



The Fir Domain

A sourcebook for



The Roleplaying Game of Celtic Heroes



The Fir Domain

The Tribe of the Growling Shield

The Fir Domain are one of the fiercest and most troublesome Tribes of the Earth Goddess. Whereas the Sessair and Finians will go to war as soon as look at you, the Fir Domain are just as eager for trouble but always with an eye to the main chance. Likewise, they can be as cunning as the Tribe of the Shadows, but are quite prepared to apply that intelligence and planning to a frontal assault or even an entire war, rather than relying on night raids. If they cannot profit from war, and with minimal casualties, they have no great interest in it. Of course, this could be long-term profit – taking over fertile farmland can be better in the long run than capturing a rich town or fort.

Inside You Will Find:

History and Traditions of the Fir Domain: From the origins of the Fir Domain to their current foes and allies.

The Tribe of the Growling Shield: Detailing ten optional character concepts as well as the Dancer of the Sword and Russett Hound prestige classes.

New Feats: Introducing Fir Domain specific feats such as Battle Plan and Loins of Cymidu.

Magic of the Fir Domain: The spells in this chapter are available to anyone, although they

originated with the Fir Domain and are far more commonly known in Albion than elsewhere in the Land of the Young.

Folk of the Fir Domain: This chapter details the current movers and shakers within the Fir Domain.

Scenario Hooks and Ideas: Scenario Hooks and ideas to be used as is, or adapted to your own campaign to help bring the Tribe of the Growling Shield to life.

Requires the use of the 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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The Fir Domain

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Introduction

The Fir Domain are one of the fiercest and most troublesome Tribes of the Earth Goddess.

Whereas the Sessair and Finians will go to war as soon as look at you, the Fir Domain are just as eager for trouble but always with an eye to the main chance. Likewise, they can be as cunning as the Tribe of the Shadows, but are quite prepared to apply that intelligence and planning to a frontal assault or even an entire war, rather than relying on night raids. If they cannot profit from war, and with minimal casualties, they have no great interest in it. Of course, this could be long-term profit – taking over fertile farmland can be better in the long run than capturing a rich town or fort.

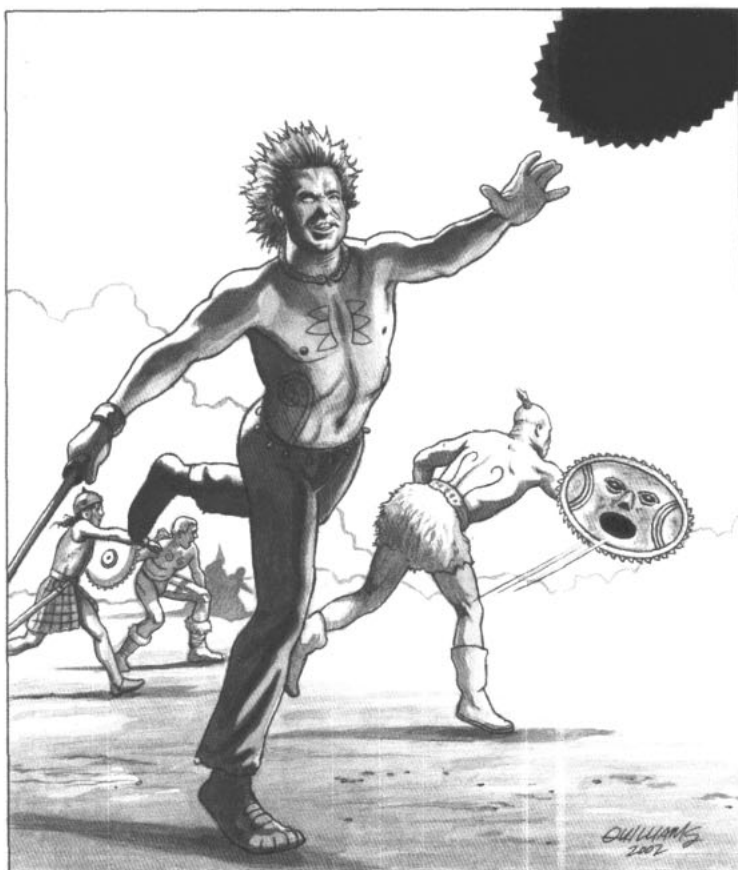
The Fir Domain are also known as the Tribe of the Growling Shields for their fearsome battle feat of shield-growling, when they use specially shaped metal shields to amplify their war-cries. This feat reveals a great deal about the tribe in general for they are geared towards defence, and their warriors make great use of shields. Yet they use the shields for offence too – the shield-growl instils terror into the hearts of any who face them in battle, and many wield razor-edged shields which can be hurled at foes or used to slash and slice. This combination of attack and defence, or perhaps more properly attack from a position of protection and strength, runs through many of the tribe's activities in both peace and war-time. Even their traders are cautious, yet quick to take advantage of any opening.

However, their focus on defence should not be taken as an indication that the Fir Domain are cowards. A Fir Domain warrior sees his shield as his most crucial piece of equipment, but it is closely followed in importance by his sword or spear. Once the Tribe of the Growling Shields have decided they will fight, they advance in an implacable, well-drilled mass, almost as well organised as the skull-swords. This is in sharp contrast to the typical Celtic charge used by most of the other Earth Goddess tribes, but it works. The Fir Domain themselves consider that charging into battle is a sign of weakness and fear, not strength – so far as they are concerned,

their more considered approach, even under a hail of javelins and sling-stones, demonstrates true courage.

The Tribe Books

This is the first in Mongoose Publishing's series of Tribe books for the *Sláine* RPG. Each Tribe book takes an in-depth look at one of the tribes in Sláine's world of Tir Nan Og, covering their history and traditions, their battle tactics and unique magic, and the most interesting personalities from each tribe. The Tribe books are invaluable for any players considering playing a character from the tribe, and for Games Masters looking to expand the background information available for Non-Player Characters. Games Masters are also well served by the scenario hooks provided for each one of the tribe's personalities.



History & Traditions of the Fir Domain

The Fir Domain are a proud and noble tribe, with a long tradition of war and conquest. Though they are rather notorious among the Tribes of the Earth Goddess for their suspiciously un-Celtic tendencies to plan their battles and organise their troops, most of them retain the old traditions of honour and a certain amount of chivalry.

The Origins of the Fir Domain

Like the other Tribes of the Earth Goddess, the Fir Domain are uncertain of their true history. In Sláine's time, the past is known by legends and myths, not by facts – though like other tribes, the folk of the Growling Shields are more than happy to defend the truth of their tales with cold steel if need be.

There are two main myths that claim to tell the origin of the tribe, each based on a different interpretation of the name 'Fir Domain' itself. The first, interpreting the name as meaning 'the men who deepened the Earth', is popular among the ordinary folk of the tribe. The second, translating 'Fir Domain' as 'The Lordly Men', finds more favour among the nobility. It seems likely that both have a grain of truth in them as tales, though which – if either – tells the true origin of the name is lost in the mists of time.

A later myth, the Tale of the Russet Hound, tells of how the Fir Domain became occasionally known as the Fox Tribe, or Folk of the Russet Hound. Since the days of King Beli's alliance with the Fox of the Marches, it has been a Fir Domain law and tradition that no foxes are ever killed, save during the Royal

Hunt of the Titans. Inevitably, given the many farms of Albion, it is not at all uncommon for a group of villagers to form covert hunting groups to deal with particularly annoying foxes, though many Fir Domain tales tell of the horrible demise of such groups – often at the hands of the fox itself.

The People who Deepened the Earth

It is said that before they fled Atlantis, the tribe of the Fir Domain were forced to work in the mines of the Cythrons, toiling night and day for those evil lords. This is the explanation given for the present-day Fir Domain love of gold and expertise in mining, refining and crafts. When they came to Albion, they were delighted to discover it had a great many precious metals and other materials close to or on the surface of the land, so at first they rarely had to mine at all, and quickly became prosperous. Even today it is possible to pan for gold in much of Albion, though this is still rarely used as currency even by the 'forward-thinking' Fir Domain. It is certainly the raw material used to make some of the most beautiful works of art and craft that made the smiths of Gorias so famous, however.

The Lordly Men

It is said that the Fir Domain nobility are all descended from two heroes of old, Llassar the Tall and his wife Cymidu the Taller. These two, so the legend goes, fled Atlantis to Tir Nan Og, and wandered the land for many years. They requested the hospitality of a Sessair King, Mathalaw, and received it for a year or two until he turned treacherously and tried to slay them and their sons. He killed the sons, but Llassar

and Cymidu escaped. According to the Fir Domain bards, it was Llassar who gave the Sessair tribe the Cauldron of Plenty, though of course the Sessair dispute this, fearing perhaps that the Fir Domain might some day try to claim it back.

Llassar and Cymidu were given hospitality by Bran, the king of Albion in those times. They bred astonishingly quickly – the reason the Sessair had tried to slay them was that Cymidu gave birth every six weeks to a tall, strong, fully armed and equipped warrior, each of whom was extraordinarily quarrelsome and quick to make trouble. Soon all of Albion had new hill-forts and other fortified settlements, filled with the sons of Llassar and Cymidu, and within a generation they were the most powerful force in the land. Inevitably they warred. A great many mighty battles ensued, with an eventual peace being negotiated by the Archdruid of Durrington himself. Under the terms of the peace, the sons of Llassar and Cymidu would be responsible for the defence of Albion, and in return their leader, Cymnewydd, was made King of Albion and of the Fir Domain. From that time on, the sons of Llassar and Cymidu intermarried with the ordinary folk of the Fir Domain. Even today, warriors of the Fir Domain often claim to trace their ancestry back to the two Atlantean wanderers, and some of the women of the Fir Domain can still give birth to fully grown and armed swordsmen if they put their minds to it. Today's Fir Domain warriors are far less quarrelsome and aggressive than the sons of Cymidu of old, preferring to put their trust in careful planning and steadfast attacks rather than wild rages.

According to the boastful Fir Domain nobles, Llassar and Cymidu themselves were descended from the Kings of Atlantis in the old days. Kings of the Fir Domain sometimes claim they alone should be High Kings of the Earth Goddess tribes, since supposedly their ancestors ruled all the ancestors of those tribes in the old days. This claim is usually met with laughter or sharp spears, depending on the mood of the other tribes, but it is often used by the Fir Domain to excuse their warlike and conquering nature. Some of the other tribes claim that Llassar and Cymidu were actually titans, and that the Fir Domain are descended from the very creatures they took the land of Albion from – but they do not claim this in the hearing of a Fir Domain, or at least not unless they want a fight.

The Tale of the Russet Hound

Beli, the son of Cenn Cymnewydd of the Conlinney Kin of the Fir Domain, was the youngest of three brave warriors. Cymnewydd's sons were given the task of guarding the Tree of Ceirt in King Lairngen's orchard, whose apples had powerful healing properties. A magical golden bird began to steal the apples. Each of the eldest sons spent a night guarding the Tree, but fell asleep under the bird's glamour, and each night she stole another apple. On his turn Beli threw off the bird's enchantment and wounded her with an arrow, knocking a feather from her tail. The feather turned out to be pure gold, full of powerful magic, and the tribal druids proclaimed that whoever should slay the golden bird and bring back the rest of the feathers would be the new King after Lairngen went into the earth. Beli and his elder brothers at once set out to look for the bird, but such was their ambition that none would assist the others and each went off in separate directions. Each was approached in turn by a starving fox, who begged for a little food, but the two elder brothers scorned him and let fly arrows at him. When the fox came to Beli, the young warrior gave generously of his provisions, and the fox helped him greatly in the adventures ahead – warning him of an El witch who had ensorcelled his two brothers, and helping him track down the golden bird in the King of the Sessair's palace. Beli was caught trying to steal the bird, and the Sessair King laid a geas on him to steal the King of Falias's prize filly in exchange for the bird. Again the fox helped him, but again Beli was caught and this time geased to steal the Finian King's daughter in exchange for the filly! The King of the Finians, on capturing Beli, set him to clear a vast enchanted mound of clay, and with the fox's help he did so, winning the princess. By dint of the fox's cleverness, Beli double-crossed the other two Kings and returned to Gorias with a new wife, a new steed, and the golden bird.

Beli went on to become one of the finest Kings the Fir Domain ever had, and his many deeds passed down into legend. It is said that the finest horses of Albion are descended from the stolen filly, and the golden bird is one of the most sacred objects in the great sacred grove of Lugllwyn, near Gorias. Beli's marriage to Issa, the daughter of the King of the Finians, led to a long-lived alliance between the two tribes, though in recent decades this has largely been forgotten.

Traditions of the Fir Domain

The Choosing of a Chieftain

The choosing of a ruler never changes. Once the seven year reign of the King is ended, he is killed, his body dismembered to feed the tribe, and his blood gathered by druids in a sacred cauldron. In honour of the gift given to the Fir Domain by the Goddess, this is always done on the night of a full moon. In a grove of sacred oaks, the priests call to the Goddess to show them the next ruler of the tribe. They pray to her in her guise as Moon Queen to show them who is best suited to bear her gift of the Silver Sword. Then they call upon her as Earth Mother to show them who will be best for the land, and finally they ask her as Woman of the Sea to show them whose bloodline shall next be called royal. The blood is then poured on the earth under the moonlight, and all watch, marking its flow. The person in front of whom it stops will be the next King or Queen of the Fir Domain.

The Royal Hunt of the Titans

One custom that differs considerably from the other tribes is the Fir Domain's tradition of a Royal Hunt. Hunting is very popular among the Fir Domain, especially when titans are the quarry. This sport is relished all across the land. The greatest hunts are organised after the inauguration of a new chieftain. Druids, friends and warriors will all be part of the hunting party, but the King must ensure he makes the most impressive kill. It is important to show himself as the greatest warrior among them. He must be the best.

Typically a hunt consists of twenty to thirty mounted hunters, sixty to eighty hounds, and forty to fifty footmen to assist with beating, tracking and general support. Often the footmen will be left far behind if the hunt pursues a particularly swift quarry.

The Hunt need not reserve itself to titans; any beast can be pursued along the way, so long as the ultimate prey is not lost. Creatures crossing the path of the hunt are portents for the future of the King and the country under his rule. The signs are very ambiguous,

and often have multiple meanings to be decided by the druids:

Titans: The more the better. The finer the sport, the greater blessing for the King, so long as he is foremost in the killing of the prey. It is a bad omen for no Titan to be caught and killed, and it is a terrible omen if the King is badly wounded by a Titan.

Wolves: The King will have many fierce and clever enemies. Can sometimes mean trouble with the Sessair.

Bears: The King will have great strength and unending power. A group of bears has a very straightforward meaning; - Berserkers and trouble from Midgard.

Foxes: Treachery, theft, cunning, ruthlessness, a well-planned battle. Whether these describe the King himself or the people around him tends to depend on the tact of the interpreting druid! Can sometimes indicate the coming of a time of civil war among the Fir Domain.

Hares: Subtlety, illusion, the workings of the Moon Goddess. Sometimes attributed to difficulties with the Falians.

Wild Boars: The ruler will be fierce in battle and defend his terrain well, but this can be the sign of a greedy King. Sometimes indicates trouble with the Finians.

Stags: the greatest sign of pure royalty, nobility and blessing, a King who will give himself up for his people, particularly when the antlers are seven-tined. This beast can also symbolise dealings with the followers of Carnun in the south.

Hornless Deers: Peace and prosperity, but they can also mean a faint-hearted King.

Snakes: Beware the Drunes! But the appearance of one of these creatures on the hunt can also mean that the King has wisdom and magic at his command.

Eagles: To see an eagle denotes a very great King, and to catch it prophesies great power, but should it be harmed or killed, the King will be found unworthy of his throne.

Ravens: The King will be claimed by the Morrighu. Death will take him on the battlefield.

The list of beasts and meanings is endless. Whatever the King kills is brought to the feast that night for all to devour, and it is considered very bad luck for the King to catch nothing at all on the hunt. Tales have been told of bribed woodsmen driving easy prey towards the royal hunter in order to guarantee a less-than-embarrassing feast afterwards. The druids and council would be aghast at the very thought.

Foes and Allies

It should never be forgotten that, for all their courtesy, the Fir Domain love extending their influence into the territories of the other tribes, the one exception being the Fir Bolg with whom the Fir Domain have close blood ties. Even there, it is not unknown for a particularly ambitious King of the Fir Domain to sever the old alliance with the Fir Bolg and make war on them, too. The expansionist behaviour of the Tribe of the Growling Shields is a constant source of bafflement to all except the Fir Domain themselves. If they are such great tacticians, why make more enemies? Do they not have enough trouble on their borders? In several lands on the fringes of Albion the titans still roam, and to the east lies Midgard, land of berserker warriors. Nor is there respite to be found in the south, where the Drune lords wait for the day when, exhausted from needless battles with other clans, the powers of the Fir Domain will crumble, allowing Drune armies to walk into Gorias and claim it for their own.

King and Council

In Gorias, the King's rule is very nearly absolute, though it is considered at least polite that he listens to his councillors. Whenever a King dies, it is required that his council steps down, allowing the new chieftain to choose his own advisers. However, most would expect to be invited to resume their place. This all comes down to the preference of the King, but almost all councils will include the Queen, clan family, royal fool, greatest warrior (apart from the King himself), chief bard, chief war-witch, chief smith and, of course, druid adviser.

The one member of a King's council who never steps down is the druid adviser. Short of complaining to the uppermost reaches of druidic authority, or proving a

druid's incompetence or corruption, they are impossible to get rid of. Besides, as many have commented, what is the point of replacing them? They are all as bad as each other! As with the other Earth Goddess tribes, there is a strong tradition that at the very least a King should obey his druid, but the Fir Domain royalty frequently get angry and even occasionally violent if a druid adviser oversteps the mark.

The Druids of Albion

It may seem strange that as practical a people as the Fir Domain should treat their druids with more reverence than is to be found among the other tribes, but so it is. New ideas come and go, but druids are respected here more than anywhere else. Perhaps this is because the history of the Fir Domain and the history of the druids have grown together like oak and mistletoe, though few would dare to say which one leeches upon the other. Even those who suspect druids and their magical wiles will admit one thing; if one has to have a druid by one's side, better it be a capable one, and the best druids across all Tir Nan Og are trained in Albion. Of course, those of the Fir Domain tribe who take great pride in the prowess of 'their' druids tend to contest or to deliberately 'forget' the fact that most of the druids who train in Albion consider their seminaries to be independent of any tribe.

Albion lays serious claim to being the original land of the druids. This is asserted by all the Fir Domain tribe except the druids themselves, who claim to be guardians of Atlantean lore nearly lost when that land was destroyed. Then, apparently, they and the Fir Domain together left the doomed isle bringing hidden wisdom and the knowledge of magic first to Albion and then to the rest of Tir Nan Og. The drunes contest this version of events vehemently, stating that the knowledge of magic did not begin in Atlantis, but in the Cave of Beasts itself. There are many different theories, but as the drunes and druids have never been known to agree on anything, the argument looks set to continue well beyond the onset of Ragnarok.

The Tribe of the Growling Shields

This chapter presents new options for characters of the Fir Domain tribe, including new prestige classes and a new character race. In addition, it introduces the idea of character concepts to the *Sláine RPG*. Character concepts are an option for beginning characters, intended to provide a roleplaying 'hook' for the character but also allowing them minor, distinct advantages and disadvantages.

Fir Domain Character Concepts

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

Any one Character Concept may be applied to a character as it is being created. The listed bonuses and penalties are applied, any role-playing description modified and adjusted to take into account the template and then the character is ready to play! From this point forth, both the player and the Games Master should be aware of the Character Concept chosen and take steps to ensure the character is played accordingly.

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

Druid Character Concept: Mystic

Though most druids in Albion train at the seminary of Durrington, one or two are taken directly under the wing of the Archdruids at Glastonbury, where they begin to penetrate its most arcane mysteries. Glastonbury breeds a particular kind of druid, perhaps not quite so well educated as those who train at Durrington, but often even more capable when it comes to the sorcerous arts.

Adventuring: Mystics go adventuring to learn the secrets of the universe, or because their gods (who often seem to talk to them directly, or so the mystics would claim) told them to do it. They can sometimes seem more of a hindrance than a help but, so long as they have the opportunity to 'charge up' occasionally at a sacred site, they can be extremely powerful.

Roleplaying: Mystics are difficult to deal with, and have a tendency to speak in portentous, mysterious, or just plain confusing phrases. Getting a straight answer out of them is about as likely as getting a fair deal out of a particularly wily dwarf con artist. Given half a chance, they will be off up a tree, or sitting cross-legged in a sacred grove, talking (if disturbed) about their need to meditate and channel mystic energy, or some such strangeness.

Bonuses: Mystics are so used to spending time in sacred, magical places, and so attuned to the Earth Power flowing through such places, that when in a location that boosts Earth Power (see the Earth Power chapter in the *Sláine RPG*) they gain the listed Earth Power every minute, rather than every ten minutes as is usual. In addition, because they are so obviously otherworldly, other folk are far less likely to attack



them – any attempt to save against their Druidic Awe class feature is made at a –2 circumstance penalty.

Penalties: Mystics are unused to dealing with anyone who is not also a druid, and a fellow mystic at that. They do not receive Diplomacy, Bluff or Perform as class skills. For this reason, they are rarely called upon to lead public rituals or preside over festivals.

Druid Character Concept: Sage

The druids of Albion are renowned for the depth and breadth of their knowledge, even over and above other druids. Those who commit the most information to memory are sometimes known as sages.

Adventuring: Sages are driven by a constant need to find out more, to expand their knowledge in the many and varied fields they study. Whether it is to discover more about the lifecycle of the Horned Witches of the Sourlands, or to research the shape-shifting magicks of

the witch-women of the Gower Caves, a sage always has a good reason to adventure. Among an adventuring party, they can prove essential when it comes to deciphering Atlantean inscriptions, recalling the most ancient legends of Albion and beyond, and they possess an encyclopaedic memory for other facts from the trivial to the world-shaking.

Roleplaying: Sages often prove absent-minded at best, and positively distracted at worst. Other characters may think they spend far too much time puzzling out the connotations of venerable arcana and not enough time watching their backs.

Bonuses: Sages begin the game with the Sage Knowledge ability, which is treated exactly the same as the bard prestige class's Bardic Knowledge class feature (see page 133 of the *Sláine RPG*). If the sage ever gains levels in the bard prestige class, he may add his druid level and his bard level together to determine his total level for Bardic Knowledge purposes.

Penalties: A sage must spend at least sixteen of his initial skill points on Knowledge skills, and continue to spend at least four skill points each level on Knowledge skills. If ever the sage chooses to spend less than four skill points on Knowledge skills on gaining a level in the druid character class, he immediately loses his Sage Knowledge ability (above).



Noble Warrior Character Concept: King's Man

King Osdann has introduced his own force of supposedly elite warriors, though to join it is far more important to prove one's loyalty to him than to prove any particular standards of combat ability. The King's Men are Osdann's bully-boys, not his police force.

Adventuring: King's Men usually adventure because they are ordered to do so, though when not actively on duty they can do much as they like. King Osdann can be somewhat of a skinflint, and so only those of his soldiers who are garrisoned in border towns tend to be constantly on duty, though there is frequently work for the others when he embarks on a campaign of conquest. Between stints working in the King's



service, many King's Men simply become bullies enforcing their own interpretation of the King's rule, though some head off into the wilderness to seek their fortunes. In any case, their good armour and fighting discipline will be an asset to any adventuring party.

Roleplaying: King's Men are typically overbearing and utterly superior in manner, their skill at arms combining with their knowledge that they are the King's elite and typical Celtic boastfulness to make them almost insufferable. This can make them unpopular both within their party and without. Some though join parties simply for the pay and the loot, and soon desert their King.

Bonuses: King's Men start the game with a mail shirt, as a reward for their loyalty – and because they are attacked so often, they are likely to need it.

Penalties: Most of the ordinary Fir Domain nurse a deep hatred for the King's brutal and tyrannical ways, though they nurse it in secret, for he and his King's Men are stern punishers of disloyalty. The King's Men are often seen as traitors to the ordinary tribesfolk. King's Men have a -2 circumstance penalty to all Charisma-based skill checks when dealing with members of the Fir Domain tribe, except those who are explicitly loyal to King Osdann. If ever the King is deposed, this penalty will be halved – the King's Men will no longer be quite so hated, though their part in Osdann's regime will be remembered. A King's Man who turns against King Osdann and leaves his service will also find the penalty halved (removed entirely if the King is later deposed), but will certainly be hunted down wherever those loyal to the King may be found, including his former colleagues.

Noble Warrior Character Concept: Swordmaster

The warriors of the Fir Domain train with the classic combination of sword and shield, and the swordmaster exemplifies this tradition. Training from a very early age with the typical Fir Domain elite weapons, the sword and the razor-edged shield, he disdains other arms and has an almost mystical relationship with his blade.



Adventuring: The swordmaster goes adventuring to test himself against new foes, honing his already expert weapons skills to perfection. He may also wish to seek out other experts with the sword and shield (whether swordmasters or not) to see if they are willing to teach him any new tricks. Inevitably, many swordmasters are also motivated by money, and are more than happy to hire themselves out as adventurers, bodyguards, or hired thugs. Their skill with the blade can make them a powerful addition to any adventuring party.

Roleplaying: Most swordmasters have one goal in life – to be accepted into that elite band of warriors, the Dancers of the Sword. All that they do will be dedicated to that end, and some are apt to behave as though they are already Dancers, with all the pride and wilfulness such a role implies.

Bonus: The swordmaster gains the Weapon Focus (sword) feat for free. In addition, the swordmaster may



take the Weapon Specialisation (sword) feat at first level, due to his vast experience of combat. He may not take a second Weapon Specialisation feat until he reaches 4th level, as normal.

Penalty: The swordmaster's vows prevent him from ever training in, or even wielding, most non-sword weapons in battle. The swordmaster is proficient only in the following weapons: unarmed strike, short-sword, iron dagger, sword and razor-edged shield. Each time he wields another weapon in combat, he gains a minor weird; if he ever becomes proficient in another weapon, he gains a major weird.

Thief Character

Concept: Outlaw

The outlaws of Albion live and work in the extensive forests of Broceliande and elsewhere, robbing and sometimes killing travellers on the Old Straight Track system and beyond. Exiled from kin and tribe alike, theirs is usually a lonely existence, though occasionally they band together for mutual support and protection.

Adventuring: For an outlaw, existence itself is an adventure. Constantly either robbing well-guarded merchants or looking over his shoulder for everyone from the King's Men to a local lynch mob, the outlaw is always getting into trouble one way or another. In an adventuring party, he can be invaluable as a guide through the forest or a tracker in the wilderness.

Roleplaying: Outlaws are generally self-reliant and insular. They may seem to fit in with others, but typically view any such situation as a temporary alliance at best, or more typically an armed truce. Most prefer to avoid confrontation with tribal authorities whenever possible, though a few enjoy attempting to publicly humiliate their tormentors.

Bonus: Outlaws typically live in the wilderness, and must be capable of trapping or hunting their own food when criminal pickings are lean, as well as day-to-day survival. They gain a +2 competence bonus to all Wilderness Lore checks.

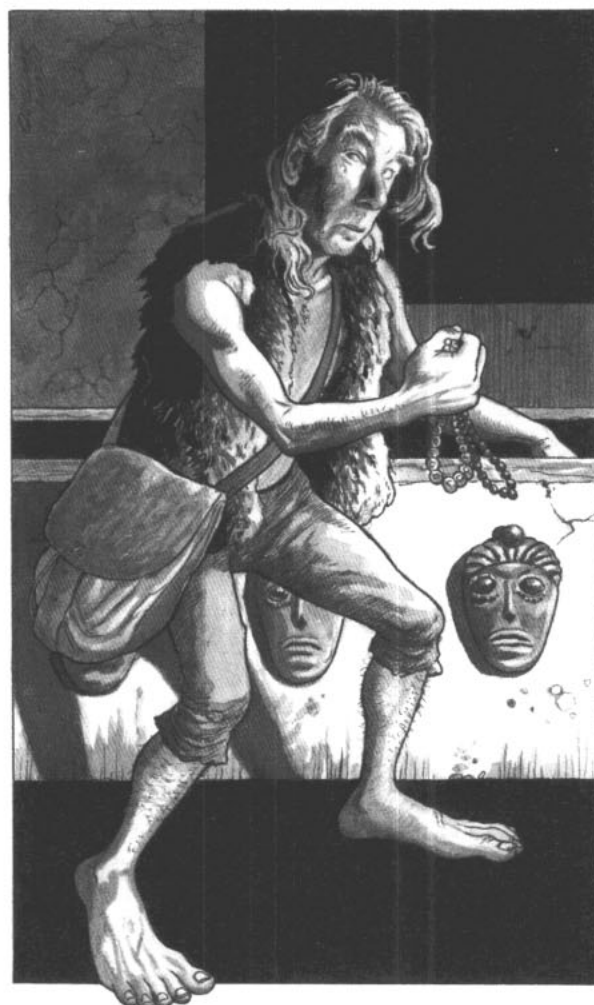
Penalty: Outlaws are set very much outside society, and begin the game with a total Enech of -1d3. This low Enech means they must constantly be wary of being captured or even killed by members of every tribe.

Thief Character

Concept: Tomb Robber

Finias has many ancient tombs, usually those of great titan princes and lords of former days. Tomb robbers specialise in entering and looting them, regarding the pickings here as far more lucrative than the usual thief targets, such as the living.

Adventuring: Like outlaws, tomb robbers are professional adventurers already – after all, their job involves clambering about in underground tombs, looking for treasure. Though quite used to working alone, they will occasionally hire (or hire on with) other adventurers for strength in numbers when trying to crack a particularly tough tomb. This is often a



necessity if the tomb is located outside Fir Domain territory, in one of the ruined titan cities. Their specialist skills are ideal for penetrating tombs or other structures which have traps and locks rather than guards, but otherwise they are probably less versatile than ordinary thieves.

Roleplaying: Tomb robbers are usually motivated by personal gain first and foremost. Many seek to someday retire, once they have amassed enough riches; for others, too much is never enough.

Bonuses: Tomb robbers are well used to the need to bypass the often sophisticated defences of titan tombs. They gain a +2 competence bonus to all Open Locks and Disable Device skill checks.

Penalties: Tomb robbers have little time or need for stealth, since those they steal from are long dead. They do not receive Move Silently or Hide as class skills.

Tribal Warrior Character Concept: Gorias Smith

The smiths of Gorias are widely regarded as the finest in Tir Nan Og, except perhaps for one or two of the very best in Finias. All have some skill at arms, but devote most of their time to perfecting their crafts.

Adventuring: The smiths of Gorias are a contentious bunch, and occasionally have minor wars between one faction or another. Those on the losing side of such a scuffle either finish up dead, or have to leave town in a hurry. Young smiths sometimes take up the life of a wanderer voluntarily, with a desire to take their skills on the road rather than fit themselves neatly into Gorias' craft hierarchy. In either case, they can make a valuable addition to any adventuring party, carrying with them the tools of their trade and easily able to repair or replace the group's weaponry as needed.

Roleplaying: Gorias smiths are generally calm and competent, with nothing to prove. Some of them can get a little spooked at the many hazards they encounter outside the city, however.

Bonuses: Gorias smiths may take the Craft Masterwork feat when they have eight or more ranks in

the relevant Craft skill, rather than ten or more as is usual. Whenever attempting to craft a masterwork item, they gain a +3 circumstance bonus to their Craft skill checks. In addition, Gorias smiths begin the game with a masterwork iron sword, short-sword, hatchet or battle-axe, usually a gift from their former master.

Penalties: A Gorias smith's time has been spent almost entirely on learning the skills of his craft. He starts the game with only 12 + (4 x Int modifier) skill points, and gains only 3 + Int modifier skill points with each new level. He must always keep his preferred Craft skill at the maximum possible.

Tribal Warrior Character Concept: Slinger

Most Earth Goddess tribal armies are infantry first and foremost, a howling mass of maddened flesh hurling itself at the enemy with no worry about injury or death. The Fir Domain have two main innovations over the traditional Celtic charge – the shield wall, used particularly by their elite Dancers of the Sword, and the slinger unit. Although the other tribes use slingers occasionally when besieged, they tend to disdain missile weapons except for children and youths. The Fir Domain slingers are adults, expert with their weapons and well trained in using them as a group.

Adventuring: Slingers adventure for the same reason any other warrior does – to gain loot and renown. They can be very useful, particularly if the opposition does not expect any missile capability beyond the occasional javelin.

Roleplaying: Slingers often feel the need to prove themselves as warriors, since their fellows sometimes taunt them that they are unproven youths not yet ready to move on to real weapons. This can make them very self-conscious, and most learn to handle themselves more than adequately in melee combat to make up for this alleged lack.

Bonuses: Slingers train with the sling for far longer and far harder than do most warriors, reaching an astonishing level of expertise. They begin the game with the Weapon Focus (sling) feat for free.

Penalties: Slingers must be prepared to move far faster than most warriors, whether to move into range of their enemies or to retreat from a melee attack and let the more heavily-armed ordinary warriors handle it. They are not proficient with medium armour, learning only the use of light armour.

Witch Character

Concept: Witch of Broceliande

The secret witch enclave of Broceliande trains witches who worship the Goddess and even the Horned God, rather than the trinity revered by the northern druids of Goddess, Lugh the Sun God and Hu the Mighty. This is the next best thing to heresy as far as the druids of Albion are concerned, and even most of the ordinary folk consider the Horned God to be the deity of their enemies the Drune Lords.

Adventuring: Witches of Broceliande often leave the sacred groves of the forest, either on a mysterious mission for their cohorts or simply to take their message of delighted revelry and their worship of the Horned God to the outside world. Any such attempts at religious proselytising must be made with the greatest care, since the witch may be taken for a drune spy if she speaks to the wrong person about Carnun. In a group tolerant of such religious unusualness, or ignorant of the witch's true allegiance, her magical talents can be a great asset.

Roleplaying: Most witches of Broceliande are of necessity secretive – though occasionally a zealous and strident Carnun-worshipper might be found, they tend not to last too long. They are particularly concerned with nature and the natural balance.

Bonuses: Witches of Broceliande automatically count as having made the requisite sacrifices to worship Carnun and Danu, both of whom look on them with special favour for their risky attempts to revive the supremacy of the Goddess and the recognition of Her consort the Horned God. Whenever casting a spell that has as one of its prerequisites, 'Must be a worshipper of Danu' or, 'Must be a worshipper of Carnun', the witch gains a +2 circumstance bonus to her magic attack roll or skill check.

Penalties: The Broceliande witches are more concerned with the traditional witchcraft activities of revelry and worship than with cursing their enemies. They do not gain the Hexer class feature.

Witch Character

Concept: Seminary Witch

Many of the witches of Albion were once students at the druid seminary in Durrington, learning to read and being taught of the stars, the Earth and the gods before giving up their formal training for the less structured life of a witch.

Adventuring: Seminary witches often left school precisely because they wished to find adventure, resolving to simply pick up a little magic on the way rather than wait another decade-and-a-half for the druids to teach it to them. Regarded as a little too wild by most druids, and a little too well-educated by most witches, the seminary witch is a natural outsider from normal society and thus will often fit in very well with the bunch of misfits that makes up the typical adventuring party. Here her blend of witch skills and druidic knowledge can make her more versatile than either a typical druid or a typical witch, so long as she can be well protected by the rest of the group.

Roleplaying: Most seminary witches are naturally rebellious and highly inquisitive, with a deep desire to experience the world rather than simply read about it. That said, they rarely regret the time they spent in education – rather, they spend much of their lives trying to build on it, trying to ascertain whether or not their learning matches up to reality. Many consider themselves superior to almost every other character class, which can make them insufferable on occasion!

Bonuses: The seminary at Durrington first teaches its pupils to read and write, then educates them thoroughly in general knowledge and a wide variety of other areas before beginning to show them how to do magic itself. A seminary witch can Read Ogham (as the thief class feature). She also gains six bonus skill points at first level, which must be spent on Knowledge skills.



Penalties: Witches who were taught at Durrington have less time to devote to combat practise and the arts of war. Seminary witches are not proficient with any martial weapons, though they are still proficient with simple weapons and light armour.

Sons of Cymidu as Player Characters

Sons of Cymidu are closely related to humans, though the full blood of Llassar and Cymidu runs through their veins as a result of the magical power of the Loins of Cymidu feat. Born into the world as fully grown warriors, complete with swords, shields and armour, they are powerful fighters but tend to make bad soldiers – sooner or later they will almost all turn on their fellow troops, even other Sons of Cymidu.

Sons of Cymidu overran much of Albion at one time, but they eventually became so intermingled with the ordinary Fir Domain population that full-blooded sons of Cymidu are today only born through the specific intent of certain women of the Fir Domain tribe. Even those who can give birth to the Sons of Cymidu (see the Loins of Cymidu feat on page 19) rarely choose to do so, since the sons are so argumentative and difficult, even for Celts.

Sons of Cymidu are fairly challenging to play, since they will frequently find themselves attacking their companions unless they are careful to avoid all manner of stressful situations. As player characters, they perhaps work best for short, one-off campaigns in which all the characters are Sons of Cymidu. That way, the occasional fratricide resulting from a rage over a relatively minor incident is all part of the fun. If a Son of Cymidu is played as part of a more regular group, his compatriots will need to be ready to have relatively non-violent means to calm him down once he runs out of enemies – grappling, nets, or the *pacify* spell are all good ways to do this, though all are fraught with danger. Most players will typically get bored with the rather limited roleplaying possibilities offered by playing a Son of Cymidu in a long-term campaign though.

Personality: War. Pain. Violence. Anger. Death. Rage. Think of a two-year-old child obsessed with swords and fighting, with no fear of death and more pride than concern at causing the deaths of others. Transplant that mind into the body of one of the

toughest adult warriors of all Tir Nan Og. Of course, it is always possible that with time spent in the company of more mature and civilised folk, a Son of Cymidu may eventually (after several years) become at least somewhat socialised. Even then, the rages will continue – he may find it a little easier to control his anger, and he will likely regret the killings he does while enraged, but he cannot stop them entirely.

Physical Description: Sons of Cymidu appear much like humans, although most are taller, broader and more strongly muscled than a typical human. Their immaturity and inexperience is often apparent in their child-like eyes.

Relations: It is extremely difficult for the Sons of Cymidu to get on with any other races at all, or even with one another. It is not for nothing that Llassar, Cymidu and their sons were thrown out of Eriu. Sons of Cymidu are at best quarrelsome, and at worst murderous. Almost anything can set them off into a killing rage. Typically they are aggressive towards anyone who might be a reasonably competent warrior (most humans and warped ones) out of rivalry and a desire to prove themselves, and aggressive towards anyone who is probably not a fearsome warrior (most dwarves) simply because they can.

Names: Sons of Cymidu are usually given human names.

Son of Cymidu Racial Traits

All Sons of Cymidu share the following racial traits:

† +2 Strength, +2 Constitution, –4 Wisdom, –2 Charisma, –2 Intelligence: Sons of Cymidu are a lot stronger and tougher than humans, but they have had almost nothing resembling growing up – they are born with a lust for war and a distinct lack of common sense, education and social skills.

† +2 racial bonus to all Spot and Listen checks: Although Sons of Cymidu tend to have a low Wisdom characteristic, they are generally jumpy and suspicious, constantly alert for any potential foe. This is not so much from fear as from eagerness for battle.

† Required core character class: Tribal Warrior. Sons of Cymidu are born with a full set of warrior instincts and training. They may only be tribal warriors – no other core character class is open to

them. However, they may later multiclass into any prestige class for which they meet the requirements.

† Male: There are no daughters of Cymidu.

† Involuntary Rage: Sons of Cymidu have less control over their rages than do the tribal warriors of other races. Any time the Son of Cymidu is in a stressful situation (at the Games Master's discretion) he must make a Will save (DC 10 + half tribal warrior class level + Strength modifier) or go into a rage. Any time he is in a rage and no enemies are in range of his hand weapon, he must make another Will save (DC as above) or attack the nearest living creature, whether friend or foe (if there is no living creature in range of his hand weapon, he must charge them). If he does lose control in this way, he will continue to attack the nearest living creature until his rage ends.

† Born fully-armed: A Son of Cymidu always starts the game with an iron sword, mail shirt, large wooden shield, helmet, three iron javelins, and an iron dagger, but no money or other items of equipment.

† Limited starting skills: A Son of Cymidu may only spend his 1st level skill points on ranks in the following skills: Balance, Climb, Intimidate, Jump, Listen, Search, or Spot. On gaining additional levels, the Son of Cymidu may spend his skill points as he pleases, just like any other player character.

† No geas: Geases are usually given when the geased one is a baby or small child, and since Sons of Cymidu have no childhood they never get a chance to receive a geas.

Fir Domain prestige classes

The following prestige classes are open only to members of the Fir Domain tribe, although in exceptional circumstances a character who has married or been fostered into the tribe may be permitted to join. The Dancers of the Sword are the Fir Domain's equivalent to the Red Branch, a tribal elite of staggeringly powerful warriors, though unlike the Red Branch none of them are warped. The Russet Hounds are scouts and bandits who revere the fox, the magical symbol of the entire tribe.

The Dance of the Sword

Blood, wine, and glee,
Sun, to thee, –
Blood, wine, and glee!

Chorus:

Fire! fire! steel, Oh! steel!
Fire! fire! steel and fire!
Oak! oak, earth and waves!
Waves, oak, earth and oak!

Glee of dance and song,
And battle-throw, –
Battle, dance, and song!
(repeat chorus)

Let the sword blades swing
In a ring, –
Let the sword blades swing!
(repeat chorus)

Song of the blue steel,
Death to feel, –
Song of the blue steel!
(repeat chorus)

Fight, whereof the sword
Is the Lord, –
Fight of the fell sword!
(repeat chorus)

Sword, thou mighty king
Of battle's ring, –
Sword though mighty king!
(repeat chorus)

With the rainbow's light
Be though bright, –
With the rainbow's light!
(repeat chorus)

Ancient Celtic battle song

Dancer of the Sword

The Dancers of the Sword, named for an ancient Fir Domain battle-poem which they use as the basis for their battle cries, are the elite warriors of Albion. They are well-disciplined and drilled, with almost as much organisation on the battlefield as the drunes' skull-swords. This training and discipline, along with their traditional slow, stately advance, enables them to

attack in shield-wall formations that greatly enhance the defence of every warrior in them. Yet these warriors are also capable of a more individualistic and elegant style of fighting which is no less practical – the sword-dance from which they derive their name. They consider the sword-dance to be their answer to the warp-spasm – a way for a warrior to fight against the odds, even if he is separated from his fellows.

Most dancers of the sword are tribal warriors or noble warriors, both of whom are ideally suited to the class. Occasionally a particularly warlike witch or thief will become a dancer of the sword, wishing to learn to protect his tribe or simply to add a powerful set of combat skills to his repertoire.

Class Skills and Attributes

The dancer of the sword's class skills (and the key ability for each skill) are Climb (Str), Intimidate (Cha), Jump (Str), Perform (Cha), Ride (Dex), Swim (Str), and Tumble (Dex).

Skill Points at each level: 2 + Int modifier.

Hit Die: d10

Requirements

Base Attack Bonus: +6 or higher.

Skill: Perform 8+ ranks (including dance as a performance form), Concentration 4+ ranks.

Race: Must be human.

Feats: Battle Cry, Shield Growl, Weapon Focus (sword), Door of Battle.

Enech: 8 or higher.

Special: Must be a member of the Fir Domain tribe. Must not possess the Blood of Heroes feat. Must never have had a warp-spasm. Must own a named iron sword – if the dancer of the sword's named sword is ever lost or destroyed, he suffers the –1 morale penalty for 1d6

days rather than the usual one hour, and may not use any of his dancer of the sword class features until he names a new iron sword.

Class Features

All of the following are class features of the dancer of the sword prestige class.

Weapon and Armour Proficiency: The dancer of the sword gains no new weapon proficiencies. The dancer of the sword is proficient with light, medium and heavy armour, and with all shields, although several of his class features (noted below) cannot be used while wearing medium or heavy armour. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armour and equipment carried.

Dance of the Sword: A 1st level dancer of the sword learns to enter a deadly, spinning sword-dance, his blade weaving to and fro in a hypnotic and elusive pattern, his shield moving more slowly yet always seeming to be in the right place to block his enemies' attacks. Beginning the dance is a move-equivalent action, and it may be continued so long as the dancer of the sword has his named sword drawn, his shield held, and is wearing at most light armour. So long as he keeps dancing, he may add his Charisma bonus (if any) as a circumstance bonus to his Armour Class. This is cumulative with any bonus from the *skyclad blessing* spell. This is a supernatural ability.

No Warp-Spasm: Dancers of the sword may never enter warp-spasm under any circumstances. Their style of combat is simply too reliant on plans and organisation for it to be compatible with warped warriors rushing about and causing chaos on the battlefield.

Table 1: The Dancer of the Sword

Level	Base Attack Bonus	Magic Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+0	+2	Dance of the Sword, no warp-spasm
2	+2	+0	+3	+0	+3	Battle-Throng (shield wall)
3	+3	+0	+3	+1	+3	Shield Bonus +1
4	+4	+0	+4	+1	+4	Song of the Sword
5	+5	+1	+4	+1	+4	Battle-Throng (aid another)
6	+6	+1	+5	+2	+5	Shield Bonus +2
7	+7	+1	+5	+2	+5	Glee of the Sword
8	+8	+1	+6	+2	+6	Battle-Throng (improved aid another)
9	+9	+1	+6	+3	+6	Shield Bonus +3
10	+10	+2	+7	+3	+7	The Fell Sword

Battle-Throng: A group of dancers of the sword who are all of at least 2nd level and all armed with a shield in the same hand and a weapon in the other can arrange themselves in a shield wall. They must all be arrayed in a straight line, in adjacent squares, facing the same direction. All of them gain the benefit of ¼ cover (+2 cover AC bonus, +1 cover reflex save bonus) from their comrades' shields, except for the dancer of the sword at the very end of the line. For example, if the line was made up entirely of right-handed warriors with shields in their left hands, each warrior's shield would provide the cover bonus to the warrior on his left. The warrior on the far right of the line would gain no bonus.

Any dancer of the sword in a shield-wall who is of 5th level or higher and who is performing a full attack action may give up one of his attacks to aid another (see *The Player's Handbook*), if the ally on his weapon side is in melee combat with an opponent who is also threatened by the dancer of the sword. The dancer of the sword's ally gains either a +2 circumstance bonus to attack that opponent or a +2 circumstance bonus to AC against that opponent (the dancer of the sword's choice). Unlike the usual aid another action, the dancer of the sword need not make an attack roll to aid another in this way. This can only be done once per round.

At 8th level or above, the dancer of the sword may aid another (exactly as above) once per round as a free action, rather than having to give up one of his attacks.

All Battle-Throng class features are extraordinary abilities.

Shield Bonus: At 3rd level the dancer of the sword gains a +1 dodge bonus to Armour Class, so long as he is also gaining an armour bonus from the use of a shield of some sort. The bonus rises to +2 at 6th level, and +3 at 9th level. This is an extraordinary ability.

Song of the Sword: Once per day, a 4th level or higher dancer of the sword can lead his fellow dancers in a great battle-song, known as the Dance of the Sword (see sidebar). He must already be performing his dance of the sword (1st level class feature). He makes a Perform check (DC 15). If successful, all members of the dancer of the sword prestige class within 60 ft. gain a +1 morale bonus to attack rolls, damage rolls, skill checks and saving throws as long as he keeps singing, or for the duration of the current battle or encounter, whichever is the shorter time. He may continue

singing while fighting or performing any other activity which would not prevent him from singing. If he is in a situation which would normally force him to make a Concentration check for spellcasting, he must make a Concentration check (treat the Song of the Sword as equivalent to a 4 EP spell for purposes of Concentration checks only) or stop singing. When he makes the initial Perform check, if he succeeds by 20 or more (that is, rolls a 35 or more) the morale bonus is +2 instead of +1. This is a supernatural ability.

Glee of the Sword: A 7th level dancer of the sword who slays an opponent in combat while performing his dance of the sword (1st level class feature) immediately heals 1d4 hit points of damage, if his hit points are currently below maximum. This is a supernatural ability.

The Fell Sword: A 10th level dancer of the sword doubles the threat range of his named sword whenever he is performing his Dance of the Sword (1st level class feature), just as if he had the Improved Critical (sword) feat. If he already has the Improved Critical (sword) feat, the threat range is tripled. In addition, his named sword counts as an enchanted weapon while he is performing his Dance of the Sword. This is a supernatural ability.

Russet Hound

The russet hounds are often thieves and bandits, but never outlaws. These are honourable thieves, always prepared to pay their fines if caught, and most commonly using their skills to steal from or trick folk who are outside tribal law anyway – titans, drunes, fomorians and the like. They even have a royal predecessor to draw inspiration from – they regard the legend of the Russet Hound (see page 4) as a sacred, magical tale. Many are scouts or skirmishers rather than thieves, and those who do steal tend to either work in the forests as footpads or robbers, or in the city as conmen, rather than as pickpockets and cutpurses.

Class Skills and Attributes

The russet hound'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), Sorcery (None), Tumble (Dex).



Skill Points at each level: 4 + Int modifier.

Hit Die: d6.

Requirements

Skills: Bluff 6+ ranks, Hide 8+ ranks, Move Silently 8+ ranks, Sorcery 3+ ranks.

Feat: Alertness.

Race: Must be human or warped one.

Enech: 3 or higher.

Special: Must be a member of the Fir Domain tribe.

Class Features

All of the following are class features of the russet hound.

Weapon and Armour Proficiency: A russet hound is proficient with all simple weapons, and all martial weapons of medium-size or smaller. He is also proficient with shields and light armour. 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.

Fast Movement: A 1st level russet hound learns to draw on the power of the fox as he runs. He has a speed faster than the norm for his race by +10 feet when wearing no armour or light armour (and not carrying a medium or heavy load). This movement bonus is not cumulative with the tribal warrior's Fast Movement class feature, if the character has both. This is a supernatural ability.

Friend of the Fox: All russet hounds are well disposed to foxes, and foxes are well disposed in return. From 1st level onwards, a russet hound may never deliberately harm a fox nor allow others to harm a fox,

and foxes will never harm him. He does not have any particular power to communicate with them. If a russet hound ever deliberately harms a fox, he immediately gains a major weird and may no longer advance in levels as a russet hound. This is an extraordinary ability.

Fox Companion: A 2nd level russet hound gains a fox as a companion. If the fox companion is ever killed, the russet hound gains a minor weird (or a major weird, if at the Games Master's discretion the russet hound was largely to blame for his companion's death) and gain a new companion after one full year.

At 5th level, the russet hound's fox becomes as intelligent as an elite human (roll best three of 4d6 for its Intelligence score). It can speak in the human tongue, and understand and even create plans of various kinds. It gains 15 skill points to spend on Intelligence, Wisdom and Charisma-based skills. Its type changes to magical beast.

At 9th level, the russet hound's fox gains one supernatural ability, chosen by the russet hound from the following list:

Over Land and Sea: Once per day, the fox may travel at very high speeds, exactly as though using the *flying* spell. Up to two medium-size creatures, or one large creature, or four small creatures may travel with it by holding onto its tail.

Chicken-Keeper's Slumber: Once per day, the fox may put a glamour of sleep on creatures totalling up to 12 HD. They must make Will saving throws (DC 15) or fall into a slumber for 10-60 minutes.

Fox's Knowledge: Once per day the fox may either divine information exactly as though under the influence of a *bull feast* spell, or predict the future exactly as though casting any one of the three

Table 2: The Russet Hound

Level	Base Attack Bonus	Magic Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	+0	Fast Movement, Friend of the Fox
2	+1	+0	+0	+3	+0	Sneak Attack +1d6, Fox Companion
3	+2	+1	+1	+3	+1	Eye of the Fox
4	+3	+1	+1	+4	+1	Sneak Attack +2d6, Uncanny Dodge (Dex bonus to AC)
5	+3	+1	+1	+4	+1	Fox Companion (intelligent)
6	+4	+2	+2	+5	+2	Sneak Attack +3d6, Tongue of the Fox
7	+5	+2	+2	+5	+2	Cunning of the Fox
8	+6/+1	+2	+2	+6	+2	Sneak Attack +4d6, Uncanny Dodge (can't be flanked)
9	+6/+1	+3	+3	+6	+3	Fox Companion (supernatural)
10	+7/+2	+3	+3	+7	+3	Sneak Attack +5d6, Shape of the Fox

astronomy spells. In addition, the fox gains a +10 innate bonus to all Divination checks.

Eye of the Fox: A 3rd level russet hound can instantly pick out the most valuable item in a heap of treasure, mound of junk, witch's cave or similar situation. He may make an Appraise check as a free action, and if successful intuitively knows which object to grab. He gains a +2 circumstance bonus to Pick Pocket checks made specifically to rapidly (move-equivalent action) palm the best piece of treasure among an assortment of objects (generally before the rest of the Player Characters are even aware that what they are looking at is treasure). This can only be done once in each area (as defined by the Games Master) – that is, you cannot take the best piece of treasure from the pile, then use the class feature to take the second-best and so on, although you can of course make normal Appraise, Search and/or Pick Pocket checks. This is an extraordinary ability.

Uncanny Dodge: At 4th level and above, the russet hound retains his Dexterity bonus to AC (if any) if caught flat-footed or struck by an invisible attacker. At 8th level, the russet hound can no longer be flanked. Another thief or russet hound at least four levels higher can still flank them. If the russet hound also has the Uncanny Dodge class feature from another class, add the two class levels together to determine the total Uncanny Dodge level. This is an extraordinary ability.

Cunning of the Fox: A 7th level russet hound no longer leaves any kind of scent trail – creatures which track by scent will not be able to track him. This is a supernatural ability. In addition, he disturbs the ground far less than most creatures – even ordinary attempts to track him using the Track feat have a –4 circumstance penalty.

Tongue of the Fox: Like the foxes of legend, a 6th level russet hound may speak with any and all animals in their own tongues. Generally, in the legends this is used to trick those animals into doing what the fox wishes, and so the russet hound may use all the usual skills in interacting with said animals (Bluff, Diplomacy, Sense Motive, etc) and even gains a +2 circumstance bonus to all Bluff checks made which target animals. This is a supernatural ability.

In addition, from 6th level onwards the russet hound's fox companion can also speak with any and all animals, as above.

Shape of the Fox: A 10th level russet hound may transform into a fox as a move-equivalent action once per day. Upon changing, he regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; and changing back does not heal him further). If slain, the fox reverts to its original form, though it remains dead. The russet hound acquires the physical and natural abilities of a fox while retaining his own mind. Physical abilities include natural size and Strength, Dexterity and Constitution scores. Natural abilities include bite attack and abilities derived directly from physical form – for example, movement rate, racial bonus to Move Silently checks, low-light vision and tracking by scent. Any part of the body or piece of equipment that is separated from the whole reverts to its original form. The russet hound's new scores and faculties are average ones for a fox. The russet hound retains his Intelligence, Wisdom and Charisma scores, level and class, hit points (despite any change in his Constitution score), base attack bonus, and base saves. (New Strength, Dexterity, and Constitution scores may affect final attack and save bonuses.) The russet hound retains his own type (humanoid), extraordinary abilities, spells, and spell-like abilities, but not his supernatural abilities. The russet hound cannot cast spells he knows while in fox form, unless they have no somatic or verbal component. When the transformation occurs, the russet hound's equipment, if any, melds into the fox form and becomes non-functional. Material components and focuses melded in this way cannot be used to cast spells. On first transforming into fox shape, the russet hound can freely designate the form's minor physical qualities (such as fur shade, distinguishing marks, shape of head) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height and weight) are determined by the russet hound when he first transforms, but must fall within the norms for an adult fox. In subsequent transformations the russet hound will always take precisely the same form, except as altered by scarring and the like. The fox is always of the same gender as the russet hound. The russet hound may remain in fox form for up to six + Wisdom modifier hours, after which he must revert to human form. He may voluntarily return to human form before this time is reached. The transformation back to human form is always a move-equivalent action. This is a spell-like ability.

New Feats

Battle Plan (special)

The generals of the Fir Domain apply science and knowledge to wars and battles, unlike most of the Earth Goddess tribes.

Prerequisites: Leadership, Int 13+, Cha 13+, Knowledge (warfare) skill, member of Fir Domain tribe or skull-sword.

Benefit: Any time you are leading your followers into a battle which uses the battle system (see page 63 of the *Sláine RPG*), you may devise a battle plan. This takes ten combat rounds and requires a Knowledge (warfare) check (DC 15). If successful, and if you can communicate the plan to your followers, they gain a +1 insight bonus to all attack rolls and damage rolls for the remainder of the battle.

Fir Domain Sorcery (earth power)

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

Prerequisites: Sorcery skill 8 or more ranks, Int 13+, member of Fir Domain tribe.

Benefit: You gain the following spells: *divining*, *fox's flea trick*, *sign of the wassail*, *sign of regrowth*, *sign of the long view*, and *song of the thrush*. If you do not meet the prerequisites for all the spells listed, you gain all the spells for which you do meet the prerequisites. As soon as you meet the prerequisites for the other spells, you also gain them.

Loins of Cymidu (special)

A few of the female descendants of Llassar and Cymidu are still able to replicate their ancestress's feat of giving birth to an armoured warrior.

Prerequisites: Must be a female member of the Fir Domain tribe and a worshipper of Llassar and Cymidu, attack bonus +5 or higher.

Benefit: By making love to a male member of the Fir Domain tribe who is also a worshipper of Llassar and Cymidu, and conducting certain secret rituals, you can become pregnant with a Son of Cymidu (see page 19). After six weeks, you give birth to the Son of Cymidu, who will be fully grown, armed and armoured. Each time

you do so you must make a Fortitude saving throw (DC 15) or else permanently lose one hit point. During the pregnancy, the first two weeks cause no particular ill effects, but from the third week onwards you behave as though encumbered as follows:

Week 3	50 lbs
Week 4	100 lbs
Week 5	150 lbs
Week 6	200 lbs

The Son of Cymidu is not under your control when born, but will listen to your suggestions and requests, at least until he first rages.

Read Ogham (special)

In Albion, many of the folk living close to the great druidic centres of Durrington and Glastonbury have learned to read and write, a practice viewed with enormous suspicion by most Celts.

Prerequisites: Int 13+, must be a witch or a member of the Fir Domain or Nemenites tribe.

Benefit: You can read and write Ogham script, although you cannot use it for sign language or to enhance spells with.



Magic of the Fir Domain

New Spells

The following spells are available to anyone, although they originated with the Fir Domain and are far more commonly known in Albion than elsewhere in the Land of the Young. If the Games Master requires player characters to learn spells from those who already know them, it is unlikely they will find a non-Fir Domain teacher for any of these spells. Note that although the spells are open to members of any tribe, a serious Fir Domain sorcerer can have access to them a great deal more cheaply – by taking the feat Fir Domain Sorcery (see page 19), he can acquire all six of the new spells.

The new spells are very much related to the Fir Domain and their way of life. It is inevitable that spells which assist with agriculture would be developed, since the farmlands of Albion are so rich, but the *sign of the wassail* and *sign of regrowth* clearly have applications for warfare too. The *fox's flea trick* and *song of the thrush* relate to old alliances made between Fir Domain nobility and those animals. The *sign of the long view* is clearly of great use to the tribe when it goes to war, because it fits very well with their preference for preparedness in every endeavour. *Divining* was originally devised to find gold after some of the more obvious sources were used up, but is sufficiently versatile to be of use in discovering other objects too.

Divining

Divination

EP Cost: 2 points

Components: V, S, F

Casting Time: 1 action

Range: Special (see below)

Subject: One object

Duration: A number of minutes equal to the Divination check result.

Saving Throw: None

Skill Check: Divination (DC 12)

The character senses the direction of a well-known or clearly visualized object. The spell locates such objects as apparel, jewellery, furniture, tools, weapons, and even a ladder. The character can search for general items such as a stairway, a sword, or a jewel, in which case the character locates the nearest one of its type. Attempting to find a specific item, such as a particular piece of jewellery, requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The character cannot specify a unique object (such as 'King Osdann's gold torc') unless the character has observed that particular item firsthand (not through divination). The spell is blocked by lead. Creatures cannot be found by this spell. The spell's range is effectively planet-wide, but it always finds the nearest object of the type specified.

Focus: A forked hazel wand, or a lodestone.

Fox's Flea Trick

Nature Magic

EP Cost: 1 point

Components: V, S, M, F

Casting Time: 1 action

Range: Touch

Target: One creature who has Swim skill

Duration: See below

Saving Throw: See below

Spell Resistance: See below

Magic Attack Roll: Sets DC for saving throw

This spell forces any parasites out of the body of the creature touched. To fully activate the spell, the target must take the material component, dive into the lake, and gradually submerge himself (taking one melee round), holding the material component above the water at all times. Once he is entirely submerged, all the parasites which infested him are forced onto the material component, which the target then abandons by

swimming away. This spell automatically negates the effects of magically-induced feelings of infestation such as *flea infestation* and *invisible horrors*. If any of the parasites are themselves supernatural entities of some sort, they gain Will saves (and spell resistance if applicable) to remain on the target when he submerges. Ordinary fleas, tapeworms, etc. gain no such saving throw.

The caster of this spell never has any chance of becoming infested in the process of touching the target creature.

Material component: A handful of wool, fur or fleece.

Focus: A lake or pool at least 10 ft. x 10ft. across and 10 ft. deep.

Sign of the Long View

Bless

EP Cost: 2 points

Components: S

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: Thirty minutes per rank of Bless skill

Saving Throw: None (harmless)

Spell Resistance: No

Prerequisite: Bless skill 4 or more ranks

Skill Check: Bless (DC 12)

The Ogham letter Ailm represents the silver fir tree, and the power of foresight and decision-making, for that tree grows tall and is typically found atop great mountains. The creature touched gains a +2 circumstance bonus to all Spot checks for the duration of the spell. This spell is typically used for sentries and scouts, since its relatively long duration allows larger groups with several spellcasters to keep at least one lookout under its influence at all times. If the Bless check is significantly better than the minimum required, the circumstance bonus to Spot checks is increased as follows:

Bless check result	Spot circumstance bonus
11 or less	0
12 to 21	+2
22 to 31	+4
32 or more	+6

Sign of Regrowth

Bless

EP Cost: 18 points

Components: S

Casting Time: 1 action

Range: Touch

Target: One withered or damaged living thing

Duration: Permanent

Saving Throw: None (harmless)

Spell Resistance: No

Prerequisite: Bless skill 15 or more ranks, *cure injury*

Skill Check: Bless (DC 28)

The Ogham letter Ruis represents the elder tree, and the power of regeneration and regrowth, for the elder will always find a way to return to life, even if severely cut down. The target is instantly healed of all wounds and diseases, and regrows any lost body parts. This spell will even cure a character reduced to -10 hp, so long as it is used within one round.

Experience point cost: 75 XP per full hit die or character level of target (0 for ordinary plants & trees, or creatures of less than one hit die)

Sign of the Wassail

Bless

EP Cost: 15 points

Components: S

Casting Time: 1 round

Range: Touch

Target: One apple tree in blossom

Duration: See below

Saving Throw: None (harmless)

Spell Resistance: No

Prerequisite: Bless skill 12 or more ranks, *cure injury*

Skill Check: Bless (DC 25)

The Ogham letter Ceirt represents the apple tree, and this spell is an apple-blessing, a recognition of the sacred healing power of the apple. The spell must be cast in the late summer, when the apple tree is in blossom. The tree the spell is cast on will bear (4d6 + 1 per point of Bless check over 25) magical apples once it fruits, around two months later. Each apple, when eaten, will heal 1 point of damage immediately and a further 1d8 points of damage one minute later. The apples will keep for one month. Alternatively, they can be dried or brewed into a strong cider for longer use – see below.

Sign of the Wassial - Brewing Cider

Form of Apple	Initial Cure	Secondary Cure	Weight/dose	Use by
Apple of Ceirt	1	1d8	1/4 lb	1 month
Dried apple of Ceirt	1	1d6	1/6 lb	3 months
Cider of Ceirt (1/2 pint)	1d4	1d6	3/4 lb	20 years

The cider form must be brewed at least a gallon (eight pints) at a time. One gallon requires 20 apples of Ceirt to manufacture, and a Craft (brewing) skill check (DC 15) or else the cider is spoiled.

If more Earth Power is raised and 'given' to the tree as thanks when the apples are picked, the caster will gain a circumstance bonus to his Bless check if he returns the following year and casts the spell again. This bonus is +1 per 2 additional EP 'given' to the tree. The Earth Power is typically raised by an apple festival during which songs are sung and dances danced in honour of the tree.

Experience point cost: 150 XP.

Song of the Thrush

Bardic Magic

EP Cost: 3 points

Components: V

Casting Time: 1 round

Range: Sound

Target: One or more birds

Duration: One minute per rank of Perform skill

Saving Throw: None (harmless)

Spell Resistance: No

Prerequisite: Perform skill 4 or more ranks

Skill Check: Perform (DC 13)

The *song of the thrush* enables the sorcerer to speak with one bird of any species. Generally the bird will be helpful, and will attempt to assist with information or even practical help. The sorcerer may use the usual Charisma-based skills such as Bluff and Diplomacy to convince the bird to do as he says, and gains a +2 circumstance bonus when doing so. It is unlikely that the sorcerer will convince a bird to help with combat, unless the target is clearly an enemy of the bird or of birds in

general, but they can be ideal for spying and other forms of information-gathering.

If the Perform check result was higher than 13, the sorcerer may speak with one additional bird for each point above 13 rolled.



Folk of the Fir Domain

This section includes game information, descriptions, and personality write-ups for some of the most politically important non-player characters of the Fir Domain, along with a few oddballs and other interesting characters. Each character listed is given an accompanying scenario hook in the next chapter, to give the Games Master an idea of how to integrate them into his campaign.

Grac, Marn, Clodagh and Druse

Grac, Marn, Clodagh and Druse are students at the seminary at Durrington. They are all in their late teens, and have been at Durrington for ten years or more. They have known each other and been friends for most of their time at the seminary. When not forcibly separated either by dint of studies or because their tutors have isolated them from each other for reasons of discipline, they are constantly in each other's company. They choose to dwell in a tree-house on the edge of the grounds of the seminary, but can often be found wandering abroad in search of mischief. It is only down to the fact that they are all brilliant students with dazzling careers as counsellors or bards ahead of them that the faculty has not demanded their expulsion many years ago.

Grac is 16 years old, and is the ringleader of the group, if such a thing can be said to exist. He is the third son of the Lord of Yboras, sent to Durrington to learn the craft of druidry as he was considered too short to be a warrior. He is of

middling height, around 5'7", broad-shouldered, hirsute and jolly of countenance. He lives for the jest, and is quick of tongue. His practical jokes have kept the tutors at Durrington searching their beds every night since he came to the place, in case of hidden briar thorns, stinging insects and the like. His talent for satire has caused the hair of the bardic instructor to turn white, and several of the female domestic staff refuse to serve at the dinner table when Grac is called to supper. He is deeply loyal to his friends, though he satirises them mercilessly when they slip up. His driving ambition is to be a bard at the court of the King, but not necessarily King Osdann.

Marn is two years older than Grac. He is not as quick-witted, but is a deep thinker, and has a great gift for strategy. If the practical jokes carried out by the gang



are thought up by Grac, the major campaigns of mischief are usually masterminded by Marn. He is 6' tall, of slim build, with long brown hair that he wears loose, caught at the temples by a silver circlet, which is all that indicates his royal blood. He is the youngest son of the King of the Finians.

Clodagh is the magical expert of the team. She is 15, short, and plump with an unruly thatch of curly red hair, green eyes, and a dimpled smile that could melt the heart of even the angriest druid. When the gang have really overstepped the mark and are in trouble up to their necks, they send Clodagh in to face the music first, which usually softens the punishment for the rest of them. She is a natural magician, able to understand and converse with birds. She has a beautiful singing voice, and is also studying bardic lore. Devoted to all three of the boys, she has been deeply in love with Marn since she was 12, but does not have the courage to tell him.

Druse is 16, and also comes from Yboras. He is the second son of Conall, Conn of the Niall Kin. He arrived at Durrington at the same time as Grac, and they have been friends ever since. Druse's talents were spotted by a local witch, who watched him tending sick animals that he found in fields and by roadsides with herbs and potions that he brewed himself. His affinity for potions and poisons have led to him being nicknamed Drowsy Druse. His specialities are narcotics and hallucinogens. He is 5'10, stockily built, with a ruddy complexion and a slightly glazed look about him. Despite this he is a sharp thinker, and is well able to hold his own against the vitriolic tongue of his good friend Grac.

The four friends can often be found lurking in corners of taverns near to Durrington, which are considered strictly out of bounds by the College Elders, of course. Most of their pranks are directed towards the druids of the seminary, but occasionally a local landowner or minor lord may find soapsuds in his well, or chickens in the grain store. They will eavesdrop on any conversations going on in quiet corners of the tavern and offer to help out if they think that mischief may be afoot, eager to put their skills to good use, especially if it is likely to annoy their superiors at the seminary. They know all the secret paths around Durrington, and will offer to act as guides for the price of a skin of wine, although the party may be driven mad by the obscure witterings of a bunch of teenaged student druids.

Grac

Male Human Druid 1: Medium-size humanoid (H 5'7", W 170 lbs.), HD 1d4+1; hp 5; Init -1 (-1 Dex); Spd 30 ft.; AC 9 (-1 Dex); Attacks +0 melee (1d4, iron dagger); SA Know Ogham, Diviner, Druidic Awe (Save DC 13); Magic Attack Bonus +3; Base EP 6; SV Fort +1, Ref: -1, Will +2; Str 11, Dex 8, Con 12, Int 13, Wis 10, Cha 17.

Skills and Feats: Bless +7, Bluff +7, Diplomacy +7, Divination +3, Innuendo +2, Knowledge (bardic tales and poems) +5, Knowledge (astronomy) +5, Knowledge (religion) +5, Perform +9, Sense Motive +4, Sorcery +4; Fir Domain Sorcery, Skill Focus (perform).

Spells: *Sign of reprisal, sign of light, sign of warrior strength, sign of inner strength, divining, fox's flea trick, sign of the long view, song of the thrush.*

Possessions: Iron dagger, ochre-red tunic, yellow checked trousers, spell ingredients.

Marn

Male Human Druid 2: Medium-size humanoid (H 6', W 160 lbs.), HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10; Attacks +1 melee (1d4+1, iron dagger); SA Know Ogham, Diviner, Druidic Awe (Save DC 11), Salmon of Knowledge; Magic Attack Bonus +1; Base EP 9; SV Fort +1, Ref: -1, Will +2; Str 12, Dex 11, Con 9, Int 12, Wis 16, Cha 10.

Skills and Feats: Concentration +4, Craft (stone-carving) +6, Divination +6, Innuendo +8, Knowledge (warfare) +7, Knowledge (nature) +7, Knowledge (philosophy) +7, Knowledge (religion) +7, Sense Motive +8, Sorcery +5; Tap Weirdstone, Run.

Spells: *Summon goblin, scrying flames, pacify, lesser ill-luck, flea infestation.*

Possessions: Iron dagger, silver circlet, brown druidical robes, spell ingredients.

Clodagh

Female Human Druid 1: Medium-size humanoid (H 5'1", W 150 lbs.), HD 1d4; hp 4; Init +0; Spd 30 ft.; AC 10; Attacks -1 melee (1d3, unarmed strike); SA Know Ogham, Diviner, Druidic Awe (Save DC 13); Magic Attack Bonus +3; Base EP 8; SV Fort +1, Ref: -1, Will +2; Str 8, Dex 11, Con 10, Int 13, Wis 14, Cha 16.

Skills and Feats: Bless +7, Bluff +7, Diplomacy +9, Divination +5, Knowledge (astronomy) +5, Knowledge (nature) +5, Knowledge (religion) +5, Intimidate +7, Perform +7, Sorcery +4; Fir Domain Sorcery, Skill Focus (diplomacy).

Spells: *Sign of cleansing, sign of reprisal, sign of shielding, astronomy – short-term prediction, divining, fox's flea trick, sign of the long view, song of the thrush.*

Possessions: Harp, olive green dress, spell ingredients.

Druse

Male Human Witch 1: Medium-size humanoid (H 5'7", W 170 lbs.), HD 1d8, hp 8; Init -1 (-1 Dex); Spd 30 ft.; AC 10 (-1 Dex, +1 fur cloak); Attacks +2 melee (1d8+1, iron sword); SA Hexer; Magic Attack Bonus +1; Base EP 10 (currently 9 due to armour); SV Fort +0 Ref: -1, Will +5; Str 12, Dex 9, Con 11, Int 14, Wis 16, Cha 13.

Skills and Feats: Bluff +5, Gather Information +5, Heal +7, Listen +7, Profession (herbalist) +9, Sense Motive +7, Sorcery +4; Tap Weirdstone, Skill Focus (profession - herbalist).

Spells: *Summon goblin, lesser ill-luck, flea infestation, gust of wind.*

Possessions: Named iron sword, fur cloak, spell ingredients.

Holbren & Dafic

Holbren is a blacksmith. He lives and works in the second tier of Gorias fashioning ploughshares and other farming tools such as scythes and sickles. He was apprenticed to a third-tier weaponsmith when he was younger, but his hot temper and impatience put him on the wrong side of his master once too often and he was sacked before his apprenticeship was complete. As a consequence of this, he is grumpy and ill-tempered most of the time, although his occupation allows him ample opportunity to vent his aggression without

actually hurting anybody, except when he is drunk, which is often. He still practises weaponsmithing when he has the time, and can turn out usable, if not actually aesthetically beautiful battle-axes and spearheads. He will readily undercut the going rate for weapons from the craftsmen of the third tier, but if the wrong people found this out, he would be hounded out of business in Gorias for good. He knows this, and will be cautious about who he accepts work from. His smithy is dirty and untidy, with piles of half-finished tools strewn about the place. Holbren himself looks much the same. He is a large man, with hands like shovels and a face that would curdle milk at forty paces. He smells of sweat and drink. He has little time for politics and will sell anything to anybody if the price is right and he is in the right mood. His thirteen-year-old son, Dafic, is his unwilling apprentice. Dafic has heard many stories about the wider land of Albion



and will demand to hear travellers' tales if they linger long enough in the smithy, and will attempt to persuade them to take him with them when they depart, offering to serve them in any capacity in exchange for training as a warrior. He is a bright boy and, growing up as the son of such an ogre as Holbren he has learned to keep his mouth shut when told and is eager to please so as to avoid a beating.

Treat Holbren as a typical Gorias smith and Dafic as a typical Fir Domain warrior.

Abadur

Abadur is a druid. A native of the settlement of Oxford, he is fully versant in potion and herb lore, and can read and write Ogham fluently. He can be found wandering the Fosseweay, having spent the last three years lost in the forest of Broceliande, where he was attempting to learn the secrets locked deep within the trees. Although he is mostly lucid, he sometimes rambles as if to himself about the secrets of the ancients, lost cities, treasures beyond imagining, and fabulous beasts or women who come to caress him at night. Abadur has been haunted by what he assumes were vivid dreams in the night when he has cavorted with the Earth Goddess in all Her aspects, and many young witches who serve Her. As a druid, and a worshipper of Lug the Sun God and Hu the Mighty, this causes great existential conflicts within Abadur, which threaten to tear his sanity apart completely. He seems most normal when he is distracted by an intellectual task such as scribing, translation or analysis of ancient scrolls, and will offer his services for a small share of the party's food.

Male Human Druid 8: Medium-size humanoid (H 5'8", W 140 lbs.), HD 8d4-8+3; hp 17; Init +0; Spd 30 ft.; AC 10; Attacks +4 melee (1d8, staff); SA Know Ogham, Diviner, Druidic Awe (Save DC 15), Salmon of Knowledge, Head Aflame, Druid's Egg; Magic Attack Bonus +5; Base EP 8 (maximum 32); SV Fort +3, Ref: +2, Will +8; Str 11, Dex 10, Con 9, Int 13, Wis 14, Cha 12.

Skills and Feats: Bless +12, Divination +14, Heal +13, Knowledge (Atlantean lore) +13, Knowledge (nature) +13, Knowledge (religion) +13, Perform +12, Profession (herbalist) +13, Sorcery +11; Fir Domain Sorcery, Great Fortitude, Tap Weirdstone, Endurance, Toughness.

Spells: *Cure injury, baby blessing, scrying flames, sign of reprisal, sign of inner strength, sign of the raven, sign of cleansing, protective circle, pacify, imprisonment circle, consecrate, circle of nature, divining, fox's flea trick, sign of the long view, song of the thrush.*

Possessions: Staff, robes, head-dress made from assorted leaves and flowers depending on season, spell ingredients.

Garic, Hefen, and Balar

Garic and his younger brother Hefen are tribal warriors from a small settlement in the southern Heartlands. Together with their sister's husband, Balar, they are a gang of notorious cattle rustlers. Garic and Hefen look every inch the tribal warrior, from their spiked hair and tattooed shoulders down to the brogues on their feet. They are tall and thick-set, with thick brains to match. They wear matching gold neck torcs and tartan woolen cloaks woven by their mother, whom they worship. They are loud, uncouth, boastful and stupid. Balar is also a warrior, but is shorter and cleverer than the other two. He dislikes his brothers-in-law, but kin is kin, and his wife Tish loves her brothers, so Balar goes along on their raids to stop them from getting into too much trouble out of love and respect for his wife.

Treat these three as average tribal warriors of a similar level to the player characters'.

Rowan

Across the misty hills and fells of the Northern Marches a lone hunter sits on his haunches, watching the flight of an eagle over the crags, and waiting. Rowan the Hunter is a patient man. He is tall and lean, in early middle-age, with dark hair greying at the temples. He had a family once, but his wife died giving birth to their first child, and he never remarried, preferring the company of the eagles and red deer of the fells. He has a hut out on the moors, with a small garden where he grows a few vegetables. He trades otter, fox and rabbit furs in Yboras for food items that he needs, otherwise he is entirely self-sufficient. He cures his own hides, wearing skins of animals he has trapped, fashions his own flint arrowheads and fletches his arrows with eagle feathers. Around his neck he



wears necklaces of bones and feathers, and spirit bundles. He has little time for gods and goddesses, honouring instead the spirits of the animals he hunts, and the landscape in which he lives. Without realising it, he is a living embodiment of the Horned God.

Male Human Tribal Warrior 6: Medium-size humanoid (H 5'8", W 180 lbs.), HD 6d12+18; hp 62; Init +0; Spd 40 ft.; AC 14 (+1 leather tunic, +1 small wooden shield, +2 tribal fighting style); Attacks +6 melee or +7 ranged (1d8, iron hunting-spear, or 1d6, bow); SA Rage 2/day, Fast Movement, Expert, Tribal Fighting Style (Fir Domain -); Magic Attack Bonus +0; SV Fort +8, Ref: +3, Will +4; Str 10, Dex 13, Con 16, Int 12, Wis 15, Cha 8; Enech 8.

Skills and Feats: Craft (leatherworker) +12, Listen +11, Profession (Herbalist) +11, Search +10, Spot +11, Wilderness Lore +13; Track, Skill Focus (wilderness lore), Point Blank Shot, Far Shot.

Possessions: Leather tunic, iron hunting-spear, small wooden shield, bow, 12 arrows, flint knife, large sack.

Rudraige

Rudraige is ten years old. He is the third son of Connall, Conn of the Niall kin, and the younger brother of Druse (see above). He lives with his foster-father,

Riadh the Wise, Conn of the Haunesseagh kin of Gorias. He is a slight boy, with blond hair, pale eyes and fair skin which burns easily when out in the sun. He is often teased for this by his foster-brothers, Declann, Honan and Marghal. They are all older than him, in their mid to late teens, and are well on their way to taking their own stalls in the Hall as noble warriors. His thinness is not helped by the fact that he is not a good shot with his sling, and very often goes without food because he has failed to perform to a high enough standard, and suffers the punishment of being starved for that day. Despite the hunger and the teasing, he tries hard to learn the skills of a warrior, as is befitting of one born into such a noble family, and is handy with a sword already. He is courteous to the womenfolk in his foster family, and is a great favourite with the older ladies of the Kin because of his naturally excellent singing voice. He is often called upon to entertain at feasts in the Round House of Riadh. Riadh has another son, Arutha, also ten years old, fostered with Rudraige's uncle, Connall's brother.

As readers of the Sláine comics will be aware, Rudraige eventually becomes King of the Fir Domain when still in his early teens – the blood from the tribal druid's *divination by entrails* clearly pointing to him. Of course, it is always possible that this will not occur in your campaign, since the actions of player characters may alter the situation significantly – one of them may even have proved himself to the Goddess as a more suitable candidate for Kingship. Game statistics are provided here both for Rudraige as a ten-year-old boy, and as the Boy King he will become in around four years.

Rudraige son of Connall

Male Human Noble Warrior 1: Medium-size humanoid (H 5', W 105 lbs.), HD 1d10-1; hp 5; Init -1 (-1 Dex); Spd 30 ft.; AC 16 (-1 Dex, +1 helmet, +2 cuirboilli, +2 razor-edged shield, +2 Door of Battle); Attacks +3 melee or +0 ranged (1d8+1, iron sword, or 1d6, sling); SA Tribe (Fir Domain – free razor-edged shield proficiency); Magic Attack Bonus +2; SV Fort +1, Ref: -1, Will +0; Str 13, Dex 8, Con 9, Int 12, Wis 10, Cha 15; Enech 1.

Skills and Feats: Diplomacy +6, Perform +6, Sense Motive +4, Spot +4; Exotic Weapon Proficiency

(razor-edged shield), Weapon Focus (sword), Door of Battle, Battle Cry.

Possessions: Iron sword; razor-edged shield; cuirboilli; helmet; sling and six sling-stones; copper neck torc; silver arm jewellery.

Special: As a boy, Rudraige's Strength and Constitution scores are at -3 in comparison to his eventual adult abilities.

King Rudraige of the Fir Domain, the Boy King
Male Human Noble Warrior 4: Medium-size humanoid (H 5'7", W 160 lbs.), HD 4d10+4; hp 26; Init -1 (-1 Dex); Spd 20 ft.; AC 18 (-1 Dex, +1 helmet, +4 mail armour, +2 razor-edged shield, +2 Door of Battle); Attacks +9 melee or +3 ranged (1d8+5, iron sword, or 1d6, sling); SA Tribe (Fir Domain - free razor-edged shield proficiency); Magic Attack Bonus +2; SV Fort +5, Ref: +0, Will +1; Str 16, Dex 9, Con 12, Int 12, Wis 10, Cha 15; Enech 8.



Skills and Feats: Diplomacy +9, Perform +9, Sense Motive +7, Spot +7; Exotic Weapon Proficiency (razor-edged shield), Weapon Focus (sword), Power Attack, Door of Battle, Battle Cry, Cleave, Weapon Specialisation (sword).

Possessions: Named iron sword (or Silver Sword of the Moon, at the Games Master's discretion - see the *Tir Nan Og* supplement); razor-edged shield; mail armour; helmet; sling and six sling-stones; gold neck torc; gold arm jewellery.

Riadh the Wise

Conn of the Haunesseagh kin. A short, stout man, he is even-tempered and fair in judgment. He is affable with his kin and his neighbours, generous with his hospitality and honest in business, but is not very interested in the lives of the children of the household. The fact that he is so easy-going has meant that he has overlooked the sometimes cruel and boorish behaviour of his eldest sons, who terrorize the younger boys and bondsmen whilst hiding behind their father's good nature. Riadh fulfils his paternal duties towards Rudraige to the minimum standard that custom requires - feeding and clothing him as befits a foster-son of such stature, but beyond that he cares little what happens to the boy. While Riadh is out and about being nice to everybody, his wife, Seila keeps as tight a reign as she can on the household, and smoothes over the excesses of the older boys.

Male Human Noble Warrior 7: Medium-size humanoid (H 6'0", W 220 lbs.), HD 7d10; hp 43; Init +1 (+1 Dex); Spd 30 ft.; AC 19 (+1 Dex, +1 helmet, +3 mail shirt, +2 razor-edged shield, +2 Door of Battle); Attacks +10/+5 melee or +8/+3 ranged (1d8+3, iron sword, or 1d6, javelin); SA Tribe (Fir Domain - free razor-edged shield proficiency); Magic Attack Bonus +4; SV Fort +5, Ref: +3, Will +5; Str 12, Dex 13, Con 10, Int 8, Wis 17, Cha 16; Enech 13.

Skills and Feats: Diplomacy +8, Intimidate +8, Perform +7; Exotic Weapon Proficiency (razor-edged shield), Weapon Focus (sword), Dodge, Spring Attack, Mobility, Door of Battle, Battle Cry, Improved Battle Cry, Shield Grawl, Weapon Specialisation (sword), Leadership.

Possessions: Named iron sword; razor-edged shield; mail shirt; helmet; javelin; silver neck torc.

Scenario Hooks and Ideas

The scenario hooks here are designed to be used in conjunction with the various Non-Player Characters mentioned in the previous chapter.

Lost For Words

The party are resting up in or near a tavern close to Durrington. They assemble in the tavern to discuss their plans over a jar or three of the local brew. A young man is standing in the centre of the drinking hall, verbally jousting with a minor nobleman of middle age, who appears to be losing, judging by the high colour of his cheeks and the roars of laughter coming from his cohorts. After listening to this discourse for a few rounds, the party then fall to discussing between themselves their route of travel for the following day. They are interrupted by a plump young woman with frizzy red hair, offering to act as their guide. If the party refuse her offer, or if they become uncouth towards her, the three young men, including the satirist, will crowd round and insist that all four are taken on as guides, and can only be dissuaded by a substantial show of cold metal. Once hired, depending on how welcome they feel their presence to be, they will either be cordial and helpful, or will tease and mislead the party, just for a laugh.

The Battle in the Basement

One of the party needs a weapon fixing, but cannot afford the services of a craftsman weaponsmith. Talk on corners and in drinking houses directs the party to Holbren's smithy, where an affordable price for mending the weapon is agreed upon. Unfortunately, a rival smith has overheard the conversations, and a posse of third-tier craftsmen, all fully conversant with the uses of the weapons they construct, converge upon the small smithy, where accusations are flung followed

by blows, until a fully-fledged battle is in full swing. Depending on how the battle seems to be going, several of Holbren's neighbours may pitch in on his side with hammers and picks, not out of any affection for Holbren but out of combined hatred of third-tier smiths.

An Unexpected Guest For Breakfast

It is the morning after the battle at Holbren's smithy. The party have retired to their lodgings, either to a lodging-house in the city, or an encampment nearby. They are awoken by the smell of cured pig-meat being seared on a hotplate over a fire. On investigation, they find Dafic, Holbren's son, preparing breakfast, with provisions that he has stolen from his father's larder. He will resist all attempts to get him to return to his drunken father's dwelling, and will promise to provide meals for them on the road, in return for training as a warrior.

The Witches in the Woods

Another druid from Oxford, named Ash, has heard of Abadur and his heretical mutterings. The thought of an enclave of witches openly worshipping the Triple Goddess and probably the Horned God as well, deep within the woods of Broceliande, fills him with fear and hatred, possibly driven by jealousy that it was not he who has witnessed these cavortings. He will pay a large price to have this rumoured enclave sought out and destroyed, and the ringleaders brought to Durrington for questioning, under torture if necessary.

The Red Bull of Belerion

The party are trudging slowly across the countryside, deep in the south of Albion. It is mid-morning. The weather is mild for the time of year and the sky clear, although the day dawned with a light fog over the land, as if someone had forgotten to colour in the sky. So when one of the party asks if the others can hear a rumble of thunder, the comment is received with derision. However, the rumbling gets louder until everyone can hear it. The ground begins to vibrate and, suddenly, the air is filled with the frightened lowing of cattle being driven, followed by the whoops and shrieks of the three thieves as they run pell-mell across the countryside behind a herd of a dozen prize heifers and their stud, the Red Bull of Belerion. This prize animal has sired a quarter of the cattle in the shire, and is worth a King's ransom. The party must run to avoid being trampled. If they get overtaken by the stampeding herd, they then run the risk of being mistaken for rustlers by the bull's owner, Oris, Conn of

the Murtagh Kin of the Fir Bolg, who is chasing the thieves with five members of his kin in three war chariots.

Lost in the Mists

The countryside of the Northern March is a dangerous place. Thick fog can descend out of a clear sky in minutes, totally obscuring the view. Paths across moorland can be treacherous, leading into bogs, or across ridges with steep drops to either side. Whilst hunting deer outside Yboras, the party are overtaken by the fog and stumble around blindly. Whether one or more of them falls into a crevasse or a bog before Rowan finds them and leads them to safety is up to the Games Master. He can make an excellent rescuer-in-the-nick-of-time for any party in trouble in the north, whether appearing out of the fog to lend a hand in battle then disappearing into the hills once more, or nursing a player character separated from the rest back to health in his hut. If befriended (likely to be a long and difficult process) he could be a key to reviving the worship of the Horned God in the lands of the Earth Goddess.



The Judgment of Riadh

The party have been sleeping rough in a field on the outskirts of Gorias which belongs to a nephew of Riadh called Hywel. Hywel does not take kindly to strangers trespassing on his land without prior arrangement and is demanding compensation for damage to his crops and interference with his livestock to an extreme degree – he is demanding the sacrifice of the youngest member of the party as an offering to the Earth Goddess – his or her blood must be spilt on the land. The party and their representative appeal to the fairness of Riadh to intervene on their behalf.

Fir Domain Reference List

Fir Domain Headman

Medium-Size Humanoid (3rd level tribal warrior)

Hit Dice: 3d12 (19 hp)

Initiative: -1

Speed: 40 ft.

AC: 14 (-1 Dex, +2 Cuirboilli, +1 small wooden shield, +1 Door of Battle, +1 tribal fighting style)

Attacks: Iron sword +4 melee; or sling +2 ranged

Damage: Iron sword 1d8-1, or sling-stone 1d6

Special Attacks: Tribal fighting style (Fir Domain: shield bonus)

Magic Attack Bonus: +1

Base EP: 7

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

Saves: Fort +3, Ref +0, Will +2

Abilities: Str 9, Dex 8, Con 10, Int 12, Wis 12, Cha 13

Skills: Bluff +7, Craft (any one) +7, Diplomacy +7, Intimidate +7, Profession (farmer) +9

Feats: Weapon Focus (sword), Skill Focus (Profession - farmer), Door of Battle

Enech: 5

Climate/Terrain: Any land

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

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

Possessions: Named iron sword, sling, six slingstones, cuirboilli, small wooden shield

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

Saves: Fort +3, Ref +1, Will +0

Abilities: Str 14, Dex 13, Con 12, Int 9, Wis 10, Cha 11

Skills: Intimidate +1, Listen +1, Perform +1, Spot +1

Feats: Weapon Focus (sword), Door of Battle, Dodge,



Fir Domain Noble Warrior

Medium-Size Humanoid (1st level noble warrior)

Hit Dice: 1d10 (6 hp)

Initiative: +1

Speed: 20 ft.

AC: 18 (+1 Dex, +2 cuirboilli, +1 helmet, +2 razor-edged shield, +2 Door of Battle)

Attacks: Iron sword +5 melee; or javelin +2 ranged

Damage: Iron sword 1d8+2, or javelin 1d6+1

Special Qualities: -2 to Will saves vs. Taunts

Magic Attack Bonus: +0

Base EP: 6

Exotic Weapon Proficiency (razor-edged shield)

Enech: 1

Climate/Terrain: Any land

Organization: Gang (2-3), raiding party (6-10 plus 1 leader of 3rd-6th level), or war party (30-60 plus 2 lieutenants of 3rd-6th level and 1 leader of 4th-10th level)

Advancement: By character class (noble warrior or prestige class)

Possessions: Named iron sword, three javelins, cuirboilli, helmet, razor-edged shield, copper neck torc

Fir Domain Warrior

Medium-Size Humanoid (1st level tribal warrior)

Hit Dice: 1d12 (6 hp)

Initiative: +1

Speed: 40 ft.

AC: 17 (+1 Dex, +1 leather tunic, +2 large wooden shield, +2 Door of Battle, +1 tribal fighting style)

Attacks: Iron war-spear +4 melee; or sling +2 ranged

Damage: Iron war-spear 1d8+1, or sling-stone 1d6

Special Attacks: Tribal fighting style (Fir Domain: shield bonus)

Magic Attack Bonus: +0

Base EP: 5

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

Saves: Fort +2, Ref +1, Will +3

Abilities: Str 13, Dex 12, Con 10, Int 9, Wis 8, Cha 11

Skills: Craft (any one) +4 OR Profession (any one) +4, Listen +4, Search +4, Spot +4

Feats: Weapon Focus (war-spear), Door of Battle

Enech: 1

Climate/Terrain: Any land

Organization: Gang (2-3), raiding party (6-10 plus 1 leader of 3rd-6th level), or war party (30-60 plus 2 lieutenants of 3rd-6th level and 1 leader of 4th-10th level)

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

Possessions: Named iron war-spear, sling, six slingstones (at least 30 slingstones if on town earthworks), leather tunic, large wooden shield

Gorias Smith (or other crafter)

Medium-Size Humanoid (4th level tribal warrior)

Hit Dice: 4d12 (26 hp)

Initiative: +0

Speed: 40 ft.

AC: 18 (+2 cuirboilli, +1 helmet, +2 large wooden shield, +2 Door of Battle, +1 tribal fighting style)

Attacks: Iron sword +7 melee; or javelin +4 ranged

Damage: Iron sword 1d8+1, or javelin 1d6

Special Attacks: Tribal fighting style (Fir Domain: shield bonus), Rage 1/day

Special Qualities: Expert (+2/+1)

Magic Attack Bonus: +2

Base EP: 5

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

Saves: Fort +4, Ref +1, Will +0

Abilities: Str 13, Dex 11, Con 10, Int 15, Wis 8, Cha 12

Skills: Appraise +9, Bluff +8, Craft (any one) +11, Gather Information +4*, Intimidate +8, Listen +6

Feats: Skill Focus (craft), Door of Battle, Weapon Focus (sword)

Enech: 4

Climate/Terrain: Any land

Organization: Solitary, or punishment detail (3-8)

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

Possessions: Named iron sword, three javelins, cuirbolli, helmet, large wooden shield, artisan's tools

Son of Cymidu

Medium-Size Humanoid (1st level tribal warrior)

Hit Dice: 1d12+1 (7 hp)

Initiative: +0

Speed: 40 ft.

AC: 16 (+3 mail shirt, +1 helmet, +2 large wooden shield)

Attacks: Iron sword +3 melee; or javelin +1 ranged

Damage: Iron sword 1d8+1, or javelin 1d6

Special Attacks: Rage

Special Qualities: Involuntary rage

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

Saves: Fort +3, Ref +0, Will -2

Abilities: Str 13, Dex 10, Con 12, Int 8, Wis 7, Cha 8

Skills: Intimidate +3, Listen +3*, Spot +3*

Feats: Weapon Focus (iron sword)

Climate/Terrain: Any land

Organization: Gang (2-3), band (6-10 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 (tribal warrior or prestige class only)

Possessions: Named iron sword, mail shirt, large wooden shield, helmet, three iron javelins, iron dagger