Hit Dice: 3d12+3 (22 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

AC: 11 (-1 Dex, +2 natural)

Attacks: Iron war-spear +4, or bite +4

Damage: Iron war-spear 1d8+3, or bite 1d4+3 + disease

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

Special Attacks: Death bite, demonic fury

Special Qualities: Undead

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 17, Dex 8, Con -, Int -, Wis 10, Cha 1

Feats: Toughness

Climate/Terrain: Any land and underground, especially Sourland

Organization: Gang (2-5), squad (6-10), or mob (11-20)

Advancement: 4-5 HD (Medium)

Half-dead are usually placid and tractable, exhibiting the apathy of those for whom the hopes and dreams of the living are not even a memory. When instructed to fight, however, they do so with what seems to be a hatred for the living and a total disdain for their own existence. For this reason they are valued by most of the tribes of Tir Nan Og, as cheap and expendable 'battle-fodder'.

The half-dead often have a designated controller, initially the sorcerer who created them. They can just barely understand



simple verbal orders from their controller, for example 'attack,' 'defend this', 'wait', and 'this is your new controller'. They do not possess anything resembling the human idea of loyalty, and will not defend their controller unless specifically instructed to. The controller may have acquired control of the half-dead through sorcery himself, or he may have simply trained and conditioned them like primitive animals.

Combat

Attacking with savage fury, the half-dead are nearly unstoppable. Even berserks find it difficult to stand up to their ferocious blows. Any creature that seems to be standing up to the blows from their weapons will cause them to switch to bite attacks, as will any blunting or bending of their weapons.

Demonic Fury: For the first round of any combat a half-dead attacks savagely and without thought for its own safety, gaining a +2 to its attack roll and +4 to damage at the cost of -2 to its AC.



Death Bite: Carries disease. Any humanoid bitten by a half-dead must immediately make a Fortitude save (DC 15) or contract the Creeping Death disease (p 129). The half-dead's bite attack is considered to be an enchanted weapon.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Shadowy Devourer

Small Outsider (El, Evil)

Hit Dice: 4d8 (18 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 20 ft., fly 50 ft (good)

AC: 15 (+1 size, +2 Dex, +2 natural)

Attacks: Bite +7

Damage: Bite 1d8+2 and wisdom drain (see below)

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

Special Attacks: Wisdom-draining bite

Special Qualities: El subtype

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

Abilities: Str 14, Dex 15, Con 10, Int 6, Wis 10, Cha 12

Skills: Intimidate +5, Hide +4, Move Silently +5

Feats: Improved initiative, weapon focus (bite)

Earth Power: 8 (8 Base EP, +0 Wis)

Climate/Terrain: Any (as summoned)

Organization: Mob (12-30)

Advancement: 5-6 HD (Small)

Shadowy devourers are only around 3 ft. in height, but their squat and muscular bodies are almost as wide as they are tall. They appear somewhat like fat, grey dwarves, with long pointed ears, blank grey eyes, and great gaping mouths filled with grey teeth. There is something insubstantial about them – if they attack as a group, it can be hard to distinguish where one ends and the next begins, and sometimes in the right light it seems one can see through them. Shadowy devourers live on the El world of elemental creatures, along with elves and goblins. In their home it is thought that they prey upon every other living creature, and they are much the same when they are summoned to Tir Nan Og – unless the summoner can keep them with a constant supply of fresh meat (living or dead, it makes no difference), they are liable to turn on him and eat him. With little true intelligence, only a low, animal cunning and a constant gaping hunger, they may attempt to break free of their summoner's control on any round when they cannot see a source of food (except for the summoner and his allies). The attempt to break free is a Will save made against a DC of 10 + summoner's magic attack bonus. Shadowy devourers who break free will turn on the summoner and his allies with glee, returning to their home plane once they have finished eating.

Combat

Shadowy devourers attack without tactics in an all-devouring swarm. Like sharks, they will pause to feed on the first prey they find, which can make them inefficient fighters – quite often they will eat a helpless foe while his allies hack them to pieces, rather than concentrating on attacking the greatest threats.

Wisdom-draining bite (Ex): The shadowy devourer's bite affects its victim's willpower. Each successful hit forces the victim to make a Will saving throw (DC 13) or lose 1d6 temporary Wisdom. Even a successful Will save causes the victim to lose 1 point of temporary Wisdom. This is a supernatural ability. The shadowy devourer's bite is considered to be an enchanted weapon. As usual, a character reduced to zero Wisdom is virtually comatose, utterly helpless as the shadowy devourers strip the flesh from his bones with their teeth – and then start gnawing on the bones.

El Subtype: Creatures with an El subtype gain a +2 to all Will saves. They can fight on as normal even when below zero hit points so long as they make a Fortitude saving throw each round (DC 15 + damage taken after being reduced to zero hit points). Failure indicates they are unconscious and dying as usual. If 'killed', they are simply returned to their own El world, rather than destroyed. If attacked on their home El world, they suffer +2d6s damage from iron weapons of any kind.

Shoggey Beast

'Shoggey beast' is a template that can be added to any humanoid creature (referred to hereafter as the 'creature'). The creature's type changes to 'shapechanger'. The shoggey beast only takes on shoggey form at midnight, appearing to be a normal member of its original human species during daylight hours and for the first part of the evening. The shoggey form is large and monstrous, and usually roughly humanoid, but the precise form is unique to each shoggey – usually it incorporates elements from several different animals, along



with the occasional odd feature that looks like no earthly animal.

Each shoggey always has the same shoggey form. The first time the transformation occurs, roll five times on the table below to determine the precise shoggey form the creature is afflicted with.

- Size:** Change to one size larger than the creature's usual size.
- Hit Dice:** Same as the creature, plus two hit dice (2d8).
- Attacks:** Varies by shoggey.
- Damage:** Varies by shoggey.
- Special Attacks:** Varies by shoggey.

Special Qualities: A shoggey beast retains all the special qualities of the creature and also gains those listed below.

Damage Reduction (Ex): A shoggey beast in shoggey form gains damage reduction 5/enchanted.

Change (Ex): The shoggey beast must make a Will save each midnight (DC 25) or change to its shoggey form. This ruins the character's armour and clothing if the new form is larger than the character's natural form. Enchanted or artefact armour is undamaged. If the shoggey is ever slain in shoggey form, he remains in shoggey form in death.

Blood-Lust (Ex): While in shoggey form, the creature is consumed by blood-lust, attacking anything nearby. It may make a Will save (DC 15) to avoid attacking a close relative or friend, but otherwise attacks anything within sight. A shoggey beast in shoggey form is always under the control of the Games Master.

Saves: The base saves are as for the creature. In addition, shoggey beasts receive a +2 racial bonus to Fortitude and Will saves.

Abilities: For a shoggey beast in humanoid form, ability scores are unchanged. In shoggey form, a shoggey beast's ability scores may improve, as set out in the table above.

Skills: Shoggey beasts receive a +8 racial bonus to Search, Spot, and Listen checks when in shoggey form.

Feats: Same as the creature, plus Multiattack.

Climate/Terrain: Same as the creature.

Organization: Solitary or pair, sometimes family (2-4), pack (6-10), or troupe (family plus related animals).

Advancement: By character class.

Curing Shoggeys

The only way a shoggey beast can be cured is by a *sign of cleansing* (see page 99).

Table 10-1: Shoggey Forms

Die roll	Head (roll 1d10)	Torso (roll 1d10)	Arms (roll 1d10)
1	Badger: bite attack 1d6	Powerful: +8 Strength	Bear paws: claw attack base damage 1d6, improved grab
2	Bear: bite attack 1d8	Sinewy: +4 Strength, +4 Dexterity	Witch talons: claw attack base damage 1d4, or can use weapons
3	Boar: gore attack 1d8	Resilient: +4 Strength, +4 Constitution	Fists like hams: Unarmed strikes do 1d6 damage
4	Bull: gore attack 1d8	Lithe: +6 Dexterity, +2 Strength	Arms end in snakes: treat each as a small viper for purposes of attacks
5	Deer: butt attack 1d8	Strong: +4 Strength	Wings: gain flight at 40 ft. (poor)
6	Owl: +4 to Spot checks, bite attack 1d4	Tough: +4 Constitution, +2 Strength	Human-like: may use weapons
7	Sabre-tooth: bite attack, Puncture, Tooth Breaking (as sabre-tooth)	Graceful: +4 Dexterity, +2 Strength	Quadruped: no attacks with arms, but +10 ft. to base speed
8	Wolf: bite attack 1d6, Trip attack (as wolf)	Balanced: +2 Strength, +2 Dexterity, +2 Constitution	One arm: roll 1d6 on this table to find out type
9	Other Animal (Games Master's choice)	Muscled: +2 Strength	No arms at all
10	Two heads – roll again for each	Monstrous – roll twice and apply both results. Re-roll 10s. On another 10, add another head	Four arms – roll twice on this table, a d6 each time

Slough

'Slough' is a template that can be added to any humanoid creature (referred to hereafter as the 'character'), provided it can survive shedding its skin (see The Sloughing, below). The creature's type changes to 'monstrous humanoid'. It uses all the character's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the character.

AC: The slough has +1 natural armour or the character's natural armour, whichever is better.

Special Attacks: A slough retains all the character's special attacks and also gains the mystic aura attack detailed below. Sloughs have a magic attack bonus equal to their previous magic attack bonus +4.

Mystic Aura (Su): Sloughs are shrouded in a dreadful stench of decay and foulness. Creatures of less than 5 HD in a 30-foot radius must succeed at a Fortitude save (DC 10 + slough's magic attack bonus) or be nauseated (p129) for as long as they are within range and for 1d4 rounds thereafter. A Skull-Sword breath mask (p53) gives a +10 Circumstance Bonus to all Fortitude saves to resist a slough's mystic aura.

Spells: The slough retains all the spells it could previously cast.

Earth Power: As the character +6 (plus any increase caused by increased Wisdom).

Special Qualities: A slough retains all the character's special qualities and gains the immunities, disintegration quality and Flesh Casting ability listed below.



Legs (roll 1d10)

Goat-like: +4 to all Balance checks

Deer-like: +20 ft. to base speed

Webbed feet: add swim speed at 40 ft.

Clawed: +4 to all Climb checks, Rake attack (1d6 base damage, otherwise as sabre-tooth)

Long and powerful: +10 ft. to base speed

Short and stumpy: -10 ft. to base speed

Roll a d8 instead of a d10 on the Legs table. One longer than the other: -10 ft. to base speed, -4 to Charisma

Fins instead of legs: -10 ft. to base speed, but add swim speed at 50 ft.

Centaur-like: Base speed +20 ft., +2 hit dice (2d8)

Feet only: Your legs are practically non-existent. Base speed reduced to 10 ft.

Other (roll 1d10)

Add or subtract bull horns (and gore attack)

Add or subtract deer antlers (and butt attack)

Add or subtract boar tusks (and gore attack)

Thick hide - natural armour of +1d4+1

Thick fur - natural armour of +1d4+2; +4 on Fortitude saves vs. cold conditions

Rage ability (as tribal warrior) 3 + new Con bonus times per day

Ear-splitting screech - treat as a Sound spell that inflicts 1d10 damage per round on all within range, Fortitude save (DC 10 + half shoggey's hit dice + shoggey's Charisma modifier)

Overpowering stench - treat as a slough's Mystical Aura.

Fight on till -10 hit points, then die

Roll twice and apply both results. Re-roll 10s

Immunities (Ex): Sloughs are immune to cold, poison and disease.

Disintegration (Ex): A slough reduced to 0 hit points by any means does not become disabled, but simply disintegrates into dust. If this dust is collected and bathed in Time Worm fluids (see the Earth Power chapter), the slough is reborn from the mixture after 3d6 hours.

Flesh Casting (Ex): In much the same way another sorcerer might use his own blood to fuel a spell in extremis, a slough can simply accelerate the decay of his body, gaining Earth Power by feeding the worm god Crom-Cruach directly from his own flesh. This can be done as a free action, and does not require the slough to spill his blood – he simply casts the spell normally and if he needs more Earth Power than he has, he loses 1d4 hit points for each additional point of EP required. He must make a Concentration check as usual for suffering damage while casting a spell. If reduced below 0 hp by this process, the slough disintegrates as usual.

Saves: Same as the character.

Abilities: A slough gains +2 to Intelligence, Wisdom and Charisma.



Skills: Sloughs receive a +2 racial bonus to Divination, Perform and Sense Motive checks, and a +4 racial bonus to Concentration checks. Otherwise their skills are the same as the original character.

Feats: Same as the character.

Climate/Terrain: Any land and underground.

Organization: War party (1 slough accompanied by 3-18 skull-swords or field trip (1 slough accompanied by 2-8 1st to 3rd level Drunes, 2-8 1st to 3rd level witches, and 2-4 skull-sword guards).

Challenge Rating: Same as the character +1

Advancement: By character class.

The Sloughing

The moment when a Drune can shed his skin and assume the exalted title of slough is one that is anticipated for years or decades – it is the pinnacle of any sorcerer's career, the recognition that he is worthy of becoming superhuman. Only those unequalled in both learning and sheer force of will can take such a step. They must acquire the Slough Skin feat (p40) and then succeed at a Fortitude saving throw (DC 20) or die instantly as they shed their skin. If the Fortitude save is successful, the sorcerer becomes a slough with all of the above benefits, but must immediately make a Will saving throw (also DC 20) or become effectively insane. An insane player-slough instantly and irrevocably becomes a Non-Player Character.

Time Monster

Huge Beast

Hit Dice: 18d10+72 (171 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 14 (-2 size, +1 Dex, +5 natural)

Attacks: Bite +20 melee

Damage: Bite 5d8+13

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

Special Attacks: Improved grab, swallow whole

Special Qualities: Scent

Saves: Fort +15, Ref +12, Will +8

Abilities: Str 28, Dex 12, Con 19, Int 2, Wis 15, Cha 10

Skills: Listen +11, Spot +11

Climate/Terrain: Any warm or temperate land (particularly in or near to the Sourlands)

Organization: Solitary

Advancement: 19-36 HD (Gargantuan); 37-54 HD (Colossal)

Time monsters are vast, reptilian creatures originally from millions of years in the past, called into Tir Nan Og as a by-product of the Drunes' draining of Earth Power from the land. They have since begun to live and breed in the Land of the Young, partly because few creatures native to the land can stand up to them in battle, and partly because the Drunes consider them to be sacred beasts. Hunting them is forbidden on pain of death.

Combat

Time monsters are hungry almost all the time. For a time monster, attacking and eating are more or less the same thing – and they will happily eat anything, even creatures bigger than them.

Improved Grab (Ex): To use this ability, the time monster must hit a Medium-sized or smaller opponent with its bite attack. If it gets a hold, it can try to swallow the foe.

Swallow Whole (Ex): A time monster can try to swallow a Medium-sized or smaller opponent by making a successful grapple check. The swallowed creature takes 2d8+8 points of crushing damage per round plus 8 points of acid damage from the time monster's gizzard. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The time monster's gizzard can hold two Medium, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Titan

Large Giant

Hit Dice: 10d8+40 (85 hp)

Initiative: -1 (Dex)

Speed: 40 ft.

AC: 20 (-1 size, -1 Dex, +9 natural, +3 hide)

Attacks: Huge greatclub +14/+9 melee; or rock +6/+1 ranged

Damage: Huge greatclub 2d6+10; rock 2d6+7

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

Special Attacks: Rock throwing

Special Qualities: Rock catching

Saves: Fort +10 Ref +2, Will +3

Abilities: Str 25, Dex 8, Con 19, Int 7, Wis 10, Cha 8

Skills: Climb +9, Jump +9, Spot +4

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

Earth Power: 4 (4 Base EP, +0 Wis)

Climate/Terrain: Any (usually only titan lands)

Organization: Solitary, gang (2-5), band (6-9), or tribe (21-30 plus 35% noncombatants and one druid or witch of 3rd - 5th level), very occasional town (100-1000 plus 35% noncombatants and 4-24 druids or witches of 3rd - 8th level)

Advancement: By character class

Centuries ago the titans were a noble race, as accomplished in philosophy and the arts as in matters of war. They ruled much of Tir Nan Og by a combination of superior physical power and tactical genius. As with most empires, they eventually sank into decadence and decay. Whether through in-breeding or a divine curse, today's titans are far less intelligent than their ancestors were. Many of the tribes of the Earth Goddess hunt down and slay titans wherever they find them and, even at best, a titan meeting a human can expect to be ridiculed and reviled. Often titans are barely even aware of such insults – they really are that stupid!

Superior Titans

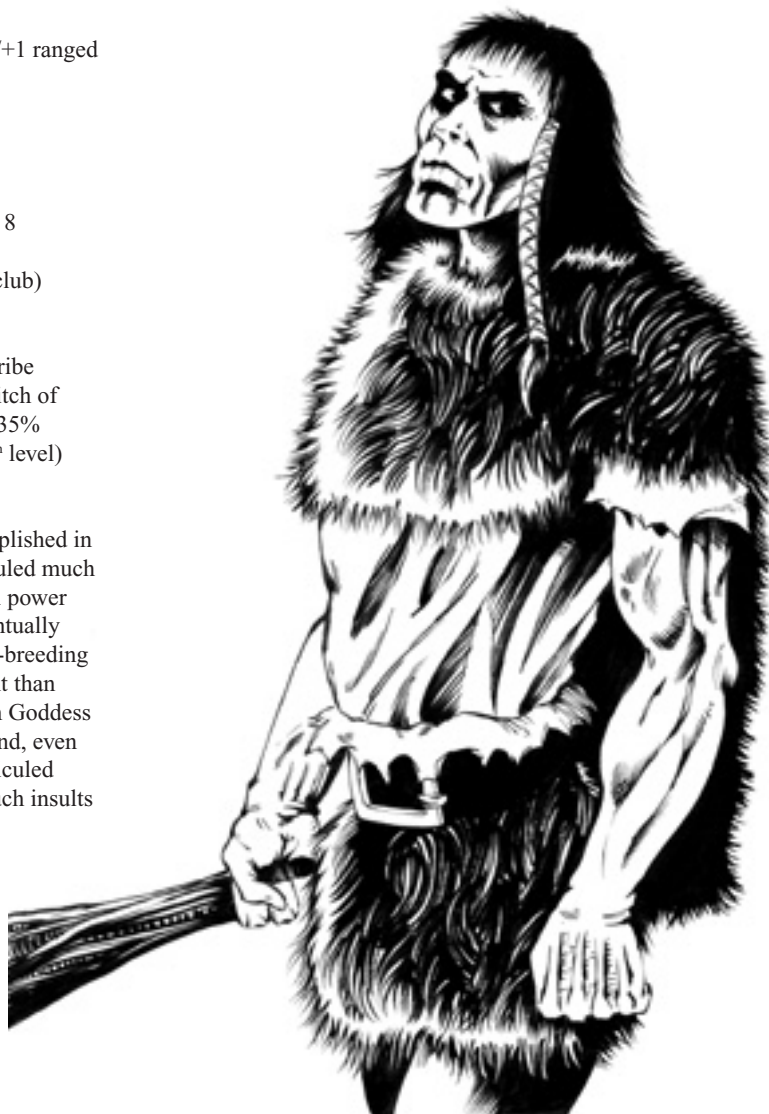
It is just possible that a few enclaves of the more intelligent, ancient variety of titan still exist, either deep within the lands of the titans or in the most isolated regions of Tir Nan Og. Such titans, if they were ever encountered, could be considered identical to standard titans except as follows: Int 14, Wis 14, Cha 17, armed with Huge flint great-

axes (2d10+7 damage) and Large javelins (1d12+7 damage), Will save +5.

Combat

Rock Throwing (Ex): Titans are so huge and strong that even a thrown rock from one can easily kill a lesser creature. A titan can hurl rocks weighing 40 to 50 pounds each (Small objects) up to 5 range increments.

Rock Catching (Ex): A titan can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, a titan that would normally be hit by a rock can make a Reflex save to catch it as a free action. The DC is 15 for a Small rock, 20 for a Medium one, and 25 for a Large one. (If the projectile has a magical bonus to attack, the DC increases by that amount.) The titan must be ready for and aware of the attack.



Wodewose

Large Fey

Hit Dice: 10d6+10 (44 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 16 (+1 Dex, -1 size, +6 natural)

Attacks: 2 claws +2 melee

Damage: Claw 1d6+6

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

Special Attacks: Improved grab, rend (4d6+9 + strength loss)

Special Qualities: Merge with forest

Saves: Fort +4, Ref +8, Will +10

Abilities: Str 23, Dex 13, Con 12, Int 10, Wis 16, Cha 12

Skills: Hide +10, Intimidate +6, Listen +6, Move Silently +10, Spot +6

Earth Power: 4 (4 Base EP, +0 Wis)

Climate/Terrain: Any forest

Organization: Solitary

Advancement: 11-15 HD (Large)

Wodewoses are around 9 ft. to 10 ft. tall but tend to hunch down, somewhat like apes. They are covered in green grass-like and leaf-like hair, and thick greenish-brown, bark-like skin. Wodewoses are primal defenders of the forest, though they spend most of their lives hidden deep within the woodland and are seen only rarely. They favour sacred groves as homes, but can be found in any forest, even on the edge of the Sourland.

Although wodewoses cannot speak, they are highly empathic and can easily understand the feelings and attitudes of other creatures which are attempting to communicate with them.

Combat

Wodewoses are relatively peaceful creatures, and will not attack without warning. A wodewose whose home forest is being damaged, or even severely disturbed, will first attempt to intimidate the intruders with a great howl and a display of its monstrous claws. If they do not immediately apologise and begin to leave the forest, the wodewose will become angered. An angered wodewose will attack the largest or strongest-looking opponent, striking it with both claws and attempting to get a good grip on it to simply rip it in two.

Improved Grab: A wodewose that hits with a claw attack deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Improved grab works only against opponents of medium-size or smaller. The wodewose has the option to conduct the grapple normally, or simply use its claw to hold the opponent. If it chooses to do the latter, it suffers a -20 penalty to grapple checks, and can use its other claw attack against other opponents. A successful hold does not deal any additional damage. Each successful grapple check it makes during successive rounds automatically deals claw damage. When a wodewose gets a hold after an improved grab attack, it pulls the opponent into its space. This act does not provoke attacks of opportunity. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

Rend: A wodewose that has grappled (not merely held) a medium-size or smaller opponent may attempt to rend them limb from limb, simply tearing the victim apart. This is done instead of inflicting normal grapple damage. Both claws must be used, so the wodewose cannot make any other attacks on the round it rends. In addition to suffering the stated damage, the victim of a wodewose's rend attack must make a Fortitude saving throw (DC 10 + rend damage suffered) or also suffer 1d6 points of temporary Strength damage.

Merge with Forest: As a full-round action, a wodewose in a forest may simply fade away into the nearest tree, merging its essence with the entire woodland. Nothing short of destroying the entire forest can injure the wodewose when it is in its merged state. It is able to regenerate damage while merged, at a rate of 1 hit point per minute, and may not re-emerge until fully regenerated. Re-emerging is also a full-round action, with the wodewose appearing from any tree in its home forest.

Skills: Wodewoses receive a +4 racial bonus to Hide, Intimidate, Listen, Move Silently and Spot checks when in any forest area.



Campaigns in Tir Nan Og

As Games Master, you should find your Sláine RPG campaigns flow fairly easily. In most cases the characters will have a tribe and kin to provide them with context and motivation, and to provide you with plenty of adventure hooks. Even if they are rootless wanderers or exiles (and it is quite a common direction for campaigns to take, even if everyone started in a tribe), simply wandering the Land of the Young and amassing Enech and wealth can be fulfilling in itself – and there is always that great barbarian dream of somehow happening to become King, perhaps just by being in the right place at the right time!

Seasonal Adventuring

It is vital in the Sláine RPG for the Games Master to provide a sense that the characters are in a real, living, breathing world. One of the best and easiest ways to do this is by paying close attention to the passing of the seasons. These are closely tied in to both the religious activities of the tribes (see Chapter 9) and the agricultural cycle of the year. As Tir Nan Og is not much past the last ice age, and under threat of another one from the Drones' magicks, it is unlikely that the group will get a great deal of adventuring done during the six months between Samhain and Beltaine each year – it is simply too cold to travel far, although the tail end of this period may be a good time to start long journeys, since you can be fairly sure it will only get warmer. Beltaine to Lugnasadh is a good time for noble warriors and other characters who are not tied to the land to go on adventures such as cattle raids, though most tribal warriors will be expected to assist with working in the fields, so the full force of the tribe is unlikely to be involved. After Lugnasadh, once the harvest is in, is the perfect time for more major battles.

This gives you a ready way to split your campaign into episodes. Start it with a great Beltaine festival, and you know the group will have a good six months of adventuring before the year's end. If they head out on a cattle raid or other adventure, mark the aftermath of their triumph with the Lugnasadh celebrations. Another battle or adventure may take them almost up to Samhain – and if it does not, simply skip ahead, having nothing much occur other than the group working on their kins' lands or guarding their lord or King. Samhain is the time when supernatural and ghostly threats are at their most powerful, and so might be appropriate for another brief adventure or encounter. The occasional adventure

at midwinter or Imbolg may also be an appropriate and interesting change of pace – in the classic Celtic story Gawain and the Green Knight, for example, it is at midwinter that the Green Knight arrives at Arthur's court with a challenge, and of course the knights are eager to listen to him since they have done little adventuring since the summer.

You will notice that running a campaign with attention to the seasons is easier than paying precise attention to dates, but also provides more atmosphere and a better sense of character progression. Though the years may seem to pass quickly, they will be remembered and in most cases the characters will have enough experience to rise a level or two, even if they have only done two or three adventures over the year. Plus, if the conclusion of each adventure or couple of adventures is marked by a great fire-festival, the group have a chance to relax and hook up with their tribe and kin a little – feasts are a great time to get a bit of politics going, or to have a new bard show up with a song that hints at the next adventure.

Winter (approximately Samhain to Beltaine)

It almost always seems to be cold – even for winter. Few normal animals are visible, as most are in hibernation, and those that are seen are lean and hungry. Humans, too, huddle and starve within their homes, other than a few bold adventurers and other misfits. Usually it is either snowing or giving the impression that snow is just around the corner. Ice dragons, sabre-tooths and Fomorians may well be on the prowl. Little food is to be found in the wilds – if lucky, you may find the occasional winter berry or root, or unearth a skinny hare from its burrow.

Summer (approximately Beltaine to Lugnasadh)

At the start of the season, the first shoots of new growth sprout forth from the plants. Birdsong becomes a little more prevalent and more eager. The Sun God's warmth is once more apparent, after months of sickly pale light without heat. As the weather warms up and the last of the snows thaw, animals begin to breed and many of the old winter tracks become overgrown with vegetation. People start to travel again, plant their crops, and generally wake up much like the natural world all around them. Towards Lugnasadh, you will find folk at their happiest if it looks like the harvest will be a good one.

Autumn (approximately Lugnasadh to Samhain)

Though the bulk of the year's farming work is finished with the harvesting, there remains much to do. Preparing the food for storage, hunting a good stock of meat to salt for the winter, picking and drying fruit, selecting which of the herd to keep and which to slaughter at Samhain. Everywhere the reminders of the imminent barrenness of the Earth Goddess and weakness of the Sun God are apparent – the leaves begin to yellow, then brown, then wither and fall, and the temperature is definitely getting colder.

Enech Revisited

There are two main uses for Enech in this game – as a tool to encourage good roleplaying, and as one of the direst threats in the Games Master's toolkit if characters are not fulfilling their obligations to their kins and tribes. In many respects these two uses are the same – players are encouraged to get properly into character as full-blown inhabitants of Tir Nan Og, by both the rewards that come with high Enech, and the penalties that come with low Enech. As Games Master, you will need to remind players of their characters' Enech – and thus their place in the world – almost every time they interact with another creature in any way. Sooner or later, they will be thinking of Enech first and foremost, and much of their roleplaying will be concerned with honour and reputation, rather than merely killing monsters and amassing treasure. The first time a player gives away an item of value simply because it is appropriate for his character to do so, rather than because he is looking forward to being rewarded with bonus Enech, you know you are doing something right.

A brief glance at the Enech table in Chapter 1 will make it clear that it is far easier to lose Enech than to gain it – especially if it is not maintained through the liberal spreading of wealth and other goods. Samhain, of course, is the time for working out most of the factors which may deplete Enech – a lack of generosity over the previous year, or failure to make due sacrifices to the gods, or failure to pay enough bards to sing your praises. Anyone who does not manage to fulfil one or more of the above may find that by the end of winter, they are simply not quite as renowned as they once were – last year's warrior, forgotten by the bards and the people. This timing is deliberate – it is convenient to do all the 'book-

keeping' at the end of the adventuring year, and in addition Samhain is a major festival which might give characters who have been lax at maintaining Enech one last chance to redeem themselves.

Experience

As you will have seen from the Bestiary chapter, the Sláine RPG does not use the standard Challenge Ratings from the d20 System, either to assist with adventure creation or to assign experience points. Partly, this is because it can lead to too much second-guessing on the part of the players – you really do not want them thinking, 'Hmm, I must be able to beat King Sengann in a fight, after all the Games Master wouldn't have put him in the adventure if his Challenge Rating was any higher than 4.' We prefer to let you set up the Land of the Young as you wish, and let players make their own decisions as to which foes they are capable of dealing with. The other reason to avoid the Challenge Rating system is that it does not always provide an accurate reflection of the true challenge faced by the party. How do you assess the challenge rating of a visit to the Earth Goddess in the Otherworld, which involves no combat just some very difficult questions? What about the Challenge Rating of a mass battle that the characters play only a tiny part in, but that is extraordinarily dangerous even if they may kill only a dozen opponents each?

So, the best way to give out Experience Points is to ensure the party's level rises slowly but surely. If you are taking the Seasonal Adventuring approach listed above, figure that in most cases they should rise a level or two each year – probably two levels each year for the first five years, and a level a year for the next ten. Give out perhaps a thousand to two thousand XP for each game session they participate in, just to keep them growing steadily in levels. If they are behaving honourably and valorously, they should always be pushing the level-based limit on their maximum Enech. If it always seems like they could gain far more Enech if only they were higher levels, you are probably either being too generous with giving out Enech, or not generous enough with XP.

As with any other character advancement system, you should always be prepared to reward individual characters with bonus XP for particularly clever plans, lucky escapes, great victories, or just outstanding roleplaying – and if need be to penalise characters who contributed little. These bonuses and penalties

Flint Weapons

It is mentioned in the description of flint weapons in Chapter 3 that at some time they will shatter and be destroyed. For the sake of drama, this should always happen at a highly inopportune moment – preferably when the player is facing a particularly dangerous foe and does not have much of a backup weapon. At the same time, it is not fair for a masterwork flint greataxe to break without first giving its owner several months or years of use.

So, to reflect both drama and fairness, flint weapons will always last a minimum of one year of adventuring. Non-masterwork flint weapons (almost all flint picks and knives) will last a minimum of 1d6 months beyond a year, while masterwork flint weapons will last a minimum of 1d6+1 years in total. After that time, the next time the weapon is wielded against a seriously challenging opponent *and* the weapon's wielder rolls a natural 1 on his attack roll, the weapon shatters on the nearest hard surface. Of course, this could be several more years down the line. In any case, the uncertainty is there. Games Masters whose players have read this chapter are of course encouraged to alter the system for flint weapons shattering, if characters always seem to replace their flint great-axes every two years on the dot.



should not usually amount to more than 10% more or less than the standard amount of XP being given out to unexceptional characters.

Magic Items

In the Sláine RPG, magic items are no mere trinkets and baubles to collect. Magic is a part of everyday life, and some might say that any sword is magical – certainly a weapon that has been named with the *poetic naming* spell, or blessed with a *blade blessing*, is classed as an enchanted weapon, as are all tathlums and gae bolgas. These are of use in attacking certain magical creatures. Other creatures may only be harmed by weapons classed as artefacts – so far as is known, the only weapon in Tir Nan Og which is classed as an artefact is the Spear of Lug (even the Silver Sword of the Moon has no special properties when it comes to injuring otherworldly creatures). Others may exist, but finding any one such will be a major quest.

As for other magic items of whatever sort, the Games Master should create them as necessary to the story. In many cases a magic item is more something to be feared than fought for – who know what side-effects it may have, or whether the original creator is still in control of it? Certainly each item will be unique, with secrets that must be puzzled out or learnt from old legends and songs. There are no magic item shops in Tir Nan Og – how could you put a monetary value on such a thing? Acquiring any item other than a druid's egg or weirdstone is likely to involve at least one lengthy quest – sometimes two or more, with perhaps a quest to find out where the item is, then another to track down the one person who can lead you there, then another to get the item itself!

Religion Revisited

As well as offering the faint possibility of death-defying divine intervention and the occasional special spell, worshipping a particular god can give other benefits, as hinted at in the Religion chapter. This might be secret and special knowledge for some gods (always at the Games Master's discretion), or the occasional bonus to a skill check or attack roll. Most of the gods who give such bonuses do so only when their worshipper has already rolled an exceptional success. The attention of a deity turns such a success into a perfect one – killing an opponent with one blow, or crafting an incredible and magical object, or something similar. Such attention will rarely occur more than once per year for each god the character worships, and only of course for gods he worships by sacrificing specifically to them.

The *consecrate* spell (p87) allows the creation of temples and other sacred sites dedicated to particular deities. Sites that

have been in use for a long period of time may give special bonus effects to those controlling them, at the Games Master's discretion. These might be such things as speeded up healing for anyone who sacrifices there, or some sort of magical defence against worshippers of other gods who attempt to enter, or a +3 enhancement bonus to spells of a particular variety (all Summonings, or all Divinations, or whatever) cast by worshippers of the god while in the temple.

Period of time site has already been continuously consecrated	Number of bonus effects
Less than ten years	0
Ten to 100 years	1
100 to 1000 years	2
1000 years or more	3

Geases Revisited

One of your tasks as Games Master is to ensure that characters break their geases. As with any other aspect of gaming, it is important not to allow this to turn into a contest between Games Master and players. However, all the Celtic myths that feature geases seem to involve the protagonists virtually forced to break their geases at some point, by implacable forces of destiny. This is why we describe geases as something between a curse, an obligation, and a destiny. Sooner or later, almost every hero of note gets to turn his geas into a weird – whether or not he survives this process is another matter. So, once characters start to get to maybe 5th to 8th level, you should start to make a serious effort to have their foes trick them into breaking their geases, or simply put them into difficult



situations which force them to either break their geases or suffer other unpleasant consequences. This is particularly good if one of your players has chosen a geas he thinks will be easy enough to handle, and has never really been bothered by it till you throw him into a situation that really makes him think about breaking it – or better, makes him break it without even realising. For example, a geas never to eat meat or fish, or drink mead or ale, may seem easy enough to deal with – but if the character is offered something he can't eat during a first meeting with a powerful lord or king, does he snub hospitality and refuse the meal, or break his geas? The former may easily lead to an honour duel or even a full-scale war between the two tribes, depending on the importance of the character with the geas.

It is even easier to engineer situations like this for characters who have two or more geases – often it will be possible to force them to break one geas or the other. Again, this will not be cruel or arbitrary on your part – all you are doing is helping them towards their ultimate destiny, and though the consequences may be unpleasant, they can make excellent adventure hooks and provide some great roleplaying opportunities.

Character Death

There is no *resurrection* spell in the Sláine RPG. Tir Nan Og is a harsh and dangerous place, and if you play strictly by the rules of the d20 System death will be commonplace, even for characters. This can make for a very enjoyable game, if the players are up for it – a character dying an honourable and noble death can be a fulfilling experience, particularly if the moment is right. On the other hand, this game is not about dying futile deaths, and as with any other RPG the Games Master should feel free to fudge the numbers a little to prevent a mighty warrior being killed by a lucky goblin.

Despite the lack of *resurrection* magic, there are one or two ways a dead character might be brought back to life. One is the artefact known as the Cauldron of Blood (full details of which will be given in the *Tir Nan Og* sourcebook), which usually raises those placed in it as half-dead. At the discretion of the Games Master, though, it will raise particularly honourable and powerful characters (perhaps anyone above 7th level, as a rough guide) back to their full, original selves.

The other, riskier method may not even be possible. Almost every mythology has a tale of someone who journeys to the Land of the Dead to bring back a fallen comrade, relative or lover, either successfully or not. This, again, is entirely at the Games Master's discretion – but if ever a player or group decide they will give it a try, come up with a suitable plan, and make the attempt, you should certainly consider allowing them to rescue their comrade – in exchange for some hefty Major Geases for everyone involved, and the stern recommendation never to try anything like that again.

Of course, a character that dies in the Sourland will never even make it to the Land of the Dead – he is trapped forever among the half-dead.

Types of Campaign

Many different types of campaign are possible within Sláine's world. We have listed some of the most common here, but of course you may well find you prefer to play something different, or you may start one of these campaigns only to have it mutate into something else.

Warrior Campaign

By far the easiest campaign to run is the warrior campaign – all the characters are either noble warriors or tribal warriors from one tribe, and spend their time defending that tribe from anything that threatens it, as well as going out and performing various missions for the tribe. Such a campaign works best with either all human characters, all human except for one warped one, or for a more extreme (but possibly short) game, all warped ones. Enech will usually be a paramount concern, and the characters will be constantly competing with one another to demonstrate their honour.

A variant on the warrior campaign has the warriors assigned to protect and work for another player – perhaps a minor noble, or a druid or witch, or some other character of importance. In effect you have a warband centred around a particular task or agenda. In some ways this may feel like a more focused version of the wanderers and vagabonds campaign (below), since the group will often be required to trek all over Tir Nan Og to fulfil their leader's aims.

Kin Campaign

In this campaign, the players generate characters who are closely related to one another – often a band of brothers and sisters works well, perhaps with the occasional cousin or close foster-brother. All will usually be human but, as with the warrior campaign, you may allow one or more warped one characters. A variety of character classes usually works best. The kin is the focus of the campaign, and the characters may spend a fair bit of time on family business of one kind or another – not necessarily farming, but also carrying out blood-feuds on rival kins, negotiating alliances or attempting to make the kin richer or more important to the tribe. Enech may or may not be important, depending on the kin.

Wanderers and Vagabonds Campaign

This is very much the traditional fantasy roleplaying campaign, and it certainly fits the Sláine game well. Players have a more-or-less free hand creating characters, though if you wish to run a relatively low-key campaign you may restrict them to a maximum of one warped one, one dwarf, and one sorcerer (either witch or druid – witches are usually better for this kind of game). They travel the Land of the Young, getting into trouble, fleeing town, robbing tombs, slaying monsters and the like. Enech is probably not too crucial to most of the group, though warriors may well be attempting to rebuild their Enech after being exiled from tribe or kin – this can be an interesting character to play.

Timeline

20,000 years ago The Horned God, Feg, refuses to go into the earth at the end of his seven-year reign and becomes The Lord Weird Slough Feg. This marks the beginning of the rise of the Drune Lords in the southern Land of the Young.

1000 to 800 years ago The glaciers and ice sheets retreat back into the north, and humanity begins to spread throughout Tir Nan Og, away from the great southern sea (Mediterranean). Many tribes also flee from the west, as great Atlantis sinks beneath the waves. They migrate into the newly habitable lands of Albion, Cambria, Alba and Eriu.

The first tribe to arrive is the Rmoahals, who build the earliest stone circles of Alba. The next wave of tribes, known as the Tuatha de Danaan for their worship of the Earth Goddess Danu, establishes four great cities in the north, bringing with them the four mighty Treasures of Atlantis. The Rmoahals, along with a few of the wisest druids of the Earth Goddess folk and Myrddin the half-demon, build Dinas Emrys, the Eternal Fortress, and retreat there to watch over Tir Nan Og. The Earth Goddess tribes fight many battles against the indigenous Titans of Albion, previously the uncontested rulers of the land. The Tribe of the Shadows, one of the four Earth Goddess tribes, make war against the peaceful Beaver Folk of the marshes by the Inland Sea between Cambria and Eriu, where they build their own city.

200 years ago With the Rmoahals all but gone from Tir Nan Og and the Titans reduced to a few small enclaves in southern Albion, the tribes of the Earth Goddess have few foes save each other. They begin a long cycle of cattle-raids and warfare, fighting one another in countless feuds and skirmishes. They are still occasionally raided by the Fomorian sea-devils from the North and Berserkers from the East, but have little desire to raid such inhospitable lands in return. Their defence of their own lands is fearsome, however.

100 years ago Slough Feg and his Drune Lords begin to plot for Ragnarok, a great flood that they plan to have sink Tir Nan Og beneath the waves in honour of their dark god Crom-Cruach. They start to assemble great stone alignments throughout southern Tir Nan Og, draining the Earth Power from the land so they can use it for their evil magic.

20 to 10 years ago Great war with the Fomorians. Thousands are killed on each side, but the fomor bear the brunt of the losses and are repelled back to Lochlann to lick their wounds and mourn their dead. Most older warriors of the Earth Goddess tribes fought in this war. Osdann, a warrior of the Fir Domain made invulnerable by sorcery, returns from the war to slay his King and threaten his tribe into crowning him. A company of mercenaries known as the Gaesatae also rises to prominence in this war, and are soon being employed by the tribes in their constant wars with one another.



Present day The four Kings of the tribes are Grudnew of the Sessair, Gann of the Finians, Sengann of the Tribe of the Shadows and Osdann of the Fir Domain. With the Fomorian defeated, they are back at war with one another, though the Finians still suffer regular incursions from the sea-devils of Lochlann. A few Beaver Folk linger beneath the Inland Sea, but prefer to avoid rather than attack the Tribe of the Shadows. King Osdann of the Fir Domain has his own people under harsh control, and plans to conquer the rest of the north too. Much of Lyonesse and the other borderlands between the drune tribes in the south and the Earth Goddess tribes in the north have become a wasteland, drained of all Earth Power by the Drones. These great tracts of barren countryside are known as the Sourlands, and seem to be encroaching further and further to the north.

Glossary

Ard-Ri: High King of all the Tribes of the Earth Goddess. This position is rarely occupied, and at present the tribes see no reason to have a High King.

Cauldron of Blood: A symbol of the Goddess and the original basis of the Grail Legend. 'Inexhaustible' cauldrons and huge feasts were a feature of Celtic life. The Cauldron is one of the four Treasures of Atlantis sacred to the Goddess, and is associated with the Sessair.

Carnu: One of the tribes of the Drune Lords from southern Tir Nan Og.

Carnun: The Horned God, Lord of the Beasts and original consort of the Goddess. He is worshipped as a god of revelry and dance in the south, though the druids of the Earth Goddess tribes consider him to be a devil.

Cave of Beasts: This is based on a great underground cave in the Pyrenees, Les Trois Frères, featuring hundreds of engravings of wild animals and above them a painting of a Horned God. This famous 'Sorcerer' is the basis for the Lord Weird Slough Feg, Sláine's enemy.

Crom-Cruach: The Worm God, Lord of the Mounds. Worshipped by the Southern Tribes.

Cromlech: When weirdstones are arranged outdoors, usually into a circle or sometimes into rows, they are collectively known as a cromlech.

Cythraul: The Celtic hell.

Dolmen: An arrangement of three or four weirdstones, with most of them standing in the earth but a single one capping the others, is called a dolmen.

Druids: Priests of the Northern Tribes. They use the Earth Power for good, blessing crops and babies. They worship the Earth Goddess and Lug, the Sun God.

The Drune Lords: Led by Slough Feg, they are the enemies of the Tribes of the Earth Goddess. They worship Carnun and Crom-Cruach, the Worm God controlled by the Dark Gods of Cythraul (the Celtic Hell). The Drones are the evil priest-kings of the Southern Tribes, darker counterparts to the Druids of the Earth Goddess tribes.

The Earth Goddess: For the first 200,000 years of human life on Earth a Goddess was worshipped worldwide. Only gradually and recently was she replaced by male gods. In ancient Celtic myth and in *Sláine: the Roleplaying Game*, the Earth Goddess is called Danu.

Earth Power: The spiral force that runs through the Weird Stones (Megaliths). It can be used for good or evil. Also known as the Earth Serpent.

Enech: The Celtic name for honour, or reputation. Enech is gained by generosity and other noble deeds, and lost by miserliness and failing to meet one's obligations to one's tribe.

Finians: Dour northern warriors of the Earth Goddess, this tribe inhabits the northernmost land of Tir Nan Og in Alba.

Fir Domain: The Tribe of the Growling Shields, one of the Earth Goddess tribes. They are powerful and honourable warriors who walk slowly into battle, believing that to charge shows fear. Their main lands are in southern Albion.

Fogou: A pit or man-made cave, usually dug by dragon farmers as a home for their beasts.

The Fomors: Sea Demon allies of the Drune Lords, led by Balor of the Evil Eye. Their outpost on Earth was Tory Island off the coast of Northern Ireland.

Geas: A geas is something between a curse, a taboo and a prophecy. Every notable hero has at least one geas, usually of the structure, 'You are geased never/always to...'. For example, a warrior might be geased to always grant hospitality when it is requested of him. Failure to do so would be a breach of his geas, and would cause him a great deal of misfortune; however, most geases are broken sooner or later, despite the best efforts of those geased.

Half-Dead: Warriors killed but trapped between the worlds.

Hero Harness: Worn by warped warriors, so their clothes do not rip during a warp-spasm.

Lia Fail: The Stone of Destiny, one of the Treasures of Atlantis. The Stone cries out when the rightful High King steps upon it. It is traditionally in the custody of the Tribe of the Shadows.

Lord Weird Slough Feg: The ruler of the Drune Lords tribes, a twenty-thousand-year-old sorcerer who has sloughed his skin. Droolingly insane, but a powerful magician.

Lug: The Sun God. The Sun and the Earth are worshipped by the Northern Tribes.

Midgard: The land to the east of Albion, a rocky and mountainous country inhabited by the Vani and other Berserker tribes.

Ogham Alphabet: Mysterious Celtic form of writing used by Ukko, one of several versions is given below. It was often written in vertical lines.

Narrow House: The grave. Ideally only your enemies should need to know the meaning of this phrase.

Red Branch: Sláine's tribe's greatest warriors.

Salmon Leap: Jumping your own height. A Sessair battle-skill – like shield-jumping and spear-catching.

Sarhaed: Honour-price. A man's worth, payable to his kin if you slay him. In addition, sarhaed is his worth when it comes to swearing oaths and making business deals.

Scathach: Powerful war-witch who runs the most famous military academy in all of Alba.

Sessair: Sláine's tribe, inhabiting northern Eriu and parts of northern Albion.

Silver Sword of the Moon: One of the treasures of Atlantis, a magical sword that can cut through any metal. It is associated with the Fir Domain.

Skull-Swords: Elite Drune soldiers.

Sky Chariots: Flying ships, powered by Earth Power from weirdstones and sacrifices.

Slough: Drune leader who has shed (sloughed) his skin.

Sourland: Land warped and drained by sorcery.

Spear of Lug: A living, flaming spear that never misses, another of the Forbidden Weapons of Atlantis. This is usually associated with the Finians.

Spital Hut: Tribal hospital. The place you will be sending your foes if you fail to hit them hard enough.

Time Worm: Supernatural creatures that are not from Tir Nan Og, but that may sometimes be found in areas heavily laden with dark sorcery. They travel through time, feeding on human misery, and sometimes on humans themselves.

Tir Nan Og: The Land of the Young, so called because few live to old age.

Tribes of the Earth Goddess: The four great Tribes of the Earth Goddess occupy Albion, Eriu and Alba, and are the Fir Domain or Tribe of the Growling Shields, the Sessair, the Tribe of Shadows, and the Finians.

Tribe of the Shadows: One of the Earth Goddess tribes, who paint themselves black and like to fight on dark nights. They

live on an island in the Inland sea, and in various smaller settlements around the sea.

The Triple Goddess: The Earth Goddess could constantly change her form, sometimes 'splitting' into Maiden, Woman and Hag, other times Earth, Moon and Sea. Three of her most famous names were Blodeuwedd (Maiden), Morrighu (Woman) and Cerridwen (Hag). The three witches or fates in MacBeth are the Triple Goddess.

Tuatha de Danaan: Literally 'People of Danu,' or 'Tribes of Danu', this is the formal name for the four great Earth Goddess tribes.

Warp-Spasm: A mystical battle frenzy in which earth energy pours through the body 'warping' the warrior. The Irish Cuchullain is the most famous warped warrior, but other Celtic heroes had similar battle frenzies – King Arthur, for instance, at the Battle of Bath.

Weirdstones: Great carved standing stones, sometimes arranged into cromlechs and dolmens.

Wicker Man: An enormous human figure constructed of wood and wicker-work, holding dozens of victims. It is burnt as one of the largest-scale human sacrifices possible in Tir Nan Og.

Pronunciation Guide

This is a rough-and-ready guide to some of the trickier names and words in *Sláine: The Roleplaying Game*. It is not intended to be a primer in Old Irish (Gaelic) or Old Welsh – it is simply included so that you can get your pronunciations of some of the places and people more or less right if you so wish. There is nothing to stop you from just anglicising all of them if you choose not to worry about it. Any words not mentioned here can safely be anglicised without deviating too far from the right pronunciation.

Badb: Bathv or Bibe

Blodeuwedd: Blod-eye-weth

Cathbad: Cathvah-th

Enech: Enech, but the 'ch' is pronounced as in 'loch', not as in 'church'.

Geas: Gaysh or Gesh

Lug: Loog

Lugnasadh: Loog-naasa

Medb: Mayv

Niamh: Nee-av

Ogham: Oh-am or Ow-am

Rudraige: Rury

Samhain: Sa-vane or Samane

Sarhaed: Sar-hide

Scathach: Skaw-thach ('ch' as in 'loch' again)

Sláine: Slaunyah or Slain

Tir Nan Og: Cheer Nan Oge



Character Names

Celtic Men

Aed
Agh
Alar
Aodh
Ardan
Art
Baeddán
Barach
Bedwyr
Bodb
Bov
Bran
Brega
Bres
Cei
Cadarn
Cador
Cael
Cainneach
Canhastyr
Cathal
Cathbad
Caw
Comgall
Conn
Conor
Conyn
Corfil
Crimthann
Crug
Cucorb
Culhwch
Cullen
Cynchwr
Daere
Digon
Dima
Dundan
Doon
Edern
Eri
Fercos
Fflam
Fiachra
Gann
Gerg
Genann
Greid
Greidawl

Gundan
Gwalchazed
Gwawl
Gwthyr
Hevey
Kai
Laeg
Lluber
Lurc
Madad
Madog
Maelwys
Moghcorb
Mongan
Morgant
Naf
Neesa
Nerth
Nes
Nuada
Nudd
Oscur
Osdann
Ossian
Pwyll
Ragall
Rhonabwy
Roch
Roth
Rudraige
Scenb
Sengan
Senoll
Shavran
Styr
Tamun
Tathal
Usnach

Celtic Women

Aeife
Aluine
Blathnaid
Catha
Credhe
Crimora
Dalny
Deirdre
Diasbad

Fand
Fea
Finola
Fionn
Fionna
Garym
Goleuddydd
Kicva
La
Macha
Medb
Megrim
Nemon
Nest
Niamh
Oithonna
Olwen
Sabra
Sadb
Sheela
Sugyn
Sulmalla

Male Dwarfs

Robym
Ukko

Female Dwarfs

Cassir
Fay
Goneril
Gormlaith
Midir
Tangwen

Norsemen

Bork
Eirik
Hardic
Hengist
Herd
Hogni
Ralf
Skuld
Snorri
Thorgrim

Epithets

Axehead
Big-knife
Bloodspear
Bow-back
Cat-claw
Cat-eye
Chiselspear
Fat-kine
Greybeard
High-head
Hissing Blade
Host-sustainer
Hundred-claws
Hundred-hogs
Iron-fist
Ironjaw
Longface
Mighty-grasp
of a Hundred Battles
of the Brawny Arm
of the Three Fingers
of the Wide Mouth
Red-eye
Sheaf-Hair
Silver-brow
Skullsmasher
Slenderneck
Spike-hair
Stag-Shanks
the Brutal
the Demented
the Hard
the Magnanimous
the Not-Normal
the Quarrelsome
the Ram
the Sly
the Strong but Stingy
the Surly
the Wild
True-valor
Whiteneck
White-shaft
Wild-hair

Designer's Notes

In many respects, this has been a dream project for me to work on. I've been a fan of the Sláine comics since 1983, when I was thirteen. They were a starting point for what has become my deep and lasting interest in ancient Celtic history and mythology. This interest, in a circular, inexorable destiny that would have been instantly familiar to Sláine or any of his contemporaries, led to Mongoose's head honchos deciding I was the right person to write the game – since the game, like the comics, is very much inspired by the old legends and by the real ancient history and archaeology of Europe.

Of course, 'inspired by' is not the same as 'identical to'. The Sláine RPG is a game first and foremost, an attempt to capture the feel of both the myth and the reality of the Celtic heroes, but not a simulation. Where history and legend conflict, I have picked the most interesting and fun idea, rather than worried too much about accuracy. Thus, although current research suggests that the iron weapons of the time were of very high quality, the sagas frequently refer to warriors stamping their blades flat between sword-blows – so we have included both the reality and the myth. Buy an ordinary iron sword, and you will find it somewhat high-maintenance to say the least, but buy a masterwork sword and you can hack and slay to your heart's content.

The weapons are rather different from the typical fantasy armoury, with the mighty longbow nowhere to be seen and the shortbow relegated to a mere hunting weapon. The sling, usually a simple weapon and an ineffective one, is suddenly king of the battlefield, along with thrown javelins and spears of every sort – exactly as it should be in a Celtic game. Armour, too, is minimal or non-existent, which can lead to a very deadly game, especially at high levels. The answer is to concentrate on feats and tactics that emphasise what defences you do have – Door of Battle and Expertise feats are likely to be must-haves for experienced warriors, except maybe warped ones. On the other hand, heroes are supposed to get wounded all the time – that, after all, is what hit points are for.

Warp-spasms were always going to be one of the most difficult aspects of the comics to portray in a game, and they caused us some headaches and disputes. Playing a warped warrior does not inherently make you more powerful than a human warrior. You might be tougher to kill during a warp-spasm, but the human's advantages in terms of skills and the bonus feat certainly more than make up for a starting warped one's occasional warp-spasms. At later levels, if you choose the right feats and prestige classes, you will start being able to do some serious damage to your foes in a warp-spasm – but even then you still only have one warp a day, and when you aren't warped the human warrior is certainly more versatile. The major geas that all warped ones begin the game with further balances the race – great for players who are going to think big

in every way, both in terms of their character's triumphs and his setbacks, but no good for power-gaming.

I loved the opportunity to create a new and wildly different magic system for a d20 System game. The Sláine setting just would not have been right with a couple of minor modifications to the druid class and some new spells, so the class was re-written from the ground up, and a new class, the witch, added as a further option for sorcerous characters. Most magic is fairly subtle, lacking the raw power of spells in other games, but at higher levels both druids and witches are capable of some fairly staggering stuff – so long as they can get enough Earth Power to do it. I love the fact that most characters will always be short of EP, always searching for an unattended weirdstone or potential sacrifice to fuel their magic. It makes for a game in which the spellcasters are often almost as bloodthirsty as the warriors, but that is no bad thing. The idea of ritually sacrificing your fallen foes may at first seem strange to players used to thinking of such behaviour as evil, but sacrifice is a fact of everyday life in Tir Nan Og, and should be thought of as an honour for the creature that dies.

Druids in particular caused a great deal of debate among the playtesters as to their power level. Some felt that they were too powerful, citing the skills and the bonuses to Knowledge; others that d4 hit dice and no ranged weapons were crippling disadvantages. Eventually we arrived at a compromise. Druids are still very disadvantaged in melee combat, but that is simply not their place, and the Druidic Awe ability keeps them out of a lot of trouble. I suspect they will still be an unattractive choice for a lot of players, but that is not necessarily a problem. Most will underestimate the sheer social power every druid has – not just the fact that only the most hardened killer would even think about raising a weapon against a druid, but also the superstitious awe that will make even Kings pause to listen whenever a druid speaks. In addition, the Knowledge skills of the druid, in a world in which ignorance is the norm, can be a powerful asset to the right player.

Witches are perhaps an easier class to get your teeth into – good all-rounders, equally at home fighting in a battle or sacrificing chickens in a dark wood. Certainly their facility with Summoning spells can make them one of the most powerful characters in the game, on a par with a warped one in full warp-spasm. The XP cost of Summonings is a serious motivation to use them only in the direst need, though, and of course a character who regularly calls up weird creatures from the El worlds is soon going to discover that such behaviour is considered sufficiently anti-social to warrant bands of heroes being sent on quests to slay her! Without the Druid's Awe ability to protect her, the witch is also likely to find that offending people is a problem. Unlike druids, too, she is within the Enech system, and may well find it tricky to

maintain sufficient Enech to be taken seriously as anything other than a threat to right-thinking folk everywhere.

The thief was a bit of a conundrum – how to capture the feel of the comics without creating just another generic fantasy thief character? For a start, thieves in Sláine rarely get stuck in to melee combat – so we have a more skill-oriented class, but with little capability with Sneak Attack or similar combat options. Unlike most stealth-oriented characters they also get decent Will saves – thieves in Sláine are almost as strong-willed as they are sneaky. Like the witch, the thief may have a hard time keeping his Enech at a reasonable level, but only if he is particularly inept – he should have managed to steal sufficient to pay his fines on the few occasions he is caught!

The two warrior classes, noble and tribal, represent a dichotomy that is apparent in the comics, the myths, and history alike. Noble warriors are trained to fight from an early age, fulfilling their roles as tribal champions and military aristocracy. Tribal warriors learn most of their fighting skills the hard way – in war – but also learn the tribal fighting style when practising with the other warriors of their tribe. Noble warriors are a cut above the rest of the tribe; tribal warriors to a large extent *are* the tribe. Most of the players of the game will probably play one or the other, and with the ‘seasonal’ style of play this is made possible, since there is no need for the usual healers to sort out the warriors’ wounds – they will have healed naturally by the time of the next adventure anyway.

So, finally, huge thanks to Mongoose for recognising what a great job I would do with the game (egotistical? Me? I’m doing my dream job – of course I no longer have room for an alter ego); thanks to Rebellion and Pat Mills for letting the rest of us play in their world; thanks to the playtesters – especially the group who said they no longer wanted to play anything else; and most of all, thanks to my wife Bridie, who put up with the late nights, the piles of Sláine comics scattered from one end of the house to the other, the mounds of

reference books on Irish and Welsh mythology and 2nd century BC helmet designs, the silly questions at four in the morning (‘Look at the dwarf in this panel – would you say he’s over four foot tall, if we assume Sláine is six foot?’) and everything else. Oh, and thanks to you for buying it – I hope it gives you many thousands of years of enjoyment.

Ian Sturrock



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