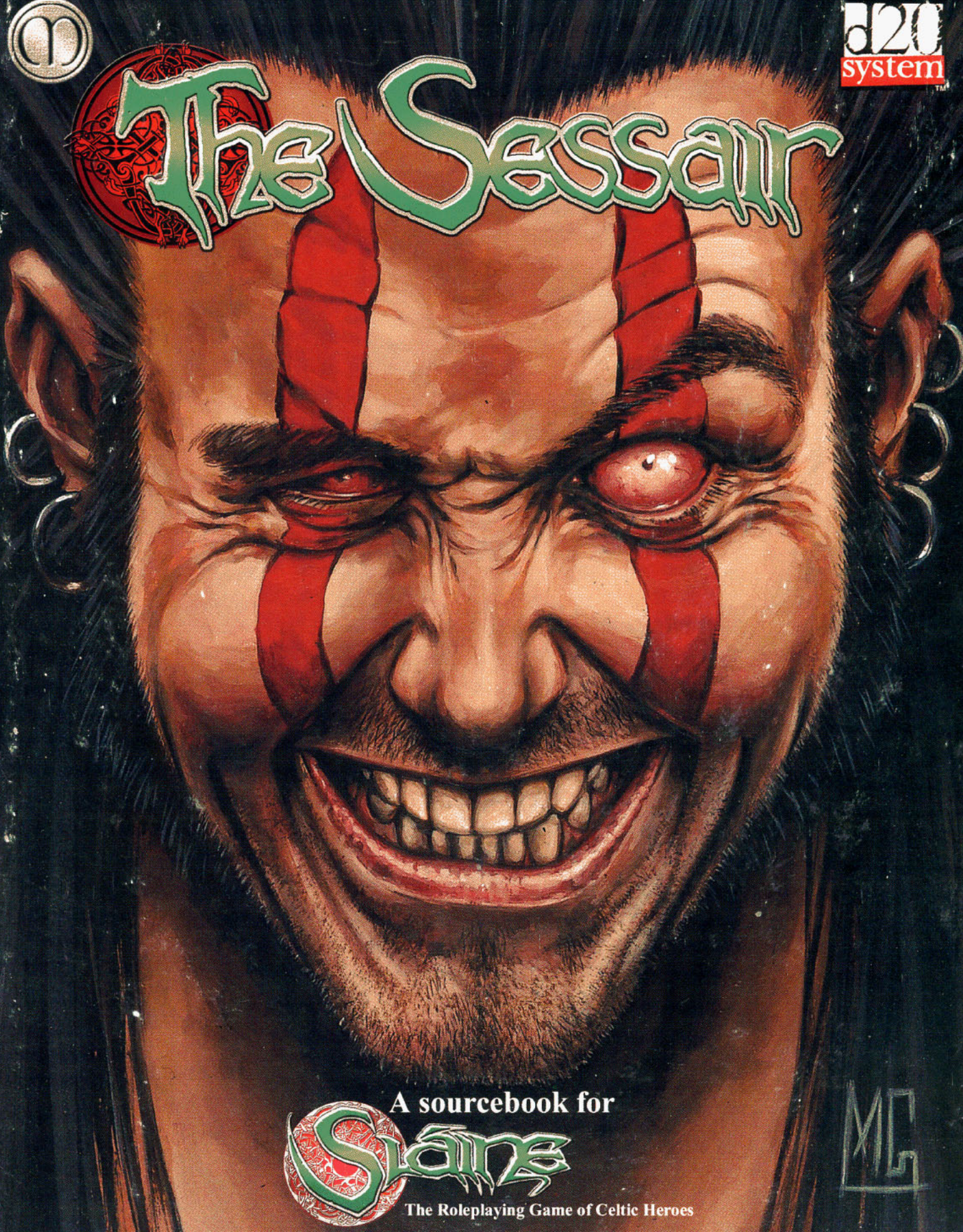




# The Sessair



A sourcebook for

The Roleplaying Game of Celtic Heroes







# The Sessair

## The Tribe That Stands Up

The Sessair are the most battle-crazed of all the Tribes of the Earth Goddess. They are renowned for their eagerness to go to war – even without provocation – simply because they like to fight. However, they are not generally interested in conquest or rulership of other tribes for they value freedom above all else and barely tolerate the ambitions of their own Kings, let alone those of any hypothetical High King. Thus it is rare to find them pressing their advantage – they could probably conquer the whole of Tir Nan Og if they could be motivated to do so, but are likely to stop for a feast as soon as they have plundered a barrel of ale or cauldron of mead.

### Inside You Will Find:

**History and Traditions of the Sessair:** From the origins of the Sessair to their current foes and allies

**The Tribe that Stands Up:** Detailing eleven optional character concepts as well as the Inventor prestige classe

**New Feats:** Introducing Sessair specific feats such as Enlarge Wound and Tongue of the Morrigan

**Magic of the Sessair:** The spells in this chapter are available to anyone, although they originated

with the Sessair and are far more commonly known by this tribe.

**Folk of the Sessair:** This chapter details the current movers and shakers within the Sessair, including Sláine mac Roth

**Scenario Hooks and Ideas:** Scenario Hooks and ideas to be used as is, or adapted to your own campaign to help bring the Sessair 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 Sessair

Ian Sturrock

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# Introduction

The Sessair are the most battle-crazed of all the Tribes of the Earth Goddess. They are renowned for their eagerness to go to war – even without provocation – simply because they like to fight. However, they are not generally interested in conquest or rulership of other tribes for they value freedom above all else and barely tolerate the ambitions of their own Kings, let alone those of any hypothetical High King. Thus it is rare to find them pressing their advantage – they could probably conquer the whole of Tir Nan Og if they could be motivated to do so, but are likely to stop for a feast as soon as they have plundered a barrel of ale or cauldron of mead.

The Sessair are also known as the Tribe that Stands Up, for their constant willingness to 'stand up and be counted'. Whenever there are heroic deeds to be done or brave adventures to be had, you can be sure that the Sessair will be first to get involved. Whenever there is tyranny and oppression in the land, it is the Sessair who will rise up and fight it off. Even exiled Sessair retain an incredible pride in their tribal background, and are rarely quiet or unassuming. This pride in their own strength leads a great many Sessair to an early death when they attack more powerful foes, but those who survive begin to live up to their own self-images and truly become the mighty heroes the Sessair are famed for.

The most famous member of the Sessair tribe is Sláine mac Roth himself, the warped warrior, favoured of the Goddess, said to be the only mortal to have defied the Lord Weirð Slough Feg and escaped with his life. Sláine is headstrong and violent, combining the most extreme features of the Sessair people and the warped one race in a battle-crazed one-man-army of a warrior. Full details on Sláine at various stages in his life can be found in the Folk of the Sessair chapter, which also includes game information for most of his comrades among the Sessair.

## The Tribe Books

This is the second 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, battle tactics and unique magic, as well as the most interesting personalities from each tribe. The Tribe books are invaluable both 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 every one of the tribe's personalities.





# History & Traditions of the Sessair

The Sessair are rightly feared as one of the most savage and warlike tribes of all Tir Nan Og. They are a savage people, with harsh laws and a stern pride, though they are also ready to laugh and joke if the situation calls.

## The Origins of the Sessair

There are no written records of the origins of the Sessair, since there are no written records in the Land of the Young generally. The past is remembered by poems and stories, not in the form of history set in stone. For this reason, there is no real certainty of anything beyond living memory – every bard alters legends to make them better stories, even just by emphasising some aspects and downplaying others to suit his own whims.

There are two main myths that claim to tell the origin of the tribe, each based on a different interpretation of the name 'Sessair' itself. The first, that they are named for a long-ago rescuer and heroine to them, Sesara, is not popular among most of the Sessair themselves but is considered a distinct possibility by druidic scholars. The second, that their name comes from a word meaning 'to stand', is the true origin of the name according to the Sessair nobles and most of the tribe.

A later myth, the Salmon of Knowledge, tells of how King Demna of the Sessair became the cleverest man in all of Eriu, adding insight and intelligence to his might in battle and fleetness of foot.

## Queen Sesara

Sesara is the legendary first Queen and founder of the Sessair tribe, who supposedly led a group of Tuatha de Danaan out from slavery in Atlantis and into the lush hills and valleys of

Eriu. They chose her as Queen, and named themselves for her, according to one version of the legend. She went on to teach them many of the arts of war, including the use of the feared gae bolga. Most Sessair acknowledge at least a part of this legend. Almost all Sessair noble warriors are taught combat skills by women, either being sent to Dunscaithach in Alba or learning from the war-witches of Rath Grainne in Eriu, so they are not perturbed by the idea that a woman taught the first warriors of the tribe too. Despite this, most are too proud to countenance the idea that their ancestors ever needed rescuing from anywhere or anything – after all, they say, 'are we not the Tribe that Stands Up?' 'Do we look like anyone might have ever succeeded in enslaving us?'

Some of the less powerful Sessair, particularly those in villages far from Murias, may well accept that Sesara led them out of Atlantis. A few even worship her as an aspect of the Goddess, feeling that the more prominent members of the tribe suppress her because at one time she stood for freedom for all Sessair, not just the rich, powerful, or noble.

## The Tribe that Stands Up

It is said that the Goddess once gathered all four of her tribes together in the Otherworld, and asked them how they might best defeat her foes, the fomorians. The Finians muttered that they had best retreat to Finias and hurl spears over the walls at the sea-demons when they came to lay siege to it. The Tribe of the Shadows crawled off into the darkness, whispering promises to slay the fomors in their sleep. The Fir Domain sat down and talked things over, trying to puzzle out the best plan according to their knowledge of military tactics. The Sessair



simply stood up, their axes on their shoulders, and waited for the attack, confident that they could defeat any number of fomorians. The Goddess dismissed all four tribes, never revealing which answer, if any, was the correct one; but ever since that day the Finians have focused their energies on thrown spears and outlasting sieges, the Faliens on stealth, the Fir Domain on careful planning and defence, and the Sessair on pride and simply withstanding any amount of attacks and damage. Since that day, too, the Sessair's near-blind courage has – at least to hear the Sessair version – frequently been all that stood between Tir Nan Og and Ragnarok.

Frequently when the Sessair bards tell this tale they emphasise the supposed cowardice or effeminacy of the other tribes, though other versions, told to the other tribes, are equally critical of the Sessair, portraying them as unimaginative fools too dull-witted to recognise the danger they are in.

## The Salmon of Knowledge

In the distant past, a baby boy was born to Murna, who was said to be the granddaughter of Lug the Sun God himself. The father had been Cumhal, Conn of the Bascna kin, but he was slain by treachery and his kin scattered before Murna gave birth. The child was named Demna and grew to be a fine strong young man, quick and mighty with a sword. He was fostered out as soon as possible, so that Murna could pretend Cumhal had no heir. Demna soon slew his father's killer and then sought out the druid Finegas in his hut high in the hills near the source of the River Dôn, so he could learn poetry and the secrets of the universe. Finegas's lifelong desire had been to catch and eat Fintan, the Salmon of Knowledge who swam under a hazel tree in a pool of the river. As soon as Demna came to him, Finegas caught the salmon and, treating this as an omen gave it to Demna to cook, with instructions not to eat it. Demna cooked it as instructed, but could not resist licking the juices that flowed onto his finger when he turned the salmon over. Again Finegas took this as an omen, and gave the whole fish to Demna, who then added great knowledge of divination and a great many other subjects to his strong arm and quick feet.

Demna went on to reunite the Bascna kin and eventually became one of the greatest kings of the Sessair. He it was who first instituted the tradition of a round hall, where all his warriors could be equal around him, and he is credited with founding the Red Branch of heroes too. Some legends have it that Demna cooked the Salmon of Knowledge in the cauldron that was to become the Cauldron of Plenty, and that from that day on the Cauldron gained its magical powers. On the other hand, the Tribe of the Growling Shields claim that the Cauldron was given to the Sessair by the two Fir Domain founders, Llassar and Cymidu. As with the other tribal treasures, nothing is certain, and the true origin of the Cauldron is lost in the mists of legend.

## Traditions of the Sessair

### The Choosing of a King

The Sessair use the *divination by entrails* spell to give them guidance when choosing a new King, with the chief druid sacrificing the old king in this manner if available, or a volunteer if not. This does not provide an absolute answer, but is intended merely to guide the Tribal Assembly, made up of the cenns of all the Sessair kin. The Tribal Assembly always has the final say, and if the blood spurtings indicate a king they do not approve of, they will choose another.





Generally, though, the *divination by entrails* is considered to be a strong enough omen that the Assembly rarely go against its suggestion.

## The Coronation Ritual

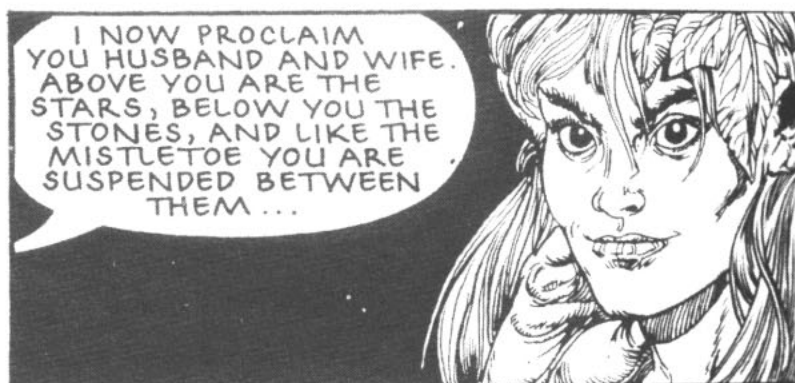
The Sessair's coronation ritual is somewhat disconcerting to watch for an outsider, though they themselves say they have always done things this way and see nothing unusual in it. The other tribes, with their Royal Hunts and strange labyrinth-quests when they crown a King, are the strange ones according to the Sessair. There are two stages to the coronation: the marriage to the Earth Goddess, and the coronation itself.

Every Sessair King is regarded as a Sun King, a personal representative or even incarnation of Lug the Sun God. Thus it is only fitting that he should marry the Earth Goddess, Danu herself. If the Cauldron of Plenty, the great tribal treasure of the Sessair, is available, this ritual is done in actuality – Danu is called forth from the Cauldron by the tribal druid, and is legally married to the new King just as though they were an earthly couple. In times when the Cauldron is lost, another cauldron is used, and filled with sacred herbs and mushrooms whose smoke the chosen King inhales so as to see visions of his bride and wed her symbolically, in the waking dream provoked by the magical vapours. Afterwards he is reminded that among his duties is to be ever-alert for any indication as to the whereabouts of the Cauldron, and ever-ready to quest for it if necessary.

The coronation proper involves the ritual sacrifice by the chief druid of a flawless white mare, which is chopped up and boiled in a great stew. The chosen king is disguised as a stallion and steps out before the Tribal Assembly neighing and whinnying on all fours, making a ritual circuit of his hall. Next he climbs into the cauldron of stew, offering the people the horsemeat and eating of it himself. Finally, he is confirmed as King, swearing an oath to be fearless and being given a cloak of golden eagle feathers by the tribal druid.

## King and Assembly

The Tribal Assembly is a powerful force in Sessair life – often more powerful than the King himself. It comprises all the Conns of the clans, along with every member of the Red Branch. The Sessair are so keen to avoid dictators and tyrants that they sometimes go too far in the other direction, allowing their natural suspicion of their King to dominate their politics. This can mean the king is far too restrained by the Assembly even when his motives are good, and many a strong Assembly has kept a foresighted but weak king from achieving great



things. The more conservative among the Assembly would prefer to risk that than chance a strong king dominating the tribe.

On the other hand, the Assembly is not known for its power-politics either. It has long been a law of the Sessair that any discussion about politics must be in public, at the Assembly itself, with a punishment of ritual sacrifice by suffocation for anyone who break the law. Thus, few are willing to engage in conspiratorial activities of any kind. The tribal druids and other lawyers are particularly stringent if it comes to pass that slander or accusations of criminality have been spoken in private, and any such offenders will certainly find themselves face down in the nearest bog with a garrotte for a neck-tie if they are caught.

## Foes and Allies

The Sessair rarely ally with any other tribe, for two main reasons. Firstly, they are wary of empires, and very concerned lest an alliance become a merger, which could be the beginning of one king growing too powerful and taking away the liberty of the ordinary members of the tribe. Secondly, they love fighting too much to ever wish to reduce the number of possible foes. Despite this, they have no long-term wars with the other Earth Goddess tribes, perhaps because they prefer fighting to actual conquering. Their enmity for the fomorians,



though, is legendary. They have little love for the drunes, Fir Bolg, Norsemen or titans, either, but the fomorians have been their most hated foes for as long as the most knowledgeable Sessair bards can remember.

'Among the Celts the women are nearly as tall as the men, whom they rival in courage... the fight is no less fierce with the women than with the men themselves... the women charge with swords and axes and fall upon their opponents uttering a hideous outcry.'

#### Ancient Chronicle

## Women Warriors and War-Wives

Many women among the Sessair, especially those of Rath Grainne, are as fierce and hardy warriors as the menfolk. The other Earth Goddess tribes have their share of women warriors too, but the Sessair seem to have far more than their fair share, and the women gain just as much respect as the men in combat. There are plenty of female warped ones, and even the Red Branch has a number of women warriors.

Even those Sessair women who do not fight on the front line attend major battles, along with their children, to practise the ancient Sessair tradition of encouraging their men by a combination of jeers and threats. These women will also fight if absolutely necessary, but woe betide their menfolk if it should become necessary. Again, this is not uncommon among the other Earth Goddess tribes in time of war, but the Sessair women have turned it into an art-form, and regard it as virtually an obligation to attend every battle along with their children.

*'Hearily all the Celts are terrifying from the sternness of their eyes, very quarrelsome and with great pride and insolence... But a whole troop of foreigners could not withstand one if he called his wife to his assistance...'*



*'...she begins to strike blows mingled with kicks, as if they were so many missiles sent from the string of a catapult.'*

*Ancient description of Celtic women.*



### Game Effect of War-Wives

Any warrior whose wife is attending the battle as a war-wife, that is, encouraging him from the sidelines, gains a +1 morale bonus to all attack rolls and a +2 morale bonus to all Will saving throws against fear effects (he is generally far more frightened of his wife than he is of the most terrifying monster). These morale bonuses last for the duration of the battle, even if he moves out of earshot of his wife.

## Wonder Voyages

Some Sessair, living as they do so close to the great western ocean, feel a yearning to set forth on great voyages of discovery – to find out if there are other lands beyond Tir Nan Og, perhaps the remnants of great Atlantis or similar magical countries. This is a rare occurrence, often prompted by the gods themselves, and rarer still is it when the brave ones who set out on such a wonder voyage return. When they do, it is often a lone survivor, sometimes arriving back in Eriu decades after he set out. Anyone who does come back from the great ocean is celebrated as a great hero, for they invariably have strange tales of mysterious islands hidden by mists, great sea-monsters, sunken lands just glimpsed through the water, bizarre societies, ghostly lands and many another fantastic story.



*'She is usually very strong and with blue eyes... especially when, swelling her neck, gnashing her teeth and brandishing her gallow arms...'*



# The Tribe that Stands Up

This chapter presents new options for characters of the Sessair tribe, including new prestige classes. In addition, it contains character concepts for Sessair tribal characters in the *Sláine RPG*. Character concepts are an option for beginning characters, intended to provide a roleplaying 'hook' for characters but also allowing them minor special advantages and disadvantages.

## Sessair Character Concepts

Character Concepts are an idea borrowed from the Quintessential series of sourcebooks from Mongoose Publishing and offer a range of templates for each tribe that will allow a player to quickly and easily provide a ready background for his character. As well as providing both a small bonus and penalty to his character's capabilities, each Character Concept gives a ready base for 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 Sessair tribe. Character concepts are not mandatory – a player may prefer to play a standard character, and always has the option to do so.

## Druid Character Concept: Hermit

Eriu is for the most part an untamed wilderness, with most Sessair living in a few small areas in the north and the only real settlements in the south being a few scattered outposts of

the Tribe of the Shadows. Even the wilderness is not completely uninhabited though; here and there live druids who embrace its wildness, preferring to live in isolation far from human towns and villages. Most of these hermits are at least nominally part of the Sessair, though they tend to feel less strongly tied to their tribe than usual.

**Adventuring:** Though most hermits have spent most of their time in one place, often a sacred grove hidden deep in the heart of an ancient forest, many things can drive them to go wandering and adventuring. They often feel themselves close to Lugh, Hu or Danu, and may receive visions or signs from their gods to go questing for a particular magical object or sacred herb. Their grove or other place of power may face an external threat of some sort, which must be dealt with before the hermit can return to a life of contemplation and silence. Some hermits eventually give up the solitary life once and for all, regarding their time in solitude as preparation for the great deeds they will do in later life.

**Roleplaying:** Hermits do not get on well with others, and even if they choose to give up the complete isolation of their earlier years they rarely form close friendships. That said, they respect other self-sufficient characters and can get on tolerably well with anyone who proves themselves suitably pious. Most are even more religious than the typical druid, and even more wedded to the idea that life is suffering – it is rare to find them worshipping the Goddess, for most prefer the more austere tenets of Lugh or Hu.

**Bonuses:** Hermits have Wilderness Lore, Spot and Listen as class skills, and gain a +2 circumstance bonus to all Wilderness Lore, Knowledge (nature) and Knowledge (religion) checks.

**Penalties:** Hermits do not receive Bluff, Diplomacy or Perform as class skills. In addition, they suffer a –2 circumstance penalty to all Bluff, Diplomacy and Sense Motive checks, due to their general lack of contact with other human beings.



## Druid Character Concept: Mediator

Perhaps because the Sessair are so warlike, many of their druids specialise in attempting to find peaceful solutions to problems. This can be a thankless task in a tribe where most warriors would sooner start a blood feud lasting seven generations than deign to accept sarhaed for the death of kin, but it can also be crucial. Without mediators the tribe would wipe itself out in a matter of years. Mediators ensure that while blood feud is still common among the Sessair, it is at least not completely endemic, particularly for minor slights.



**Adventuring:** Mediators are constantly needed to make peace between warring families and the best of them may even be sent to other tribes as diplomatic envoys if the Sessair King decides that treaties are necessary for a change. Sometimes mediators even become embroiled in the quarrels they sought to resolve, all semblance of neutrality forgotten as one side or the other gets angry enough to attack a druid directly, though this is unusual even among the hot-blooded Sessair.

**Roleplaying:** Mediators usually get on very well with most people they meet socially, though they are careful to remain slightly distant in case they are ever called on to mediate between their own acquaintances. Thus they tend to have many friends and others who think well of them, but few close comrades. They are sometimes seen as busybodies, for it is rare that a mediator can resist poking his nose into any difficult situation looking for a problem to resolve.

**Bonuses:** Mediators gain a +4 circumstance bonus to all Diplomacy checks and a +2 circumstance bonus to all Sense Motive checks. They are naturally gifted with social skills and supplement that raw talent with a great deal of experience in resolving arguments.

**Penalties:** Mediators are less focused on learning magic than are most druids. They do not gain the Diviner class feature at 1<sup>st</sup> level, nor do they gain the Sorcerer class feature at 4<sup>th</sup>, 9<sup>th</sup>, 14<sup>th</sup> and 19<sup>th</sup> level.

## Noble Warrior or Tribal Warrior Character Concept: Ideal Warrior

Several warriors, both noble and tribal, attempt to embody what they think of as the Sessair ideal by disdaining the use of shields and defensive fighting as well as all armour.

**Adventuring:** Ideal warriors live for adventuring, spending all their time fighting mighty monsters and tribal enemies to hone their already powerful combat skills to a lethal edge. It is rare indeed that they will turn down any opportunity to cover themselves in glory, however perilous the task.

**Roleplaying:** Ideal warriors are usually arrogant beyond belief, even in comparison to the proverbial pride of typical Sessair fighters. This is almost inevitable, considering that they sincerely believe themselves to be the very best of the best, the elite warriors of the most feared tribe in Tir Nan Og. Their constant drive to prove themselves mightier, more frightening, and simply better than anyone else can become tiresome after a while.



**Bonus:** Ideal warriors may choose one of the following pairs of feats for free: Two-Weapon Fighting and Ambidexterity, or Exotic Weapon Proficiency (great-axe) and Weapon Focus (great-axe). They must meet all the usual prerequisites for the feats chosen.

**Penalty:** Ideal warriors do not gain proficiency in any shields and may not gain proficiency in shields at a later date. Likewise they may not learn shield-related feats such as Door of Battle, Humble Shield, Improvised Shield and Improved Door of Battle. In addition, they may never fight defensively, take a total defence action, or learn the Expertise or Dodge feats.

## Noble Warrior

### Character Concept: Swan

The Sessair's reputation for might in battle is matched only by their reputation as preening, self-conscious and vain. They are notorious for the amount of time they spend combing and spiking their hair, washing and bathing, and parading about in expensive jewellery. Some of the nobility, known as swans for their proud beauty, take this to an extreme. Most swans are men, though a few women are almost as vain as their male counterparts and are also considered to be swans.

**Adventuring:** Swans often travel the length and breadth of Tir Nan Og, not so much because they are born to a life of adventure but because they constantly seek new and receptive audiences of the opposite sex to show off to. Their sheer arrogance and vanity often causes resentment and even violence, which can sweep them into conflict with local spurned lovers or angry spouses.

**Roleplaying:** Like ideal warriors, swans are proud and arrogant first and foremost – not in this case due to their combat skills (which are still considerable) but because they truly believe they are the most beautiful creatures in the Land of the Young. Some will not associate with anyone they consider to be too ugly or gauche (Cha 9 or below), while others deliberately surround themselves with plain compatriots so as to further enhance their beauty by contrast. Around other swans, their arrogance can become bitchiness and paranoia as they strive to out-do one another.

**Bonuses:** Swans gain a +3 circumstance bonus to all Bluff, Diplomacy, Gather Information and Perform checks which relate to members of the opposite sex.

**Penalties:** A swan must spend at least four hours per day preening, grooming and otherwise beautifying himself. In addition, he must always spend at least half of any money he gains on clothing, jewellery and herbal beauty products such

as dung, lime and blood for spiking and dying his hair. If he ever fails to beautify himself for the day or spend enough money on his vanity, he temporarily loses his bonuses to Bluff, Diplomacy and Gather Information, and suffers a –1 morale penalty to all skill checks, attack rolls and saving throws until he can spend at least as much time or money as he missed earlier.

## Noble Warrior

### Character Concept: Wanderer

Though most Sessair warriors remain in Eriu to protect their kin, venturing out only to raid or make war on the other tribes, a sizable minority feel the urge to discover more of Tir Nan Og. This wanderlust is common to all the northern tribes, but the Sessair seem to feel it the strongest, whether due to their proximity to the great ocean on the edge of the known world, or simply because it fits so well with their ideas of independence and courage. Most wanderers head south or east into the lands of the other Earth Goddess tribes, or far south into the Drune Lords' lands, but a few will build or buy a boat and sail out to the west in search of mysteries.

**Adventuring:** From the moment he leaves his tribe behind, the wanderer is in one long adventure. Most set out in the hope of adventure and actually seek it out, especially if it might be dangerous and glorious.

**Roleplaying:** Wanderers tend to be affable and friendly enough, though like all Sessair carry a ready axe in case their cordiality is not returned or in case those they meet are not suitably respectful. They see themselves as ambassadors for their tribe, and though they may seem cheery enough on first meeting they are always prepared to avenge any insult, even an accidental one.

**Bonuses:** Wanderers gain a +1 bonus to all Charisma checks and Charisma-based skill checks relating to people they have just met for the first time, since they adapt readily to the ways of other tribes. In addition, the necessity to rely on their own skills for food rather than expecting others to provide it means that they gain Wilderness Lore as a class skill.

**Penalties:** Wanderers must give up their usual bonus 1<sup>st</sup> level feat. They do not quite get a chance to complete their combat training before leaving for pastures new, or they were simply concentrating on other skills.



## Thief Character Concept: Hunter

Many Sessair spend their time hunting, from noble warriors in great organised hunts for sport, to tribal warriors who hunt by strength and directness, to thieves who hunt by stealth and missile fire. The latter are usually loners. Some have been exiled from the Sessair tribe, but others simply prefer to live self-sufficiently in the wilderness than try to eke out a living picking pockets in the city.

**Adventuring:** Hunters sometimes realise they can make more money and gain more glory working as scouts and foragers for mercenary bands or other wandering adventurers. Others become aware of suitable opportunities to steal from isolated communities or creatures of the wilderness such as titans. Alternatively they may inadvertently discover the lair of an El warrior, fomorian scouting party or other foe of humanity and become embroiled in adventure whether they like it or not.

**Roleplaying:** Hunters are loners, tending to be self-reliant and a little distant from the rest of humanity, especially city folk. Even when supposedly working with a party of adventurers,

they can easily survive hardships with no aid from druids or warriors.

**Bonuses:** The hunter grew up either with a lone family of hunters, or in a tiny wilderness village, giving him access to several skills and abilities not normally associated with the thief class. The hunter gains Track as a bonus feat. He also gains proficiency with the hunting spear.

**Penalties:** A hunter's upbringing also denies him access to a few of the thief class skills and abilities. The hunter may not spend skill ranks on Open Lock or Diplomacy, nor does he gain the Read Ogham class feature.

## Thief Character Concept: Cattle Rustler

Many of the thieves of the Sessair specialise in assisting with the planning and execution of cattle raids. These are not the glorious, boastful cattle-raiding battles of the Sessair nobles, but more subtle and sneaky raids in which a small group of thieves and tribal warriors steal into a foe's stockade in the dead of night and lead off as many livestock as possible. The main aim of this type of raid is profit, not conflict.

**Adventuring:** Cattle rustlers typically find their everyday trade to be quite enough of an adventure, what with the hazards of an overland journey, the risk of being caught in the act, and the greater perils of the return journey, pursued by both the vengeful victims of their crimes and any nearby creatures that are hungry for beef.

**Roleplaying:** Cattle rustlers are another self-reliant and tough breed, often surly and unhelpful to characters who do not come across as sufficiently competent. Their friendship and trust are given out only guardedly, but once they do trust someone they can be very reliable.

**Bonuses:** Cattle rustlers gain access to Animal Empathy and Handle Animal as class skills. These can be crucial in keeping a small herd of cattle quiet as the cattle rustler encourages them out of an enemy camp in the middle of the night.

**Penalties:** Cattle rustlers do not have Bluff or Sense Motive as class skills, since they tend to spend more time sneaking about in other people's stockyards than engaging in elaborate con tricks.



# Tribal Warrior

## Character Concept:

### Murias Fisher

The great Sessair capital city of Murias was once a tiny fishing village and is still famed throughout Eriu for the quality and quantity of fish caught here. Small fishing boats sail both upriver and downriver from here, their quarry the large, tasty salmon that seem to fill the River Dôn to the very brim. Larger ships sail out south from Murias to the great Inland Sea, seeking more and bigger fish, though they must beware of the attacks of the Tribe of the Shadows who regard the whole sea as their own preserve. The men and women who crew these vessels are as hardy as any other Sessair warriors, and if ever the tribe made war seriously on the Faliens they would be in the front lines of any naval battle.

**Adventuring:** Fishers tend to get involved with nautical adventures, battling the Shadow ships in the Inland Sea or searching for treasures in the abandoned Beaver Folk burrows on the banks of the sea. A few brave souls make the overland trek to Cruachu, the Sessair settlement closest to Tory Island and the fomorians, and make a dangerous living there. Murias fishers are also in demand as crew when a hero is suddenly filled with a vision to sail west on one of the great Celtic wonder-voyages in search of strange lands and new challenges.

**Roleplaying:** Fishers are as hardy and tough as any Sessair, and more self-sufficient than most, particularly aboard ship. They are a breed apart with their own dialect and customs, and this can cause confusion and misunderstandings if they have to work closely with non-fishers. Like sailors everywhere, they have enormous respect and fear for the power of the winds and waves, and all breathe a great sigh of relief and a quick prayer to Lir when they arrive home safely. In Murias itself, they drink and brawl like there is no tomorrow.

**Bonuses:** Fishers gain Balance and Use Rope as class skills,

and have a +1 circumstance bonus to all Balance, Profession (sailor) and Use Rope skill checks made aboard boats or ships. They also gain a +1 circumstance bonus to attack rolls made from the decks of a boat or ship, since they are far more used to the motion of the vessel than are most warriors.

**Penalties:** Fishers do not gain Ride, Handle Animal or Wilderness Lore as class skills.

# Tribal Warrior

## Character Concept:

### Plains Chariot Racer

The great fertile plain of Airghialla is home to regular chariot races, and an astute charioteer can make a good living here as a racer.

**Adventuring:** Chariot racers are often tempted away from the races by the prospect of glory and booty as a charioteer for a noble warrior. Those who prefer to stay in Airghialla and race often find themselves mixed up in various scams or quarrels revolving around the races themselves.





**Roleplaying:** Chariot racers are often a breed apart, spending more time grooming their horses and polishing their chariots than interacting with other people. Those who do deign to socialise with their fellows are usually inordinately proud – even for Sessair warriors – especially if they are particularly renowned racers, or have taken on work as the charioteer of a famous hero.

**Bonuses:** All chariot racers start the game with the feat Skill Focus: Handle Animal for free. Their dedication to the races enables them to learn chariot driving in far greater depth than most warriors. In addition, if a chariot racer wishes to commence the game with a chariot, he and a noble warrior character may agree to forego all their other equipment save for an iron torc and single non-masterwork one-handed weapon each to start the game with an unmodified light chariot and pair of warhorses between them.

**Penalties:** Chariot racers are not proficient with any form of shield. Even those who also drive chariots into battle

generally prefer to hold the reins in one hand and a sword or spear in the other, rather than going into combat unarmed.

## Witch Character

### Concept: Rath Grainne Noble (female only)

The witches of Rath Grainne are often as well-trained and well-armed as the warriors of other tribes, learning advanced combat techniques with their preferred arms and coming from much the same military aristocratic background as noble warriors.

**Adventuring:** Rath Grainne noble witches can be found everywhere there is blood to be shed and honour to be gained.

Many spend their time among the Sessair, regarding it as their duty to defend their tribe at all costs. Others roam Tir Nan Og, seeking out fell beasts to slay and mighty deeds to perform.

**Roleplaying:** Rath Grainne noble witches are often as preoccupied with gaining Enech as is any warrior, and are sometimes mistaken for warriors due to their fierceness and generally warlike demeanour.

**Bonuses:** Rath Grainne noble witches begin the game with a free Weapon Focus feat in a weapon of their choice, representing the specialised combat training they receive. In addition, their starting money



is calculated as though they were noble warriors, rather than witches.

**Penalties:** Rath Grainne noble witches prefer to defeat their foes in mortal combat, rather than by cursing them. They do not gain the usual Hexer witch class feature, and may never learn any spells of the Curse type.

## Witch Character Concept: Devotee of Epona

Epona is a relatively recent addition to the deities worshipped in Tir Nan Og, taking on some of Danu's aspects as a horse goddess. Few druids show any real interest in her, but many of the witches of the Sessair have adopted her with great enthusiasm.

**Adventuring:** Devotees of Epona are mad, or at least most everyone says so. Often said to love their horses more than their men-folk, to them a horse, and the sheer pleasure of riding one is everything. It's commonly believed that a devotee of Epona will do anything for the chance to ride, even risk death itself for the freedom and experience of getting on the back of a steed. As such, they will often be found riding great distances for the sheer joy of it, whatever unusual happenings they come across just being a sideline to their main reason for venturing from their homes.

**Roleplaying:** Devotees of Epona are, as might be expected, somewhat fanatical about horses – to the extent that they will not countenance ill-treatment of horses, even if this results in the suffering of tribal members.

**Bonuses:** Devotees of Epona gain Animal Friendship and Ride as class skills, and gain a +2 circumstance bonus to all Animal Friendship or Ride checks relating to horses.

**Penalties:** Devotees of Epona do not gain Diplomacy as a class skill, being less used to public speaking than most

witches. Devotees of Epona may never allow harm to come to a horse if it can be avoided – even in battle. In addition, they must always make sufficient sacrifices to Epona each year to be counted as specifically worshipping her. If they allow harm to come to a horse or fail to make sufficient sacrifices, they no longer gain the bonus to Animal Friendship or Ride checks relating to horses, and instead suffer a –4 circumstance penalty to Animal Friendship and Ride checks relating to horses.

## Sessair Prestige Classes

The Sessair elite warrior prestige class, the Red Branch warrior, is detailed in the *Sláine RPG*. This book introduces a less combat-oriented prestige class, the inventor.

### Inventor

The Sessair of Rath Grainne have produced a great many renowned inventors, innovators and crafters, both men and women. Although most people in Tir Nan Og practise a craft or profession of some sort, a few of them are naturally gifted with an innate understanding of all the crafts and an inspirational talent that allows them to create new inventions and clever devices of all kinds.

#### Class Skills and Attributes

The inventor's class skills (and the key ability for each skill) are Appraise (Int), Craft (any) (Int), Disable Device (Dex), Gather Information (Cha), Knowledge (any), Open Lock (Dex), Profession (any), Search (Int), and Sorcery (none).

**Skill Points at each level:** 6 + Int modifier.

**Special Inventor Skill Note:** Inventors concentrate most of their efforts on learning Craft skills. Each time a level is gained in the inventor class, the character must spend at least three skill points on Craft skills.

**Hit Die:** d6.

### Epona, the Horse Goddess, and Sessair Horsemanship

Epona is a relatively new goddess, in comparison to Danu and her aspects, though some scholars regard her as a variant of Danu anyway, and even many ordinary Sessair feel little need to worship her – Danu, after all, is also sometimes a horse. She is predominantly a deity of horses, especially horse-breeding but also horse-racing, chariots and the use of horses in battle. To a lesser extent, she also represents vegetation and fertility in much the same way as does Blodeuwedd. At present most of her worshippers are in northern Eriu among the Sessair, particularly those involved with breeding horses and racing chariots.

Her most favoured worshippers may be gifted with particular success at Ride, Handle Animal or Animal Empathy skill checks, or may gain unusual fertility for their mares.

It is said that Epona is responsible for the unusual Sessair tradition of always riding bareback. Sessair who are in good standing with their annual sacrifices to their tribal and family pantheon never suffer any penalties for riding bareback. Any Sessair who rides a horse using a saddle will suffer a penalty of –1 Enech.



Requirements

- Skill:** At least ten ranks in each of two Craft skills.
- Race:** Must be human.
- Feats:** Craft Masterwork, Skill Focus (any Craft skill).
- Special:** Must be a member of the Sessair tribe.

Class Features

All of the following are class features of the inventor prestige class.

**Weapon and Armour Proficiency:** The inventor gains no new weapon or armour proficiencies. 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.

**Craft Focus:** Though inventors learn a great many different crafts, each has a specialisation, a craft in which he is renowned throughout Tir Nan Og. At 1<sup>st</sup> level, he chooses one Craft skill to be his primary craft. He adds his inventor class level as a circumstance bonus to all skill checks made with that skill.

**Cross-Crafting:** At 2<sup>nd</sup> level, the inventor gains a +1 circumstance bonus to all checks related to Craft skills which are not his primary craft. This bonus rises to +2 at 4<sup>th</sup> level, +3 at 6<sup>th</sup> level, +4 at 8<sup>th</sup> level and +5 at 10<sup>th</sup> level.

**Inspired Invention:** From 3<sup>rd</sup> level onwards, and inventor is able to attempt to invent a completely new mechanical device by spending one week pondering on the design. He must have basic craft tools available and expend 2d6 x 10 s  ts on materials for prototypes. At the end of the week, he may make an Intelligence check, with success meaning he has invented the device. If the inventor is a worshipper of Ceridwen, the goddess of inspiration, he gains a +1 bonus to all Inspired Invention checks. A failed check result means the inventor has not managed to design a viable invention, but he may try again either the following week or at a later date if desired. Typical DCs for the Intelligence check are as follows:

Invention

Type	Example	DC
Variation on a mundane object	Improved and waterproofed winter suit	15
Variation on a special object	Improved gae bolga	20
Completely new invention	Diving suit with air supply	25

Note that inventing the device does not mean that it has been constructed, only designed. The Games Master should decide on a materials cost and Craft DC to actually craft the invention once designed. Generally, any brand new invention must be a masterwork item. The Games Master is always free to rule that the desired object can never be invented.

From 7<sup>th</sup> level onwards, the inventor gets a +2 bonus to all Inspired Invention checks.

**Improved Craft Masterwork:** At 5<sup>th</sup> level, the inventor is able to craft masterwork items in any craft in which he has 10 or more ranks of Craft skill, just as if he had the Craft Masterwork feat for those Craft skills.

**Craft Enchanted:** At 9<sup>th</sup> level, the inventor is able to craft enchanted objects, so long as he has at least 15 ranks in the relevant Craft skill. Enchanted objects are much like masterwork ones, except they are a little more powerful. Typically, an enchanted weapon will offer a +1 bonus to attack and damage rolls when used (as well as bypassing the Damage Reduction of most creatures), and enchanted armour will give a +1 bonus to Armour Class when worn. Other enchanted objects typically give a +1 bonus to a skill check or magic attack roll. Making an enchanted item costs twenty times as much as making a masterwork object of the same type, and adds +5 to the DC of the skill check. Such objects are rarely available for sale, though occasionally an inventor will take on a commission.

The Inventor

Level	Base Attack Bonus	Magic Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	+2	Craft Focus
2	+1	+0	+0	+0	+3	Cross-Crafting (+1)
3	+2	+1	+1	+1	+3	Inspired Invention (Int check)
4	+3	+1	+1	+1	+4	Cross-Crafting (+2)
5	+3	+1	+1	+1	+4	Improved Craft Masterwork
6	+4	+2	+2	+2	+5	Cross-Crafting (+3)
7	+5	+2	+2	+2	+5	Inspired Invention (+2 to Int check)
8	+6/+1	+2	+2	+2	+6	Cross-Crafting (+4)
9	+6/+1	+3	+3	+3	+6	Craft Enchanted
10	+7/+2	+3	+3	+3	+7	Cross-Crafting (+5)



# New Feats

The majority of the feats presented here may only be learned by members of the Sessair tribe, and so count as Special feats. The Enlarge Wound feat is reprinted from the *Tir Nan Og* supplement for convenience.

## Enlarge Wound (Special)

Sessair warriors deliberately court wounds in war, sometimes even enlarging them, so that the pain can carry them into a battle fury terrifying to behold and almost impossible to withstand. In this state they fear nothing, desiring only the destruction of their enemies.

**Prerequisites:** Must be a member of the Sessair tribe, base attack bonus +1 or higher, Con 13+.

**Benefit:** If you are wounded by an enemy's slashing or piercing weapon (whether melee, natural, or ranged) you may take a full-round action to deliberately enlarge the wound, either by ripping the edges open with your fingers or simply sticking your own weapon into the gash. This causes you a further 1d4 hit points of damage, but allows you to instantly enter a wound-rage. A wound-rage is exactly like a tribal warrior's Rage ability (see p. 25 of the *Slaine RPG*), with the same benefits and duration, and the same fatigue afterwards.

However, improvements to a Rage ability (such as the tribal warrior's Greater Rage, or ability to avoid being fatigued after a rage) never apply to a wound-rage. You can enter a wound-rage at most once per battle or encounter.

## Improved Door of Battle (General)

Although the usual Sessair fighting style emphasises toughness and resilience over protection, many more practical members of the tribe supplement that toughness with a solid shield defence that almost rivals the Fir Domain's shield expertise in its effectiveness. To gain the maximum benefit from their expertise with the shield, they need to be almost completely unencumbered. This feat is also sometimes learnt by members of other tribes who typically fight without armour, such as warped ones.

**Prerequisites:** Door of Battle, base attack bonus +12 or higher.

**Benefit:** While wearing no armour, any protection you gain from using a shield is trebled – that is, a small shield gives +3 to AC rather than the usual +1, and a large shield gives +6 to AC rather than the usual +2. Any additional bonuses gained from the shield being magical or otherwise enhanced are also





trebled. The effects of this feat are not cumulative with the effects of Door of Battle.

**Special:** If you also have the Improvised Shield feat, you double (but do not treble) the bonus gained from Improvised Shield while wearing no armour. That is, a one-handed weapon (or object of similar size) gives you a +2 armour bonus to AC, and a two-handed weapon (or similar object) gives you +4 to AC.

### Improvised Shield (Special)

The folk of the Sessair are great improvisers, and those who are experienced in both battles and brawls learn to use a weapon or even a found object as an impromptu shield.

**Prerequisites:** Must be a member of the Sessair tribe, Door of Battle, Expertise, base attack bonus +8 or higher.

**Benefit:** Whenever you are not armed with a shield, you can use a one-handed or two-handed weapon (but not a light weapon) as though it were a shield, gaining a +1 armour bonus to AC for a one-handed weapon or +2 armour bonus to AC for a two-handed weapon. You may use the weapon to fight with as normal and still gain the benefit of the AC bonus. This AC bonus is never affected by Door of Battle, which only applies to true shields. You can also pick up other objects that, if they were weapons, would be one-handed or two-handed for you, and use them as though they were shields. In this case you gain +1 to AC for a one-handed object such as a stool or cauldron, or +2 to AC for a two-handed object such as a table. You may not use such an object to attack with in the same round you use it as a shield even if you also have the Improvised Weapon feat, except by doing a charge action. You can only ever apply this feat to one object or weapon at a time, even if you are holding an object or weapon in each hand.

**Special:** If you also have the Improved Door of Battle feat, you double (but do not treble) the bonus gained from

Improvised Shield while wearing no armour. That is, a one-handed weapon (or object of similar size) gives you a +2 armour bonus to AC, and a two-handed weapon (or similar object) gives you +4 to AC. If you have the Grip of Iron feat, you may not gain the benefits of Improvised Shield from a weapon you are using with Grip of Iron (though you could gain the benefits of Improvised Shield from a one-handed weapon you were using with your off-hand).

### Improvised Weapon (Special)

The Sessair often pick up rocks, furniture or other objects to batter their enemies with, if their regular weapons are unavailable for any reason.

**Prerequisites:** Martial Weapon Proficiency, member of the Sessair tribe, base attack bonus +3 or higher.

**Benefit:** You may pick up any object and use it as though it were a weapon, with the weight of the object determining the effective size of the weapon as follows:

Weight	Weapon		Range Increment
	Size	Damage	
1-2 lb	Small	1d4 bludgeoning	5 ft.
2-5 lb	Medium	1d6 bludgeoning	5 ft.
5-15 lb	Large	1d8 bludgeoning	—

Because the object is not balanced for combat, you suffer a –2 penalty to your attack rolls when wielding it. All improvised weapons cause a threat on a 20 and do x2 damage on a critical. Most are bludgeoning, though at the Games Master's discretion some may be slashing or piercing.

**Special:** If you also have the Improvised Shield feat you may attack and defend with the same improvised weapon by taking a charge action – essentially, you charge into your opponent with the object in front of you, gaining a certain amount of protection from it en route. If you do not take a charge action,

### Feats and Shields

The following table summarises the armour bonuses gained from various feats used in combination with assorted shields (improvised and otherwise).

Shields Feats	Standard Shields		Improvised Shields	
	Small Wooden	Large Wooden	One-handed	Two-handed
None	+1	+2	—	—
Door of Battle	+2	+4	—	—
Door of Battle, Improved Door of Battle	+3	+6	—	—
Door of Battle, Improvised Shield	+2	+4	+1	+2
Door of Battle, Improved Door of Battle, Improvised Shield	+3	+6	+2	+4



you may either attack or defend with the object during a particular round, but not both.

### Not For a Woman's Lips (Special)

You are particularly dedicated and strong-willed when it comes to resisting feminine wiles. Many of the men of the Sessair dedicate themselves to the Goddess over and above all mortal women, and this seems to help enormously when it comes to remaining focused on the task at hand, whatever that might be.

**Prerequisites:** Iron Will, male member of the Sessair tribe, worshipper of Danu.

**Benefit:** You gain an additional +2 resistance bonus to all Will saving throws against spells or other effects cast or caused by a female, over and above the bonus for Iron Will. This resistance bonus rises to +4 if the spell is a glamour of any sort. In addition, any use of Charisma-based skill checks by a female who targets you are subject to a -2 circumstance penalty.

### Sessair Charge (Special)

You are known for your devastating charges and can often end a combat before it begins by one determined rush at your enemies.

**Prerequisites:** Str 15+, Power Attack, member of the Sessair tribe.

**Benefit:** You gain a +4 bonus on your single attack roll when charging. You still receive the usual -2 penalty to your Armour Class until your next action.

**Normal:** A character gains a +2 bonus on a single attack roll and a -2 penalty to his Armour Class when charging.

### Sessair Sorcery

#### (Special)

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

**Prerequisites:** Sorcery skill 8 or more ranks, Int 13+, member of the Sessair tribe.

**Benefit:** You gain the following spells: *Epona's blessing*, *preserve head*, *sign of best in the fight*, *sign of the salmon*, *sign of the thicket*, and, if female, *weaning blade*. 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. Note that this feat does not provide the *terrible beauty of war* spell, which may be learned either through the Sorcery skill or the Sorcerer's Boon feat.

### Sprint (Special)

The Sessair are past masters of the charge, and are renowned for their fleetness of foot.

**Prerequisites:** Run, member of the Sessair tribe, Con 13+.

**Benefit:** When running, you move six times normal speed instead of four times normal speed. If you make a running jump, increase the distance or height cleared by one-half, but not past the maximum. Also, if you charge while wearing no armour and carrying at most 20 lbs of gear you may move up to triple your speed. Sprinting is even more fatiguing than running – each round spent sprinting (including a round in which you charge at greater than double your speed) counts as the equivalent of two rounds spent running for purposes of needing to rest (see *The Player's Handbook*).

### Tongue of the Morrigan (Special)

You are legendarily vicious when it comes to putting men in their place, and naturally suspicious of their motives.

**Prerequisites:** Cha 13+, female member of the Sessair tribe, worshipper of the Morrigan.

**Benefit:** You gain a +2 circumstance bonus to any taunt attacks which target males. In addition you gain a +2 circumstance bonus to all Intimidate checks which target males, and a +2 circumstance bonus to all Sense Motive checks which oppose a male's Bluff check.



# Magic of the Sessair

## New Spells

The following spells are available to anyone, although they originated with the Sessair and are far more commonly known in northern Eriu 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-Sessair teacher for any of these spells. The only exception is *preserve head* – although this spell originated with the Sessair and is still most common there, it is now found throughout Tir Nan Og. Note that although the spells are open to members of any tribe, a committed Sessair sorcerer can have access to them a great deal more cheaply – by taking the feat Sessair Sorcery (see page 17), he can acquire all of the new spells for which he meets the prerequisites.

The new spells are very much related to the Sessair and their way of life. *Preserve head*, *sign of best in the fight*, and *terrible beauty of war* are all directly relevant to the martial, combative feelings which dominate the Sessair personality, as is *weaning blade*, the focus of which also indicates the long and bitter hatred the tribe have nursed for the fomorians. *Epona's blessing* is useful both in battle and in chariot racing, two activities dear to the hearts of the Sessair. *Sign of the salmon* relates to the tale of King Demna, told in an earlier chapter, and to his eating of the Salmon of Knowledge. *Sign of the thicket* has been used both to provide a barrier for armies and for the private causes of Sessair sorcerers from time immemorial, and many tales are told of witches or cunning-men using it to trap their enemies.

### Epona's Blessing

*Bless*

**EP Cost:** 3 EP

**Components:** V, S, F

**Casting Time:** 1 round

**Range:** Touch

**Subject:** One horse

**Duration:** 1 minute/rank of Bless skill

**Prerequisites:** Bless skill, Ride skill, Handle Animal skill, must be a worshipper of Epona

**Skill Check:** Bless (DC 13)

This spell gives the subject an improved movement rate of +10 feet. Depending on the result of the Bless skill check, other benefits may be gained as follows:

Bless check result	Benefits to Horse
12 or less	None
13 to 22	+10 ft. movement
23 to 32	As above plus +2 morale bonus to all attacks and saves
33 to 42	As above plus 2d8 temporary hit points
43+	As above plus one extra partial action per round

*Focus:* A horseshoe.

### Preserve Head

*Bless*

**EP Cost:** 2 EP

**Components:** V, S, M

**Casting Time:** 1 hour

**Range:** Touch

**Subject:** The head of one enemy personally slain by the spellcaster

**Duration:** See below

**Prerequisites:** Bless skill

**Skill Check:** Bless (DC 12), possibly Craft skills

All the Earth Goddess tribes and several others love to preserve the heads of their enemies for various purposes, but the Sessair have turned it into an art form – one that has since been copied by everyone from the other tribes to the fomorians and skull-swords alike. One casting of the spell will preserve one head for anywhere between a few months and permanently, depending on the use to which it is put. If the Bless check is significantly better than the minimum required, more than one head can be preserved by a single casting of the spell, as follows:

Bless check result	Number of Heads Preserved
11 or less	0
12 to 21	One
22 to 31	Two
32 to 41	Three
Etc.	Etc.

The caster can put the preserved head to one of several different uses, chosen when the spell is cast, from the following options:

**Skull Cup:** A head preserved for a skull cup must be crafted into cup form by at least two Craft skill checks: Craft (bone) for the skull itself, and another Craft check for the stem and fittings of the cup, usually Craft (silver). Owning one skull cup made from the skull of a foe of 10 to 25 Enech is good for a +1 to Enech (+2 to Enech if the foe had over 25 Enech), in addition to the usual Enech bonus for keeping the head (see the *Sláine RPG*, p. 30). Further skull cups provide no additional bonus. If both the skull and the fittings are crafted as masterwork items, the entire skull cup may be considered masterwork, which will give the owner a further +1 to Enech.

**Oracle:** A head retained in the owner's home or other place of power can be preserved to act as an oracle. At least, sorcerers who retain preserved heads in this manner call them oracles; it is perhaps too strong a term. A portion of the deceased's spirit is trapped in the preserved head, but it is only really an echo of the original, with a somewhat garbled and incomplete memory and personality which tends to deteriorate further over the years (although the head will remain physically preserved indefinitely) until there is nothing left but gibbering madness. The partial spirit in the head is not compelled to answer questions truthfully or even answer them at all, and typically will bear a certain amount of ill will towards its slayer. Sometimes this ill will becomes alleviated by the passage of time, but of course by the time the spirit becomes at all well-disposed towards the sorcerer it may be half-mad and very forgetful anyway. Thus, getting any useful information out of it can be an excruciating process, suitable only for the very patient. Warriors tend to preserve heads as oracles more out of some sort of twisted entertainment value than because they might actually give out useful advice of any kind. A few heads, particularly those whose original owners were powerful sorcerers in life themselves, might retain minor divinatory magical powers at the Games Master's discretion.

**Battle Trophy:** Depending on personal preference, a variety of battle trophies can be created. The Earth Goddess tribes usually dangle their preserved heads from their belts, or mount them on spikes on their chariots, but the fomorians typically have spikes attached to their armour for preserved heads. In any case, the effect is identical. The head of an enemy of 10 to 25 Enech grants a +1 circumstance bonus to Intimidate checks, while the head of an enemy of over 25 Enech grants a +2 circumstance bonus to Intimidate checks. If more than one preserved head is worn in this way, the bonuses are cumulative, up to a maximum of three preserved heads.

Heads worn in this way tend not to last so well as oracles or house guardians, since they are regularly carried into battle and other hazardous environments, and so they only last for 4d6 months before decaying sufficiently that they no longer provide any bonus.

**Material Component:** The head of an enemy of at least 10 Enech, whom you personally slew in single combat. If more than one head is available, a high result on the Bless check may allow several to be preserved with one use of the spell.

**Experience Point Cost:** Each time this spell is cast, the caster must pay 100 XP.

## Sign of Best in the Fight

*Bless*

**EP Cost:** 3 points

**Components:** S

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature

**Duration:** One minute per rank of Bless skill, or until used

**Saving Throw:** None (harmless)





**Spell Resistance:** No

**Prerequisite:** Bless skill 5 or more ranks

**Skill Check:** Bless (DC 13)

The Ogham letter Tinne represents the holly tree, long renowned as a fierce combatant for its tenacity in cold weather and its spiky defences. The creature touched gains a +10 bonus to the next opposed roll of any sort that he makes (this could be a skill roll, or a grapple check, or an opposed attack roll such as one to disarm an opponent). Note that technically saves made against a DC set by an opponent's Magic Attack roll are not opposed rolls, although they are similar in effect. Once the roll has been made, the spell ends. If the Bless check is significantly better than the minimum required, the bonus to the next opposed roll is increased as follows:

Bless check result	Opposed roll bonus
12 or less	0
13 to 22	+10
23 to 32	+20
33 to 42	+30
Etc.	Etc.

### Sign of the Salmon

*Bless*

**EP Cost:** 1 point

**Components:** S

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature

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

**Saving Throw:** None (harmless)

**Spell Resistance:** No

**Prerequisite:** Bless skill 2 or more ranks, must be a worshipper of Ceridwen

**Skill Check:** Bless (DC 11)

The Ogham letter Coll represents the hazel tree, and the Salmon of Knowledge, sacred to Ceridwen, which swims beneath it. The creature touched gains a +1 insight bonus to all Intelligence-based skill checks for the duration of the spell, as well as to Intelligence checks such as untrained Knowledge checks and Bardic Knowledge checks. If the Bless check is significantly better than the minimum required, the insight bonus to Intelligence-based checks is increased as follows:

Bless check result	Insight bonus
10 or less	0
11 to 20	+1
21 to 30	+2
31 to 40	+3
Etc.	Etc.

### Sign of the Thicket

*Nature Magic*

**EP Cost:** 1+ points

**Components:** S

**Casting Time:** 1 action

**Range:** Line of Sight

**Area:** Circle with a diameter of 10ft. per point of EP expended

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

**Saving Throw:** See below

**Spell Resistance:** No

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

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



The Ogham letter Straif represents the blackthorn, a tough, hardy tree covered in spiky thorns. This spell creates a tangled thicket of blackthorn in an instant, severely restricting movement in or through the area of effect. Any creature attempting to move within or through the area may choose either to move at one quarter speed with no other ill effects, or move at one half speed but take 1 point of damage per round spent moving through the area (Reflex save negates). If any creatures are inside the area of effect when the spell is cast, they will be trapped in the thicket unless they are able to escape by moving through it as above.



## Terrible Beauty of War

*Glamour*

**EP Cost:** 8 EP

**Components:** V, S

**Casting Time:** 1 action

**Range:** Personal

**Subject:** Self

**Duration:** While warp-spasm lasts

**Prerequisites:** Warp-Spasm Master feat, must be female, must be a worshipper of the Morrigu

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

This spell can only be cast when the sorcerer is having a warp-spasm (and so, of course, she must also have made her warp-spasm control roll by 10 or more, so as to still be able to cast spells at all). She takes on something of the aspect of the Morrigu herself, gaining a gaze attack for the duration of the spell (treat as an Evil Eye). Any male humanoid who meets her gaze must make a Will saving throw. Those of less than 5 HD who fail the saving throw faint away, remaining unconscious for 3d6 minutes. Those of over 5 HD who fail the saving throw simply stand and stare at her, unable to take their eyes off her sinister, powerful beauty – they will stand entranced for 1d6 minutes or until physically attacked. While entranced they will not resist whatever she does to them so long as she does not damage them. Anyone who makes his saving throw need not save again if he meets her gaze during the duration of the spell.

## Weaning Blade

*Bless*

**EP Cost:** 3 EP

**Components:** V, S, F

**Casting Time:** 1 round

**Range:** Touch

**Subject:** The spellcaster's son or daughter

**Duration:** See text

**Prerequisites:** Bless skill 2 or more ranks, must be female, attack bonus +1 or higher, Martial Weapon Proficiency

**Skill Check:** Bless (DC 13)

It is traditional among the Sessair for warrior-women to give their child his first meal on the end of the warrior-woman's favourite sword. This is said to ensure the child will grow up to be a mighty warrior. *Weaning blade* must be cast on a child who is already benefiting from a *baby blessing* spell. The precise effects of the spell depend on the warrior-woman's Bless skill check as follows. The spell does not take effect until the child reaches adulthood (14 years old), and only takes affect at all if he chooses to be either a noble warrior or tribal warrior. The effects are always cumulative.

### Bless check result

12 or less

13 to 22

23 to 32

33 or higher

### Effects on son or daughter

No effect

Elite character (best 3 of 4d6 ability scores, max hp at 1<sup>st</sup> level)

As 13 to 22 plus free Toughness feat, additional minor geas

As 23 to 32 plus free Great Fortitude feat, additional major geas

*Note:* Under no circumstances should a Player Character be considered to have had a *weaning blade* spell with a Bless check result of over 22 cast on himself as a child, except in the case of a very long, multi-generational campaign in which the same player played the new character's mother. Even in this circumstance the effects of this spell are at the Games Master's discretion. The other time it might be reasonable to assume its benefits for all characters in a campaign would be a very high-powered campaign in which all the characters were warriors.

*Focus:* The spellcaster's named sword, with which she must have killed at least one fomorian in single combat.



# Folk of the Sessair

This section includes game stats, descriptions and personality write-ups for some of the most politically important Non-Player Characters of the Sessair, along with a few oddballs and other interesting characters. Several of the characters listed are given accompanying scenario hooks in the next section, to give the Games Master an idea of how to integrate them into his campaign.

## Cathbad

Cathbad has been the Sessair tribe's chief druid for as long as anyone can remember, blessing babies, sacrificing old kings and ordaining new, divining geases, initiating Red Branch warriors, and generally being the tribe's spiritual leader and advisor. He is well respected among the tribe and beyond. Although he can be bossy and overbearing at times, he considers this his right; as far as Cathbad is concerned, he is the supreme authority of the land, over and above even the King. In practice, he does not always assert this authority, preferring to let his Kings make their own mistakes – so long as none of them seem to be promoting the worship of Danu too highly. Like many of the druids from the Earth Goddess tribes, Cathbad favours Hu the Mighty and Lug the Sun God over Danu, secretly fearing a return to the old days when witches ruled the earth and men were subservient to women. He has actively encouraged the idea that life is suffering, and that humanity should simply make the best of life in Tir Nan Og while hoping for a better afterlife. He has no liking for revelry or licentiousness, fearing (perhaps rightly) that such activities are favoured by Danu and her consort, Carnun. Cathbad is aware that Carnun was once worshipped among the Sessair, but prefers the more austere and stern god Lug, who always attempts to keep Danu and the women of the tribe in a submissive role.

**Male Human Druid 17:** Medium-sized humanoid (H 5'7", W 160 lb.), HD 17d4; hp 44; Init -1 (Dex); Spd 30 ft.; AC 9; Attacks +8 melee (1d4, sickle); SA Know Ogham (rune paint), Diviner, Druidic Awe (Save DC 22), Salmon of Knowledge, Head Aflame, Druid's Egg; Magic Attack Bonus +12; Base EP 8 (maximum 40); SV Fort +5, Ref: +4, Will +12; Str 11, Dex 8, Con 10, Int 13, Wis 15, Cha 18.

**Skills and Feats:** Bless +26, Bluff +14, Diplomacy +14, Divination +21, Heal +22, Knowledge (Atlantean lore) +22, Knowledge (nature) +22, Knowledge (religion) +22, Perform +24, Profession (herbalist) +22, Sorcery +20; Sessair Sorcery, Tap Dolmen, Tap Weirdstone, Ritual Sacrifice, Blood Eagle, Craft Druid's Egg, Sorcerer's Boon x2, Iron Will, Skill Focus (Bless).

**Spells:** Cure injury, baby blessing, blade blessing, scrying flames, divination by entrails, bull feast, sign of cleansing, protective circle, sign of inner strength, sign of shielding, sign of warrior strength, lesser ill-luck, ill-luck, greater ill-luck, sign of light, muscle to blubber, control flames, control water, control wind, control weather, gust of wind, flying, lightning, pacify, imprisonment circle, consecrate, circle of nature, preserve head, sign of best in the fight, sign of the salmon, sign of the thicket.

**Possessions:** Gold sickle, robes, horse-skull mask, druid's egg, spell ingredients.



## Gerg of the Three Fingers

Gerg is one of Sláine's oldest companions, and his first charioteer when Sláine joins the Red Branch. When Sláine goes into exile, Gerg goes into a whimsical but serious depression, which truly only lifts at the triumphant return of his old warrior companion to become King Sláine of the Sessair. At that point Gerg takes his old place as Sláine's charioteer in the final, apocalyptic battles of the Ragnarok.

Gerg as a charioteer is all that a warrior could hope for – loyal, unthinkingly brave, and one of the most skilled horse handlers in all Tir Nan Og. It is highly unlikely that he will drive anyone other than Sláine in war, however. After Sláine's departure to wander the Land of the Young, Gerg takes service with Cathbad the Druid, using Sláine's old war chariot to deliver messages and passengers around northern Tir Nan Og, but only on the condition that he never be called upon to fight or to drive the chariot for another warrior in war.

**Male Human Tribal Warrior 5/Charioteer 2:** Medium-sized humanoid (H 5'10", W 200 lbs.), HD 5d12+2d10-14; hp 30; Init +2 (Dex); Spd 40 ft.; AC 12 (+2 Dex); Attacks +9/+4 melee or +9/+4 ranged (1d6+2, short-sword, or 1d6+1, javelin); SA Rage 1/day, Fast Movement, Expert, Tribal Fighting Style (Sessair: Damage Reduction 2/–, Fortitude bonus), Chariot Bond, Daring Rescue; Magic Attack Bonus +7; Base EP: 5, SV Fort +5, Ref: +3, Will –1; Str 15, Dex 14, Con 6, Int 10, Wis 7, Cha 9; Enech 6 (when charioteer for King Sláine, this rises to 12).

**Skills and Feats:** Animal Empathy +9, Craft (chariot building) +12, Handle Animal +7, Intimidate +1, Jump +12, Ride +10; Salmon Leap, Spear Catching, Weapon Focus (short-sword), Track.

**Possessions:** Iron short-sword, javelin, copper neck torc, copper arm torc, decorative three-fingered helmet (no protective value).

## Gundan the Alarming

Gundan is tall, good-looking and quite muscular, with long dark hair carefully spiked up with dung and clay. He loves battles, especially if he gets a chance to use his battle cry, for he loves to see his foes fleeing the field in terror. Likewise, he likes to think of himself as the Red Branch's expert intimidator and general foe-scarer. He is around ten years older than Sláine, making him around 25 years old at the start of the Sláine saga and 30 by the time of *Sláine the King*.

Off the battlefield, he can be cautious, even somewhat timid at times. Although naturally charming and potentially a very commanding leader if he let himself be, he fears responsibility and dislikes decision-making. In many respects this is a strength of his, since he recognises that he is not really clever or sensible enough to be a good King or Conn. He would be a favourite of the ladies for his good looks and ready charm, but he is happily wed to his childhood sweetheart Aluine (meaning 'exquisitely beautiful').

### Male Human Tribal Warrior 13/Red Branch Warrior 2:

Medium-sized humanoid (H 5'11", W 180 lb.), HD 15d12+15; hp 113; Init +1 (Dex); Spd 40 ft.; AC 12 (+1 Defensive Bonus, +1 Dex); Attacks +18/+13/+8 melee or +16/+11/+6 ranged (1d8+2, battle-axe, or 1d6+1, javelin); SA Rage 3/day, Fast Movement, Expert, +2 Warp Bonus, Tribal Fighting Style (Sessair: Damage Reduction 3/–, Fortitude bonus); SQ Spear Returning; Magic Attack Bonus +7; Base EP: 5, SV Fort +15, Ref: +5, Will +6; Str 14, Dex 13, Con 12, Int 10, Wis 8, Cha 18; Enech 16.

**Skills and Feats:** Balance +10, Intimidate +22, Gather Information +21, Jump +12, Move Silently +17, Perform +11, Profession (brewer) +19, Sorcery +6; Battle Cry, Salmon Leap, Chariot Combat, Shield Kick, Spear Catching, Spear Foot, Quick Draw.

**Possessions:** Named iron battle-axe, iron dagger, three javelins, leather hero-harness, silver neck torc, copper bracelet.

**Spells:** *Lover's charm, poetic naming, poetic insult.*

## Madad the Quarrelsome

Madad is a supposedly reformed thief and con-man turned politician. He seems to have joined the Red Branch solely to gain a seat on the Tribal Assembly, and won through the initiation by sheer luck and determination. He wears a hero-harness so as to look like the other members of the Red Branch, though he has never had a warp-spasm.

Madad may look the part, and from his loud voice in the Assembly an observer might think he is the real thing, a strong-minded and prominent member of his tribe. Yet he is essentially a whinger and a heckler – he will rarely propose any good ideas himself, but prefers to shout down the ideas of others, especially if he feels those ideas relate to increasing anyone else's power. He prefers to maintain the status quo wherever possible, and will happily waste time debating side issues and minor points rather than get to the crux of the matter. He has a number of business interests to look after, most of which are more or less legitimate, and these are his prime concern – he is convinced that any serious changes in how the Sessair operate will damage his business. Most of the other Red Branch warriors are dismissive of Madad,





regarding business and thievery as unfit interests for a warrior, but Madad is often able to wear them down in Assembly meetings by sheer dogged persistence.

**Male Human Thief 12/Red Branch Warrior 1:** Medium-sized humanoid (H 5'9", W 160 lb.), HD 12d6+1d12; hp 48; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Attacks +12/+7 melee or +13/+8 ranged (1d6+1, short-sword, or 1d6, javelin); SA Sneak Attack +4d6; SQ Slippery Mind, Uncanny Dodge, Read Ogham, Traps, Skill Mastery (Balance, Hide, Jump, Move Silently); Magic Attack Bonus +3; Base EP: 5, SV Fort +6, Ref: +11, Will +9; Str 13, Dex 17, Con 10, Int 12, Wis 8, Cha 11; Enech 11.

**Skills and Feats:** Appraise +16, Balance +18, Bluff +15, Climb +16, Diplomacy +5, Gather Information +15, Hide +18, Intimidate +5, Jump +16, Move Silently +18, Perform +15, Ride +7, Sense Motive +4; Salmon Leap, Chariot Combat, Shield Kick, Spear Catching, Spear Foot, Quick Draw.

**Possessions:** Named iron short-sword, javelin, fancy cloak, leather hero-harness, silver neck torc, silver bracelet.

**Spells:** *Lover's charm, poetic naming, poetic insult.*

## Megrim

Queen Megrim is a relatively late arrival in Murias, a beautiful young woman who claims to be a southern princess tired of the tyranny of the Drune Lords. She is well loved by many of the Sessair, for she seems to have a kind and considerate nature to go with her captivating looks. Those who are somewhat more perspicacious can detect a certain falseness to her ways, a cynicism and arrogance that belie her apparently tender age. In reality she is the witch Medb, trained by Slough Feg himself. More information on Medb can be found in the forthcoming supplement *The Drunes – Druids of the Worm God*.

Megrim's real agenda is firstly the total destruction of the Sessair and the other Earth Goddess tribes, and secondly, assisting Slough Feg with bringing about his planned Ragnarok, the destruction of the Land of the Young itself. She has a particular hatred for the Sessair and for Sláine, because the latter 'rescued' her from a great Wicker Man in which she was to be sacrificed to Crom-Cruach. Having been raised as a priestess of Crom from an early age, she regarded her sacrifice as a great honour, and has sworn vengeance on Sláine ever since he carried her down from the burning edifice.

**Female Human (EI) Witch 9/War-Witch 10:** Medium-sized humanoid (H 5'6", W 130 lb.), HD 9d8+10d10; hp 99; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+1 leather tunic, +2 Dex); Attacks +19/+14/+9 melee (1d8+3, iron sword); SA Hexer, Bleed Dry+2, Summoner +1, A Thousand Faces, Spells, War Shriek, Opportunistic Sacrifice (+1 EP/HD of slain opponent), Levitate, Levitating Strike, Control EI Creatures (+2), Shoggey Form, EI Form; SQ Witch Armour (leather tunic, Damage Reduction 6/enchanted), EI Qualities (fight on below 0 hp, improved Will saves, banished to home plane if 'killed', sustains +2d6 damage from iron weapons if attacked on home plane); Magic Attack Bonus +16; Base EP 12; SV Fort +6, Ref: +8, Will +18; Str 16, Dex 14, Con 11, Int 13, Wis 17, Cha 20; Enech 12.

**Skills and Feats:** Bluff +20, Disguise +15, Divination +16, Intimidate +20, Profession (herbalist) +18, Ride +17, Sense Motive +8, Sorcery +22; Ritual Sacrifice, Blood Eagle, Battle Cry, Improved Battle Cry, Expertise, Dodge, Improved Initiative, Sorcerer's Boon, Tap Weirdstone, Tap Dolmen.



Mongan is Conn of the Morna kin, proud warriors and loyal Sessair all. In the Tribal Assembly his is likely to be the loudest voice calling for war and vengeance, battle-honour and the blood of the tribe's enemies. He is fiercely loyal to his tribe and kin, including foster-relatives and his mother's kin. His most frequent antagonist in the Assembly is (perhaps inevitably) Madad, and the two have been known to come to blows during meetings.

Mongan is married to Crimora, whose name means 'Woman of Great Soul'. She lives up to her name – though she is no great warrior, she is clever and wise, always ready to give out advice to those who need it and wickedly barbed jibes to those who deserve them.

**Male Human Tribal Warrior 12/Red Branch Warrior 4:** Medium-sized humanoid (H 6'1", W 200 lb.), HD 16d12+48; hp 158; Init +2 (Dex); Spd 40 ft.; AC 14 (+2 Defensive Bonus, +2 Dex); Attacks +18/+13/+8 melee or +16/+11/+6 ranged (1d8+4, sword, or 1d6+4, spiked helmet, or 1d6+2, javelin); SA Rage 3/day, Fast Movement, Expert, +4 Warp Bonus, Tribal Fighting Style (Sessair: Damage Reduction 3/–, Fortitude bonus); SQ Spear Returning; Magic Attack Bonus +4; Base EP: 7, SV Fort +15, Ref: +7, Will +9; Str 19, Dex 14, Con 17, Int 9, Wis 12, Cha 13; Enech 18.

**Skills and Feats:** Balance +17, Bluff +9, Intimidate +16, Jump +19, Profession (farmer) +20; Blood of Heroes, Salmon Leap, Chariot Combat, Shield Kick, Spear Catching, Spear Foot, Quick Draw.

**Possessions:** Named iron sword, iron dagger, three javelins, leather hero-harness, silver neck torc, copper arm torc, spiked helmet (Mongan's spiked helmet is a variant of the Fir Bolg versions (see *Tir Nan Og*), usable as a weapon but with no protective value).

**Spells:** Scrying flames, blood to poison, muscle to blubber, heartstop, flea infestation, invisible horrors, glamour, cloak of blackness, summon goblin, summon goblin horde, summon shadowy devourer, summon spectral dragon, summon spectral army, summon ghoul, summon elemental, create half-dead, Crom-Cruach's revenge, levitate, lightning, lesser ill luck, ill luck, greater ill luck, sour, divination by entrails

**Possessions:** Iron sword, various herbs and potions, iron dagger, leather tunic, cloak, spell ingredients.

## Mongan Axehead

Mongan Axehead is a tall, straightforward warrior, a powerful fighter in the Red Branch and a strong voice in the Tribal Assembly. He has one son, Ragall, and one foster-son, Sláine. Grim in war, determined in matters of revenge, but jovial in the feasting-hall, Mongan is a real warrior's warrior, a true embodiment of the spirit of the Sessair tribe.

## Niamh

Niamh is a young noble girl from Rath Grainne. Just fifteen years old, she is extremely beautiful and was chosen by King Grudnew three years earlier to be his eventual bride. She insists she is not yet ready to marry, though in fact she detests the sight of the King. Grudnew, for his part, is quite besotted with her and is quite willing to wait another year or two for her to agree. In the meantime, she is kept utterly isolated from the rest of the tribe, in a well guarded hut by the River Dôn, for Grudnew fears that if she ever leaves she may fall in love with another.

Of course, Grudnew is quite right; when a curious young warrior, Sláine mac Roth, finally fords the river and breaks into the hut, he and Niamh will fall in love, leading to Sláine's exile and Niamh's shame. Pregnant with Sláine's child, Niamh is forced by Grudnew to remain in her hut and give birth to and raise Kai alone. She learns to resent Sláine as





much as Grudnew, for he never returns to see his son but goes wandering Tir Nan Og for many years instead. As ever, the events in your own campaign might be quite different. Eventually Niamh goes on to marry into the Fir Domain tribe, wedding King Rudraige, though she chooses an annual marriage only. When the year is up, she marries Sláine and becomes queen of the Sessair.

Niamh is a fierce and proud warrior, but she is also highly intelligent and inventive. She can be very vicious, particularly towards men or anyone who threatens her son Kai.

Game statistics are provided for Niamh as a young girl, and for her as Queen of the Sessair. The second set of statistics are also suitable to describe her during her annual marriage with Rudraige.

## Niamh, Chosen One of King Grudnew

**Female Human Noble Warrior 3:** Medium-sized humanoid (H 5'7", W 140 lb.), HD 3d10; hp 21; Init +2 (Dex); Spd 30 ft.; AC 12 (+2 Dex); Attacks +5 melee (1d8+2, sword); SA Tribe (Rath Grainne Sessair – free gae bolga and throwing blade proficiencies); Magic Attack Bonus +3; SV Fort +3, Ref: +3, Will +3; Str 14, Dex 15, Con 11, Int 18, Wis 15, Cha 17; Enech 4.

**Skills and Feats:** Climb +8, Craft (leather) +10, Craft (weaponsmith) +10, Intimidate +9, Jump +8, Perform +9, Ride +8; Blood of Heroes, Exotic Weapon Proficiency (gae bolga), Exotic Weapon Proficiency (throwing blade), Ambidexterity, Two-Weapon Fighting, Expertise, Rapid Shot.

**Possessions:** Iron sword, large wooden shield. When confined to her hut by King Grudnew, she is generally unarmed.

## Queen Niamh

**Female Human Noble Warrior 7/Inventor 7:** Medium-sized humanoid (H 5'7", W 140 lb.), HD 7d10+7d6; hp 21; Init +3 (Dex); Spd 30 ft.; AC 13 (+3 Dex); Attacks +9/+8/+8/+4/+3 melee or +15/+10 ranged (1d8+2, sword (on +9 and +4 attacks), and 1d4+2, unarmed strike (on +8 attack), and 1d6+2, short-sword (on +8 and +3 attacks), or 1d4+1, throwing blade); SA Tribe (Rath Grainne Sessair – free gae bolga and throwing blade proficiencies); SQ Improved Craft Masterwork, Inspired Invention +7; Magic Attack Bonus +6; SV Fort +7, Ref: +7, Will +9; Str 14, Dex 16, Con 11, Int 18, Wis 15, Cha 19; Enech 20.

**Skills and Feats:** Appraise +21, Climb +12, Craft (leather) +30, Craft (weaponsmith) +24, Craft (woodwork) +24, Craft (silversmith) +24, Gather Information +16, Intimidate +14, Jump +12, Perform +14, Ride +13; Blood of Heroes, Exotic Weapon Proficiency (gae bolga), Exotic Weapon Proficiency (throwing blade), Ambidexterity, Two-Weapon Fighting, Expertise, Rapid Shot, Tongue of the Morrigan, Celtic Wife Strike, Craft Masterwork (leather), Skill Focus (craft - leather), Improved Two-Weapon Fighting.

**Possessions:** Named iron sword, iron short-sword, gae bolga, three throwing blades, crafter's tools (masterwork) for leather, weaponsmithing and silversmithing.

## Roth Bellyshaker

Roth Bellyshaker is a tall and heavy man, his shoulders and arms muscled like a powerful warrior's but his belly as round and fat as any rich merchant's. His hair, once spiky and black, is now a thick shock of white, and he wears great, long, drooping white moustaches.

Roth was once one of the foremost warriors of the Sessair, distinguishing himself in the last great war against the fomorians, alongside his wife Macha, an equally fierce warrior-woman. Their son, Sláine mac Roth, was born soon after their victory, and Macha gave him his first food on the end of her sword, as is traditional among the Sessair (see the *weaning blade* spell). Roth soon took to a life of corpulence, boasting and apathy, leaving much of the work of childrearing to Macha while he spent his time drinking and telling tall tales in the alehouse. He was fined for exceeding the permitted waistline of a Red Branch warrior, and became known as Roth Bellyshaker for his most prominent feature. When Sláine was still a child, Roth's typically boastful ways got him in trouble with the King, who overheard him boast that Macha could beat the King's favourite chariot in the following day's chariot race. The King ordered her to compete in the race to prove Roth's claim. Sláine and Roth watched in horror as the charioteers, concerned that Macha was going to win the race, drove their horses over her, trampling her to death.

Since Macha's death Roth has retreated further into a life of drinking and wandering. In his guilt he rarely sees Sláine, leaving him to be raised by his foster-father Mongan Axehead.

#### Male Human Noble Warrior 6/Red Branch Warrior 3:

Medium-sized humanoid (H 6', W 270 lb.), HD 6d10+3d12+9; hp 62; Init +0; Spd 30 ft.; AC 11 (+1 Defensive Bonus); Attacks +14/+9 melee or +9/+4 ranged (1d8+5, gae bolga, or 1d8+3, gae bolga); SA Warp Bonus +3, Tribe (Sessair – free gae bolga and tathlum proficiencies); SQ Defensive Bonus +1, Spear Returning; Magic Attack Bonus +0; SV Fort +9, Ref: +3, Will +3; Str 17, Dex 10, Con 13, Int 9, Wis 6, Cha 8; Enech 4.

**Skills and Feats:** Bluff +5, Intimidate +5, Jump +14; Exotic Weapon Proficiency (gae bolga), Exotic Weapon Proficiency (tathlum), Blood of Heroes, Weapon Focus (gae bolga), Weapon Specialisation (gae bolga), Chariot Feat, Salmon Leap, Shield Kick, Spear Catching, Spear Foot, Quick Draw.

**Possessions:** Gae bolga, short-sword, large wooden shield, copper neck torc. If in his chariot, Roth will typically have at least three gae bolgas handy, but for foot combat he prefers a single gae bolga with a short-sword as a back-up weapon if he needs to throw the spear.

## Ragall

Ragall is the son of Mongan Axehead, and so is Sláine's foster brother. His friendship with the warped warrior was very close, with none of the usual rivalry between two lads growing up under the same roof – quite simply, Sláine took the lead in everything, and Ragall followed willingly. This seems to have set the pattern for their later lives. Sláine is a natural leader and adventurer, always seeking out trouble and danger wherever it lurks, while Ragall is a typical follower, always willing to take the easy route, easily influenced by anyone with a stronger will than himself.

In the comics, Ragall is eventually elected King. This occurs after King Grudnew is ritually sacrificed to the Goddess, because the crops failed and this was considered his responsibility as is typical among Celtic tribes. Ragall is chosen as the new King of the Sessair because the tribal council believe he will be easily led, not because he will be a strong King – he will not. Left to his own devices, he will fall under the spell of Queen Megrim and surrender to the fomorians. Of course, events in your own campaign may proceed differently.

#### Ragall mac Mongan

**Male Human Noble Warrior 1:** Medium-sized humanoid (H 5'8", W 160 lb.), HD 1d10; hp 5; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +2 large shield, +2 Door of Battle); Attacks +3 melee or +3 ranged (1d6+1, short-sword, or 1d8, gae bolga); SA Tribe (Sessair – free gae bolga and tathlum proficiencies); Magic Attack Bonus –1; SV Fort +2, Ref: +1, Will –3; Str 13, Dex 12, Con 10, Int 10, Wis 5, Cha 9; Enech 1.

**Skills and Feats:** Listen +1, Spot +1, Wilderness Lore +1; Exotic Weapon Proficiency (gae bolga), Exotic Weapon Proficiency (tathlum), Door of Battle, Weapon Focus (short-sword), Track.

**Possessions:** Gae bolga, short-sword, dagger, large wooden shield, copper neck torc.

#### King Ragall of the Sessair

**Male Human Noble Warrior 3:** Medium-sized humanoid (H 5'8", W 160 lb.), HD 3d10+3; hp 19; Init +1; Spd 30 ft.; AC 11 (+1 Dex); Attacks +5 melee or +5 ranged (1d4+1, dagger, or 1d4, thrown dagger); SA Tribe (Sessair – free gae bolga and tathlum proficiencies); Magic Attack Bonus –1; SV Fort +3, Ref: +2, Will –2; Str 13, Dex 12, Con 10, Int 13, Wis 5, Cha 11; Enech 7.

**Skills and Feats:** Listen +3, Spot +3, Wilderness Lore +3; Exotic Weapon Proficiency (gae bolga), Exotic Weapon Proficiency (tathlum), Door of Battle, Weapon Focus (short-sword), Track, Toughness, Weapon Focus (dagger).

**Possessions:** Dagger, gold neck torc. In the unlikely event that he is ever forced onto a battlefield, King Ragall will arm himself with a short-sword and large wooden shield as before, though it is far more probable that he will negotiate a bloodless surrender.

## Sláine mac Roth

Sláine is the son of Roth Bellyshaker and Macha, two of the Sessair's most renowned warriors in former times. He showed enormous promise himself as a boy, though he was always rebellious and his foster parents, Mongan and Sulmalla had great difficulty whenever they tried to discipline him. He attended Scathach's military school in Alba as a young boy, returning to his tribe to learn its battle feats and exotic





weapons at the age of twelve. During this training, he was attacked treacherously by his rival Cullen of the Wide Mouth. This brought on Sláine's first ever warp-spasm, and Cullen died at the warped one's hands that day, soon to be followed by his father Conn of a Hundred Battles and seven of Conn's kin. Sláine was formally initiated into the Red Branch three years later, soon after he turned fifteen. His first major battle came some nine months later, at Samhain, when the Sessair raided the Finians' cattle for winter food. Sláine acquitted himself well that day, capturing many cattle and slaying many foes, and later fought and killed Gobhan mac Tadhg for the Champion's Portion. From that day forth, none dared to call him a boy or hint that he was unready for membership in the Red Branch, though he was still not quite sixteen.

After falling for and wooing King Grudnew's betrothed, Niamh, Sláine was to be put to death but escaped and fled Grudnew's wrath, becoming a wanderer in Albion and in southern Tir Nan Og. This was when the bards began to truly take note of his deeds, and soon the entire Land of the Young thrilled to the tales and songs of his exploits. One day, when Grudnew goes into the earth again, Sláine plans to return and take back both his rightful stall in the warriors' hall and his beloved Niamh.

As readers of the Sláine comics will be aware, Sláine eventually becomes King of the Sessair, aged around twenty-one. He arrives back with the Sessair just at the moment Cathbad is ritually sacrificing King Ragall, who chose to go into the earth when he realised he had failed his people by surrendering to the cruel fomorians. The blood from the

druid's divination by entrails clearly points to Sláine, and the tribal council later confirms his appointment. 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 and tribe as a more suitable candidate for Kingship.

Game information is provided here for Sláine at various ages, since the Games Master may start his campaign at any time; it might be fun to have the Player Characters meet the future King as a boy, or the Games Master may prefer to run his game during Sláine's reign as King of the Sessair or even High King. So, here you will find statistics for Sláine as a twelve-year-old boy, when he had his first warp-spasm; for Sláine as a fifteen-year old, just accepted into the Red Branch; for Sláine as a wanderer and mercenary, aged around sixteen to nineteen; and

for Sláine the King. In terms of the comics, the first set of statistics cover the first half of the *Warrior's Dawn* comic, and the second set from the second half of *Warrior's Dawn* to Sláine's exile from his tribe. The third set of statistics represent Sláine during most of the comics up to around the end of *Dragonheist*, while the fourth set covers him from the *Spoils of Annwn* (and the *Diceman* comic-games) to the *Sláine the King* sequence. Of course, this can only be a rough guide, but it does give the Games Master a good indication of Sláine's power at various times during Tir Nan Og's history. Statistics for Sláine during the *Time Killer* and *Tomb of Terror* comics will be presented in the supplement *Dinas Emrys – The Eternal Fortress*. Sláine's statistics during the *Sláine: The Horned God* sequence and afterwards are essentially beyond the scope of the standard *Sláine RPG* rules, since he is in effect the earthly incarnation of a god from this point onwards!

## Sláine the Warped One

**Male Warped One Noble Warrior 1:** Medium-sized humanoid (H 5'7", W 135 lb.), HD 1d10+4; hp 14; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 large wooden shield); Attacks +3 melee or +4 ranged (1d8+2, iron sword, or 1d8+1, gae bolga); SA Tribe (Sessair – free gae bolga and tathlum proficiencies), Warp-Spasm; Magic Attack Bonus +2; Base EP 14; SV Fort +6 Ref: +3, Will +2; Str 15, Dex 16, Con 18, Int 14, Wis 15, Cha 15; Enech 2.

**Skills and Feats:** Balance +5, Intimidate +8, Jump +6, Swim +6; Exotic Weapon Proficiency (gae bolga), Exotic Weapon Proficiency (tathlum), Salmon Leap, Chariot Combat.

**Possessions:** Gae bolga, iron sword, large wooden shield, iron neck torc, iron arm torc.

**Special:** As a boy, Sláine's Strength and Constitution scores are at -2 in comparison to his eventual adult abilities.

## Sláine of the Red Branch

### Male Warped One Noble Warrior 6/Red Branch Warrior

**1:** Medium-sized humanoid (H 6'1", W 170 lb.), HD 6d10+1d12+35; hp 79; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 large wooden shield); Attacks +11/+6 melee or +10 ranged (1d6+4 iron short-sword, or 1d8+2 gae bolga); SA Tribe (Sessair – free gae bolga and tathlum proficiencies), Warp-Spasm, Warp Bonus +1; Magic Attack Bonus +3; Base EP 15; SV Fort +10, Ref: +5, Will +6; Str 18, Dex 16, Con 20, Int 14, Wis 15, Cha 15; Enech 12.

**Skills and Feats:** Balance +5, Bluff +6, Climb +9, Intimidate +6, Jump +13, Perform +7, Ride +8, Swim +8; Exotic Weapon Proficiency (gae bolga), Exotic Weapon Proficiency (tathlum), Salmon Leap, Chariot Combat, Shield Kick, Spear Catching, Spear Foot, Quick Draw.

**Possessions:** Gae bolga, iron short-sword, large wooden shield, iron neck torc, iron arm torc.

## Sláine the Wanderer

### Male Warped One Noble Warrior 14/Red Branch Warrior

**3:** Medium-sized humanoid (H 6'1", W 170 lb.), HD 14d10+3d12+102; hp 203; Init +3 (+3 Dex); Spd 30 ft.; AC 14 (+3 Dex, +1 Defensive Bonus); Attacks +22/+17/+12/+7 melee or +20 ranged (2d8+6 great-axe, or 1d8+2 gae bolga); SA Tribe (Sessair – free gae bolga and tathlum proficiencies), Warp-Spasm, Warp Bonus +3; SQ Defensive Bonus, Spear Returning; Magic Attack Bonus +4; Base EP 16; SV Fort +13, Ref: +6, Will +7; Str 18, Dex 16, Con 23, Int 14, Wis 15, Cha 15; Enech 15, Divine Intervention Lug 2%.

**Skills and Feats:** Balance +5, Bluff +10, Climb +7, Intimidate +14, Jump +23, Move Silently +8, Perform +13, Ride +8, Sorcery +4, Swim +8; Exotic Weapon Proficiency (gae bolga), Exotic Weapon Proficiency (tathlum), Salmon Leap, Chariot Combat, Shield Kick, Spear Catching, Spear Foot, Quick Draw, Exotic Weapon Proficiency (great-axe), Improved Warp-Spasm, Dodge, Power Attack, Salmon Leap Attack, Improved Salmon Leap, Monster Slayer, Ritual Feast.

**Spell:** *Sign of light, skyclad blessing.*

**Possessions:** Gae bolga, named flint great-axe 'Brainbiter', iron short-sword, iron neck torc, iron arm torc.

## Sláine the King

### Male Warped One Noble Warrior 16/Red Branch Warrior

**4:** Medium-sized humanoid (H 6'1", W 170 lb.), HD 16d10+4d12+140; hp 259; Init +3 (+3 Dex); Spd 30 ft.; AC 15 (+3 Dex, +2 Defensive Bonus); Attacks +25/+20/+15/+10 melee or +23 ranged (2d8+6 great-axe, or 1d8+2 gae bolga); SA Tribe (Sessair – free gae bolga and tathlum proficiencies), Warp-Spasm, Warp Bonus +4, Improved Spear Foot; SQ Defensive Bonus, Spear Returning; Magic Attack Bonus +5; Base EP 21; SV Fort +16, Ref: +8, Will +10; Str 18, Dex 16, Con 24, Int 14, Wis 15, Cha 15; Enech 40, Divine Intervention Danu 13%, Lug 5%, Carnun 5%.

**Skills and Feats:** Balance +5, Bless +3, Bluff +10, Climb +7, Intimidate +14, Jump +23, Move Silently +8, Perform +17, Ride +8, Sorcery +6, Swim +8; Exotic Weapon Proficiency (gae bolga), Exotic Weapon Proficiency (tathlum), Salmon Leap, Chariot Combat, Shield Kick, Spear Catching, Spear Foot, Quick Draw, Exotic Weapon Proficiency (great-axe), Improved Warp-Spasm, Dodge, Power Attack, Salmon Leap Attack, Improved Salmon Leap, Monster Slayer, Ritual Feast, Cleave, Leadership.

**Spells:** *Sign of light, skyclad blessing, poetic naming.*

**Possessions:** Gae bolga, named iron great-axe 'Brainbiter', iron short-sword, gold neck torc, gold arm torc, hero-harness.

**Special:** Consort of the Goddess. Sláine the King gets +4 Base Earth Power (already figured into the Base EP in his statistics), and a +8% bonus to Divine Intervention checks when calling on the Goddess (also figured in).





# Scenario Hooks

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

## Belladonna and Aconite

Queen Megrin is preparing for a secret Samhain ceremony that she does not want Cathbad to know about, but she is in need of certain herbs and barks from the nearby forests to make up her special 'flying ointment'. Not wishing to draw attention to herself by wandering off alone, she assembles a party of warriors to act as bodyguards to protect her whilst she is abroad. If any members of the party grow suspicious of her actions, they must decide for themselves whether to go against tradition and inform the King or the Chief Druid behind Megrin's back, or challenge her openly in the Great Hall in front of the whole tribe and risk execution if the accusations are found to be false.

## The Grapes of Roth

Roth Bellyshaker has had too much to drink yet again, and has become loud and abusive in the Round Hall, boasting again of his prowess in battle, and becoming maudlin over the tragic death of his wife Macha, for which he was responsible. He requests a boon from one of the party to assist him to find his way back to his own hut, calling at the latrines on the way, falling in, or nearly, becoming side-tracked by attractive young women of the tribe, deciding he needs to eat cooked food, then more ale, etc.

Bearing in mind his considerable size, not to mention that despite his recent degeneracy, Roth was once a formidable warrior, nurse-maiding such a character is no easy task. The request of a boon in public, even from one with such low Enech, could cause a serious loss of Enech for any character who might refuse to grant it.

## Sixty-Eight Cows

It is cattle-raiding time again. The party are off to raid a nearby Finian settlement. Gundan the Alarming and his elder brother Murran are among the party. Murran takes charge, by dint of age and experience. Things do not go according to plan, however. The party are ambushed and Murran is captured in the ensuing skirmish and held hostage. Leadership of the

group should thus fall to Gundan, but Gundan knows that he is a better follower than leader. The party are left in a tricky situation. They must decide how best to replace Murran as leader of the group without any loss of face on Gundan's part, and rescue or ransom Murran with minimum loss of life and Enech. The Finians, alerted now to the presence of raiders, will be mobilising and hoping to kill or capture the rest of them.

## Hell Hath No Fury Like A Druid Scorned

One of the party has fallen foul of Cathbad the Druid for looking at him funny, or failing to make the appropriate sacrifices to Lug and Hu. The rest of the party must watch his back at all times, or make amends in some way, to avoid their comrade coming under Cathbad's knife when next he is in need of a human sacrifice. The unlucky one might manage to restore Cathbad's favour by offering to do the druid a service, which will inevitably be long and arduous – and may be exactly what Cathbad was hoping for in the first place.

## The Path of True Love

Gerg of the Three Fingers is taking the youngest daughter of Mongan Axehead, Nuala, meaning 'New Day', to wed Corgus, son of the Conn of the Roisin kin in the next village, twelve miles away. The match has been arranged between the druids of the two villages as auspicious for the prosperity of both kins. The route is notoriously dangerous, and tales of packs of wolves and wild boar attacking unwary travellers abound. The party are required to accompany Gerg and Nuala, to ensure that the bride arrives at her destination and that the marriage takes place with no hitches. If anything should go amiss, the party risk losing Enech, not to mention falling foul of Gerg himself, two druids, and the kin of both Nuala and her betrothed. What the party do not know is that a fomorian raiding party in search of easy prey and the odd female slave is currently abroad. Also, Nuala's chosen and preferred partner, Cuilan son of Madad the Quarrelsome, is following the party with half a dozen of his own kin, to seize Nuala and elope with her.



# Sessair Reference Tables

## Red Branch Warrior

**Medium-Size Humanoid** (warped one 6<sup>th</sup> level noble warrior/3<sup>rd</sup> level red branch warrior)

**Hit Dice:** 6d10+3d12+27 (84 hp)

**Initiative:** +1

**Speed:** 30 ft.

**AC:** 12 (+1 Dex, +1 Defensive Bonus)

**Attacks:** Flint great-axe +12/+7 melee; or gae bolga +10 ranged

**Damage:** Flint great-axe 2d8+3, or gae bolga 1d8+1

**Special Attacks:** Warp-spasm (+3 warp bonus), Spear Returning

**Special Qualities:** Defensive bonus

**Magic Attack Bonus:** +0

**Base EP:** 13

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

**Saves:** Fort +11, Ref +4, Will +3

**Abilities:** Str 14, Dex 13, Con 17, Int 8, Wis 7, Cha 9

**Skills:** Intimidate +7, Jump +8

**Feats:** Chariot Combat, Shield Leap, Spear Foot, Spear

Catching, Quick Draw, Salmon Leap, Exotic Weapon Proficiency (great-axe), Improved Critical (great-axe), Exotic Weapon Proficiency (gae bolga), Exotic Weapon Proficiency (tathlum)

**Enech:** 12

**Climate/Terrain:** Any land

**Organization:** Gang (2-3), raiding party (6-10 plus 1 leader of 10<sup>th</sup> to 12<sup>th</sup> level), or war party (10 to 20 red branch plus one red branch leader of 12<sup>th</sup> to 15<sup>th</sup> level plus 20 to 30 1<sup>st</sup> level noble warriors plus 30-60 1<sup>st</sup> level tribal warriors plus 2 lieutenants of 3<sup>rd</sup>-6<sup>th</sup> level and 1 leader of 4<sup>th</sup>-10<sup>th</sup> level)

**Advancement:** By character class (red branch warrior).

**Possessions:** Named flint great-axe, gae bolga, iron dagger, silver neck-torc, copper bracelet.

## Sessair Headman

**Medium-Size Humanoid** (3<sup>rd</sup> level tribal warrior)

**Hit Dice:** 3d12 (20 hp)

**Initiative:** -1

**Speed:** 40 ft.

**AC:** 14 (+2 large wooden shield, +2 Door of Battle)

**Attacks:** Iron sword +4 melee; or javelin +2 ranged

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

**Special Qualities:** Tribal fighting style (Sessair: Damage Reduction 1/-, +1 Fortitude save bonus)

**Magic Attack Bonus:** +1

**Base EP:** 7

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

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

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

**Skills:** Bluff +7, Craft (any one) +6, Intimidate +7, Profession (farmer) +9, Sense Motive +7

**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 1<sup>st</sup> level tribal warriors and 10 to 50 non-combatant children.

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

**Possessions:** Named iron sword, three javelins, large wooden shield, copper neck torc

## Sessair Noble Warrior

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

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

**Initiative:** +1



**Speed:** 30 ft.

**AC:** 15 (+1 Dex, +2 large shield, +2 Door of Battle)

**Attacks:** Iron sword +5 melee; or gae bolga +2 ranged

**Damage:** Iron sword 1d8+2, or gae bolga 1d8+1

**Magic Attack Bonus:** +0

**Base EP:** 6

**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 +2, Listen +2, Perform +2, Spot +2

**Feats:** Weapon Focus (sword), Door of Battle, Dodge, Exotic Weapon Proficiency (gae bolga), Exotic Weapon Proficiency (tathlum)

**Enech:** 1

**Climate/Terrain:** Any land

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

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

**Possessions:** Named iron sword, gae bolga, large wooden shield, copper neck torc

## Sessair Warrior

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

**Hit Dice:** 1d12 (6 hp)

**Initiative:** +1

**Speed:** 40 ft.

**AC:** 15 (+1 Dex, +2 large wooden shield, +2 Door of Battle)

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

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

**Special Qualities:** Tribal fighting style (Sessair: Damage Reduction 1/-, +1 Fortitude save bonus)

**Magic Attack Bonus:** +0

**Base EP:** 5

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

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

**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 3<sup>rd</sup>-6<sup>th</sup> level), or war party (30-60 plus 2 lieutenants of 3<sup>rd</sup>-6<sup>th</sup> level and 1 leader of 4<sup>th</sup>-10<sup>th</sup> 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), iron neck torc, large wooden shield