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The Book of IMMORTALS



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The Book of Immortals

Shannon Kalvar

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INTRODUCTION

Before light, before shadow, before darkness, before earth and sky and sea, there existed many beings. These beings made all that is, all that was and all that may ever be. They forged the realms of existence: the planes, the seas, the gods – everything. None know their names, though all people tell stories of them and their creations. Even the gods cannot speak truth about their nature. These beings, whatever they are, set the stage for all that would come.

Within the realms of existence, one finds three states of being: gods, mortals and beings who stand somewhere between the two. These latter beings, called Immortals, wield powers far beyond what mortals can hope to wield. They can call up armies of spirits, spark the sky into a raging blaze or shatter the earth with a single blow from their mighty hands. Great as their powers are though, they cannot match the gods' might.

Gods and Immortals wield incredible, world-shaking powers, manipulate the fate of nations and visit ruin upon those who oppose them. They may have worshippers, temples, nations and even entire worlds singing their praises. Most are as fickle as cats and seemingly indifferent to the damage done to lesser beings in their titanic struggles with cosmic forces.

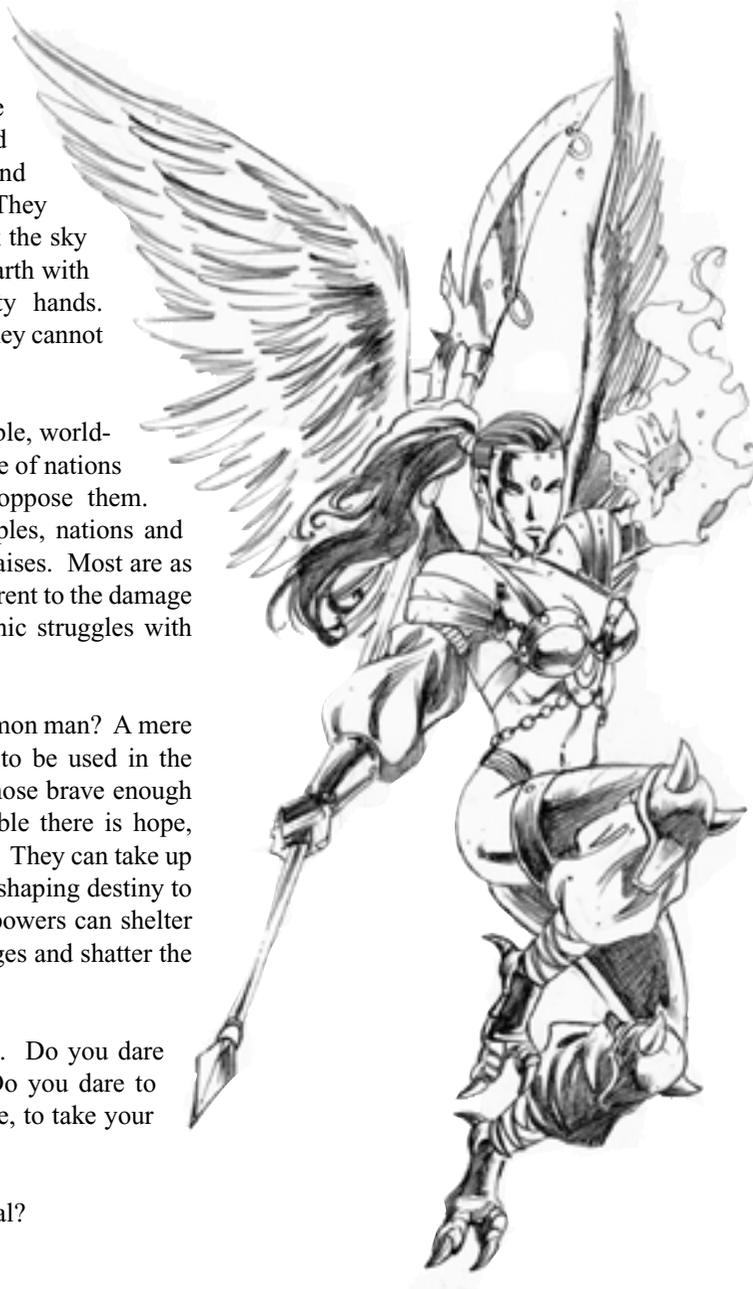
But where does that leave the common man? A mere puppet to be toyed with; a pawn to be used in the endless games of the gods? For those brave enough to take on the seemingly impossible there is hope, for mortals can become Immortals. They can take up arms against the gods themselves, shaping destiny to suit their personal whims. Their powers can shelter nations, strike down mountain ranges and shatter the barriers between worlds.

The greatest challenge awaits you. Do you dare to take up the reins of power? Do you dare to challenge the forces of the universe, to take your place among the stars?

Do you dare to become an Immortal?

WELCOME TO THE BOOK OF IMMORTALS

In *The Book of Immortals*, we turn our attention to the fascinating adventures that take place when characters begin to transcend the limitations placed upon mortals. They begin to deal with the gods as equals or at least as individuals with enough power to change the world in their own right. They deal directly with good and evil, law and chaos, in its primal forms. They make bargains with celestial



beings, play devils off against one another and may even develop a cult dedicated to their eventual deification.

The rules presented in this book provide players and Games Masters with a structure with which they can represent these heady levels of accomplishment. They run parallel to the standard epic d20 rules, allowing the characters to use both systems simultaneously or for parties to split; some becoming epic characters while others develop themselves along the Path of Immortality.

THE THREE 'EPICS'

In the lexicon of roleplaying games, 'epic' can mean one of the following: high-level games, classical games or hybrid games. *The Book of Immortals* supports this latter type of game, although the other two types can use some of its elements.

High-Level Games

In the world of d20 we associate high-level and high power games with 'epic play'. Characters in this kind of game wield remarkable powers, but their adventures rarely vary much beyond the traditional 'discover enemy, attack enemy, gather loot' model. There is something satisfying about such play; it is the foundation of modern roleplaying games and many enduringly successful computer games.

Unfortunately, this kind of game suffers from the classical 'Grendel's Mother' problem. Once the characters bring about the world-threatening menaces' bloody ruin, what do they do for an encore? Fight another, bigger, uglier menace? Pick up an even more powerful sword? Retire from the field to allow a new generation of adventurers to take up their legacy?

In short, these sorts of games get old after a while. The thrill of accomplishment can only take them so far. Facing the same threats, over and over again, does nothing to revitalise the game.

Standard post-level 20 rules adequately represent characters in this style of game. They continue to gain levels in a regular progression, eventually achieving truly incredible levels of power. Their foes become equally powerful but are not fundamentally different from the orcs they sharpened their swords on when they first left the fields.

In *The Book of Immortals*, these high-level characters are the heroes Immortals manipulate to achieve their ends. They serve as cat's paws and pawns, to be used and thrown away. The Immortals may even set the character up to fail. After all, when one falls another foolish bit of clay will just rise to take his place.

Classical Games

Classical games are routinely considered the province of non-d20 systems. These games deal directly with fundamental questions about good and evil, law and chaos or the proper use of power. Many use plot elements from classical Greek and Roman myths, infused with sensibilities drawn from other cultures.

At their core, these games address the question of how a particular event or sequence of events changes the characters' world for good or ill. The characters become directly involved, helping to shape the outcome of events. Their choices and how well they carry them out can usher in a new world, or bring the old one to its knees.

These games do not have to involve great powers or the celestial host striding the land with swords forged from light. A group of peasants struggling to prevent their village from vanishing under a coming flood after fighting a drought and holding back goblin raiders for a season presents an epic struggle in the classical sense.

The Book of Immortals can create this kind of game. Specifically, its challenge/victory structure allows Games Masters and players to model these stories in ways the standard monster/trap challenge structure does not.

Hybrid Games

By combining the two types of game we lump under the term 'epic' we can create a third, hybrid, game type. These games involve characters of great power facing off with threats capable of destroying the world.

The Book of Immortals supports this third, hybrid, type of game. Immortals and heroes mingle together, pursuing their interests simultaneously. A mixed party might engage in a high-level adventure, turn around to face a creator's challenge, then bicker with an Immortal Host about whether or not they should intervene in the fate of nations. Heroes can help their Immortal friends progress through apotheosis. Immortals can lend their power and favour to their

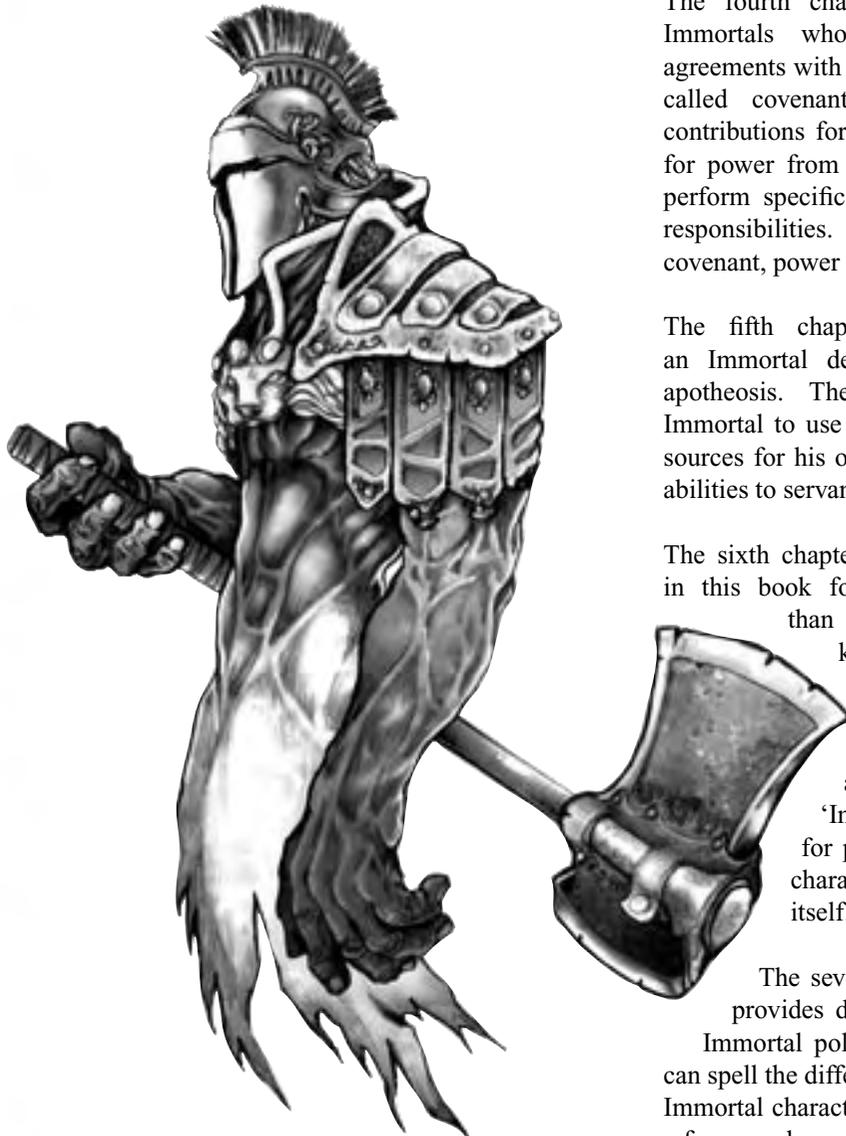
INTRODUCTION

mortal companions, helping them achieve the heady heights of fame most mortals crave.

The threats and obstacles presented in this book assume standard character progress to at least 14th level. Some of the challenges, especially those derived from classical mythology, can scale as low as 6th level. A Games Master may alter them for higher or lower level play at his discretion.

BETWEEN THESE PAGES

The Book of Immortals contains nine chapters, each covering a different aspect of the Immortal world. The book is arranged so that information for the players resides in the front and information useful for Games Masters takes up the rear portion.



The first chapter, this one, provides a brief overview of the ideas contained in the book.

The second chapter, *The Path of Immortality*, provides an in-depth introduction to the rule systems underlying *The Book of Immortals*. It covers the terminology of Immortality, its effects on the character and the differences between an Immortal and a high-level character.

The third chapter, *Wellsprings*, details the effects of tapping into universal power sources. These power sources may be abstract concepts (e.g. Love or Good) or the universe's foundation stones (e.g. Fire or Wind). As the character strengthens his connections with these powers he gains additional benefits and penalties, called blessings and banes respectively.

The fourth chapter, *Covenants*, addresses those Immortals who derive their powers through agreements with other creatures. These agreements, called covenants, stipulate the behaviour and contributions for all involved parties. In exchange for power from one party the Immortal agrees to perform specific services and undertake particular responsibilities. So long as both parties obey the covenant, power flows freely between the two.

The fifth chapter, *Gifts*, outlines the powers an Immortal develops as he progresses toward apotheosis. These powers, called gifts, allow the Immortal to use the might derived from his power sources for his own ends. Gifts range from unique abilities to servants and artefacts.

The sixth chapter, *Challenges*, begins the material in this book focused on Games Masters rather than players. It outlines the various kinds of challenges characters face along their path toward transcendence. Either the Games Master or the player can arrange these challenges into unique 'Immortality', creating an opportunity for players to customise not only their characters, but also the campaign world itself.

The seventh chapter, *The Immortal World*, provides details about the complex world of Immortal politics. The information it contains can spell the difference between life and death for an Immortal character. It also gives the Games Master a framework upon which to build his own fiendishly

complex political machinations. Just because a character manages to survive the challenges he faces does not mean he gets to rest on his laurels. Instead, he will have to defend every gain from those who have a vested interest in causing his downfall. If he is not attentive and careful, he could even end up bound to serve his worst enemy through a complex covenant arrangement with some third, 'neutral' party.

The eighth and ninth chapters provide fully realised examples built using the rules in the rest of the book. Aspiration to Transcendence presents six established paths of immortality, including one for dragons, one for druids and one for undead. Immortal Characters presents three Immortals at varying stages of apotheosis, each with a complete history and hooks for including these characters in existing campaigns.

Scattered through the chapters, the Games Master will find suggestions and recommendations for how to incorporate these rules into existing campaigns. At the same time, players will discover suggestions for how to build various traditional character archetypes (e.g. the divinely inspired paladin, a reclusive god-like archmage or a shadow-touched rogue) without resorting to prestige classes. Both will find a host of myth-building suggestions, character ideas and recommendations about how to make the transition from high-level to hybrid play.

HOW TO USE THIS BOOK

Players and Games Masters may take the examples and suggestions presented here whole cloth into their campaigns. These examples are roughly balanced around high-level gaming concepts.

However, *The Book of Immortals* also presents a complete toolkit for designing hybrid high-level/classical games. By building unique challenges, paths to immortality and politics, the players and Games Master can customise their world to directly play out the kinds of plots they usually only get to read about in the best fantasy books.

GLOSSARY

Apotheosis: The character's place on the Path of Immortality. Apotheosis is measured in five steps: Aspirant, Wielder, Illuminated, Immortal and Transcendent.

Artefact: An object Gift incorporating some portion of an Immortal's powers. Artefacts are usually part

of the Immortal's regalia. The item retains its powers even when not in the Immortal's possession. Its power depends on the amount of the Immortal's Aura invested in it.

Attribute: A Gift altering the Immortal's basic nature. Attributes are comparable with feats: they provide an 'always available' bonus of some sort. If the character's Aura drops below a specific threshold the attribute may weaken or become inactive.

Aspirant: The first step of Apotheosis. Aspirants possess a limited number of Gifts. They are the lowest level of Immortals, not much removed from mortal concerns. Other Immortals treat them as pawns in the greatest game.

Aura: A new attribute representing the power of the character's infusions. Aura is both a power pool for Gifts and a measure of the character's impact on other creatures. The character's Apotheosis determines his Aura attribute.

Channel: A skill allowing the character to harness his Immortal power in his own body, mind and spirit. The base skill does not perform any in game functions: Gifts open up a new use for the skill.

Challenge: A trial or complex task the character must undertake. Successfully completing the challenge generates a Victory, which can be used to gain a Gift or a bonus to one of the two Immortal skills.

Covenant: A relationship in which the Immortal undertakes particular responsibilities in order to gain power. Regardless of the character's symbolic relationship, the responsibilities define the relationship. The granting authority is called the Suzerain.

Created Wellspring: A wellspring of primal power created through mortal action. May be blocked or permanently destroyed.

Effect Level: Wellsprings have effects that influence the world around them. These effects have effect levels which, when added together, cannot total more than the total effect levels allowed for the wellspring's total number of victories.

Epic vs. epic: Epic (capital E) refers to the Epic rule-set for d20. The lower-case usage refers to true epic – stories involving saving the world and the fundamental forces of reality.

INTRODUCTION

Foundation Stone Wellspring: A wellspring of primal power that exists as an expression of the organisation of the universe. Can be blocked but not permanently destroyed.

Gift: The practical result of a challenge. Gifts fall into one of four categories: artefacts, attributes, power and numen.

Gods Who Are Made: Immortals who derive their power from a suzerainty relationship. The grantor may take their powers from them. This makes them very vulnerable to intrigue and Immortal politics.

Great Challenge: The final challenge at a particular step of Apotheosis. Passage through the Great Challenge allows the character to access the next state of being. Failure causes the character to fall back, having to start all over again.

Illuminated: The third step of Apotheosis. The Illuminated make up the bulk of the Immortal hosts. Illuminated Immortals have a considerable investment in their immortality; many become exceptionally conservative as a result.

Immortal: The fourth step of Apotheosis. Immortals are relatively rare and considerably more powerful than those on a lower stage of the Path. Immortals may be mistaken for gods.

Immortal Paths or Path to Immortality: The set of challenges the character undertakes along his path to transcendence. The path may include challenges set for suzerainty or for establishing a tap.

Immortal Host: The sum total of a world's population walking the Path of Immortality. Depending on the world the Host may be a tightly integrated group or a loose affiliation of individuals with similar interests and goals.

Infusion: A skill allowing the character to infuse his surroundings/items/other characters with immortal power. This skill does perform any in game functions. Instead, Gifts add base functions to the skill as the character progresses through the Immortal ranks.

Numen (pl. Numina): A servant spirit Gift who performs specific functions for the Immortal. Numen may or may not have a detectable personality, depending on their role and abilities.

Path of Apotheosis: Immortal's Path

Path to Immortality: Immortal's Path

Power: A gift that allows the Immortal to channel or infuse one of the six elemental or four mythic powers.

Power Point (Artefact): When used in the context of an artefact gift, power points represent the value generated when the Immortal invests his Aura into the artefact through his Channel or Infuse skill. He may spend these points to purchase item abilities for his artefact gift.

Tap: A connection to one of the fundamental forces. Tapping a fundamental force gives the Immortal powers. It also changes his nature, giving him unique bonuses and penalties. Taps may be attacked directly but cannot be revoked by any power in the universe.

Transcendent: The final step of Apotheosis. A Transcendent being has powers other Immortals can only dream of. The character effectively leaves play, as its concerns are no longer understandable by mortal minds.

Victory: The successful completion of a challenge. Victories are recorded in order and the Gifts they grant recorded next to them. They may be lost if the character fails his Great Challenge to rise to the next level.

Wellspring: The physical location an Immortal must enter in order to establish a tap. If the Wellspring is blocked then the character loses access to all of his Gifts derived from it until he removes the blockage.

Wielder: The second step of Apotheosis. Wielders are often referred to as 'Wielders of the X', where X is their strongest Immortal relationship. Wielders have sufficient powers to participate in complicated Immortal politics.

THE PATH OF IMMORTALITY

Religious imagery, art, mythology and fantasy literature all contain references to mortals who set aside the limitations of the flesh to become like the gods themselves. These mortals rise up through their own efforts and the help of friendly gods to shake the heavens with their will. They are Immortals, beings who partake of both the mortal and divine worlds.

This chapter describes the rules governing Immortal characters. These characters gain a new attribute: Aura, along with access to new skills and a new progression path independent of their d20 class. As they proceed along this path, each character develops unique, customised abilities fitting his personal story and evolution.

WHAT ARE IMMORTALS?

The first and most important question this book must answer is: what are Immortals? Are they gods writ small? Incarnate powers of the universe, bent on alien goals incomprehensible to lesser mortals? Jumped-up mortals with an inflated sense of their own position in the universe? Enlightened aliens slowly remembering their previous lives among bickering beings struggling to make something out of a mud and stone world?

Certainly any of the above might somehow be able to reverse the effects of time, preserving

Short Form: The Entire Book in One Paragraph

Throughout the text the reader will find 'short form' boxes. These summarise the contents of a section or provide additional insight into a particular topic.

Immortals progress along the path to immortality by taking up challenges associated with a power source. If they overcome the challenge, they gain a victory and with it a gift from the universe. They can then channel their power sources through their gifts to create effects. Once they reach the path's end they transcend into godhood, rising forever beyond the understanding of mortal minds.

their mortal shell's strength under its relentless wrath and call themselves 'immortal'. They might display incredible powers, remarkable skills and abilities beyond the limits placed upon normal people.

However, they are not Immortals within the framework presented here. Just being ageless (or eternally youthful) and powerful does not qualify the character for this elite title. Indeed, all of the suggested character types are little more than pawns in Immortal's games.

Real Immortals are former mortals and outsiders who develop the ability to access the fundamental powers making up the universe. They may do this directly through a tap or indirectly through a covenant relationship with a higher being (e.g. another Immortal, a god or an abstract concept like a nation). This power courses through their veins, transforming them into something both more and less than mortal.

Immortals are more than mortal in their powers and perceptions. They feel the wind between the stars brush against their faces and hear the celestial song or the cries of the damned in their ears. Every one of their acts carries with it a hint of majesty beyond mortal ken and the threat of forces outside common bounds.

Their intimate relationship with primal power also places limitations upon Immortals that mortals cannot understand. An Immortal is not an independent actor, gifted with free will and the right to make whatever decisions he wishes. He has responsibilities, duties stemming from the very fabric of the cosmos. If he fails to perform those duties, worlds die. If he performs them properly, no one may ever know his name.

Who Qualifies to Become an Immortal?

Any creature capable of gaining class levels can become an Immortal. In general, this means that creatures of the giant, humanoid, magical beast or monstrous humanoid types with greater than six Intelligence can start on the path to immortality.

Elementals, fey and outsiders may become Immortals but they must first pass the challenge of free will (pg. 205). This challenge frees them from their essential natures, granting them both mortality and the freedom to choose their own role in the universe. Once they pass the challenge they have a year and a day of peace to pass the first challenge on their path. After this traditional period of protection the would-be Immortal's former allies may hunt him down with impunity.

Some aberrations, especially those gifted with tremendous intelligence and magical power, may attempt to become Immortals. However, they cannot enter into covenant relationships with any granting powers unless they have a specific god who watches over them. Then they can enter into a covenant with that god but not with any of the god's allies.



Animals, constructs, oozes, plants and vermin do not qualify to become Immortals. That said, if the Games Master designs a creature of these types with Intelligence and free will he may decide that creature (or the entire race) represents an exception to the rule. In these exceptional cases the creature must pass the challenge of free will in order to prove his qualification for the first challenge.

Dragons and Immortality

Dragons are, arguably, the most majestic opponents and allies a character can find in a fantasy universe. These mighty creatures embody might and magic, power and perversity in equal measure. They are, in many ways, the ultimate adversaries, capable of being friends one moment and enemies the next as whim and chance dictate.

Dragons may be nothing more than the advanced magic-using race presented in *Core Rulebook III*. They may also be the only race with its own inborn path to immortality. It may be that all dragons will become like-unto gods as they grow, eventually transcending mortal existence entirely to enter some other state of being entirely.

By default, *The Book of Immortals* assumes that dragons qualify to become Immortals.

APOTHEOSIS

Characters who wish to become Immortal must overcome a challenge (see Challenges, pg. 190). Once they do so, they gain a single victory. This victory allows them to begin the process of apotheosis, or ascending to godhood. In effect, the character's apotheosis becomes a second 'character level' track the character can follow in addition to, or to the exclusion of, his standard mortal class levels. This process is sometimes also called the path to immortality.

Each time the character completes a challenge he gains a victory. When he accumulates enough victories he may attempt a Great Challenge. If he passes this Great Challenge, he progresses to the next step of apotheosis.

A character's step affects both his Aura attribute (see Aura, below) and his status

Apotheosis Table

Title/Step of Apotheosis	Victories	Great Challenges	Aura
Aspirant	1-3	0	0 + 1 per Victory
Wielder	3-6	1	5 + 1 per Victory
Illuminated	6-9	2	10 + 2 per Victory
Immortal	9-12	3	15 + 2 per Victory
Transcendent	12	4	30 + 3 per Victory

among the other Immortals. This is summarised in the Apotheosis Table above:

A character's step/title indicates his relative rank among the Immortals as well as his progression towards transcendence. The step title is incorporated into the character's Immortal title, as described in The Immortal World chapter (pg. 227).

The victories column indicates the victory range allowed within a specific step. The character must have at least the maximum number of victories for the step in order to issue a Great Challenge.

The character can only ascend to the next step by taking a Great Challenge. If he succeeds he ascends to the next step.

The Aura column provides the formula used to calculate the character's Aura attribute. Each time the character ascends a stage of apotheosis his Aura increases in strength. The Immortal's Aura fuels his gifts as well as providing baseline effects on mortals.

The Steps of Apotheosis

Characters progressing through apotheosis towards transcendence pass through the following steps: aspirant, wielder, illuminated, immortal and transcendent.

An aspirant has just begun his journey. His first challenge awakens the spark of immortality within his soul. This makes him slightly more than mortal, with abilities even the greatest sorcerers might envy. It also places him in an extremely vulnerable position: he has awakened to the world of Immortal politics but lacks the power and influence to protect himself from its machinations. His Aura is relatively weak, preventing him from empowering servants or creating extensive sanctums from which to mount his own defence.

A wielder has passed his first great challenge. That challenge causes godhead's fires to burn brightly in his spirit. His aura becomes strong enough to directly affect mortal creatures, while his array of gifts is sufficient to give him options in the ever-evolving intrigues occupying Immortal life.

By surviving his second great challenge a wielder becomes one of the illuminated. Most Immortals reach this step and stop; the risks of proceeding become so great only the most dedicated and daring have the courage to attempt them. Illuminated Immortals wield a wide variety of powers. Their Aura is strong enough to sway all but the strongest mortals and even aspirants have difficulty resisting their will. Illuminated beings possess sufficient power to act as a patron to a group of mortal heroes, further expanding their ability to project power.

Those rare few possessing the courage to essay their third great challenge may become true Immortals, beings of tremendous power and prestige. Immortals always wield considerable influence in the politics of their kind, even if they choose to ignore it completely. Their vast array of gifts and abilities makes them dangerous adversaries, while their relationships with the gods mean they are almost untouchable by lesser beings.

Very few Immortals dare to take the final step into Transcendence. Transcendent beings give up the last vestiges of their mortality, becoming fully aligned with the gods. When they act in the mortal or Immortal worlds, they do so without warning or fear of the political consequences. A transcendent being may act as a patron to a group of lesser Immortals, although such arrangements are relatively rare.

Roleplaying Apotheosis

In a systemic sense, the character's apotheosis step increases his power and ability to deform the game world. In a roleplaying sense, it indicates his progress along a path that starts with a fallible mortal and ends with a transcendent being akin to the gods. This transformation takes place over time, as the character slowly comes to grasp the unknowable concepts and powers beyond mortal comprehension.

As an aspirant, the character's perceptions and abilities are not radically different to those of an epic hero. His actions are still largely his own, although he may have a few limits derived from his power sources. He is only partially aware of the difficulties faced by Immortals and a peripheral player in their intrigues. His mortal companions still make up the majority of his social network and mortal concerns still plague him on a daily basis.

In the process of becoming a wielder the character's perceptions suffer irrevocable alterations. The spark of godhood buried in his soul flames into brilliant life. His responsibilities begin to limit his free will, while his powers make him an important part of Immortal intrigue. As he is drawn further and further into the Immortal world he loses his connections with those mortals that once called him friend.

By the time the character passes through his second great challenge, he may have completely forgotten the concerns of mortal life. His powers continue to expand while his options contract. He sees the infinite potential of the mortal spirit, but knows he will never again partake of it. His fellow Immortals intrigue against one another, involving him whether he would like it or not. The character can easily spend all of his time in the company of other Immortals.

When a character approaches his third great challenge he must make a decision. He now wields powers beyond mortal comprehension. He is deathless, ageless and in tune with the fundamental forces of the universe. His powers can raise nations or shatter hearts. Does he wish to risk it all pursuing godhood? Does he wish to transcend the mortal coil altogether, or enjoy his powers in an endless dance?

Those who pass through their third great challenge become true Immortals. They become important characters but are more focused on preparing for their final transcendence than worrying about the petty tribulations of the mortal realm. A character at this step

along the path becomes completely unconcerned with the affairs of mortals. He wields incredible powers, but now does almost wholly what he must do rather than what he wishes.

Once a character passes through the fourth great challenge they transcend the mortal coil completely. He passes beyond the understanding of mortals, leaving his player's control to explore an unknowable cosmos. He might reappear from time to time as an environmental force, but even the other Immortals will have trouble understanding his motivations and goals.

AURA

Characters who begin the process of apotheosis develop something called an 'Immortal's Aura'. This Aura, represented by a new attribute (Aura) mechanically expresses the raw power coursing through the Immortal's spirit. The Immortal's Aura is a tangible if unseen force, uniquely expressing his personal path towards godhood.



The Immortal's Aura attribute is determined using a formula based on his progression along the path to apotheosis (see above).

Aura's Effect on Mortals

Mortals, from animals to humans, feel the Immortal's Aura as a surge of 'otherness' beating against the boundary of their souls. They feel nervous, filled with awe or simply afraid around the Immortal, depending on their strength of will and the Immortal's personal strength.

The aura affects all mortals within a five foot radius per point of the Aura attribute. For example, an Immortal with Aura 28 affects all mortals within a 140 foot radius.

In order to determine the effect of an Immortal's Aura compare the Aura's total current value against the mortal's Will save. If target does not have a Will save it is considered to have a Will save of zero for purposes of this calculation.

Characters within the Immortal's Aura may react to the Immortal differently.

These abilities affect characters ordinarily immune to mind-affecting abilities. Technically the Immortal is not affecting the creature's conscious mind, but rather its soul.

The Immortal's Aura affects all mortals within it, regardless of line of sight. However, the Immortal

is still limited to line of sight when using his skills, unless he has a Gift stating otherwise.

Example: A true Immortal with Aura 25 enters a temple. His aura overwhelms the worshippers (average Will save +1) by 24 points. When he uses his Diplomacy to convince them to worship him, they do so without reservation. So long as his 'worshippers' remain within 125 feet they will accept his orders without question. If he sends a worshipper outside of that area, his commands act like a suggestion spell.

Aura's Effect on Immortals

Immortals can also feel one another's aura, but it does not have the same overwhelming effect on them that it has on mortals.

An Immortal gains a bonus or penalty to his Bluff and Intimidate skill checks targeting another Immortal based on the difference between their steps. Consult the table on page 12 for more details:

Example: One of the Illuminated wishes to intimidate an Aspirant who just completed his first Challenge. He gains a +4 bonus to his Intimidate check due to the difference between their levels of ability. The young Aspirant suffers a corresponding -4 penalty to his skill check if he wishes to try to intimidate the Illuminated in return.

Aura's Effect on Mortals

Difference	Emotion Invoked	Effect
0-5	Otherness	Character feels a strong sense of 'otherness' from the Immortal. Target suffers a penalty equal to the difference between his Will save and the Immortal's Aura to skill or level checks to resist the Immortal's Bluff, Diplomacy or Intimidate checks.
6-10	Fear	Character becomes afraid of the Immortal's power. Target suffers the effects of Otherness. Intimidate checks targeting the character count as free actions.
11-20	Awe	Character feels awe towards the Immortal. Target suffers the effects of both Otherness and Fear. If the character fails to resist the Immortal's Bluff, Diplomacy or Intimidate check the effect of the skill check becomes a magical binding on the character with the force of a <i>suggestion</i> spell so long as the character remains within the Aura's area of effect.
21+	Worship	Character cannot help but worship the Immortal. Target suffers the effects of Otherness, Fear and Awe. The effects of the Immortal's skill checks now carry the effectiveness of a <i>dominate other</i> spell so long as the character remains within the Aura's area of effect or a <i>suggestion</i> with infinite duration.

Aura's Effect on Immortals

Character Is/Target	Aspirant	Wielder	Illuminated	Immortal	Transcendent
Aspirant	+0	+2	+4	+6	+8
Wielder	-2	+0	+2	+4	+6
Illuminated	-4	-2	+0	+2	+4
Immortal	-6	-4	-2	+0	+2
Transcendent	-8	-6	-4	-2	+0

Additionally, any Immortal may make a Concentration skill check (DC 15) to sense when he enters another Immortal's Aura. If he makes a Spellcraft check (DC 15) he can determine the Immortal's strongest power source as well. This sense does not pinpoint the target, but does reveal the other Immortal's title.

Aura's Uses

Unlike standard d20 attributes, the Aura attribute does not provide bonuses or penalties to specific kinds of actions (except as defined above). Instead, it represents the character's available power limits. He uses his Aura to fuel his gifts, increase the power of followers or protect himself in the case of an Immortal's duel.

THE IMMORTAL PATH

Characters do not advance through the steps of apotheosis by acquiring experience points in the normal fashion. Such free-form growth is the providence of mortals, not beings attempting to transcend to godhood.

Instead, would-be Immortals must pass a successively more difficult series of challenges. Each challenge forces the character to stretch just a bit more beyond mortal bounds. If he succeeds at the challenge he becomes slightly more in tune with a specific power. If he fails and survives then he may attempt the challenge again, when he has recovered. Most likely though, he will not survive, ending his quest.

A succession of these challenges, leading from mortality to Transcendence, is called a 'Path to Immortality'. A specific campaign world may support a single path, several specific paths or an infinite number of them depending on the Games Master's choices.

What are Challenges?

In a mechanical sense, a challenge is a set of sequential skill or ability checks required to remove a specific threat. If the character succeeds at the majority of these checks he successfully resolves the challenge.

In a narrative sense, each challenge represents a unique, legendary action the character undertakes in order to gain additional power. Examples of possible challenges include:

- † Sing a song of such purity it causes the celestial host to weep.
- † Hold up the vault of heaven so a cursed giant can take a single sip of water.
- † Make a new weapon for one of the gods of destruction.
- † Trick the God of the Seas into giving you his trident.
- † Guide the chariot of the sun across the sky.
- † Slay a thousand men in a single day.
- † Drink primal fire from a goblet made of your will.
- † Reject an illusionary future in which your every fantasy is fulfilled.

When a character undertakes a challenge he does not gain experience points for actions taken to address any difficulties he faces. However, anyone assisting the character does receive experience points as a reward for their efforts.

Each challenge is keyed to a specific power source (see below). If the character succeeds in meeting the challenge's conditions he gains a Victory in that power source. If he fails, then he suffers some painful (and most likely fatal), effect as specified in the challenge's conditions.

What does Victory bring?

As stated above, each time the character overcomes a challenge he gains a Victory. Each time the character gains a Victory he increases the value of one of his power sources by one and gains a gift of his choice.

What are Great Challenges?

A Great Challenge occurs when the character wishes to pass from one step of apotheosis to another. The character must have three victories at his current apotheosis step in order to initiate his next Great Challenge. Passing the Great Challenge allows him to advance to the next apotheosis step.

Each Great Challenge incorporates between three and five ordinary challenges. The character must successfully complete the majority of the challenges in order to pass the Great Challenge.

If the character fails the Great Challenge he immediately loses all accumulated victories. He becomes a mortal again, stripped of his powers and potentially his memories. In this state the former Immortal is extremely vulnerable; his enemies will move quickly to remove him completely from the great game of Immortal politics. Fortunately his sudden fall from grace also hides him to some extent. Immortals, particularly those who have walked the path for centuries or millennia, have a great deal of trouble telling one lesser mortal from another.

A Great Challenge represents more than just an opportunity for the character to demonstrate his power. It is an opportunity for the character to radically alter his environment by transforming

some portion of it to suit his own needs. Great Challenges are therefore of tremendous epic importance, as they define both the character and the world in a new way.

A character may choose to accumulate more than three victories at his current apotheosis step before taking a Great Challenge to advance. Doing this dramatically increases the risk of each Great Challenge, as the character could lose even more investment in his path to immortality.

Creating Paths to Immortality

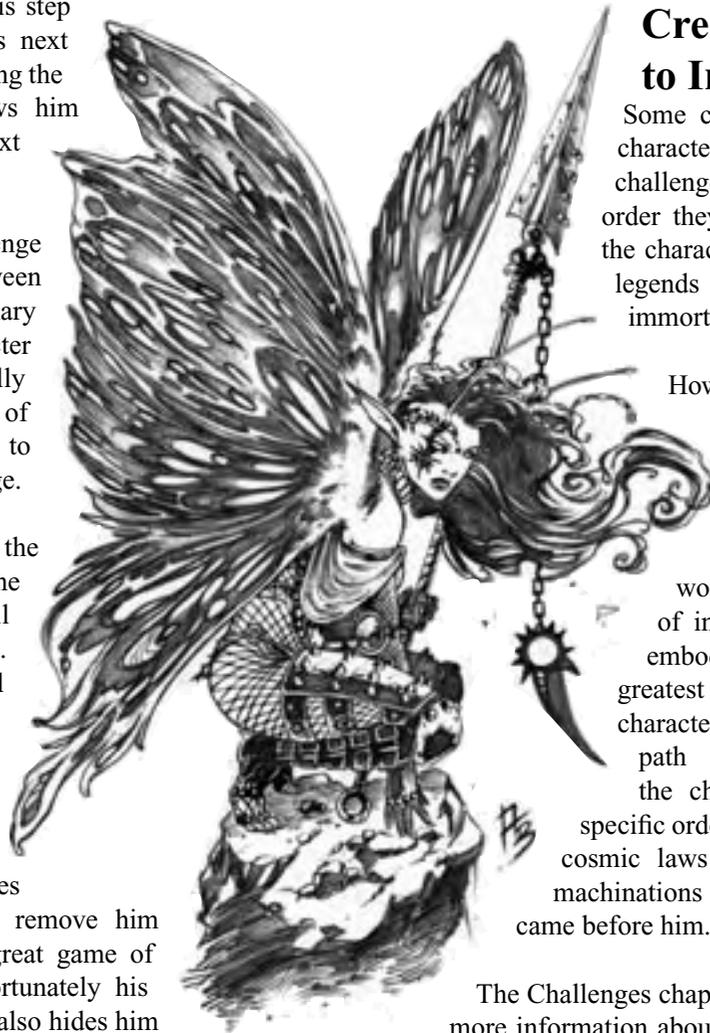
Some campaigns will allow characters to essay whatever challenges they wish, in any order they wish. This allows the character to create his own legends and his own path to immortality.

However, other Games Masters will take the opportunity to create specific, established 'paths to immortality' in their worlds. These groups of interrelated challenges embody a world's greatest legends. Once a character starts on a specific path he must complete the challenges on it in a specific order, in accordance with cosmic laws and potentially the machinations of the Immortals who came before him.

The Challenges chapter (pg. 190) contains more information about creating established or freeform paths.

SOURCES OF POWER: COVENANTS AND TAPS

Each time a character succeeds at a challenge he gains access to a power source. This power source represents one of the great powers of the universe,



whether it is a grant of power from a god, or a magical connection to the heart of the primal fire burning at the centre of the universe.

These power sources fall into two basic categories, covenants and taps. The type determines how the character interacts with the source as well as the benefits and penalties it provides.

The first category of power sources, covenants, represent agreements between the character and an intelligent divine power. In return for the character performing specific duties as specified in the covenant's terms the character receives access to power. The more power the character receives, the more terms he must abide by. The Covenants chapter (pg. 77) contains more information about covenants.

If the character violates the covenant's terms he loses access to the gifts and powers associated with the covenant until he makes amends. This loss reduces the strength of the character's Aura, but does not affect his place along the path to immortality.

Example covenants include:

- † An oath of fealty between the character and one of the demon princes.
- † A covenant between the character and a kingdom, stipulating that in return for worship the character will become their god-king.
- † An agreement between the character and a god condemned to suffer; the character will take on the god's suffering for some length of time each year in return for power.
- † The character re-enacts the god's death, acting as a sacrifice and giving his life to the god. In return, the god gives the character powers he will need to face the future.
- † The character agrees to protect an ancient and magical forest. In return, the forest spirits and fey give him immortality and the power to carry out his charge.

The second category of power sources, taps, represent direct connections with the fundamental forces of the universe. The tap allows the character to access this power, shaping it using his gifts and skill into effects not unlike those created by mortal magic. It also transforms the character, granting

both bonuses called blessings and penalties called banes. Each tap changes the character in different ways.

Each tap connects to a wellspring, a physical manifestation of a particular fundamental power. Although nothing can interfere with the character's tap, anyone may attempt to block the wellspring. Once a wellspring is blocked the character loses access to the victories tied to it as well as the gifts, blessings and banes it provided. This reduces the character's Aura but cannot affect his apotheosis step.

If some force destroys the wellspring the character loses victories, gifts, blessings, banes and apotheosis step.

Example taps include:

- † Incorporate primal fire into his heart.
- † Embed the light of creation (positive energy) into his spirit.
- † Become an embodiment of war.
- † Transform into a spirit of the stars.
- † Sacrifice his life to create a sustained connection between the character and the grasping power of decay (negative energy).

The Wellsprings chapter contains more information about taps.

The power source type, as well as its nature, affects the challenge the character must undertake.

GIFTS AND SKILLS

Each time an Immortal achieves victory over a challenge he gains a gift. A gift is a means through which the character channels his tremendous power into the world. Gifts fall into four basic categories: artefacts, attributes, numen and powers. In order to use his gifts to full effect he must make skill checks against one of the two Immortal skills: Channel and Infuse.

Artefacts, Attributes, Numen and Powers: The Immortal Gifts

In a mechanical sense a gift represents a way for the character to transform his Aura into a cluster

of potential effects. The categories of gifts provide templates for these powers, while each individual gift provides specific game effects. Gifts represent an investment of the character's Aura, rather than an expenditure of it.

A character may select a gift when he gains a victory. The challenge or the Games Master may suggest gifts, but the final decision lies with the player.

In a roleplaying sense, gifts are just that – gifts the would-be Immortal receives from his association with the powers of the universe. They may be given to him by his patron, earned through his own actions or ripped from the still-beating heart of his greatest enemy. Each gift has a story associated with it (i.e. how the character overcame the challenge to gain it) and represents a step along the path to immortality.

In this latter sense gifts become the visible signs of the character's progression along the path to immortality. Even Immortals on the same path will not necessarily share the same gifts, as their personalities and experiences are uniquely their own.

As stated above, gifts fall into four categories: artefacts, attributes, numen and powers. Each category has a slightly different flavour and interface with the Immortal skills.

Artefact gifts create physical representations of the character's power. Each artefact is a unique object providing the character with several, distinct ways to manifest his power in the world. The artefact contains a part of the character's Aura; if he loses it then he loses access to the powers. If, however, the artefact is destroyed the Immortal regains his Aura and can recreate the object. Artefact gifts have a specified minimum level of power when granted but can be enhanced through the use of the Channel and Infuse skills.

Example artefacts include:

- † A sword infused with holy light (an artefact gift from the character's challenge reinforcing his tap to Good).
- † A silver star kissed by the god of healing (an artefact gift from the character's challenge swearing fealty to said god).

- † A stone from the heart of the great mountain, polished smooth by the character's own palm (an artefact gift from the character's challenge to gain access to primal Earth)

Attribute gifts dramatically alter the character's form. Each gift carries with it a base power that operates so long as the Immortal retains his Aura. This ability may be enhanced through the use of the Channel skill by investing more of the character's power into it. Every gift also possesses a physical manifestation, a change to the character's appearance that only another gift can hide.

Example attributes include:

- † Golden skin capable of turning all but the hardest blows (an attribute gift from the character's covenant with the god of war).
- † Seven pupils in the eyes, each capable of seeing through a different illusion (an attribute gift from the character's covenant with the god of knowledge).



The Place of Dragons

In a world where dragons possess a racial path to immortality, they will quickly come to dominate Immortal politics. Ageless, undying dragons may well have started on the path millennia before the first mortal creature developed the ability to do so. They monopolise the sources of power, control all available resources and may well rival the gods themselves in terms of power and influence in the mortal realm.

Dragon courts always polarise into a Chromatic and Metallic court, based on the racial division between good and evil dragons. The Immortal World contains more information on dragon courts.

- † A rose tattoo over the character's heart that explodes into life when the character dies, consuming his body. In seven days, he is reborn (an attribute gift from the character's covenant with the forces of a fey forest).

Numen (plural numina) gifts represent agreements between the character and a spirit/group of spirits. The spirit serves the character for its own reasons, lending its aid in return for some sort of reward. The Immortal can strengthen the spirit using the Channel or Infuse skill, bolstering its powers with his own. The spirit can act independently of the character or can stand by his side providing additional actions and abilities.

Example numina include:

- † A water spirit skilled in the arts of war that possesses the character, giving him tremendous skill with a blade and augmented strength (a numen gift from the character's connection to primal Water).
- † A devil standing invisibly by the character, whispering answers in his ear (a numen gift from the character's covenant with a demon god).
- † A spirit of the world who commands other, lesser spirits in the character's service (a numen gift from the character's connection to the powers of protection).

Power gifts allow the character to channel his power. Each power requires an investment of the character's Aura to manifest. The stronger the manifestation, the more Aura it requires. Stronger

manifestations may also require the Immortal to use his Infuse skill to activate or control it.

Example powers include:

- † Runes of flame, capable of summoning a firestorm or heating a house for the winter (a power gift from the character's tap into primal Fire).
- † Sixteen words capable of creating or destroying love (a power gift from the character's covenant with the goddess of love).
- † An aura of magical power capable of infusing objects the character touches (a power gift from the character's tap into primal Magic).

Channel and Infuse: The Immortal Skills

Wringing the most out of the character's Immortality takes more than just raw power. It takes subtlety, talent and more than a little bit of practice. In order to represent this, all characters of at least Aspirants rank receive the following as class skills: Channel and Infuse.

Channel governs the character's ability to manipulate power within his body. Channel is used whenever the character activates a gift that increases one of his mortal attributes, affects a mortal skill or changes the effect of a mortal feat.

Infuse governs the character's ability to project his power beyond his body. It is used whenever the character invokes a gift allowing him to alter the outside world, whether it be by infusing power into a magical object or hurling bolts of primal force capable of snuffing out the sun.

Unlike mortal skills neither Channel nor Infuse have any functions in their own right. Instead, both skills derive their functions from the Immortal's gifts. Some power sources also possess unique effects available to a sufficiently skilled character.

Channel is keyed to the Wisdom attribute. Infuse is keyed to the Charisma attribute.

See the Gifts chapter (pg. 133), for more information on these skills.

Immortal Skills and Apotheosis

Characters do not gain skill points as they advance

along their path to apotheosis. This prevents a character focused entirely on his Immortality from fully developing his skills.

However, the Immortal does gain a bonus to both Channel and Infuse checks based on the strength of his alignment with a particular power source. This bonus does not replace actual training but can supplement it or augment the character's base talents. This bonus is generally +2 per victory invested in a power source, but may be more or less depending on the specific power source and the Games Master's decision. For more information please refer to the Wellsprings and Covenants chapters respectively.

WORLDS WITHIN WORLDS

Immortals interact with the world of magic and steel, a world where they have free will, bounded only by their own honour and the obligations they choose to accept. They can defy the wheels of time, strike out boldly against fate or change the face of the world through heroic effort or dastardly deeds. Some stride between the planes, interacting with ancient spirits and exploring the depths of heaven and hell. Regardless of how far they roam, their nature protects them from the ties binding the creatures they encounter there.

When the character first sets foot on the path to immortality he sheds just a little of that free will. His first victory puts him in touch with the primal power of the universe, giving him power he never knew he could possess. In return, his actions become slightly more limited. He also comes, perhaps for the first time, to the attention of the other Immortals who live within his world.

As the character progresses through apotheosis he gains additional powers and additional limits and it becomes even more difficult for him to hide from his own kind. By the time he ascends to the second step, the new Immortal will undoubtedly have encountered at least one other Immortal. What happens then depends on how common immortality is within the campaign world and how rigorous the process becomes.

In 'open' campaign worlds without an established path to immortality the character will encounter

other Immortals in, at most, groups similar to the adventuring parties littering the mortal world. Most Immortals start as lone individuals struggling up one step at a time towards their eventual goal. Stronger Immortals may help or hinder the budding Immortal, depending on their personal opinions and needs.

'Open' worlds often emphasise the relationship between these occasional Immortals, their divine patrons and the mortals who make up the majority of the world. Young Immortals will spend most of their time dealing with the same kinds of threats and problems as their mortal counterparts. Older Immortals may engage in games of interplanar politics, deity level interactions and defending themselves from other jealous powers.

Worlds with one or more established paths to immortality have a very different feel. When a character first sets his foot on the path to immortality in one of these 'structured' worlds, he enters into a society of individuals with similar goals and agendas. The Immortals who set foot on the same path before him may be waiting for him, ready with assistance, counsel or a swift blade to



prevent him from challenging their power.

These Immortal groups may be cults, courts, hosts or mutual interest societies. In worlds where there exists more than one path to immortality the groups may come into conflict with one another, depending on how they achieve their transcendence. For example, a world in which mortals can achieve transcendence by tapping into either primal Good or primal Evil will almost always have two, conflicting groups around those two paths. These two serve opposed powers and will therefore logically come into direct conflict.

‘Structured’ worlds place emphasis on the relationships between Immortals and groups of Immortals rather than continuing the character’s mortal ties. Alliances, jealousies, rivalries and agreements built up over hundreds, if not thousands, of years hem in the newly minted Immortal just as surely as his terms and banes. He may well spend his first few decades as an Immortal working out all of the subtle relationships between various actors.

Immortals and Gods

In either open or structured worlds Immortals often deal directly with divinities. Depending on the world and the deity, these interactions may be strained or fairly cordial.

Deities are generally fairly friendly to Immortals they have covenant relationships

with, or with those who align themselves with the same powers the deity represents. They deal less favourably with Immortals of any other stripe, rightly regarding them as potential threats.

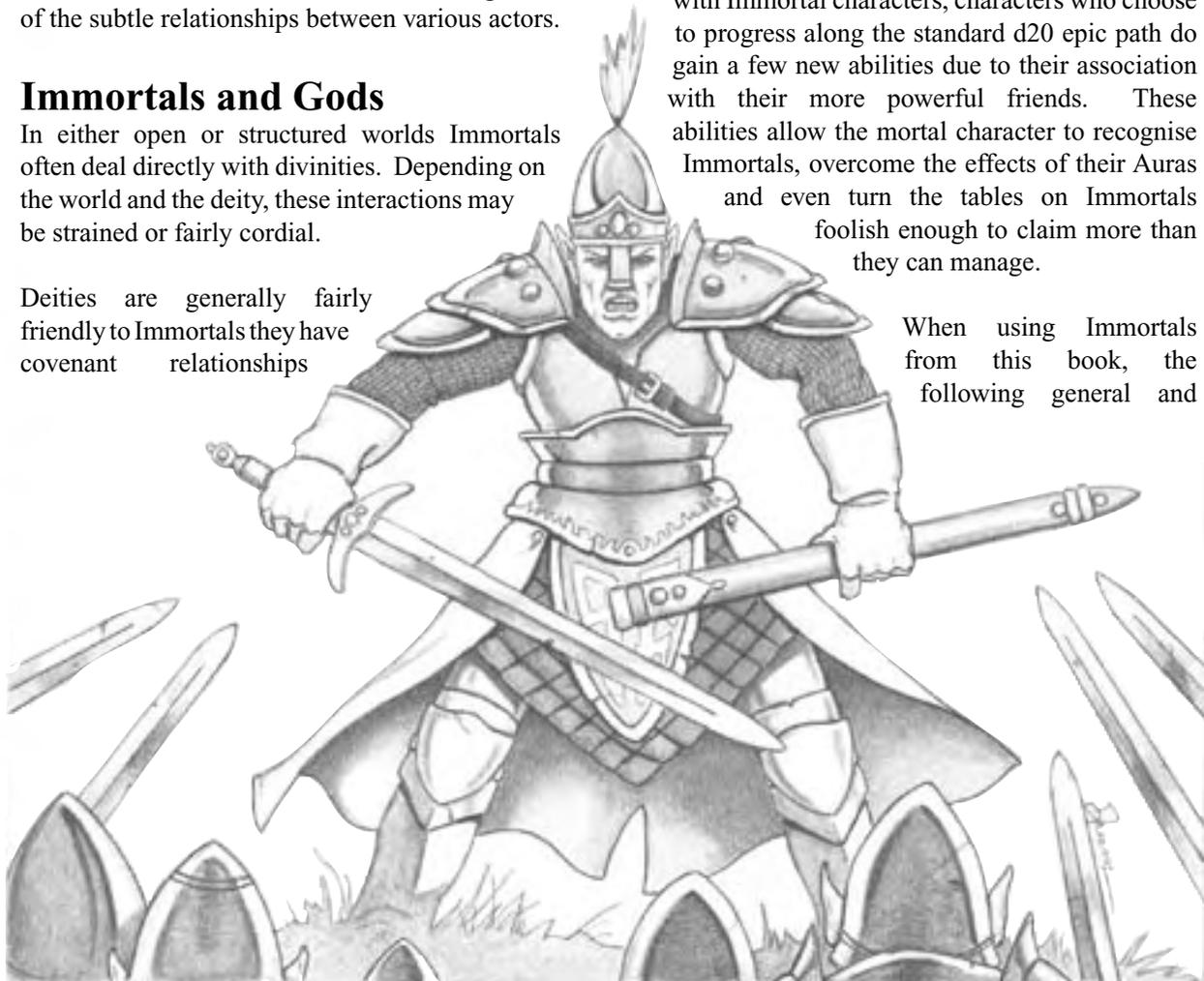
In some campaign worlds there are no true ‘gods’, just Immortals of varying levels of power. A transcendent Immortal arguably wields all of the powers a god might; the difference between such a being and a god rests more in interpretation than in fact. Even a relatively young Immortal can, with the right gifts, empower clerics and various champions.

For more information please refer to The Immortal World chapter (pg. 227).

MORTAL FEATS IN AN IMMORTAL WORLD

Although *The Book of Immortals* deals primarily with Immortal characters, characters who choose to progress along the standard d20 epic path do gain a few new abilities due to their association with their more powerful friends. These abilities allow the mortal character to recognise Immortals, overcome the effects of their Auras and even turn the tables on Immortals foolish enough to claim more than they can manage.

When using Immortals from this book, the following general and



epic feats become available to mortal characters. Immortals who wish to continue progressing in the mortal manner (i.e. gaining class levels) may select these feats using the standard rules.

Aura Drain (General)

You can drain Aura from an Immortal who summons you with a numen gift.

Prerequisites: –

Benefit: When an Immortal calls you with a numen gift you gain whatever Aura he invests into your summoning as your personal Aura. Each week you remain around the Immortal you may also engage him in a covert contest of wills in which you both make Will saves. If your result is higher than the Immortal's you gain access to one randomly chosen gift. When the Immortal dismisses his numen gift you may choose to allow the invested Aura to return to its master or keep it for your own use.

Normal: A spirit summoned using a numen gift serves its master without question and vanishes when dismissed.

Bane Spell (Epic)

You can twist the arcane energy in your spells so that it interferes with the flow of power sustaining the Immortal's existence.

Prerequisites: Ability to cast 9th level spells, at least three metamagic feats.

Benefits: Immortals suffer a –2 penalty to resist spells, spell-like abilities and supernatural abilities you invoke against them. Immortals may use gifts to negate or counter your spells without suffering this penalty.

Normal: Immortals make saving throws as normal characters, usually with extremely high bonuses due to their gifts.

Bind with a Word (Epic, Metamagic)

You have learned ancient words and charms used to bind the Immortal's powers.

Prerequisites: Ability to cast 9th level spells.

Benefit: You may use this feat once per round as a free action when an Immortal invokes a power gift within your line of sight. The feat allows you to expend any number of spell levels (memorised or cast per day) at once. Each spell level you expend increases the Immortal's Channel or Infuse check DC by +1.

Blade of the Immortals (General)

You can take advantage of the rigidity of the Immortal mind, greatly increasing your combat prowess against them.

Prerequisites: Base attack bonus +18.

Benefits: You gain a +2 bonus to attack and damage rolls against Immortal opponents.

Born to the Path (General)

You have a trace of Immortal blood running through your veins. It calls to you, dragging you down the path to immortality whether you wish to go or not.

Prerequisites: –

Benefits: When you take this feat select one of the established paths to immortality existing in the campaign world. You gain a +1 racial bonus to all skill checks and saving throws required to overcome challenges on that path.

Special: Must be taken at 1st level. The Games Master may inflict dreams, visions and voices on the character at his whim. These intrusions should always urge the character to take up his heritage.

Catch the Glimmer (General)

You have developed a highly attuned sense capable of detecting when Immortals come near.

Prerequisites: –

Benefits: You may make a Spellcraft check (DC 15) when you enter an Immortal's Aura. If you succeed, you immediately know an Immortal is near, his general direction and either his alignment or one of his power sources.

Normal: The Immortal's Aura affects nearby mortals but does not reveal anything about the Immortal himself.

Special: The character must interact with at least one Immortal before he qualifies for this feat.

Cut the Strand of Destiny (General)

You can take advantage of your free will to outsmart and outwit Immortals.

Prerequisites: Character level 6+.

Benefits: You gain a +1 insight bonus to all skill checks made when opposing an Immortal. This bonus only applies to skills that oppose the

Immortal, other skill checks undertaken during the interaction are not affected.

From a Still Place (Epic)

You stand in the still centre of your soul. From it, you see the infinite reaches of time and the folly of immortality.

Prerequisites: Iron Will, Sense of Place.

Benefits: You do not suffer from the effects an Immortal's Aura deals on mortals.

Gift of Flesh (General)

You can gain fragments of an Immortal's power by consuming his flesh.

Prerequisites: –

Benefits: When you consume a properly prepared portion of an Immortal's flesh (equal to one hit point of damage to the Immortal) you gain access to one of the Immortal's attribute gifts. This gift functions as though the Immortal invested one Aura into it. It takes one hour to prepare the Immortal's flesh for consumption.

Normal: Consuming the Immortal's flesh is a grizzly but relatively harmless ritual.

Greater Bane Spell (Epic)

Your spells can rip through an Immortal's defences.

Prerequisites: Ability to cast 9th level spells, Bane Spell, at least three metamagic feats.

Benefits: When you target an Immortal with your spells and the Immortal has a gift negating that effect, reduce the Immortal's Aura by your Intelligence modifier. The Immortal may choose not to expend his Aura, in which case the gift fails to function. The Immortal then suffers from the spell's affect, following the rules for mortal creatures.

Special: Greater Bane Spell affects attribute gifts. It does not affect the protections offered by artefacts, powers or numen.

Lore of the Immortals (General)

You have collected Immortal lore.

Prerequisites: Bardic knowledge class ability.

Benefits: You gain a +2 bonus to bardic knowledge checks to determine information about Immortals, Immortal factions, challenges and the paths to

immortality.

Recognise Immortal (General)

You know how to catch the telltale signs of Immortality, even when the Immortal wishes to remain hidden.

Prerequisites: –

Benefits: You gain a +4 insight bonus when making Spot or Sense Motive checks to penetrate any effect masking an Immortal's true name, features or abilities.

Sense of Place (General)

You have an innate sense of the difference between mortals and Immortals, a sense that gives you appreciation for your own place in the universe.

Prerequisites: Iron Will.

Benefits: You gain a +4 bonus to your Will save for determining the effects of an Immortal's Aura on you.

Normal: You suffer penalties to resist an Immortal's Bluff, Diplomacy and Intimidate skill checks equal to the difference between your Will save and the Immortal's current Aura.

Soul Drinker (General)

You have mastered the ancient rituals enabling you to siphon off a portion of an Immortal's Aura.

Prerequisites: Ability to cast 3rd level arcane or divine spells

Benefits: If you can force an Immortal to undergo a painful and degrading one-hour ritual you can strip that Immortal of one Aura point. This ritual also makes the Immortal helpless, bound within whatever container you prepared for him. The Aura takes up residence in your soul, granting you +1 level to a class you already possess. This bonus lasts for one week or until the Immortal escapes from bondage.

Special: If you select this feat a second time you gain +1 level to a class you already possess and access to one of the Immortal's power gifts. You may use any effect this gift can create, but cannot invest more than your Int modifier in Aura into the effect.

Normal: Immortals make saving throws as normal characters, usually with extremely high bonuses due to their gifts.

WELLSPRINGS

As detailed in The Path of Immortality chapter, Immortals gain their powers by taking challenges. These challenges give the character access to a 'power source'. This source enhances the character's abilities while imposing additional limitations on his actions. Eventually the Immortal becomes awesomely powerful, but bound to do wholly what he must rather than what he wishes.

These sources fall into one of two categories: covenants and taps. Covenants represent agreements between the Immortal and one or more other powers. Taps represent direct connections between the Immortal and one of the primal powers.

This chapter deals with taps. These connections carry incredible power from the world's heart into the character's soul. This power allows the character to shape the world around it. It, in turn, shapes the character. The more power the character draws, the greater the changes inflicted upon him. As these changes occur the character loses more and more of his mortality, eventually becoming something akin to an elemental spirit.

THE WELLSPRINGS OF POWER

A still pool filled with starlight. A wind-swept, sun-scorched stone, shaped like an anvil or an altar. A cave in the mountainside from which issues forth winds tainted with the coppery smell of blood. These places and others like them are wellsprings of power.

Each wellspring is a pure, physical manifestation of one of the universe's primal powers. These powers may consist of fundamental building blocks, driving forces for creation or accidental side effects of the tools used to make the world.

When a character completes a challenge related to a wellspring, he incorporates a part of his own soul into it. This creates a connection between the two. This connection, the so-called tap, allows the character to draw the wellspring's power through his body and into the world around him. Each time the character completes a challenge related to the wellspring he increases the connection's depth. In turn, this allows the character to draw even more power.

Primal Powers: Abstract, Elemental, Mythic

For the purpose of this book, we can divide the primal powers of the universe into three distinct categories: abstract, elemental and mythic. These categories are more than just convenient ways to organise the forces; they also describe to some extent the effect tapping the power has on the Immortal's soul.

Abstract powers represent ideas capable of transforming the world. These powers may represent a fundamental cycle like creation or destruction, an ideal like love or hate or a concept like knowledge or magic. If the abstract power were to vanish, the world would become a lonely and desolate place, devoid of passion, poetry or wonder.

Elemental powers may display passion and power, but they are the fundamental building blocks making up the world's foundation. Everything contains some measure of the elemental forces. Pure elemental spirits may consist of only a single element, while other things contain a mixture of elements. There is usually, but not always, an animating element (in d20, positive energy) as well as elements that make up the world's physical form.

Mythic powers infuse the physical world with hope, corruption, order and luck in equal measure. They are elements of the spirit, the building blocks upon which mortal creatures build their complex societies and understand the world around them. Most mortals contain aspects of all of the mythic forces within their spirits. 'Pure' spirits like celestials and demons contain only one or two powers.

In most worlds mortals rarely, if ever, encounter pure embodiments of the mythic powers. This gives them the opportunity to debate about whether or not these powers even exist. It also allows them to interpret good and evil, order and chaos in their own way. Only the most blessed or heinous acts rise to the point where the primal mythic forces will truly adhere to them.

Finding and Creating Wellsprings

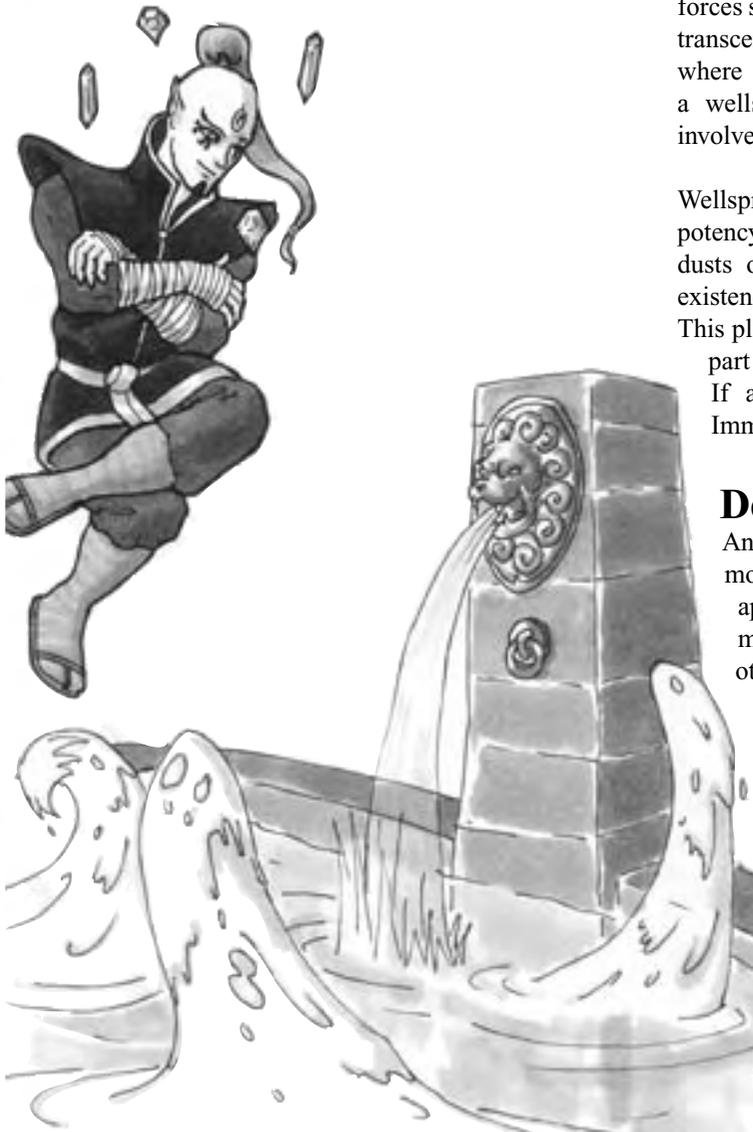
A wellspring is a physical location where a raw, primal force of the universe erupts into the world. This place may be located anywhere: at the bottom of

WELLSPRINGS

an ocean, in the heart of a volcano or even on a plane far removed from the primary mortal plane.

Regardless of the power they represent, all wellsprings are obvious places of great power. The presence of raw primal power twists and corrupts, creating unusual effects easily recognisable to anyone with knowledge of magic. The exact effect depends on the power present and its strength.

As a general rule, learning the location of a specific wellspring requires a Spellcraft or Knowledge (arcana) check (DC 20) or a bardic knowledge class feature check (DC 15). Getting to the wellspring is another matter entirely. Wellsprings are generally heavily protected, inaccessible or both.



All wellsprings radiate a strong aura of indeterminate magic.

Many wellsprings came into existence when the creator gods made the world. They have always existed and will always exist regardless of the actions taken by mortals. Immortals sometimes refer to these wellsprings as ‘foundation stones’. Even if the wellspring somehow takes damage or is physically destroyed, it will reappear in a few days. The structure of the universe requires the wellspring’s existence; it has no choice but to re-manifest the wellspring in short order.

Any world with more than a few centuries of history may also have wellsprings created by mortal actions. Mortals cannot set out to create a wellspring. Rather, they occur spontaneously when a mortal performs a single, heroic act of such magnitude that the primal forces sit up and take notice. In that instant the mortal transcends his personal limitations. The location where he performed this heroic deed becomes a wellspring for the primal power most directly involved with his action.

Wellsprings created by mortal hands retain their potency long after the creating event fades into the dusts of time. However, because they owe their existence to mortals, mortals may also destroy them. This places any Immortals who use the wellspring as part of their path to immortality in great jeopardy. If a mortal destroys the wellspring, then the Immortal may lose some or all of his powers.

Destroying Wellsprings

Any wellspring, whether integral or made by mortal hands, can be destroyed given a sufficient application of force. The wellspring’s physical manifestation obeys the same rules as any other object. Stone can be cut, trees hacked down, metal melted and water scattered to the winds.

When a wellspring is destroyed all Immortals tied to it take 3/4 of their total hit points in damage instantly. They also lose all of the gifts and victories they challenged for at the wellspring.

Once destroyed, the wellspring’s fate depends on how it came into existence.

Foundation stone wellsprings simply reappear d100 miles from their original

location within 1d4 days. They reappear suddenly, displacing whatever geographic features originally occupied their new location. Any Immortal with a tap into the wellspring regains his gifts and victories.

Created wellsprings vanish forever if destroyed by mortal hands. The Immortal loses all gifts and victories associated with the tap into the former wellspring. This loss can reduce the character's apotheosis step, weakening his Aura and leaving him vulnerable to his enemies.

If an Immortal destroys a created wellspring it reappears using the rules for foundation stone wellsprings. Immortals do not have the freedom of action given to mortals, nor can they undo what mortals have done on such a grand scale.

Blocking Wellsprings

Oftentimes it is more effective to simply cut off access to the wellspring rather than destroy it. The act of blocking a wellspring, especially one important to a particular established path to immortality, can precipitate a war among Immortals. It also cripples the would-be defenders, forcing them to rely on other sources of power while the blocked wellspring sits idle.

Blocking a wellspring requires an immense application of an opposed force in the area immediately surrounding the wellspring's physical manifestation. The simplest way to accomplish this is for an Immortal to use a gift and Channel his Aura into the area, to bind it to his will. This requires the Immortal to invest Aura equal to 4 x the wellspring's maximum number of supported victories. So long as the Immortal maintains this investment the wellspring remains sealed.

Other, more exotic means exist as well. For example, a wellspring of positive energy might become blocked if surrounded by an army of undead. Each wellspring entry below contains more information about the particulars of blocking it.

Once blocked, a wellspring stops providing powers to those who tapped it. Immortals tapped into the blocked wellspring automatically lose all victories, gifts, blessings and banes they derived from it. This loss of victories does not affect the Immortals' apotheosis steps. Removing the block fully restores the Immortals' abilities.

Breaking a block requires the character to remove the blocking condition.

Describing Wellsprings

Each wellspring represents a unique concentration of one of the universe's primary materials. As such, the wellspring may have impressive effects on the surrounding countryside or on those foolish enough to enter it. The effects a wellspring exerts range from alterations in the local landscape to setting the local planar alignment or energy trait (as explained in *Core Rulebook II*) to match the powers.

Each wellspring entry uses the following format:

Name: The wellspring's name.

Maximum Victories: #, Limited/Unlimited: Gives the maximum number of victories a character may challenge for at the wellspring. Although taps do not have a maximum number of victories associated with them, a particular wellspring may not be able to support a character through his Transcendence. Once a character reaches the maximum number of victories possible for a particular wellspring he must find another wellspring for the same primal power if he wishes to continue to develop his tap.

Limited victories indicates that the maximum victories entry above is a cumulative total; the wellspring can only support that number of victories across however many immortals who attempt to tap it. Unlimited victories permits each Immortal to challenge for up to the maximum number of victories from the wellspring.

Primal Power: Lists the force welling up through the spring.

Effects: Lists the effects the primal power has on the surrounding environment. The entries below list appropriate effects. Each effect possesses an effect level. The total number of effect levels at a limited wellspring cannot exceed the maximum victories value. The total number of effect levels at an unlimited wellspring does not generally exceed 3 x the maximum victories value (but may at the Games Master's discretion).

The notation X + Y (where X and Y are both numbers) in the effect level entry indicates a variable level effect. The effect costs X points to buy at the first power level and an additional Y for each additional power level. In cases where this notation is 1 + 1 the

text may refer to effect level rather than power level as they are the same value.

For ease of reference this information may take the form: **Name** is a wellspring of **power (maximum victories, limited/unlimited)**.

Example: The Tree of Yu is a wellspring of magic (1, unlimited) used as the starting place on the Steps from Grove to Grove (Challenges, pg. 240). Any number of people on the path may use the wellspring, but it only supports a single victory. It may have up to three effect levels worth of effects, although the Games Master may assign more if he desires.

BLESSINGS AND BANES

Tapping a wellspring by enacting a challenge related to it gives the character considerable power. The primal power flowing through the character's soul also changes him somewhat. He becomes less mortal and more like an expression of whatever force it is he channels. These changes manifest as blessings and banes.

Blessings are new abilities the Immortal develops independent of his gift. Blessings give the character a single, highly focused advantage or power he may use at his whim. Using a blessing does not affect the Immortal's current Aura, but may be limited by it. Blessings typically manifest as supernatural or spell-like abilities.

Example blessings include:

- † The ability to call primal flame from the air.
- † The ability to sense good and evil.
- † A natural protective ward around the Immortal that turns aside arrows.

Banes represent restrictions placed upon the Immortal's actions by his close association with a primal force. Each bane either prevents the character from acting in a specific way or imposes penalties on him for so long as particular conditions exist. Transgressions against a bane do not bring any lasting repercussions; as soon as the character removes himself from the situation the penalties vanish.

Example banes include:

- † The character's connection with elemental earth slows down his communication. His speech slows down as earth's weight intrudes into his mind and soul. When the character tries to communicate with a creature without an earth tap he suffers a -2 penalty to Bluff and Diplomacy checks.

Short Form: Primal Powers and Transcendence

An Immortal taps primal powers through wellsprings. Each wellspring has a specific number of victories the character can achieve through it. Once the character exhausts the total number of available victories he must find another wellspring to continue his development.

A character can achieve any number of victories associated with a primal power, up to and including the total number required to Transcend.

Furthermore, using the Bluff skill in combat takes a full-round action rather than a standard action.

- † The character's connection with mythic Good forces him to never turn aside from an act of charity. If someone in true need asks him for help he must provide it, or suffer the loss of his gifts for d4 days.
- † The character's connection with primal Hate forces him to behave irrationally. In any situation where the character comes under stress he must make a Concentration check (DC 20 + 2 per victory associated with the tap). If he fails, he flies into a blind rage with the same effects as barbarian rage. This rage lasts until the situation comes to an end.

Each entry below lists appropriate blessings and banes based on the character's investment in the tap. When a tap has multiple levels, the character develops one blessing and one bane from that level. He gains these blessings and banes when he qualifies for the level.

Some entries list multiple blessings and banes per tap level. In these cases the character must take one blessing and one bane from the available options. He does not suffer from all of them. When the character progresses to the next tap level he must select his blessing and bane from the options available at that level; he may not select from the lists provided for previous levels.

If a bane specifies a required behaviour the character may not refuse to perform as commanded. An Immortal gives up free will in return for his powers. If the Player tries to circumvent a bane, his Immortal character immediately loses all gifts associated with the tap until the character makes reparations as specified by the Games Master.

PRIMAL POWER ENTRY EXPLANATION

The next three sections (Abstract Powers, Elemental Powers and Mythic Powers) cover the types of primal power found in a particular wellspring. Each section contains a list of detailed powers, each of which contains the following entries:

Name: The primal power's primary descriptive name. Alternate names come after the primary name in ().

Channel Bonus: Gives the bonus per victory the character receives to Channel checks when using a gift related to this power source.

Infuse Bonus: Gives the bonus per victory the character receives to Infuse checks when using a gift related to this power source.

Description: A narrative description of the primal power and its possible place in the campaign world. This section contains details allowing players and Games Masters to easily integrate the power into the campaign world.

Tap Level Table: Provides a table listing the possible tap levels (generally one to five), along with the bane and blessing options for each level. Each table has a 'victories required' column providing the minimum number of victories the Immortal must attain in order to achieve that level. Any number above that minimum number but less than the number required for the next level has no practical effect.

Blessings and Banes: Gives complete details about the blessings and banes listed in the tap level table above. This section provides information about the systemic effects and the visual/special effects associated with the blessing or bane.

Gift Side Effects: Gives information about the penalties or bonuses the primal power gives to specific categories of gifts. These side effects include but are not limited to: limits on the gift's effects, dictates on the type of numen summoned or the application of specific vulnerabilities and limitations on attributes.

Effect on Challenges: Gives information about the effect the primal power has on challenges undertaken at its wellsprings. These effects apply regardless of the wellspring's own effects, as described above.

Behind the Curtain: Designing Primal Powers, Blessings and Banes

The primal powers listed below just scratch the surface of the possibilities. Even a casual read through should give a player or Games Master ideas for another half dozen abstract powers, let alone all of the variations on the elemental and mythic powers.

When the time comes for you to design your own primal powers, please keep the following rules in mind:

- † Each primal power should represent a distinct aspect of the game world you wish to emphasise.
- † Blessings do not replace gifts. They have a single function that varies based on the character's Aura investment. Gifts may have several functions and vary based on the character's Channel or Infuse check. Blessings get stronger as they go up in tap level; gifts get stronger as the Immortal progresses towards apotheosis.
- † Banes do not cripple the character. Each bane limits the character's actions, but there should always be a way around the barrier. Banes that inflict heavy penalties (extra damage or automatically failed saving throws) are less annoying than ones that forbid behaviours outright.
- † Both blessings and banes should be flavourful and interesting. If the players wanted to just throw more spells or develop epic feats they would use the epic rules listed in *Core Rulebook II*.
- † Abstract powers generally give bonuses to attributes but penalties to numen. Elemental powers give bonuses to numen or powers, but may inflict penalties on artefacts or attributes. Mythic powers produce very strong artefacts, but sometimes impose penalties on powers.
- † Make the wellsprings the setting of epic events. When a character approaches a wellspring he should feel its power and in roleplaying games that means they must have interesting, vivid descriptions with details that foreshadow their powers and importance.

The presence of multiple blessings makes taps somewhat more powerful than covenants. Taps balance this power both with the banes and through the ease with which another Immortal can block the wellspring.

Wellspring Effects: Gives a list of effects the wellspring might exert on the local environment. Each entry describes the effect and gives it an effect value.

Example Wellsprings: Outlines several possible wellsprings for immediate insertion into the campaign world. The Games Master may use these wellsprings as written or change them to suit his personal vision. These examples follow the rules outlined in the Describing Wellsprings section, above.

ABSTRACT POWERS

There are myriad wonders throughout the realms of existence, more than the mortal mind can understand or the mortal heart can encompass in a thousand lifetimes. Fortunately, there is order within this chaos; the interactions of what is and what could be, occur in predictable patterns.

Mortals call these patterns things like love and hate, knowledge and magic, protection and triumph. By naming the patterns they try to understand them, to limit their effects or to bend them to mortal needs. This effort always proves futile; no man can command love or find knowledge's limits. Yet mortals will always try. In fact, many poets claim the struggle defines the mortal spirit.

By tapping an abstract power, the Immortal gains insight into the interactions making up the universe. He feels the ebb and flux in his blood, understands the nuances and ramifications of every action and finds himself able to predict sequences of events far into the future. This latter ability is, unfortunately, less and less reliable as the character progresses down the path to immortality. Mortals do not have to obey the cosmic patterns. Therefore, whenever mortals become involved, things change in ways those truly in tune with the cosmos cannot predict or sometimes understand.

Mortals perceive an aura of 'reality' around wellsprings infused with abstract power. Everything seems more of itself, more alive, more vibrant and more awake. While within the wellspring, mortals experience the power's effects on their minds. For example, a mortal standing in a wellspring of hate will find every hateful experience in his life welling up to assault him. The mortal does not have to act on these impulses, but he may feel an almost overwhelming compulsion to do so.

This section details the following abstract powers: hate, knowledge, love, magic, protection and victory.

Hate (Destruction, Unreason, The Cold Fire, The End of All Things)

Poets and dreamers want people to believe hate represents an aberration, a mistake somewhere in the heart of mortal men. They claim the universe loves us all, that it wants to care for us, that evil and rage and despair do not exist beyond ourselves.

Warlords and madmen know differently. They see the strength hate gives, the determination it inspires, the zealotry and the drive it gives. They know its power and harness it for their own ends.

In doing so they unwittingly touch upon one of the greatest forces in the universe. Everything, even the universe itself, ends. Even if, through chance and strength, something survives all of the challenges laid before it, it will still fall before the ravages of time.

Those who wield hate, mortal and Immortal alike, accept this power without carrying it to its logical conclusion. They take up the power while denying that it must destroy them in the end as well. The more they feed it, the more they use it, the harder they must struggle to avoid their own destruction.

Despite what mortals think, hate cannot create. The process of destruction consumes everything it touches. It leaves nothing behind save for ashes and regret.

Channel Bonus: +1 per 2 victories

Infuse Bonus: +1 per 2 victories

Description: Each creature experiences hate differently. Some mortals describe it as a weight like a mountain sitting on their chest. Others claim it is a cold fire, burning everything else in their souls as tinder to its flame. It dominates their thoughts, driving them ever onward towards some goal.

For most people, hate focuses on a single target. That target may be a person, a place, a thing, a people or a nation. When that object finally meets its destruction the person feels a momentary sensation of satisfaction. However, if he does not find another target the hate turns inward, consuming him as well.

Immortals who tap into hate feel the sensation of hate lurking in their heart. They also sense the steady, relentless progress of destruction all around them. As their connection to hate deepens, their sense of this process broadens until all they can see, all they can understand, is that everything will end. The tools of creation slip from their fingers and they become avatars of the destructive principle.

Hate

Tap Level	Victories Required	Bane	Blessing
1	1	Blinded Eyes	Heart of Hate
2	3		Hate's Strength
3	5	Shrivelled Soul	
4	7		Hate's Voice
5	9	One Stands Alone	Avatar of Hate

Blessings and Banes

The power of hate gives the following blessings and banes.

Blinded Eyes (Ex): An Immortal gains this bane when he first taps into the power of hate. He loses the ability to gain morale bonuses from spells, spell-like effects, supernatural abilities or skill checks. He can still gain a morale bonus from the Heart of Hate or a similar ability.

Heart of Hate (Ex): An Immortal gains this blessing when he first taps into the power of hate. He learns how to feed his hate on negative emotions, granting him strength in the face of adversity. Any time the character is subject to an effect that would inflict a morale penalty due to fear he automatically fails his saving throw or level check. However, rather than suffering a penalty he gains a bonus equal to the penalty to be inflicted. This bonus lasts as long as the penalty would have.

Hate's Strength (Su): An Immortal gains this blessing when he achieves his third victory associated with the power of hate. Once per day he can call upon the cold fire to strengthen his body, granting himself incredible physical prowess. For a number of rounds equal to his Charisma modifier the Immortal gains a bonus to his Strength, Dexterity and Constitution equal to the total number of victories he has in the power of hate.

Shrivelled Soul (Ex): An Immortal gains this bane when he achieves his fifth victory associated with the power of hate. He loses the ability to nurture others, as well as any sense of growth or creation in the

universe. This lack of connection inflicts a penalty to all healing effects the character attempts. He suffers a penalty equal to his total number of victories in the power of hate to all Heal checks. He suffers an equal penalty per die rolled for any healing spell, spell-like effect, supernatural ability or gift he uses.

Hate's Voice (Ex): An Immortal gains this blessing when he achieves his seventh victory associated with the power of hate. His Immortal Aura radiates hate, unsettling everyone around him. Even other Immortals are not immune to this effect. The Immortal gains the ability to use Intimidate as a free action once per round.

One Stands Alone (Ex): An Immortal gains this bane when he achieves his ninth victory associated with the power of hate. His connection with the power of destruction seals his body and spirit off from the generative and creative powers of the universe. Natural or supernatural forces originating from outside of his own body can no longer heal him. On a practical level this means he cannot be healed by Heal checks, spells, spell-like abilities, supernatural abilities or extraordinary abilities possessed or cast by anyone other than himself. This prohibition includes magical items he carries, but does not affect gifts or artefacts he possesses.

Avatar of Hate (Su): An Immortal gains this blessing when he achieves his ninth victory associated with the power of hate. His connection with hate becomes so strong it radically transforms his body and spirit. He sheds the last vestiges of mortal concerns, becoming an embodiment of destruction's cold flame. This transformation grants bonus equal to the character's victories to damage against mortal creatures and non-artefact objects. This damage bonus applies to any attack the character makes, whether physical, psionic or magical.

Gift Side Effects

The power of hate grants a +1 racial bonus per victory associated with it to any attribute gift allowing the character to deal additional damage. This bonus does not apply to the blessings listed above, nor does it apply to gifts that increase the characters Strength or Dexterity attributes.

It deals a -1 racial penalty per victory associated with it to any skill check associated with a power or numen gift capable of generating a cure or restore effect.

Effect on Challenges

The power of hate increases the strength of adversaries in challenges. Anytime a challenge associated with hate calls for a combat, give the opponents a +1 bonus to all attack rolls, damage rolls and saving throws.

Wellspring Effects

The wellsprings of hate can have some or all of the following effects.

Aura of Woe: The wellspring radiates a sense of hatred and oppression. Anyone who enters it must make a Will save (DC 10 + 2 per effect level invested in Aura of Woe). Those that fail suffer a morale penalty to Armour Class and gain a bonus to attack rolls equal to the number of effect levels invested in the aura. Aura of Woe is a mind-affecting effect. This effect lasts until the character breaks line of sight with the wellspring. *Effect Level:* 1 per point of bonus/penalty.

Bastion of Hate: The wellspring acts as a source of power to anyone who swears his soul to hate. Any mortal who enters it may swear himself to hate's cause. The bastion will then demand one act of heinous destruction from him. If he agrees, the character receives one boon (equal to one casting of any spell up to 5th level). If he fails to carry out the destruction he becomes cursed (as the *bestow curse* spell). This effect can only be lifted using an Immortal gift; mortal magic is not strong enough to shift aside hate's vengeance. A mortal may only ask for assistance from the wellspring once in his lifetime. *Effect Level:* 4.

Bleeding Land: The wellspring's presence causes the land around it to suffer from the effects of constant destruction. The soil becomes barren. Local settlements suffer from constant calamities (e.g. floods, fires and storms). Nothing natural grows on the land, nor do spells that summon animals, magical beasts or plants work. This effect extends in a one mile radius around the wellspring for every two effect levels invested. *Effect Level:* 2 per one mile radius.

Cold Fire: The wellspring contains a physical manifestation of hate, a cold blue flame that gives off no light and sucks the warmth from those who touch it. Contact with the cold fire deals 1d6 damage per round. Damage reduction or energy resistance cannot negate this damage. It does not heal naturally. Magical healing heals one hit point of damage per level of the spell used, rather than the normal healing amount. This damage is dealt to anyone who touches

the fire or who is touching an object held in the flame. Each round an object is held in the fire it has a 20% chance of disintegrating. This effect can destroy an artefact and triples the time it takes for the artefact to re-manifest. *Effect Level:* 3.

Hate's Hands: The wellspring feeds 30 CR of outsiders, sustaining them on its own power in return for their service and protection. These outsiders are generally infernal creatures of various sorts. The strongest of these creatures is CR 10. *Effect Level:* 1 + 1 per 5 additional CR total and +2 to the maximum CR.

Example Wellsprings

The Games Master may place any of the following wellsprings of hate in his campaign world. Alternately, he may use them as templates for wellsprings of his own design.

Eye of the Mountain

Maximum Victories: 4, Unlimited

Primal Power: Hate

Effects: Bastion of Hate, Cold Fire, Hate's Hand x3 (Nastram, half-fiend human fighter 14, 5 ice devils)

This foundation stone wellspring looks from afar like a blue star staring down at the world with a cold, chill gaze from high atop a windswept mountain peak. The local people claim the eye, in reality a lighted cave, was plucked from the face of the greatest demon prince when he fell past the world on his way to hell. That may be true, or it may just be an interesting image dreamed up by men driven mad by the mountain's burning gaze.

Replacing Wellspring Defenders

All of the wellsprings in this book have an effect that grants them defenders of various sorts. If these defenders die, either through the character's actions or because of background events, the wellspring replaces the fallen at a rate equal to its maximum number of victories in CR per day.

For example a wellspring capable of granting up to four victories replaces 4 CR per day. If the wellspring needs to replace a defender with CR greater than its maximum victories, the victories accumulate each day until they reach the necessary level.

The eye is a cave, cut deep into a mountain's peak. Within it lies a blaze of cold fire that lights the interior with an unholy luminescence. On the mountain dwell a handful of imps and a once human fighter, Nastram, who imbibed the blood of a demon in order to become ageless.

Korin's Last Stand

Maximum Victories: 3, Limited

Primal Power: Hate

Effects: Bleeding Stones (1 mile radius), Aura of Woe (-1 AC/+1 damage, Will save DC 12 negates)

This created wellspring came into being when Korin, one-time king of the land, was finally brought to his knees against a wind-swept cliff by those who sought his throne. He cursed the rebels, his treacherous people and the wife he loved to damnation, then cut his own heart out with a dagger. Legend claims that in that instant the heavens unleashed a bolt of lightning so bright it blinded the rebels. When their vision cleared, Korin had vanished. The only reminder of the former king was a golden helmet fused by some great force into the rocks at the cliff's top.

It was later that people came to realise the terrible truth. Nothing could grow within a mile of the blighted spot. People who stayed near the helm flew into blind rages, rending and killing everyone they cared for. Some dark cults revere the location as a holy place, but in truth even dark gods fear the powers it represents.

Well of Bile

Maximum Victories: 9, Limited

Primal Power: Hate

Effects: Bastion of Hate, Aura of Woe (-5 AC/+5 damage, Will save DC 20 negates)

Deep underground, in the roots of the great mountains, rumour claims there lurks a well, filled with the concentrated malice of a hundred slain gods. Legends say any man who can brave his way through the corruption to drink of it becomes like unto a god himself.

Both rumour and legend are, for once, correct. The well of bile is a foundation stone wellspring taking the appearance of an infinitely deep pool of viscous, green acid. The local creatures do not serve the wellspring directly, but they generally try to keep outsiders away simply to avoid the constant traffic Immortals generate everywhere they go.

Knowledge (Wisdom, Insight, The Light of Reason)

When mortals became sentient they felt wonder at the infinite reaches of the world and a burning desire to understand what they saw there. The first gave rise to art, poetry and magic. The second gave rise to science and to the driving need of mortal creatures to push back the boundaries of the known world.

This impulse is a manifestation of one of the basic processes of the universe. All parts of the world seek to understand themselves and each other to the best of their abilities. This quest for understanding is called knowledge; its results can be seen everywhere that life flourishes. From the smallest creature building a nest to the greatest achievements of the ages, the fruits of knowledge change the face of the world for better or worse.

Knowledge (and the tools it builds), is inherently neutral. It has no moral character or drive to do right or wrong. However, the pursuit of knowledge almost always possesses moral characteristics. Mortals and Immortals alike may break every rule of decency, turn their back on morality or destroy innocents in their quest to understand. The quest for knowledge at any price can lead even a great mind down dark paths. Such men, blinded by their own sense of discovery and destiny, can cause as much destruction as the most bestial demon.

Channel Bonus: +2 per victory

Infuse Bonus: +2 per victory

Description: Every mind displays its desire for understanding differently. Some show it only as a guttering, nearly dead flame long faded from memory. Others feel it as an obsession from deep within, driving them ever onward towards the next mystery. In either or both cases the mind's desire for the knowledge with which to shape the world defines how it interacts with that world. Minds that have given up the quest for knowledge are at the world's mercy, while those that still seek it can hope to shape the world to their will.

Immortals who tap into the power of knowledge gain insight into the minds of others as well as the universe around them. They gain access to one of the most powerful of all possible tools: the ability to understand and interpret causality itself. When they see something happen, they know what the outcome will be. Unfortunately, knowledge and the ability

to act on that knowledge are two radically different things: history is replete with examples of prophets who knew the truth but were unable to stop it.

Wellsprings of knowledge are calm, serene places where a mind can explore the world's myriad wonders. Mortals who enter such a place cannot help but feel the inherent majesty and purpose they possess. Such feelings inspire joy in some, hate and misery in others.

Knowledge

Tap Level	Victories Required	Bane	Blessing
1	1	Curse of Wisdom	Sage's Insight
2	3		
3	5	Voice of Ages	Speak Truth
4	7		
5	9	Fate's Fool	Avatar of Knowledge

Blessings and Banes

The power of knowledge gives the following blessings and banes:

Curse of Wisdom (Ex): An Immortal suffers from this bane when he achieves his first victory associated with the power of knowledge. The complex interplay of causality causes the character to automatically act last whenever order of action becomes important. This means the character takes the last action in a combat round in addition to acting last in any other system requiring an action order.

Sage's Insight (Ex): An Immortal gains this blessing when he achieves his first victory associated with the power of knowledge. This blessing allows him to trace back the lines of causality, showing him information about first causes and historical events unknown to all but the wisest sages. Once per day the Immortal may take 20 on any Knowledge check. If he possesses the bardic knowledge class ability he may use this blessing to take 20 on a check using that ability instead.

Voice of Ages (Ex): An Immortal suffers from this bane when he achieves five victories associated with the power of knowledge. Whenever he tries to communicate with someone, his target can hear the heavy weight of surety behind his voice. This offends creatures used to the concept of free will. When the character interacts with mortal creatures or Immortals he must subtract his Intelligence bonus from Charisma-keyed skills. Furthermore, he does not get to add his Charisma bonus to these skills.

Speak Truth (Ex): An Immortal gains this blessing when he achieves his fifth victory associated with the power of knowledge. His eyes have fully opened to the patterns of cause and effect making up the universe. He gains a racial bonus to all Knowledge checks equal to his total number of victories associated with the power of knowledge. Furthermore, all Knowledge skills become class skills for him.

Fate's Fool (Ex): An Immortal suffers from this bane when he achieves nine or more victories associated with the power of knowledge. No matter what he does, he cannot hide his understanding from others. They can feel it, encroaching on their precious freedom, pressing down on what they think is their ability to choose what they wish. All Non-Player Characters automatically have a hostile reaction towards the Immortal when he tries to explain anything to them, regardless of their normal feelings for the Immortal. An ordinarily friendly character will not automatically attack, but will tell the Immortal to mind his own business.

Avatar of Knowledge (Su): When an Immortal achieves his ninth victory associated with the power of knowledge he gains the ability to send his gaze deep into the past and far into the future along causality's paths. A number of times per day equal to his Intelligence modifier the Immortal can cast either *divination* or *legend lore*.

Gift Side Effects

The power of knowledge gives the character a +1 racial bonus per victory associated with it to any attribute gift allowing the character to reveal the truth or dispel illusions. Conversely, it grants a -1 racial penalty per victory associated with it to any power gift capable of creating illusions or obscuring the truth.

Effect on Challenges

The power of knowledge increases the opposition DCs in challenges of Insight and Wit by an amount equal to the maximum victories allowed at the wellspring.

Wellspring Effects

The wellsprings of knowledge may possess one or more of the following effects.

Aura of Truth: Everyone within the wellspring's bound shares, to one degree or another, the enlightenment that comes with access to pure knowledge. This translates directly into a +1 insight bonus per effect level to all Knowledge checks taken on the ground. Conversely, all spells from the Illusion school have their DC reduced by the same amount. *Effect Level:* 1 per point of bonus/penalty.

Bastion of Hidden Wisdom: The powers of knowledge and insight watch the wellspring and will respond to an appropriate offering. Once per lifetime a mortal may come to the wellspring, offer his services and receive an answer to any questions he may ask. The task is a *geas*, as the spell, selected by the Games Master. The answers act as if the character were a 9th Level wizard casting the *contact other plane* spell. *Effect Level:* 4.

Voices of the Land: The wellspring's emanations alter the creatures that live in the environment around it. All animals and magical beasts born in the affected area increase their Intelligence by the wellspring's maximum victories. Those that gain Intelligence over nine develop the ability to speak Common and Sylvan. These animals retain this ability even if removed from the area. *Effect Level:* 1 per one mile radius.

Books of Wisdom and Truth: The wellspring contains some form of written record, be it a bark scroll or a nearly infinitely deep library. Whatever form it takes, anyone who gains access to the wellspring can spend a seven-day period looking up anything they wish. If they do, they may take 20 on one Knowledge check to answer a specific question. An Immortal may use this power as often as he wishes. A mortal may spend as many weeks as he likes seeking knowledge, but will only be able to use this effect once per year. *Effect Level:* 5.

Warriors of Enlightenment: The wellspring supports 30 CR of monk-classed characters, the strongest of which has CR 10. The monks study at the wellspring, seeking out enlightenment and personal power. They protect it from those who would misuse its powers and challenge anyone who wishes to enter the wellspring for whatever reason. Most of these challenges are non-fatal, but they may involve a wide variety of physical or mental endurance tests. *Effect Level:* 1 (30 CR, Max CR 10) + 1 per 5 additional CR and +2 Max CR.

Example Wellsprings

The Games Master may place any of the following wellsprings of knowledge in his campaign world.

Alternately, he may use them as templates for wellsprings of his own design.

Library of the Last Truth

Maximum Victories: 4, Unlimited

Primal Power: Knowledge

Effects: Books of Wisdom and Truth, Aura of Truth (+3 Knowledge checks, -3 Illusion DC), Voices of the Land (4 miles)

Most mortals believe the Library of the Last Truth to be nothing more than a myth. How could a library, staffed by intelligent animals, carved by the hands of the gods and located in the furthest forests of the north contain all of the knowledge in the universe? Many a magician has set out in search of it, only to vanish into the cold northern wastes, their bodies lost forever.

However, this foundation stone wellspring does exist. The animals do not so much staff it as defend it, using misdirection and trickery to lead interlopers away. They trick all equally; once someone wins through to the library itself they leave them alone.

Physically, the library looks like a small cabin of logs and stone nestled against a great pine tree. Within, it has beds for four Medium creatures, a hearth and several cabinets. The 'cellar' door leads into a huge library filled with scrolls and codices detailing everything that has ever happened. The materials cannot be taken past the cellar door; they vanish as soon as they pass it, returning to their places on the shelves.

The Still Pool at the Heart of Forever

Maximum Victories: 13, Limited

Primal Power: Knowledge

Effects: Bastion of Hidden Wisdom, Warriors of Enlightenment x 8 (Kwan-ji Human Monk 23, 14 human monks 3)

Two thousand years ago the Great Teacher meditated beside a still pool surrounded by reeds. He sat for seven times seven years until he finally saw the truth. In that moment he transcended life and death, time, space and all other mortal limitations. Before he began his final journey he gave a dozen sermons. Those words still echo faintly within that reed pool and anyone with sufficient dedication can sit and hear them.

Over time, a large monastery has grown around the Still Pool. Its leader, Kwan-ji, is a master of the

arts and an enlightened soul. He allows any mortal with sufficient strength of will to enter the pool and meditate for as long as he wishes. Those who come to the pool seeking answers usually find them, but also find themselves bound to serve the monastery for a period of no less than one year. Many stay on after their term of service.

The Throne of Kings and Fools

Maximum Victories: 2, Limited

Primal Power: Knowledge

Effects: Aura of Truth (+2 Knowledge checks, -2 Illusion DC)

The would-be god-king Clarence of the House of Neville created this wellspring when he swore his oath to govern his people with justice and foresight. It manifests as a slight glow within his throne room, centred upon his large golden throne. The aura assists all within it, prompting their memories of the truth and stripping away illusions they impose upon themselves and others.

**Love
(Hope, The Power, Delight)**

The power of hate is obvious. It reaches out, destroying everything it touches. It brings pain, death and ruin into the world. It causes change, change for the worse, but nevertheless changes what mortals can see and taste and touch.

However, destruction does not work alone. The realms of existence came into being through an act of creation. Mortals continue this primal act every day of their lives. They build cities, raise crops and bring new life into the world. They reach out to one another with compassion in their hearts and empathy for their fellow creatures. When hate's flame finally burns low, they step forward to build something even greater than what fell.

This force, this undying power to be and to hope against all odds, suffers endless praise by poets and

prophets. Intellectuals claim it can only be expressed in the most complex words and intricate concepts, but any mortal who has held his own creation in his hand or stood for a moment by his brother in a time of need knows its strength more clearly than a thousand words can say.

So long as love lives, hate cannot prevail. That one, shining hope lifts mortals from the mire and gives them the stars.

Channel Bonus: +1 per victory

Infuse Bonus: +2 per victory

Description: All creatures experience love differently. Some feel it as an overwhelming drive, others as a deep empathy with other forms of life similar to themselves. Most creatures, save for the most depraved and corrupted, feel some manifestation of love, even if it is just love of themselves and their own lives.

Immortals who tap into the power of love experience the joy of creation and the connections between all things first hand. They know, intimately, what a seed feels when it reaches upwards towards the sun and what a star feels as it builds the planets from dust and ash. They see the connections between people, the lust and the hope and the joy, as a tangible force binding heart to heart. As they strengthen their connection to this primal force they eventually find this empathy hampering their actions: they cannot cause harm without it coming back upon them.

Wellsprings of love are places of great joy. Within them, excitement and joy lurk on the edges of perception. Mortals entering the wellspring may find themselves weeping uncontrollably, laughing for no detectable reason or simply smiling without reservation. The cares and troubles of the world will, for a moment, fall away. Those with terrible burdens or who have chosen to carry their pain without relief, find the experience uncomfortable and sometimes even painful. Healing and creation are not without pain.

Love

Tap Level	Victories Required	Bane	Blessing
1	1	Servant of the Threefold Law	
2	3		Healing Hands or Voice of Compassion
3	5	Bound by the Threefold Law	
4	7		Tears of the Angels or Encompassing Heart
5	9	Slave of the Threefold Law	Avatar of Love

Blessings and Banes

The power of love gives the following blessings and banes.

Servant of the Threefold Law (Su): An Immortal suffers from this bane when he gains his first victory associated with the power of love. His sudden insight into the plight of all beings and the connections between them binds his hands from violence. Each time he deals an amount of damage to any target (except undead) he suffers one point of damage in return. Damage resistance and energy resistance cannot negate this damage.

Healing Hands (Su): An Immortal who achieves three or more victories associated with the power of love may choose either this blessing or Voice of Compassion. Healing hands allows the character to channel a small portion of love's soothing power through his body and into those he cares for. All creatures he makes a Healing check on immediately heal an additional 2d4 hit points. This effect occurs regardless of whether or not the Heal check is successful. A creature can only benefit from this blessing once per day.

Voice of Compassion (Ex): An Immortal who achieves three or more victories associated with the power of love may choose either this blessing or Healing Hands. An Immortal with this blessing gains deep insight into the connections binding the people around him to the world. This insight gives him an insight bonus equal to the total number of victories associated with the power of love to Diplomacy checks intended to end violence or hostilities.

Bound by the Threefold Law (Su): When an Immortal achieves five or more victories associated with the power of love he suffers from this bane. He can directly feel the needs of others, a sense that prevents him from denying them things they truly need. He suffers a racial penalty equal to the total number of victories he has associated with the power of love to resist Diplomacy checks targeting him based on sincere need. The Games Master is the final arbitrator of what his characters truly need, but this penalty does not, under any circumstances, allow the character to lie to the Immortal in order to get more than he truly needs.

Tears of the Angels (Su): An Immortal who achieves seven victories associated with the power of love may choose this blessing or Encompassing Heart. Once the Immortal selects this option he may, as a standard action requiring touch, transfer up to his

Constitution attribute from his current hit point total to another character. The Immortal may also choose to take attribute damage, disease or poison from the target character into himself. If he does so, he suffers the effects of the transferred difficulty. The target is immediately restored.

Encompassing Heart (Ex): An Immortal who achieves seven victories associated with the power of love may choose this blessing or Tears of the Angels. Once the Immortal selects this option he may use his Diplomacy skill once per round as a free action, targeting one character within line of sight. The results of this free action do not take place during the round, but come into effect at the target's Initiative point next round. The Immortal must be able to communicate with the target to use this ability.

Slave of the Threefold Law (Su): Once an Immortal achieves nine victories associated with the power of love he suffers from this bane. A slave of the threefold law cannot refuse a mortal's honest and sincere request for assistance. He may choose the manner and type of his aid, but the Immortal must provide assistance in a timely fashion.

Avatar of Love (Su): Once an Immortal achieves nine victories associated with the power of love he gains this blessing. He gains a nearly perfect understanding of the connection between all creatures great and small. This understanding allows him to retry Diplomacy checks, regardless of the circumstances.

Gift Side Effects

The power of love supports power gifts that heal or rebuild the world. Any gift with such an effect receives a bonus to its effect equal to +1 per victory associated with the power of love. Conversely, love does not support destruction: any attribute gifts the Immortal possesses that directly provide a damage bonus suffer a -1 penalty per victory associated with the power of love.

These bonuses and penalties do not apply to the blessings or banes listed above. They do not affect gifts that directly increase one of the character's mortal attributes.

Effect on Challenges

Despite its reputation for softness, love is also the source of almost all of the great challenges to face mortals. All challenges associated with love receive a +4 bonus to the DC of any skill checks required to overcome them.

Wellspring Effects

Wellsprings of love may have some or all of the following effects on the surrounding countryside.

Aura of Shining Light: Everyone, mortal and Immortal, standing within the wellspring can feel love and light flowing through them, in them and between them. Every day the creature rests there he heals one hit point and one point of attribute damage or drain per point of this effect. Characters have an equal penalty to Bluff checks, because of the heightened empathy granted by the wellspring's effect. *Effect Level:* 1 per point of bonus/penalty.

Bastion of Hope: The power of love listens to requests made at this wellspring and will grant them if they are asked for in love rather than greed. In return, the mortal making the request must dedicate his life to the service of others. In effect the wellspring will grant one *limited wish* asked for selfless reasons once in a mortal's lifetime. Forever after the character must dedicate 50% of his time and 50% of his wealth to those in need. If he fails to do so the effect of the wish is immediately revoked. *Effect Level:* 4.

Fertile Lands: The wellspring's aura permeates the land around it. Any creature resting within the area of effect heals as if he were engaged in full rest, regardless of his activity level. Plants and crops are also resistant to disease and drought as if under the effect of a *plant growth* spell. *Effect Level:* 1 per one mile radius.

Tree of Heart's Ease: This physical manifestation of love's power looks like a large tree, bowed down with the weight of fruit. Closer examination reveals that the tree bears many kinds of fruits, from apples to peaches, all ripe and ready to eat. Eating one of the fruits cures the consumer of all diseases and removes the effects of age for one year. A mortal can only pluck this fruit once; each fruit thereafter acts as deadly poison (DC 30, 3d8/5d8 Con damage) to those who eat it. Immortals do not suffer from this limitation. *Effect Level:* 3.

Defenders of the Future: The wellspring gathers around it those with the power to create a world of wonder and light. These guardians are not usually warriors, although they might have some skill in battle. Most will be experts or clerics of various good gods. These guardians total a maximum of 30 CR, with a maximum CR of 10 for any single individual. *Effect Level:* 1 (30 CR, Max CR 10) + 1 per 5 additional CR and +2 Max CR.

Example Wellsprings

The Games Master may place any of the following wellsprings of love in his campaign world. Alternately, he may use them as templates for wellsprings of his own design.

Ancient Standing Stones

Maximum Victories: 4, Limited

Primal Power: Love

Effects: Bastion of Hope

Local legends claim that the elves set these tall blue stones into a circle, but that giants came and scattered them when the elves left the land. If anyone were to ask, the elves could tell a different tale: the stones stood, broken as they are now, when the first comers awoke from their dreaming. Whatever their origin, most locals know that a man and woman who go there and ask for a child, will find themselves with one within nine months.

The power of this foundation stone wellspring extends far beyond simply granting a prayer for fertility. In truth, the power within the stones will try to grant any wish made by a person of good heart for a selfless reason. If this were more widely known, those hoping to trick the universe for their own gain would undoubtedly inundate the local villagers.

The Lover's Leap

Maximum Victories: 1, Unlimited

Primal Power: Love

Effects: Aura of Shining Light (+1 HP and attribute drain/damage, -1 Bluff)

Poets claim true love comes into this world rarely and then only to end in tragedy. Though the rest of the world scoffs at these exaggerations tragedy does strike often enough for poets to hold onto a shade of the truth. The Lover's Leap witnessed one such story: two young lovers, hounded by the local lord, leapt to their death rather than betray the bond between them.

Or so the story claims. In reality, one of the gods reached down just as they took their fateful plunge. Taking pity on them, he took them into his service as messengers. The lingering radiance of the god's touch still affects those who take their ease along the cliff's edge, healing their wounds and soothing their hurts.

The Tree of Life*Maximum Victories:* 7, Limited*Primal Power:* Love*Effects:* Tree of Heart's Ease, Fertile Lands (3 mile radius)

When the world came into being the gods found, in a meadow they did not make, a tree the likes of which they never imagined. As tall as a hill and with branches shadowing acres of land, it bore the fruits of every tree in the world. Each fruit was as sweet as ambrosia and infused with power of life itself.

Mortals have heard of this tree, but do not know its location. Or, those that do will never admit to it. Those who find it may take a single fruit from it, a fruit that never spoils and retains its potency forever. Trying to take more results in terrible, wracking death for those foolish enough to consume the poisoned fruit.

Magic (Wonder, The Unknown, Dreams)

The world of logic, of cause and effect, of truth and consequence does not define the limits of reality. Knowledge alone cannot sustain a heart or cause a child to look up in the sky with delight. That is wonder's providence; the feeling that there is something out there, just beyond sight and sound, that will always exist outside of our understanding.

Although sometimes portrayed as opposing forces, knowledge and magic are, in truth, two sides of the same coin. Wonder drives mortals to constantly seek out knowledge, knowledge opens up untold vistas of wonder to those who pursue it. Working together they create a dynamic that can fuel all of the other aspects of the universe.

Wonder expresses the other abstract primal powers. Flights of fancy give love form, show the path towards hate's fulfilment and give men hope for victory.

Channel Bonus: +1 per victory**Infuse Bonus:** +2 per victory

Description: The desire to find magic fuels art, poetry, crafts, madness and despair. Mortals seek it as if it were water or air; something without which they could not live, but also cannot truly understand. They seek to codify it, never realising that in doing so they destroy it.

Immortals who tap into the power of magic gain access to the wonders of the universe. They see beyond cause and effect into a world where anything can happen. In their world, words have the power to shape the world and a gesture can channel power fit to destroy a city or return the dead to life.

Wellsprings of magic inundate those who enter them with the feeling that anything might happen. Shadows dance, candles burn with changing colours and lights flicker just on the edge of sight. Mortals dedicated to a world without wonder find these places extremely uncomfortable; the more rigid the person's mind the less he enjoys the experience.

Magic

Tap Level	Victories Required	Bane	Blessing
1	1	Poet's Folly	
2	3		Spellweaver
3	5	Dreamer's Curse	
4	7		<i>Kiss of the Dreamer</i>
5	9	Fate's Fancy	Avatar of Magic

Blessings and Banes

The power of magic grants the following blessings and banes.

Poet's Folly (Ex): An Immortal suffers from this bane when he achieves his first victory associated with the power of magic. Every time the character enters combat or makes an opposed skill check he must first make a Concentration check (DC 20) or become dazed for 1d4 rounds.

Spellweaver (Ex): An Immortal gains this blessing when he achieves his third victory associated with the power of magic. He can automatically *detect magic* (as the spell) in line of sight. When making a Spellcraft check to determine the aura's school he gains a racial bonus equal to his total number of victories associated with the power of magic.

Dreamer's Curse (Ex): An Immortal suffers from this bane when he achieves his fifth victory associated with the power of magic. Every time he enters combat or makes an opposed skill check he must first make a Concentration check (DC 25) or become confused for 1d4 rounds. This effect is in addition to Poet's Folly and is determined by the same skill check.

Kiss of the Dreamer (Sp): An Immortal gains this blessing when he achieves his seventh victory

associated with the power of magic. As a standard action he may form a static image in his mind and by making a Concentration check (DC 25 + 5 if the target is on another plane) send it to any being in the multiverse.

Fate's Fancy (Ex): An Immortal suffers from this bane when he achieves his ninth victory associated with the power of magic. Every time he enters combat or must make an opposed skill check he must first make a Concentration check (DC 30) or become stunned for one round. This effect is in addition to Dreamer's Curse and Poet's Folly and is determined by the same skill check.

Avatar of Magic (Su): An Immortal gains this blessing when he achieves his ninth victory associated with the power of magic. He may add his Wisdom modifier (if positive) to his effective caster level when casting a spell gained from one of his mortal classes.

Gift Side Effects

The power of magic augments the character's attribute gifts that affect mortal spells he casts. All Aura investments he makes in such attributes are always considered one point higher than they truly are, so long as he invests at least one point. Thus an investment of zero results in a total Aura investment of zero, but an investment of one point of aura generates the effect of two points.

Effect on Challenges

Challenges associated with the power of magic always require some kind of magical demonstration on the part of the challenger. If the character somehow solves the challenge without using his own magical powers he automatically fails.

Wellspring Effects

Wellsprings of magic may have any of the following effects on the surrounding countryside.

Aura of Wonder: The wellspring's aura grants everyone within it a glimpse of what the world could be like if they followed their ultimate dreams and aspirations. This gives a +1 bonus per effect level to Craft checks and a -1 penalty per effect level to Profession skills. *Effect Level:* 1 per point of bonus/penalty.

Bastion of Dreams: The power of magic listens carefully to dreams given voice in the world. Once per lifetime a mortal may enter the wellspring and ask for his dream to become reality. If he willingly

accepts the limitation of only being able to gain levels in the wizard, sorcerer or adept classes for the rest of his life, the wellspring will cast a *limited wish* spell for him. *Effect Level:* 5.

Whispered Dreams: The presence of the wellspring infuses the land around it with magic and wonder. All animals and magical beasts within the area develop the ability to cast one 0 level spell per day, chosen by the Games Master on a case-by-case basis. Additionally, all mortals born within the area of effect gain sorcerer as a favoured class instead of whatever favoured class their race ordinarily prefers. *Effect Level:* 1 per one mile radius.

Portal to Many Worlds: This physical manifestation of the power of magic looks like a square-lintel door leading into a solid wall. A character stepping into the doorway is immediately transported to another, random, plane. If a group of characters enter they may be separated or may go to the same destination depending on the Games Master's whim. *Effect Level:* 4.

Students of the Secret Fire: The wellspring has attracted up to 30 CR of wizards and sorcerers, none of which have a CR greater than 10. These magicians serve the wellspring, defending it from anyone who would use its powers. *Effect Level:* 1 (30 CR, Max CR 10) + 1 per 5 additional CR and +2 Max CR.

Example Wellsprings

The Games Master may place any of the following wellsprings of magic in his campaign world. Alternately, he may use them as templates for wellsprings of his own design.

Gods' Drums

Maximum Victories: 2, Unlimited

Primal Power: Magic

Effects: Portal to Many Worlds, Whispered Dreams (2 mile radius)

Fishermen tell tales of a lonely stretch of coast, far away from any human settlement, where the gods' own thunder is caught in the surf. They say that the fish there can undo a net by looking at it or glow in the dark waters, luring unwary sailors to their deaths with spectral radiance. It is said to be a cursed place, a place where the dead whisper and men dream potent dreams.

The God's Drum is a foundation stone wellspring set in caves within a sea cliff. Within the caves

the rushing tide strikes the walls, creating resonant sounds similar to what a mile-high drum might sound like. Deep within the caves, carved by no man's hands, sits a portal that leads to a thousand planes. Even the gods do not know how to control the portal, although some Immortals use it to escape from their enemies.

Sargon's Stone

Maximum Victories: 7, Limited

Primal Power: Magic

Effects: Bastion of All that Could Be, Aura of Wonder (+2 Craft, -2 Profession)

When the Immortal magician Sargon finally transcended he took a stone from his fiery crown and cast it down into the world. 'Take this stone', he said, 'and study what it has to tell you. Within it I place the path of beyond life and death, beyond hope, beyond fear, beyond truth, into the world that must come.' When the stone struck the ground it became a black rock with a thousand facets. Around it grew a mountain and around the mountain grew a forest. Within that forest dwell elves and other creatures too wondrous to tell.

Tree of Yu

Maximum Victories: 1, Unlimited

Primal Power: Magic

Effects: Whispered Dreams (1-mile)

Like the Tree of Life the Tree of Yu came into being when the universe was born. Unlike the wellspring of love, the Tree of Yu wove around itself a dense, magical forest to prevent anyone from approaching it. It was in this forest that the elves found it and there they still go to it when they wish to begin their ascension to transcendence.

Protection (Stability, Inertia)

If creation and destruction form a universal cycle and knowledge and magic a didactic pair describing the creation of the mind, then the concepts of protection and victory represent a process so fundamental to life that mortals rarely notice it. Mortals defend what they believe to be true, often in the face of overwhelming odds and truths. Time and the world's weight slowly wear down that defence, until it collapses in a moment of victory.

The power of protection fuels this stubborn resistance. The entire weight of nature stands against change. Most things choose to remain unchanged, even in the face of seemingly overwhelming odds. Objects, once

moving, tend to continue moving until something stops them. Similarly ideas, once formed, rarely change by more than a few degrees on their own.

Some mortals confuse the power of protection with that of law. Order implies rigidity and stability, but it can be fragile in its first days. Similarly, chaos can be quite 'heavy', taking on a life of its own and protecting the constant struggle it embodies with all of history's weight.

Channel Bonus: +2 per victory.

Infuse Bonus: +1 per victory

Description: Protection's heavy weight smothers mortal men, holds the worlds in their orbits and provides fertile ground for creation and destruction. The longer a thing goes on, the more power it gathers to it and thus the harder it becomes to overcome it.

Immortals who tap into protection's power gain a deep understanding of how the universe resists change. They can feel the world's desire to remain as it is. They can see it resisting transformation. Some use their powers to prevent these changes. Others, either wiser or simply not as strong, selectively support or oppose changes they feel will better serve their own interests.

Wellsprings of protection radiate an aura of weight and safety. Things change slowly, if at all, near them. This can be a relief to those who have seen too much change or given up too much of themselves in the long struggle to make the future. It may also stifle those who, through youth or vision, believe the future could be more than just the sum of what has come before.

Protection

Tap Level	Victories Required	Bane	Blessing
1	1		Unstoppable
2	3	Hidebound	
3	5		Immovable
4	7	Entombed	
5	9		Inevitable

Blessings and Banes

The power of protection grants the following blessings and banes.

Unstoppable (Ex): An Immortal gains this blessing when he achieves his first victory associated with the power of protection. Once an Immortal with this

blessing starts to move, he tends to stay in motion. When the character takes a move action he can always move as far as he did in the previous round, regardless of any spells or effects that slow him down. For example, if the Immortal moved 30 feet in the previous round he can, barring natural barriers, move 30 feet in the next round even if he must pass through a *web* spell to do so. This blessing does not grant the character extra actions in the round.

Hidebound (Ex): An Immortal suffers from this bane when he achieves his third victory associated with the power of protection. The Immortal's perception of what is needful and useless in the universe calcifies. As a result he can no longer learn new skills; if he needed to know them he would already. The Immortal may continue to expand his knowledge in his existing skills.

Immovable (Ex): An Immortal gains this blessing when he achieves his fifth victory associated with the power of protection. Once the Immortal is at rest he stays at rest. If he did not take a move action in the previous round he gains a racial bonus equal to his total number of victories associated with the power of protection to any saving throw or attribute check to resist being moved by an outside force.

Entombed (Ex): When the Immortal achieves his seventh victory associated with the power of protection he comes under this bane's influence. He no longer believes he has any reason to continue to learn about the mortal world. As a result, he can no longer advance in mortal character classes or prestige classes for any reason. He may still challenge for victories in order to continue along the path to immortality.

Inevitable (Su): When the Immortal achieves his ninth victory associated with the power of protection he gains protection's final blessing. The Immortal's every action is backed by the weight of history and the full force of the universe's desire to remain as it is. When the Immortal attempts a task for a second time (whether he succeeded in the first attempt or not) he gains a racial bonus equal to his positive Charisma modifier. This bonus does not apply to similar skill checks.

Example: An Immortal uses his Jump skill to cross a chasm. Each time he tries to jump the chasm after this he gains a racial bonus to his Jump check. If he attempts to jump an identical chasm somewhere else he does not receive the skill bonus until after his first skill check.

Gift Side Effects

The power of protection enhances attribute gifts that provide the character with damage or energy resistance. The Immortal may add his total number of victories associated with the power of protection to the base protection provided by the attribute.

The power of protection also prevents the character from effectively employing attribute or power gifts that transform things. He suffers a penalty to the skill check required for such abilities equal to his total number of victories associated with the power of protection.

Effect on Challenges

Challenges associated with the powers of protection rarely, if ever, involve the destruction of something that already exists. If the character kills a living creature or destroys an object while performing a challenge associated with this power he automatically fails even if he succeeds at the other challenge conditions.

Wellspring Effects

Wellsprings of protection may have one or more of the following effects.

Aura of Warding: The wellspring radiates an aura that blunts any chance for change. All objects, creatures and spirits within the area of effect gain DR X/–, where X = level of the effect. This DR is doubled when added to an object's hardness. *Effect Level:* 2 per point of DR.

Sanctuary: The powers of protection carefully watch over their chosen place. Any mortal who enters the wellspring may beg them for sanctuary and they will respond. Once invoked, the power of sanctuary prevents the protected character from harm by outside forces (he still suffers damage from effects he brought with him) or being removed from the wellspring. However, if the mortal ever leaves the sanctuary he may never return. The protected character does not age. He becomes, in effect, invulnerable but also eternally imprisoned. *Effect Level:* 4.

Nature's Guarding Hand: The wellspring's power slowly strengthens the land and its creatures, allowing them to resist change far more effectively than other, similar creatures. All beings born near the wellspring (i.e. within the area of effect) receive a racial bonus to their saving throws equal to the wellspring's maximum number of victories. This bonus fades

when the being leaves the area of effect, but is restored when he returns. *Effect Level:* 2 per one mile radius.

Chamber of Ages: This physical manifestation of protection's power resembles a sarcophagus carved from rich green and black marble. It is large enough to contain a single, Medium creature. Whatever is placed within the chamber of ages is held in stasis; time does not progress within the chamber, nor can the stored creature interact with the outside world. Once removed from the chamber time affects the former occupant normally. *Effect Level:* 3.

Monks of the Silent Hand: An order of monks, dedicated to discovering the 'truth of being', guard the wellspring from those who threaten it. Most of the order comes from men and women who sought sanctuary in the wellspring over the long centuries. The order has 30 CR of monks, with a maximum CR of 10 for any single individual. *Effect Level:* 1 (30 CR, Max CR 10) + 1 per 5 additional CR and +2 Max CR.

Example Wellsprings

The Games Master may place any of the following wellsprings of protection in his campaign world. Alternately, he may use them as templates for wellsprings of his own design.

Aegis of the Sea

Maximum Victories: 2, Unlimited

Primal Power: Protection

Effects: Chamber of Ages, Nature's Guarding Hand (1 mile radius)

Scholars scoff at sailors' stories about a sunken island that rises once every hundred years to reveal its weed-draped ruins. They claim that such a remnant of the past could not continue, could not struggle back again and again against the weight of history. Sailors who have seen it know differently; they speak of the hideous creatures that guard the island and their lust for blood. They also claim that the island's undying ruler sleeps in a sarcophagus of green marble. Furthermore, they whisper that the time will come when she awakens, climbs out of her tomb and leads her long forgotten people to unthinkable glory.

The Aegis of the Sea is, in fact, a powerful created wellspring inhabited by creatures that once dominated the world. The remnant is a group of Immortals who continue to try to bring the past back into the present. Guarded by the wellspring's power, their greatest

ruler sleeps, waiting for the day when her followers bring her forth for the beginning of their glorious new era.

Moonlit Sanctuary

Maximum Victories: 7, Limited

Primal Power: Protection

Effects: Monks of the Silent Hand (CR 40, Max CR 12), Sanctuary

When the gods made the world they set aside a caldera high in the Great Mountains as a private sanctuary. This place, protected from the ravages of time by the universe itself, would be their retreat from the world. They intended it to be a place for rest and healing from which they could continually renew their dominance over all that is or would ever be.

When mortals discovered the caldera they built a small fortress of moon-white stones in it. Over the centuries mortals in great need began to retreat to this foundation stone wellspring, using it as a way to escape their pursuers or avoid paying for their crimes. The nations claiming the lands at the Great Mountain's feet have established border patrols to prevent criminals from fleeing to the sanctuary and to catch those who finally choose to return.



Immortals and gods alike sometimes use the sanctuary as a neutral ground for meetings and discussions. The mortals who dwell there do their best to avoid intruding on these events.

Stones of Fire and Shadow

Maximum Victories: 1, Unlimited

Primal Power: Protection

Effects: Aura of Warding (DR 2/-)

In the basement of the great Temple of Light, closed beneath an iron door that can only be opened with a silver key, there are three great stones. These stones existed when the universe came into being. They pre-date the temple, the city and some mystics believe even the gods. Underneath the temple they sit and wait, knowing that in time their power will be needed once more.

Stacked around the stones is a treasure house of dark artefacts, each a potent reminder that evil exists in the world. If the temple were ever to come under attack the acolytes would retreat to this chamber for their final stand. There, bolstered by the power of the stones, they would destroy as many artefacts as they could before the temple fell.

It might be better or how it might make their lives better. As this drive pushes them forward they create the future, a world so radically different from the past that many people cannot recognise it when they get there.

This power also drives mortals to compete with one another. Many mortals define their lives by how well they do in the endless real and symbolic competitions they construct to express this urge. These competitions consume some of them and raise others to positions of glory.

In Immortals, tapping the power of triumph forces them to confront everything in the world that resists change. They sense the constant struggle all around them. They feel the stifling forces of history and inertia holding back the future. As the Immortal progresses in his understanding he may lose sight of how inertia and motion keep one another in balance. Unchecked, either force could easily destroy everything: past, present and future. Unchecked inertia leads to total stagnation; unchecked victory leads to a world without any anchor points for minds to understand.

**Triumph
(Motion,
Roiling Might)**

Despite the resistance presented by the power of protection things do change. Objects in motion come to rest. Mortals overthrow history's yoke to create something better. What was once barren becomes fertile and what was fertile becomes barren. Whether in an ordered progression or wild leaps, change overcomes stability and then settles into its own pattern.

This power of change, of motion, allows for the creation of the world that wonder and knowledge, love and hate, say might be. The struggle between the forces always results in a momentary victory, which in turn leads to momentary stability and future conflict.

Channel Bonus: +1 per victory

Infuse Bonus: +2 per victory

Description: The power of triumph manifests itself in mortals as a relentless drive to transform the world. Mortals cannot look at a thing without imagining how

Triumph

Tap Level	Victories Required	Bane	Blessing
1	1		Heart of the Champion
2	3	Competitive	
3	5		Future's Voice
4	7	Compulsive Motion	
5	9		Victory's Right Hand

Blessings and Banes

The power of triumph grants the following blessings and banes:

Heart of the Champion (Ex): When the Immortal achieves his first victory associated with the power of triumph he gains the ability to gain insight into competitions. When engaged in a contested skill check with another character he may spend his Aura to give himself an insight bonus to the check. Each point of Aura spent gives him a +1 insight bonus. Aura spent in this fashion is restored after 24 hours, whether the Immortal rests or not.

Competitive (Ex): When the Immortal achieves his third victory associated with the power of triumph he begins to suffer from this bane. If he is not engaged in a competition with another intelligence he finds

his attention slipping. Any normal (i.e. uncontested) skill check he engages in suffers a racial penalty equal to his total number of victories associated with the power of triumph.

Future's Voice (Ex): When the Immortal achieves his fifth victory associated with the power of triumph he gains the ability to see the shape of the future. This vision inspires him to act even more strongly against those who hold to the past. He gains a bonus equal to his total number of victories associated with the power of triumph to any opposed skill check with an Immortal who holds a tap into the power of protection.

Compulsive Motion (Ex): When the Immortal achieves his seventh victory associated with the power of triumph he begins to suffer from this bane. Remaining still for any length of time becomes physically painful. Each round he wishes not to move at least five feet he must make a Concentration check (DC 15 + 2 for each round past the first) or be unable to prevent himself from taking a move action.

Victory's Right Hand (Su): When the Immortal achieves his ninth victory associated with the power of triumph he gains its final blessing. The first time he attempts any skill check he gains a racial bonus equal to his positive Charisma modifier. This bonus only applies to the first attempt; any subsequent attempts do not receive the bonus.

Gift Side Effects

The power of triumph grants a racial bonus equal to the total number of victories associated with it to any power calling for an opposed Infusion check. When the character loses a contested skill check called for by a power, his next skill check (uncontested or not) suffers an equal penalty.

Effect on Challenges

Triumph requires the challenger to overcome not only the challenge, but also additional threats placed along the way. Each triumph great challenge has one additional challenge of might associated with it. If the Immortal fails this challenge he does not pass the great challenge.

Wellspring Effects

The wellsprings of victory may have any or all of the following effects.

Aura of Victory: The wellspring's aura reinforces mortals' fighting spirit. All mortals within the wellspring receive a +1 morale bonus per effect level to contested skill checks. The loser of the check suffers an equal morale penalty to his next skill check. *Effect Level:* 1 per point of bonus/penalty.

Bastion of the Champion: The powers of triumph listen to petitions made at the wellspring. Once per lifetime a mortal may come to the wellspring and ask for assistance with some great task. If the task is worthy the powers of triumph grant the character a +1 bonus to all skill checks and saving throws while attempting it. If it is not, the character suffers a permanent -1 luck penalty to all skill checks and saving throws in the future. Should the character take more than three months to complete the task (or if he fails), he automatically loses one level. *Effect Level:* 4.

Land of Games: The wellspring's power infuses the land around it with an aura of competition. When a character succeeds in an opposed skill check within the area of effect he gains a bonus equal to his Charisma modifier to the next skill check he undertakes. *Effect Level:* 1 per one mile radius.

Champion's Laurel: The powers of triumph manifest themselves as a low, evergreen laurel studded with winking lights like stars. Winners crowns made from this laurel are also evergreen. More importantly, the crown grants the wearer a +2 competence bonus to a single skill. The wearer may also use the crown to take 20 on one check with the affected skill, but doing so causes the crown to crumble into dust. Each champion's laurel can produce one crown per month. *Effect Level:* 4

Gladiators of the Greatest Game: The power of triumph gathers competitors and warriors to it like moths to a flame. These men are generally fighters or barbarians. This effect starts with 50 CR of combatants gathered around the wellspring, with a maximum CR of 15. Each additional level increases the total CR by +10 and the Max CR by +2. *Effect Level:* 1 (50 CR, Max CR 15) + 1 per 10 additional CR and +2 Max CR.

Example Wellsprings

The Games Master may place any of the following wellsprings of victory in his campaign world. Alternately, he may use them as templates for wellsprings of his own design.

Coliseum*Maximum Victories:* 12, Limited*Primal Power:* Triumph*Effects:* Champion's Laurel, Gladiators of the Greatest Game (130 CR, Max CR 31)

Great empires the world over build vast amphitheatres in which to entertain the masses. All of these are simply echoes of the first, great Coliseum that came into being when the universe first sprang from the gods' minds. This great structure, sheathed in golden stone, stands upon the highest mountain peak. There, mortals may compete for the gods' amusement. The greatest competitors might, in time, be rewarded with Immortality themselves.

The Coliseum hosts constant games, some among mortals and others among Immortals or outsiders. Each game consists of a variety of challenges, most of them fatal to those who fail. The master of the games, a powerful celestial being of unknown origin, hands out champion's laurels to those who succeed. Those who fail are buried with honour on the mountain slopes.

The Coliseum is a foundation stone wellspring.

Grove of Champions*Maximum Victories:* 3, Unlimited*Primal Power:* Triumph*Effects:* Champion's Laurel, Gladiators of the Greatest Game (70 CR, Max CR 19) Land of Games (3 miles)

Deep in the forest heart of an island kingdom, the Grove of Champions was born when four great kings made a bold decision. They declared their four kingdoms must become one for the good of the people. They agreed to a great contest; the winner would become lord of the unified kingdom, the losers would become sacrifices to the gods to ensure the winner's prosperity. The grove where they met for their final conflict is now a sacred place, a created wellspring of triumph where vision overcame pride and hope overcame war.

An order of sacred knights protects the grove from any who would desecrate it. About half the knights are Immortals in their own right, having passed the challenges the Grove presents. The other half consists of well-trained mortal warriors who will lay down their lives to defend the Grove.

Well of Ill-omens*Maximum Victories:* 2, Unlimited*Primal Power:* Triumph*Effects:* Aura of Victory (+2), Bastion of the Champion

In the capital of a great empire there is a marble-sided well. The city dwellers come to the well in the dead of night to leave offerings of blood upon the stones. In return, they believe the 'god of the well' will give them long life and prosperity. Most of those who ask for assistance with a particular problem receive it, but if they fail to resolve their problem their death usually swiftly follows. This dual-edged reputation has earned the well a deserved reputation as both a blessed and a cursed spot, one as tricky and unpredictable as any devil.

No one remembers the story of how this created wellspring came into being. Nor do the locals know about the Immortals who tap into the well's might for their own gain.

ELEMENTAL POWERS

When the elder gods raised the world from primordial chaos they did so through will alone. That will took substance in the form of the six elemental powers. Each elemental power embodies a substance, a process and an aspect of reality without which the world would decay back into nothingness. Four of these powers (earth, fire, water and wind) make up all of physical reality, from the world of mortals to the furthest outer planes. The other two (positive and negative energy) bind together to create the spirit of every creature born in the multiverse.

An elemental power in isolation can create very little. For example, the power of earth can manufacture sterile rock and stone, increase the weight of things or make them even more solid than they already are. In the hands of a dedicated weaver of spells this might be enough to raise a wall or shatter an army.

Despite its usefulness as a parlour trick, though, this is not the elements' true power. The elements are the building blocks of creation, meant to fit together in harmony. Even 'opposed' elements like air and earth mingle to create everything from dust to sunlight. By mastering these interactions mortals can reshape the world, while Immortals can hope to someday rival the gods themselves.

Most mortal races easily recognise the influence of the four 'physical' elements. Indeed, much of mortal magic and science focuses on the effort to manipulate these elements. Magicians try to control the weather,

bring water up from the parched earth and sometimes even bring mountains down for their own ends. Common folk also recognise the importance of these powers; after all, an imbalance in the ratios between earth and fire or wind and water can destroy their livelihoods in an instant.

The two ‘spiritual’ elements present a conundrum to mortal thinkers. They can recognise the difference between fertile and infertile soil, between poison and wine, but can usually explain these things away through the four physical elements. They cannot quite grasp how important the raw power of life is or how important a role death plays in changing the structure of things.

Immortals who tap into the elemental powers take up the gods’ tools. Their perceptions expand to encompass the play of powers underlying the physical and spiritual structures of all things. Many develop the ability to spontaneously create objects, spirits and even mortal creatures as they ascend towards transcendence. A rare few can even create souls, a power much coveted by gods and mortals alike.

Wellsprings of elemental power usually display signs of an unhealthy imbalance in the world. The wellspring itself may be quite beautiful, but its presence scars the land. Even the light may look off, tainted with odd colours or with an unnatural feel as it is stripped of its components.

Earth (Stone, Mountains)

Everywhere mortals look they see the manifest power of earth. Great walls of stone encircle mortal cities. Fields of ploughed soil groan under the weight of crops. Those crops will be stored in vessels made of fired mud, preserved for future use in case of need. High mountains block travel across the world, while seemingly endless deserts give mute testimony to the earth’s vast expanse.

Earth’s might extends even further. The substance of earth lends its strength and weight to all physical objects. It keeps things bound tightly together, allows man to walk upright and pulls thrown objects back down to the soil. Its strength prevents the mountains from falling under their own great weight. Wherever things exist, earth lends itself to their use.

Earth

Tap Level	Victories Required	Bane	Blessing
1	1	Slow Speech	Hard Bones or Path to Stone
2	3		
3	5	Weight of the Mountain	Stone’s Truth
4	7		
5	9	Sunken Bones	Earth’s Steady Hand

Channel Bonus: +2 per victory

Infuse Bonus: +1 per victory

Description: Mortals use tools to shape the earth under their feet into homes, cities and nations. Some, like the dwarves, spend their entire lives within it. Others walk upon its surface or sail high above it. In either case they draw wealth, materials and substance from it. Many even worship the soil and stone as a god.

Where elemental earth touches positive energy it spawns so-called earth elementals. Within their own rocky realm these spirits build strange societies based on their understanding of weight and measure. When called to the mortal realm they draw upon the substance of the world, forming a body of soil and stone. While away from their home their perceptions become extremely limited, they can only sense and understand things containing earth.

An Immortal drawing on elemental earth begins his journey by learning to make and shape primal earth. As his connection deepens he begins to perceive earth’s place as the stable portion of the elemental balance. This stability lends him great strength, but also begins to limit his actions and his ability to move. Eventually, he becomes more elemental than mortal, bound to see only what involves the power he commands.

Wellsprings of elemental earth are usually located in areas devoid of life as little can survive such tremendous imbalance. These barren areas ‘feel’ heavy to those within them, as though a great weight pressed down upon all who dare to intrude. Mortals who remain within the wellspring for too long become lethargic and may eventually cease moving all together.

Blessings and Banes

The power of earth offers the following blessings and banes.

Slow Speech (Ex): When an Immortal achieves his first victory associated with elemental earth he begins to suffer from this bane. His speech slows down as earth's weight intrudes into his mind and soul. When the character tries to communicate with a creature without an earth tap he suffers a -2 penalty to Bluff and Diplomacy checks. Furthermore, using the Bluff skill in combat takes a full round action rather than a standard action.

Hard Bones (Ex): When an Immortal achieves his first victory associated with elemental earth he may select either this blessing or Path of Stone. Hard Bones grants the character damage resistance against bludgeoning attacks equal to his total number of victories associated with elemental earth. This damage resistance stacks with other forms of damage resistance the character may possess.

Path to Stone (Su): When an Immortal achieves his first victory associated with elemental earth he may select either this blessing or Hard Bones. The Path to Stone gives the character the ability to summon a five foot by five foot cube of common stone each round as a standard action. This stone must connect on one side to existing stone or soil. The Immortal can create this stone at a 120 foot range. If the Immortal creates the stone in an occupied square the occupant must make a Reflex save (DC 12 + the Immortal's Charisma modifier) or be knocked prone.

Weight of the Mountain (Ex): An Immortal begins to suffer from this bane when he achieves his fifth victory associated with the power of elemental earth. He loses a number of feet per round from his overall movement speed equal to his Aura attribute. Furthermore, he cannot willingly teleport himself, although a hostile effect may teleport him against his will.

Stone's Truth (Ex): When an Immortal achieves his fifth victory associated with elemental earth he gains this blessing. Stone's Truth allows the Immortal to cast *commune with nature* once per day. He casts this spell as a druid with a class level equal to 5 plus his total number of victories. If he has druid class levels he may add them to this total.

Sunken Bones (Ex): An Immortal begins to suffer from this bane when he achieves his ninth victory associated with elemental earth. The character becomes an outsider with the earth subtype. This does not give the character any additional abilities, but he can now be targeted by spells affecting outsiders and banished to the plane of earth.

Earth's Steady Hand (Su): When an Immortal achieves his ninth victory associated with elemental earth he earns its final blessing. A number of times per day equal to his Constitution modifier the Immortal may negate any one damage-dealing attack, including spells. The Immortal may not negate attacks that deal fire damage.

Gift Side Effects

Elemental earth grants a bonus equal to the total number of victories associated with it to any skill checks required by numen gifts that summon earth elementals. It deals a -5 feet per victory penalty to attribute or power gifts granting extra movement unless that movement specifically involves burrowing. Elemental earth never gives a gift capable of granting flight.

Effect on Challenges

The elementals of earth jealously guard their source from interference by mortals. Any creature attempting to tap into elemental earth will always face at least one challenge of strength in step of apotheosis.

Wellspring Effects

The wellsprings of earth may have any of the following effects.

Aura of Weight: The wellspring's aura of elemental force both strengthens and slows everything within. Creatures in the aura gain a +1 bonus to their Armour Class but suffer a -5 feet penalty to their non-burrowing movement per effect level. There is no saving throw against either effect. *Effect Level:* 1 per point of bonus/penalty.

Bastion of the Mountain's Heart: The elemental earth listens and responds to sacrifices offered up at the wellspring. Once per year a mortal may offer up life in return for the earth's bounty. The blood sacrifice requires at least ten points of Constitution from the character or other creatures. Each Constitution point above the ten causes the bastion to return d4 gems of random quality. If the creature survives the sacrifice it suffers ability drain rather than damage. *Effect Level:* 4.

World's Bones: The aura of elemental earth radiating from the wellspring strengthens stone in a one mile per effect level radius. All stone native to the area gains a bonus to its hardness equal to the maximum number of victories the wellspring supports. This bonus remains if the stone is removed from the area.

It does not apply to stone brought into the area from outside of the effect's radius. *Effect Level:* 1 per one mile radius.

Veins of the Earth: Elemental earth manifests in the wellspring as a twisted tree of silver, mithral, adamantine, gold and platinum. This 'tree' erupts from pure 'roots' of these materials reaching deep into the earth. Harvesting more than 15 pounds of material from the tree in a month causes it to wither and die. Once destroyed, it takes 2d4 years for the tree to restore itself to the point where harvesting will not immediately kill it. *Effect Level:* 4.

Knights of the Mountain Heart: The spirits of elemental earth rise to protect the wellspring's secrets. Earth elementals will prevent any creature without a tap into elemental earth from entering the premises. This effect starts with a total of 30 CR in elementals, with a Max CR of 10. Each effect level invested adds +10 to the total CR and +3 to the maximum CR. *Effect Level:* 1 (30 CR, Max CR 10) + 1 per 10 additional CR and +3 Max CR.

Example Wellsprings

The Games Master may place any of the following wellsprings of earth in his campaign world. Alternately, he may use them as templates for wellsprings of his own design.

Tree of Silver and Gold

Maximum Victories: 4, Limited

Primal Power: Earth

Effects: Veins of the Earth

In a hidden valley far from mortal men there grows a tree made of silver and gold. This tree reaches up to the sky with metal branches, occasionally shedding a precious leaf in response to wind and weather. The shed leaves may simply lie where they fall. A few, however, make their way to the mountain streams, where the water carries them down into mortal lands. A single leaf can make a farmer's fortune or set a young man on a road to an adventure he will never return from.

This foundation stone wellspring came into being when the gods spun the world.

The Stone of Forever

Maximum Victories: 1, Unlimited

Primal Power: Earth

Effects: Aura of Weight (+1 AC, -5 ft. Movement), World's Bones (2 mile radius)

The gods caused the Stone of Forever to come into being when they wished to quarry stone for their palaces. They set it in a cave deep under a mountain made of goldstone, a shimmering red stone laced with brilliant golden flecks. Its presence strengthened the normally soft stone enough for it to be of use in buildings. After they finished, the gods sealed their quarry with even more stone, this one as black as night.

When mortals discovered the Stone of Forever they wondered at the huge, hewn cavern around it. The black stone sits in the middle of a mountain cave the size of a giant city. Over time the dwarves quarried new stones and built their greatest city in the cavern. Only the greatest dwarven sages know about the Stone of Forever or realise its immense power.

Nancarus' Cave

Maximum Victories: 2, Unlimited

Primal Power: Earth

Effects: Bastion of the Mountain's Heart

Not even the gods know if Nancarus, the lord of the Court of Shadows, claimed this cave because of its power or if the cave gains its powers from his claim. In either case the great wyrm's cave is now a powerful wellspring of elemental earth. The dragon uses this power to fuel his immortality as well as to gather wealth. This wealth he dispenses to his draconic followers.

The cave's mouth gapes like a wound in the side of a high, snow-capped mountain. It is wide enough to be seen from miles away and high enough to accommodate a great wyrm standing erect. Chromatic dragons fly in and out of the cave constantly. Some come to seek audience with the Court; others have business with Nancarus himself.

Fire (Flame)

Before mortals learned to harness fire they were shackled by darkness and limited to using such natural materials as they could scavenge. With fire came light and warmth, as well as the ability to transform one material into another. With the power of transformation came all of civilisation's wonders: metal, ceramics, bricks and hardened woods. Everywhere mortals look they see the results of their mastery over flame.

In its raw state, fire provides both light and warmth. It can also loosen the bonds between the other elements, allowing objects to change their innate

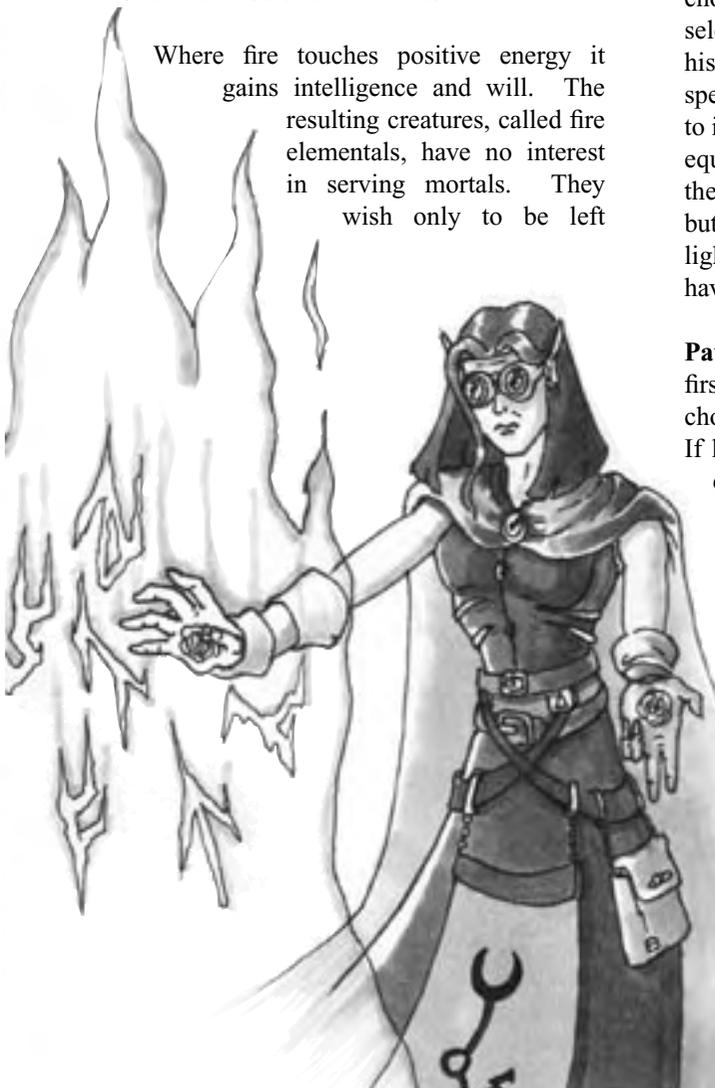
balance of forces. This latter property makes fire terribly destructive; uncontrolled change can as easily lead to total annihilation as to something wonderful. Fire's destructive properties force mortals to treat it with great caution; it is both the foundation of their civilisation and the one thing that could completely consume it.

Channel Bonus: +1 per victory

Infuse Bonus: +2 per victory

Description: Mortals both fear and worship the power of fire. Most mortals touch small, chained fires every day. They use these domesticated flames to light their homes, to bake bread and to heal wounds. Without these slaves the civilised world would cease to exist. Yet, they also know that their cities and cosy homes could vanish in an instant if a slave flame were to break free. A small mistake, an unchecked fire or an overturned fire-pot and even the greatest city of mortal man would fall in flames.

Where fire touches positive energy it gains intelligence and will. The resulting creatures, called fire elementals, have no interest in serving mortals. They wish only to be left



alone in their explorations of the infinite fire. In the course of these explorations many have mingled their essence with that of other primal powers, giving rise to the salamanders, efreeti and even stranger things. These 'mingled' spirits have interests that sometimes intersect with the mortal world.

Immortals who tap elemental fire first gain the ability to channel bits of primal fire into the world. As they develop their powers they begin to see the role primal fire plays in the transformation of all things. They come to realise that without fire, seeds could not grow into grain nor children grow into adults.

Blessings and Banes

The power of fire offers the following blessing and banes.

Mantle of Fire (Ex): When an Immortal achieves his first victory associated with elemental fire he must choose between this blessing and Path to Fire. If he selects this blessing he develops the ability to ignite his Aura into flame. As a standard action he may spend one point of Aura to radiate light bright enough to illuminate a 120 foot radius for a number of rounds equal to his Charisma modifier. While using this gift the Immortal cannot use Hide to obscure his location, but does gain a +2 circumstance bonus to AC. This light, which comes from pure elemental fire, does not have the effect of sunlight on undead.

Path to Fire (Su): When an Immortal achieves his first victory associated with elemental fire he must choose between this blessing and Mantle of Fire. If he selects this blessing he develops the ability to channel gouts of elemental fire at any target within a 120 foot radius. Channelling this fire takes a standard action. Hitting the target requires a ranged touch attack. The attack deals 1d6+2 per victory associated with the tap, fire damage. The target does not get a saving throw. If the attack targets flammable material there is a 90% chance it will ignite.

Unfettered Flames (Ex): As an Immortal achieves his third victory associated with elemental fire he begins to suffer from this bane. Whenever he uses a fire-related gift, blessing or spell/special ability with the fire descriptor he must make a Concentration check (DC 25). If he fails the fire 'spills' over, dealing 1d4 per victory associated with this tap, fire damage to everyone within a 20 foot radius of the character. Characters within the area of

Fire

Tap Level	Victories Required	Bane	Blessing
1	1		Mantle of Fire or Path to Fire
2	3	Unfettered Flames	
3	5		Phoenix Eyes or Secret Fire
4	7	Dreams of Flame	
5	9		Fire's Freeing Hand

effect may make a Reflex save (DC 12 + Immortal's Cha modifier) to take half damage.

Phoenix Eyes (Ex): When an Immortal achieves his fifth victory associated with elemental fire he must choose between this blessing or Secret Fire. If he selects this blessing he gains the ability to see by elemental fire embedded in the mortal realm. This effectively gives him dark vision out to 120 feet. His eyes also turn bright, metallic gold.

Secret Fire (Ex): When an Immortal achieves his fifth victory associated with elemental fire he must choose between this blessing or Phoenix Eyes. If he selects this blessing he gains the ability to withdraw elemental fire from a creature or object he touches. This takes a standard action (and a touch attack against an unwilling target). This touch douses a normal fire or acts as a *dispel magic* spell cast by a wizard with a character level equal to 5 + the character's total victories plus any wizard levels he may have on any magical effect with the fire descriptor.

Dreams of Flame (Ex): When an Immortal achieves his seventh victory associated with elemental fire he begins to suffer from this bane. Whenever the Immortal becomes unconscious there is a 10% chance his body will be consumed by the flames he serves. When this happens everything within a 100 foot radius suffers 5d6 fire damage (Reflex save DC 13 + Cha modifier for half damage). Flammable items are set ablaze. The character reappears, unharmed, in a random location 1d4 days later.

Fire's Freeing Hand (Su): When an Immortal achieves his ninth victory associated with elemental fire he gains its final blessing. For a number of rounds per day equal to the Immortal's Charisma modifier he can become incorporeal. When he does so, he gains all of the benefits and disabilities of that state. If he chooses to be visible he glows with a faint red light.

Gift Side Effects

Elemental fire grants a bonus equal to the total number of victories associated with it to any skill

checks required by numen gifts that summon fire elementals.

Effect on Challenges

Elemental fire demands both creation and destruction from those who would tame it. Each stage of apotheosis involving elemental fire must involve at least one challenge of power or challenge of creation.

Wellspring Effects

The wellsprings of fire may have any of the following effects.

Aura of Flame: The wellspring's aura greatly enhances any spell with the fire descriptor while unravelling other forms of magic. Spells and effects with the fire descriptor cast within the wellspring gain a +1 bonus per effect level to their DC. Spells with any other descriptor (or no descriptor at all) suffer a -1 penalty per effect level to their DC. *Effect Level:* 1 per point of bonus/penalty.

Bastion of the Consuming Fire: The might of elemental fire lies in its ability to change the form of objects. Once per lifetime a mortal may petition elemental fire at this wellspring for just such a transformation. There is a 50% chance that the element will respond. If it does not, the mortal may never petition for transformation again. If it does, the mortal is immediately affected as if he were reincarnated (as the spell). *Effect Level:* 4.

Scorched Earth: The presence of overwhelming elemental fire makes it so nothing can grow near the wellspring. The land within the area of effect feels dry and lifeless. Animals that do not live within the area of effect avoid the area. Characters bringing animals into the area of effect must make a Handle Animal check (DC 20) each half hour to keep the animal from panicking. The creature remains panicked until it leaves the area. *Effect Level:* 1 per one mile radius.

White Flame: Pure elemental fire manifests as a burning, blue-white flame. Curiously, this flame does not burn things; instead, it deals any object or creature coming into contact with it a random transmutation spell of 5th to 8th level (1d4+4). The creature that touches the flame gets no saving throw against the effect. The flame has an effective caster level of 20. *Effect Level:* 3.

Knights of the Flame: Spirits of elemental fire watch over the wellspring. These spirits may be a mix of fire elementals, salamanders and efreeti. The knights include 30 CR of creatures with a maximum CR of 10 per creature. Each additional effect level invested increases the total CR by 10 and the Max CR by 3. *Effect Level:* 1 (30 CR, Max CR 10) + 1 per 10 additional CR and +3 Max CR.

Example Wellsprings

The Games Master may place any of the following wellsprings of fire in his campaign world. Alternately, he may use them as templates for wellsprings of his own design.

Flame in the Sea

Maximum Victories: 3, Limited

Primal Power: Fire

Effects: White Flame

Sailors' chanties tell of a place, far out to sea, where a man might look over the side of his ship and see a single star shining in the deeps. Being superstitious sorts, sailors claim this light comes from the unblinking eye of an elder god chained to the ocean floor by other gods fearful of his power. Sages know these crude men refer to one of the great wonders of the world, a foundation wellspring of elemental fire called 'Flame in the Sea'.

This wellspring is located two hundred fathoms below the water's surface. It looks like a man-tall candle flame attached to the seafloor. Anything that comes in contact with the flame suffers an immediate, sometimes irrevocable change to its basic nature as elemental fire unbinds its components. Some sages seek out the flame in order to test their personal hypotheses about how the gods made reality; others seek it out for the raw power it holds.

Bridge of the Sun

Maximum Victories: 2, Unlimited

Primal Power: Fire

Effects: Knights of the Flame (40 CR, Max CR 13)

In the rocky lands of the desert sun there sits a wonder of the world unlike anything made by mortal hands. It is a 'natural' bridge of butter-coloured stone. One end has anchored itself firmly in the ground. The other reaches up towards the sky. At the bridge's end burns a flame so bright mortals have difficulty looking upon it.

From this flame come the bridge's protectors: a huge elder fire elemental and a small host of lesser fire spirits. These creatures will prevent mortals from approaching the bridge by any means necessary. They avoid direct conflict with powers greater than they; instead they use trickery and deception to achieve their goals.

Cathedral of the Purifying Flame

Maximum Victories: 7, Limited

Primal Power: Fire

Effects: Bastion of the Consuming Fire, White Flame

Just before she transcended the mortal world the mighty Immortal priestess Verlia Pirelli set her sword into her temple's altar stone. The sword's blade became a dancing white flame capable of transforming anything it touched. The entire temple became infused with elemental fire, with the flame acting as a conduit for that might. Any mortal who so desires may petition the flame for a new life. Sometimes the petition is granted. Other times, the power refuses the request without saying why.

This power to transform gave rise to a cult dedicated to finding and helping those who need a second chance in life. This cult, the Brotherhood of the Helping Flame, gives aid and sustenance to those who need it. Those unfortunate souls the Brotherhood cannot help they bring, by force if necessary, to the Cathedral for ritual purification and transformation.

Positive (Life)

Mortals describe the first of the two spiritual elements as 'positive energy'. This title, though, tells them even less than they truly know about it. It implies a kind of physicality, as though the substance of life itself were nothing more than lightning or thunder. Lacking a better term though mortals continue their debates, seeking knowledge about something that may, in truth, be unknowable.

Positive energy is the generative force of life itself. It does not create life; this element by itself simply exists as a possibility. Instead, when combined in measures with the physical elements it animates them, giving them volition and will. Unchecked, this element would spread like wildfire, granting everything in existence a kind of sentience.

When combined with the other spiritual element, positive energy becomes part of what mortals call a 'soul'. This soul contains the essence of a person, his personality, experience, hopes and dreams. It

also acts as a channel through which the abstract powers of the universe give themselves voice and form.

Channel Bonus: +2 per victory

Infuse Bonus: +2 per victory

Description: Mortals rarely understand the role positive energy plays in the universe. They prefer a mechanical universe, one where combining the four physical elements results in everything they see, touch and feel. The idea that the food they eat might not sustain them, nor the sun warm them, without some spiritual component simply never occurs to them. Even when they face positive energy directly, as it manifests through the hands of clerics and paladins, they think of it as holy energy outside of their own experience.

Positive energy, being the motive force of life itself, occasionally coalesces into spirits of pure positive energy. These creatures have little in common with any other life form. Indeed, most creatures that see them cannot even believe they are alive. They have little form or substance, though they may seem to take form by animating the substance of whatever world they find themselves in.

Immortals who tap directly into positive energy begin to understand its role in the universe. They see little sparks of it in nearly everything, from the supposedly 'lifeless' stone in mountains to the dancing campfire light. In time they learn to channel this power into themselves and their surrounding area. Eventually, as they approach transcendence they shed their physical forms to become beings of pure, unchained spirit.

Wellsprings of positive energy are covered with verdant vegetation. The rampant positive energy drives life to a frenzy of excitement, making it grow in ways that are neither natural nor healthy. This can cause mutations among nearby animals, or even give rise to dire animals of great strength and viciousness.

Blessings and Banes

The power of positive energy gives the following blessings and banes.

Touched by Mystery (Ex): When an Immortal achieves his first victory associated with positive energy he begins to suffer from this bane. The Immortal's perception radically expands, showing

Positive

Tap Level	Victories Required	Bane	Blessing
1	1	Touched by Mystery	Blazing Heart or Path to the Light
2	3		
3	5	Shining Embers	
4	7		Heart of Light
5	9	Shining Bright	Sun's Harsh Hand

him the sparks of energy embedded in every part of the land. Any time he makes a Concentration check he must make a Will save with the same DC as the skill check. If he fails the Will save he is automatically dazed for 1d4 round, regardless of whether or not he succeeded in the Concentration check. The action that forced him to make the Concentration check completes whether the character succeeds or fails the Will save.

Blazing Heart (Ex): When an Immortal achieves his first victory associated with positive energy he must select either this blessing or Path to the Light. If he selects this blessing, positive energy infuses his body and spirit. He gains spell resistance equal to 20 + his Charisma modifier + his victories associated with positive energy against necromantic spells and negative energy effects. This includes gifts associated with negative energy.

Path to the Light (Ex): When an Immortal achieves his first victory associated with positive energy he must select either this blessing or Blazing Heart. If he selects this blessing he gains the ability to turn undead as a cleric a number of times per day equal to his Constitution modifier. His effective cleric level is equal to 5 + his total number of victories associated with positive energy. If he already has the ability to turn undead add 5 + his total number of victories to his effective level and three turning attempts per day.

Shining Ember (Ex): When an Immortal achieves his fifth victory associated with positive energy he begins to suffer from this bane. Undead and other creatures of negative energy can detect the character at a range equal to 100 feet per victory associated with positive energy the Immortal possesses. This sense cuts through all magical or mundane attempts made by the Immortal to hide and does not require line of sight.

Heart of Light (Ex): When the Immortal achieves his seventh victory associated with positive energy he gains this blessing. By making a Concentration check (DC 30) he can radiate positive energy in a

20 foot radius. This affects undead as if they had entered sunlight. Living creatures below zero hit points immediately heal to zero. They also lose a corresponding number of hit points from their maximum total hit points. Each round the Immortal maintains the heart of light he expends one point of his Aura. These points return 24 hours after the Immortal ceases using this ability.

Shining Bright (Ex): When the Immortal achieves his ninth victory associated with positive energy he begins to suffer this bane's effects. Whenever he channels positive energy by turning undead or using a gift or blessing associated with positive energy he lights up the universe with a blinding blaze. Any creature associated with an elemental power may detect his presence by making an Infuse check (DC 10) if they are within a 100 mile radius of the point where the Immortal activated his powers.

Sun's Harsh Hand (Ex): When the Immortal achieves his ninth victory associated with positive energy he gains its final blessing. The Immortal may, as a standard action, make a touch attack against any creature or object within touch range and expend a turn undead attempt. When he does so, the target must make a Fortitude save (DC 20 + the total number of victories associated with positive energy). If it fails an object vanishes in a spark of rainbow light or the living creature takes 20d10 damage. If it succeeds the object is unharmed or the creature takes half damage.

Gift Side Effects

Positive energy infuses every action the Immortal takes. His gifts cannot be used to assist creatures that have imbued themselves with negative energy. He may not target an undead, evil cleric or other character with the ability to rebuke undead with gifts granting bonuses, healing or protective abilities.

This limit does not apply to the Immortal if he wields both positive and negative energy taps.

Effect on Challenges

Positive energy demands considerable effort on the part of its Immortals. Every great challenge associated with this power must be a challenge of life.

Wellspring Effects

The wellsprings of positive energy may have some or all of the following effects.

Aura of Light: The wellspring's aura of positive energy infuses everything within it with an inner glow. Undead suffer a -1 penalty per effect level to all attack rolls and skill checks. Living creatures gain a +1 bonus per effect level to Fortitude saves to resist exhaustion and to Concentration checks to resist the effects of pain. *Effect Level:* 1 per point of bonus/penalty.

Bastion of Leaping Lights: Positive energy has built up in the wellspring to the point where it has achieved a kind of sentience. Once in his lifetime a mortal may petition this awareness, offering up his life in exchange for the life of one other, already dead person. The mortal instantly dies and cannot be brought back to life through any means. The person he wishes to raise will return to life in 1d4 days. The target's body is cured of all illnesses and restored to youth. *Effect Level:* 5.

Light from the Corners: Positive energy causes the area around the wellspring to shimmer with almost visible light. Living creatures within the area of effect gain a +1 bonus to their saving throws to resist disease, massive damage and negative levels. Undead within the area lose one point from their Damage Resistance. These effects end when the character leaves the area of effect. *Effect Level:* 1 per one mile radius.

Crystal of Infinite Worlds: Positive energy has crystallised into a crystal as large as a man. A character standing before the crystal can, with a Concentration check (DC 30), cause it to show him anywhere in the universe where positive energy motivates life. This scrying shows a single, static picture then fades away. *Effect Level:* 4.

Knights of the Blazing Sun: Wellsprings of positive energy tend to create their own defenders. These creatures may be elementals, celestials or infernals of any sort. The first effect level allows for a total of 30 CR of creatures with a maximum CR of 10. Each additional effect level invested increases this by +10 CR and increases the Max CR by +3. *Effect Level:* 1 (30 CR, Max CR 10) + 1 per 10 additional CR and +3 Max CR.

Example Wellsprings

The Games Master may place any of the following wellsprings of positive energy in his campaign world. Alternately, he may use them as templates for wellsprings of his own design.

First Fire Home*Maximum Victories:* 2, Unlimited*Primal Power:* Positive*Effects:* Bastion of Leaping Lights, Light from the Corners (1 mile)

When men first walked these fields they discovered a land filled with wonder and mystery. In the most mysterious places they built their first temples. Later, these temples became centres of learning, of trade and of political might. Through this process a few foundation stone wellsprings, like the First Fire Home, were incorporated into the fabric of human civilisation.

The First Fire Home itself is a small, unremarkable cave within which dances a single blue spark. Mortals have sealed the cave off with golden doors, beyond which stretches one of their great cathedrals. Around the cathedral sprawls a great imperial city. Its people bask in the wellspring's light, even though most do not know where their good fortune comes from.

The cathedral priests will attempt to prevent anyone other than a member of their order from approaching the wellspring's doors. Only the high priests and the emperor himself are allowed past those doors into the inner sanctum.

The Hall of Stars*Maximum Victories:* 6, Unlimited*Primal Power:* Positive*Effects:* Aura of Light (Living: +2 Fort saves and Con checks to resist pain, Undead: -2 attack rolls and skill checks), Crystal of Infinite Worlds, Knights of the Blazing Sun (120 CR, Max CR 37)

The Hall of Stars came into being when the gods needed a place to rest their weary heads after the hard work of shaping motion and stillness into souls. When the greatest of them set down the tools of making he slipped a bit, cutting open a little tear in the world's fabric. Life's light welled up through the tear, giving animation and power to the mythic forces it touched.

In this birthplace the first celestials and infernals came into being. In honour of this ancient truth both good and evil now stand guard over their birthplace. Anyone who dares to approach the wellspring will have to deal with creatures of enormous power, along with those Immortals who have staked out the Hall of Stars as their own.

Over the millennium the Hall has grown from a simple cut in the universe into a huge fortress of rainbow coloured stone. The fortress serves a dual



purpose: it keeps the positive energy within from touching more mythic force while also protecting the wellspring from interlopers.

Thunder's Peak

Maximum Victories: 1, Limited

Primal Power: Fire

Effects: Light from the Corners (1 mile)

This tall peak stands guard over a hero's grave. No one remembers his name or his fate, but local legends claim that any man visiting his grave will find peace and health there.

The grave itself is located in the middle of a high cliff. Anyone who wishes to reach it must make five Climb checks (DC 20) if coming from the bottom or three (DC 10) to rappel down the cliff. Some claim the hero's ghost will speak to those who sleep in his home, but none who dare such a feat have seen it for the last hundred years.

Negative (Death)

Mortals call the second spiritual element 'negative energy'. They associate it with darkness, death and the forces of evil. By giving it a name mortals hope to understand it. Through understanding, mortals hope to tame it or at least somehow keep it away from their own precious lives. In truth though, they simply do not understand its place and role in the universe. What mortals do not understand they fear. What they fear they hate and brand as evil.

Negative energy is no more good or evil than any of the other elements. Like fire or water it can be used to destroy. Like earth or wind, it can create if properly harnessed. When in balance with positive energy it builds the channel through which the powers of love and hate, knowledge and wonder enter the universe.

By itself, negative energy brings quiet and stillness to things. It freezes water, makes fire die down and draws the heat from the earth. When it overwhelms its counterpart it causes a creature's animation to cease, leading to its death.

Channel Bonus: +1 per victory

Infuse Bonus: +2 per victory

Description: Mortals readily acknowledge negative energy's presence. They want to think of it as an evil force, reaching out hungrily

to consume their lives. The idea that their own end might be part of the cycle built into things scares them. That this end might need a spiritual force to ensure it happens and that this force might just be a tool like the other elemental powers, scares them even more. If it is a tool and not a hostile force then anyone could take it up for their own ends.

Negative energy does not, as a rule, create its own elementals. Even things that appear to be negative energy spirits are, at their core, the decayed remnants of some other kind of creature infused with the power to end. That these creatures often turned to negative energy in an attempt to sustain their lives is an irony of the first order. That it does so is not entirely surprising; so long as a spirit has a small spark of positive energy left the interaction between the two forces can provide something resembling life.

Immortals who associate with negative energy are not necessarily evil. Many are, as the power to end the universe appeals to personalities that align naturally with darkness. When they begin their association they sense negative energy's overwhelming hunger and its constant demands to be unleashed. Later, as their understanding and the depth of their connection grows the Immortals may begin to see how negative energy works in combination with the other five elements to create rather than destroy the world. Immortals that achieve this level of understanding tend to reach apotheosis soon afterwards.

Wellsprings of negative energy have a brittle feel about them. The surrounding landscape seems to have been sucked dry of all life. What living creatures remain are sickly and weak. The undead usually congregate in such places, raising up hideous mockeries of human courts.

Blessings and Banes

The power of negative energy gives the following blessings and banes.

Negative

Tap Level	Victories Required	Bane	Blessing
1	1	Touched by Shadows	Shadowed Heart or Path to Midnight
2	3		
3	5	Ebon Eyes	Draw in the Light
4	7		
5	9	Eternal Cold	Night's Soothing Hand

Touched by Shadows (Ex): When an Immortal achieves his first victory associated with negative energy he begins to suffer this bane's effects. His body can no longer absorb positive energy. This means he cannot be healed by magical means. He does not take damage from positive energy effects nor do *inflict wounds* spells cure him.

Shadowed Heart (Ex): When an Immortal achieves his first victory associated with negative energy he must select either this gift or Path to Midnight. If he chooses this gift his body is infused with negative energy. An *inflict damage* spell targeting him actually cures damage, while a *cure wounds* spell deals damage.

Path to Midnight (Su): When an Immortal achieves his first victory associated with negative energy he must select either this gift or Shadowed Heart. If he chooses this gift he may rebuke undead as an evil cleric up to three times per day. His effective cleric level is equal to 5 + the total number of victories associated with this power. If he already has cleric levels with the ability to rebuke undead he instead gains a bonus to his effective cleric level for rebuking equal to 5 + victories and gains three additional rebuke attempts per day.

Ebon Eyes (Ex): When an Immortal achieves his fifth victory associated with negative energy he begins to suffer from this bane. The Immortal no longer sees using mortal perceptions. Instead, he senses everything as a conflux between positive and negative energy. His eyes become jet-black orbs. On the positive side, he gains darkvision 30 feet. However, he can no longer use the Sense Motive or Search skills.

Draw in the Light (Ex): When an Immortal achieves his fifth victory associated with negative energy he gains this blessing. When a person channels positive energy or uses a gift associated with positive energy within 30 feet of the Immortal he may use one of his own rebuke undead attempts to immediately cancel the action. Doing this is a free action that does not provoke an attack of opportunity.

Eternal Cold (Ex): When an Immortal achieves his ninth victory associated with the negative energy he suffers from this bane's effects. He no longer heals naturally. He may convert one rebuke attempt into 4 points of healing if no other healing is available.

Night's Soothing Hand (Su): When an Immortal achieves his ninth victory associated with negative energy he gains access to its ultimate blessing. He may make a level-draining attack by successfully touching his target and expending a rebuke attempt. This attack drains the Immortal's Cha modifier in levels from the target. The Immortal heals five hit points for every level drained. The DC to shake off the negative levels is 25.

Gift Side Effects

Negative energy infuses every action the Immortal takes. His gifts cannot be used to assist creatures that have imbued themselves with positive energy. He may not target a good cleric or other character with the ability to turn undead with gifts granting bonuses, healing, or protective abilities.

This limit does not apply to gifts affecting the Immortal himself if he possesses both negative and positive energy taps.

Effect on Challenges

Gives information about the effect the primal power has on challenges undertaken at its wellsprings. These effects apply regardless of the wellspring's own effects, as described above.

Wellspring Effects

Wellsprings of negative energy may have some or all of the following effects.

Aura of Stillness: The wellspring's aura of negative energy sucks away the life's energy embedded in the world. This effect manifests as a cold, thin mist rolling along the ground. This mist climbs up any item it touches as if it had a mind of its own. Non-undead within the area of effect must make a Will save (DC 10 + the wellspring's maximum number of victories) or suffer a -1 per effect level penalty to all saving throws. The character must make this saving throw once each hour until he fails. Undead within the area of effect may add the effect's level to their HD for the purpose of determining how many undead a turn undead check effects. *Effect Level:* 1 per effect level.

Bastion of Hunger: The negative energy within the wellspring has gained a kind of sentience. With this awareness comes an insatiable hunger that stillness cannot satisfy. Once per lifetime a mortal may come to ask this awareness for a favour. If the mortal agrees to give up part of his essence, in the form of five attribute points of the energy's choice, it will

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grant him one wish (as the spell). This spell takes effect as if cast by a 20th level caster. The attribute drain cannot be healed. *Effect Level: 4.*

Drained Earth: The wellspring sucks the spark of positive energy out of the surrounding lands. Crops cannot grow within the area of effect nor animals survive. Injured creatures within the area of effect cannot heal, but also do not die if reduced below -10 hit points. Both of these latter effects cease when the creature leaves the drained earth behind. *Effect Level: 1 per one mile radius.*

Mirror of Darkness: Negative energy takes physical form in this black, highly reflective crystal. Any sentient creature who dares to look into the crystal will see a thousand possible futures, each ending in his own failure and death. By taking a full round action the viewer may make a Concentration check (DC 25) to gain some control over what the mirror displays. The next round the character gains knowledge as if he cast a *divination* spell as a 20th level caster. However, this advice always describes the character's inevitable defeat rather than how to triumph. *Effect Level: 3.*

Knights of the Shadows: The wellspring attracts once-living spirits who draw upon its stillness for something resembling sustenance. The resulting group of incorporeal undead may or may not cooperate with one another normally, but they will act together to expel any invaders. The first effect level allows for a total group CR of 30, with a maximum single creature CR of 10. Each additional level adds +10 to the total CR and +3 to the maximum CR. *Effect Level: 1 (30 CR, Max CR 10) + 1 per 10 additional CR and +3 Max CR.*

Example Wellsprings

The Games Master may place any of the following wellsprings of negative energy in his campaign world. Alternately, he may use them as templates for wellsprings of his own design.

The Grasping Pool of Kork'klaz

Maximum Victories: 4, Limited

Primal Power: Negative

Effects: Aura of Stillness (-1 to saving throws (Will DC 14, negates), +1 HD for undead to resist turning), Mirror of Darkness



The Immortal lich Kork'klaz wove a great and terrible magic to extend his failing 'life' through another age of man. This spell tore the spark of life from everything within a hundred mile radius. Such great force cannot be wielded without consequence; in this case, Kork'klaz found he could no longer leave the cave where he enacted the ritual. However, the spell also created a wellspring of negative energy the lich could use to sustain himself in all the ages to come.

When the created cataclysm finally came to an end it also left behind another relic, a man-sized black crystal capable of driving a man mad. Kork'klaz stands in front of the crystal all day, every day, exploring the future looking for a shred of hope. Of course, the lich was mad long before he found the crystal, so no one can gauge its effects on his sanity.

Shadowed Vale of Ancient Sorrows

Maximum Victories: 1, Unlimited

Primal Power: Negative

Effects: Drained Earth (1 mile), Knights of the Shadows (40 CR, Max CR 13)

Once two great kingdoms clashed in ‘glorious’ battle in a fertile mountain valley. Noble knights crouched over long lances as they urged their white chargers forward. Arrows fell like steel-tipped rain onto the massed infantrymen while heralds cried out the names and deeds of a hundred honourable families. When the slaughter finally finished only the crows remained.

The carnage blighted the vale and all who lived within it. The soil could no longer support life; creatures within the vale could not heal or give birth. Worse, the first full night after the great battle revealed a further horror; the men who fought and died in the valley continued on their war as ghosts. Most of these creatures do not notice mortals who accidentally stumble into their midst. A few, though, hate everything alive enough to break aside from their ancient battle long enough to chill a bit of flesh.

The Tomb of Pudjo

Maximum Victories: 3, Limited

Primal Power: Negative

Effects: Aura of Stillness (–2 to saving throws (Will DC 3 negates), Knights of the Shadows (30 CR, Max CR 10)

Once, legends claim, all mortals feared the wrath of the Immortal mage-lord Pudjo. This insane tyrant ruled over all the desert lands with an iron fist, raining down bounty and destruction equally under his sway. Eventually a group of priest-magicians rose up to bind him. After a titanic struggle they forced him back into the tomb he constructed against his eventual demise. There they bound him with chains of iron and magic. Then they sealed the tomb with further spells, causing it to vanish into the desert sands.

Unfortunately for the priests the Tomb stood over the source of Pudjo’s power; a wellspring of negative energy created when the world came into being. Although the Immortal was not able to shake off his chains he could and did raise a small army of wraiths to his service. These creatures range far and wide, searching for living creatures to feed their master’s thirst. If mortals would build a settlement within one day’s wraith’s flight from the forgotten tomb it might start a chain of events leading to Pudjo’s release and the return of his empire.

Water

When mortals look out at their world they see the physical form of water everywhere. It falls from the sky in great sheets, causing the earth to ripen and

bear fruit. Great rivers carry goods from city to city. Oceans cover the world, separating lands and giving rise to entire cultures.

In isolation, the power of water can create great torrents of lifeless liquid. Left unchecked it would flood the world with stale liquid, smothering everything under its weight. Such power can provide marginal sustenance for those in desperate need or destroy a hundred leagues of cultivated land.

Water’s might lends objects their flexibility and coherence. Without water metal would shatter under an impact and flame die when wind touched it. Water makes earth soft so that mortal hands can shape it, only to be driven out by fire to form weapons of war or ploughshares. It similarly supplies living creatures with the flexibility to move, despite the weight lent them by the earth.

Channel Bonus: +2 per victory

Infuse Bonus: +2 per victory

Description: Everywhere mortals go they depend on water in its raw form. They drink it, use it to wet their fields and float weights beyond their ability to lift down its ever-moving bulk. When properly chained, water is a tremendous resource. Occasionally it slips its bounds to create floods or storms, but such risks are simply part of the mortal coil.

When elemental water comes into contact with positive energy it animates into water elementals. These creatures rarely interact with the mortal realms. When they do, they take their bodies from the water in the surrounding area. If there is a large body of water nearby this causes little harm. In a very dry place though this water comes directly from the environment, causing untold harm.

Immortals who tap into the power of water gain an innate understanding of water’s substance. As they progress towards apotheosis they learn to channel primal water through their bodies and to infuse it into the world around them. They also gain a sense of the balance of elements around them and how to use that balance to their own ends. Towards the end of their journey most Immortals associated with the power of water become much like water elementals, concerning themselves with the ebb and flow of the world rather than mortal concerns.

The land around wellsprings of water seems to shimmer and shake. Nothing is firmly fixed.

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Formerly solid objects may become flexible, iron rots and wood turns into putrid mush far more quickly than seems natural. The creatures in such a place generally develop amphibious characteristics, even if they are not amphibians normally.

Water

Tap Level	Victories Required	Bane	Blessing
1	1		Gliding Steps or Path to the Waves
2	3	Turgid Flow	
3	5		Graceful Motion
4	7	Dream of the Waves	
5	9		Water's Rolling Hand

Blessings and Banes

The power of water grants the following blessings and banes.

Gliding Steps (Ex): When an Immortal achieves his first victory associated with elemental water he must choose either this blessing or Path to the Waves. Gliding steps allows the character to move with water's fluidity. He may move over difficult terrain (e.g. rubble, an uneven cave floor or thick undergrowth) using one square of movement rather than two.

Path to the Waves (Su): When an Immortal achieves his first victory associated with elemental water he must choose either this blessing or Gliding Steps. If he chooses this blessing he gains the ability to channel a five foot cube of water into any space within 120 feet. Creating this water is a standard action. If he creates this water a significant (30 feet or more) height above a target he can strike the target for 2d6 bludgeoning damage if he makes a successful ranged touch attack roll, using Intelligence rather than Dexterity as the modifying attribute. This water is in every way normal and deforms as it interacts with the environment. It is also completely sterile and cannot support fish or other life forms.

Turgid Flow (Ex): When an Immortal achieves his third victory associated with elemental water he begins to suffer this bane's effects. When the Immortal is confined in an area for more than one hour he must make a Concentration check (DC 20) to resist falling asleep. Each hour after the first he must make an additional Concentration check (DC 20 + 2 per hour) to resist the lull of sleep. If he fails he sleeps for 2d4 hours before beginning the cycle anew.

Graceful Motion (Ex): When an Immortal achieves his fifth victory associated with elemental water he gains this blessing. A number of times per day equal to his Dexterity modifier he can momentarily infuse his body with the fluidity of water. This allows him to take 20 on one Escape Artist or Tumble check. Activating this ability is a free action.

Dream of the Waves (Ex): When an Immortal achieves his seventh victory associated with elemental water he suffers from this bane's effects. When he slumbers he must make a Concentration check (DC 30). If he fails this skill check the Immortal dreams of the endless deeps. He cannot awaken for 1d4 days, unless he suffers half or more of his current hit points in damage. While dreaming he heals 6 x his mortal character level in hit points per day and heals one point of attribute damage or drain per day.

Water's Rolling Hand (Su): When an Immortal achieves his ninth victory associated with elemental water he gains access to its ultimate blessing. The Immortal gains the ability to momentarily transform his body into a liquid state with effects similar to *gaseous cloud* spell for a number of rounds equal to his Charisma modifier per day.

Gift Side Effects

Elemental water grants a bonus equal to the total number of victories associated with it to any skill checks required by numen gifts that summon fire elementals. Gifts associated with elemental water cannot create light or force effects.

Effect on Challenges

Elemental water requires strength of self to master its boundless depths. Each step of apotheosis involving the power of elemental water must involve at least one challenge of will.

Wellspring Effects

Wellsprings of water may have some or all of the following effects.

Aura of Waves: The power of elemental water flows through everyone who enters the wellspring. Everything within the area of effect gains Energy Resistance (fire and cold) 2 +1 per level of the effect. However, each time a living creature takes advantage of this protection he must also make a Fortitude save

(DC 10 + the wellspring's maximum number of victories). If he fails this save one random object on his body instantly rots away. *Effect Level:* 1 per point of bonus/penalty.

Bastion of the Deeps: The powers of elemental water will respond to a mortal who leaves an appropriate sacrifice at the wellspring. This response is almost always in the form of an elemental servant (CR determined by the Games Master) who will assist the penitent by performing one action within its power. Elemental water requires a sacrifice of the self in order to grant this boon; the character must voluntarily give up one character level. This sacrifice has the same effect as normal level loss. The sacrificed level cannot be restored through normal or magical means. *Effect Level:* 4.

Wave-stroked Lands:

The wellspring radiates an aura of water that soaks the land. Moulds and fungus find the area of effect extremely comfortable, while anything not adapted to extremely wet conditions can quickly become waterlogged. Living creatures in the area of effect must make a Fortitude save each day (DC 10 + the wellspring's maximum number of victories) or begin to suffer from a fungal infection (orange rot, contact, DC 10 + wellspring's maximum number of victories, incubation: one day, damage 1d4 Cha). Unattended items made of leather, metal or wood lose one point of hardness per day. Food rots within one day. Attended items may make a Fortitude saving throw with the same DC as that of living creatures. A character holding multiple items only needs to make one saving throw for all of his equipment each morning. *Effect Level:* 2 per one mile radius.

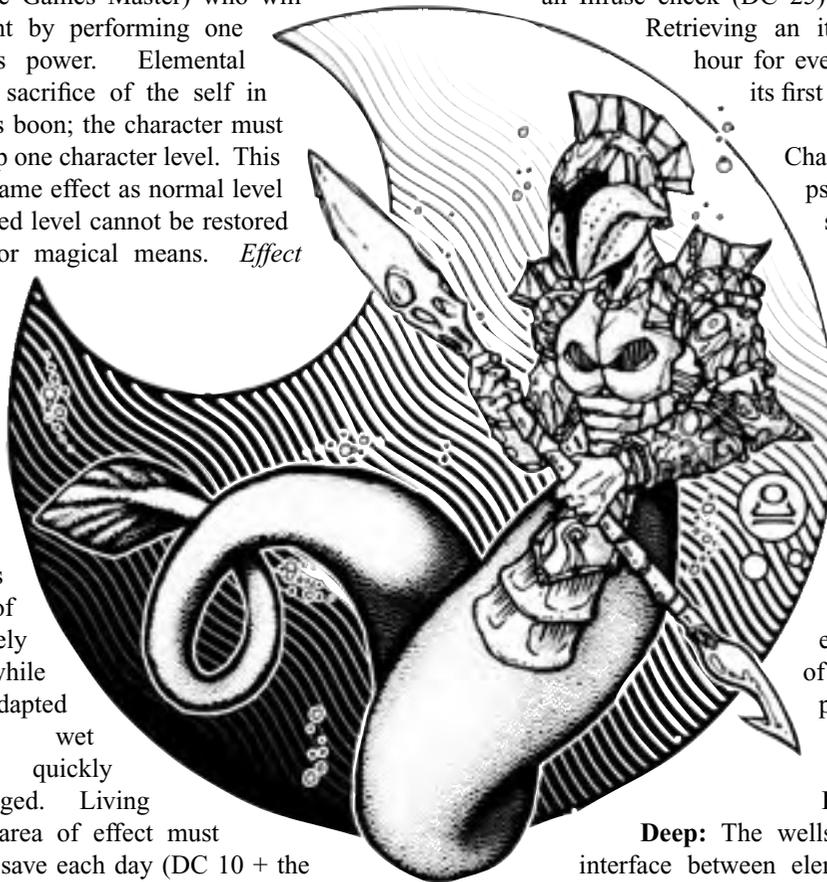
Infinite Pool: Elemental water manifests its physicality in a wellspring as a broad, inky-surfaced, infinitely deep pool of ice-cold water. Any creature or object fully submerged within the pool for one round begins to sink at the rate of 200 feet a round. Living

creatures thus submerged stop breathing after three rounds. One round after that, submerged creatures enter a deep, lethargic trance. They no longer age nor do they breathe or require physical sustenance.

Things placed in the infinite pool do not vanish forever. An elder water elemental may retrieve an item or creature from an infinite pool. Similarly, an Immortal with the Command Waters gift can make an Infuse check (DC 25) to similar effect.

Retrieving an item requires one hour for every full year since its first immersion.

Characters with psionic powers or spells requiring no components may use their abilities while trapped in the pool. In order for these abilities/spells to have an effect they must be able to pierce planar boundaries; the infinite pool is, in effect, an extension of the elemental plane of water. *Effect Level:* 5.



Knights of the Deep: The wellspring acts as an interface between elemental water and the wider world. At this interface, the pure element comes in contact with fragments of positive energy. This, in turn, results in the occasional spontaneous creation of various and sundry water elementals. The first level of this effect allows the wellspring to contain 30 CR of water elementals, with a maximum possible CR of 10. Each additional effect level invested increases the total available CR by +10 and the maximum CR by +3. *Effect Level:* 1 (30 CR, Max CR 10) + 1 per 10 additional CR and +3 Max CR.

Example Wellsprings

The Games Master may place any of the following wellsprings of water in his campaign world. Alternately, he may use them as templates for wellsprings of his own design.

WELLSPRINGS

Beach of the Shells

Maximum Victories: 6, Limited

Primal Power: Water

Effects: Knights of the Deeps (60 CR, Max CR 19), Wave-soaked Lands (1 mile)

Long ago the triton Panayotis Pontikos raised up his shell horn and called for the sea's assistance. While waiting for aid to come he fought alone against an onslaught of demons from the infernal abysses. When his people finally arrived they found no sign of their great leader or whatever caused him to call. They also found a deep, powerful wellspring of elemental water, created in this spot by some act of heroic sacrifice.

Centuries later the beach of the shells is a favourite spot for young tritons searching for the perfect shell with which to make their first horn. The wellspring has grown to cover the entire rocky beach. Water elementals of various sorts, including at least one great elder elemental (CR 19) guard the beach from any who would exploit its power. Mortals avoid the lands around the beach, regarding them as accursed.

Cave of Souls and Thunder

Maximum Victories: 1, Unlimited

Primal Power: Water

Effects: Knights of the Deeps (50 CR, Max CR 16)

Deep underwater, where the giant kraken hold sway over realms of diabolic fish-like men, there exists a cave where, sages claim, the ocean waters first flowed freely into the world. When the gods banked the initial flow they left the cave itself intact against later need. Over time, as the waters leaked out, bits of elemental water came into contact with sparks of positive energy and animated.

This foundation stone wellspring looks like a massive, deep cave located on a dark ocean shelf. The water elementals near it will prevent mortals and Immortals alike from approaching if they can.

The kraken and tritons regard this wellspring as a sacred site. Both races believe the cave to be the 'birthplace' of their people. They may, in fact, be right.

Well of Quiet Voices

Maximum Victories: 4, Unlimited

Primal Power: Water

Effects: Aura of Waves (Energy Resistance (cold/fire) 5, Fort save DC 14), Bastion of the Deeps, Infinite Pool

Under the green and rolling hills of a fair land, within a cave of white stone, sits a pool of inky water so black, light itself cannot reflect from it and so deep no one has ever found the bottom. Locals occasionally go to this cave as a test of courage, even though each generation a handful of young men do not return from their journey.

This foundation stone wellspring first served as the gods' prison. There are things trapped in the well, things that whisper to anyone who sets foot in that cursed place. They tell stories of a world in which they walked among the gods. They sing of how they will, if the listener will but call out their name and ask for their release, make their saviour like a god himself. None have yet taken them up on their offer but it can only be a matter of time before someone takes that desperate gamble.



Wind (Air)

Mortals endure the power of the wind without understanding its purpose. They feel it on their face, watch it fan out-of-control fires and bring the cooling rains. It fills the sails of ships and carries life from one world to another. When it falls out of balance with the rest of the world it comes in great gales, scouring the world with its sharp fingers.

In its pure form wind is simply gas in motion. It has little substance but great strength. It can lift a man from the ground, flatten a field, or even tear down a mountain given enough time.

When combined with other substances, wind lends them lightness and motion. It lifts objects up from the clinging earth and drives them across the vast waters. It can take fire and loft it high enough to become the sun or stars. When mixed with a soul, it grants not just animation but grace and motion. Wind is everywhere and nowhere at once, forever in motion.

Channel Bonus: +1 per victory

Infuse Bonus: +2 per victory

Description: Only negative energy suffers more mortal mistrust and disdain than wind. Mortals do not understand why the wind comes crashing down upon them, carrying with it everything from the healing rains to sandstorms capable of swallowing kingdoms. They do not see its role in the creation of motion, or its place in bringing the elements together so they can return to balance.

When elemental wind touches positive energy it can form itself into consciousness referred to as air elementals. These spirits range far through the various planes of existence. In doing so they come into contact with and become contaminated by, various other powers. This contamination gives rise to creatures like the djinni, beings of air who nevertheless have a touch of the solidity of earth and the mystery of magic about them.

Immortals who tap into elemental wind begin to understand its place in the universe. They see the constant interactions between the elements and how they fall out of balance. They can sense the wind's flow as it lifts excesses away and carries them to places of deficit. In turn, this awareness allows them to join in the balancing processes, subtly altering the world so that the wind responds to their need.

Wind's wellsprings are blown by constant gales. These wellsprings act as starting and drop off points for the winds that reach between the stars; many contain creatures from other planes or from exotic locales simply waiting for the next wind to take them away.

Blessings and Banes

Primal wind gives the following blessings and banes.

Voice of the Wind (Ex): An Immortal suffers from this bane when he achieves his first victory associated with elemental wind. Whenever he speaks he must roll a die: on an odd result his voice only reaches those within five feet, on an even result everyone within line of sight can clearly hear him. The character makes this skill check each time he initiates a new conversation.

Wind's Messenger (Ex): When an Immortal achieves his first victory associated with elemental wind he must choose between this blessing and Path to the Wind. If he selects this blessing he may whisper a message of thirty words or less to the wind. The wind will deliver this message to any named creature on the same plane within 3d4 rounds.

Path to the Wind (Ex): When an Immortal achieves his first victory associated with elemental wind he must choose between this blessing and Wind's Messenger. If he selects this blessing he gains the ability to channel elemental wind through his body. He may conjure wind in any adjacent five foot square as a standard action. Each round he maintains concentration he may conjure wind in a five foot

Wind

Tap Level	Victories Required	Bane	Blessing
1	1	Voice of the Wind	Wind's Messenger or Path to the Wind
2	3		
3	5	Driven before the Storm	Heart of the Hurricane
4	7		
5	9	Dust in the Wind	Wind's Lifting Hand

square adjacent to the first one. This wind causes all Medium or smaller creatures who enter it to make a contested attribute check (their Strength against the Immortal's Charisma). If the creature fails it is checked for that round. It can continue moving the subsequent round. The wind vanishes when the Immortal stops concentrating. It does not possess sufficient strength to stop small, fast-moving objects like arrows or sling stones.

Driven before the Storm (Ex): An Immortal suffers from this bane when he achieves his fifth victory associated with elemental wind. At dawn each day the Immortal rolls 1d8 to determine the direction he must travel this day. A result of one indicates true north, two north-east, three east and so on. If the Immortal chooses to travel in another direction he suffers a -6 racial penalty to all of his Channel and Infuse checks that day.

Heart of the Hurricane (Ex): An Immortal gains this blessing when achieves his fifth victory associated with elemental wind. He gains Energy Resistance (electrical) 20 and a +4 bonus to saving throws against spells and effects caused by creatures from the Plane of Air.

Dust in the Wind (Ex): When an Immortal achieves his ninth victory associated with elemental air he begins to suffer this bane's effects. When he uses a gift associated with elemental air he must make a Concentration check (DC 25). If he fails this check his body vanishes as the wind blows it apart. He reforms in 1d4 rounds. During this time his opponents cannot target him nor can he take actions.

Wind's Lifting Hand (Su): When an Immortal achieves his ninth victory associated with elemental air he gains access to wind's ultimate blessing. He gains the ability to fly at a rate of 120 feet per round with perfect manoeuvrability. The Immortal may sustain this flight for an indefinite duration. While flying at least 200 feet from any object attached to the earth the Immortal does not feel fatigue or suffer from the effects of thirst or starvation.

Gift Side Effects

Elemental wind grants a bonus equal to the total number of victories associated with it to any skill checks required by numen gifts that summons fire elementals. It inflicts a -5 foot per victory penalty to attribute or power gifts granting the ability to move on or below the ground.

Effect on Challenges

Elemental wind demands great deeds from its Immortals. Each great channel associated with the wind involves at least five sub-challenges and may have up to seven.

Wellspring Effects

The wellsprings of wind may have some or all of the following effects.

Aura of Winds: Everyone within the wellspring's aura suffers from constant exposure to elemental wind. Incorporeal creatures must make a Will save (DC 10 +2 per level of the aura's effect) or be blown 90 feet in a random direction each round. Corporeal creatures suffer a -1 penalty per effect level to ranged attacks. Both sorts of creatures gain a +5 foot bonus per effect level to their flying movement speed. *Effect Level:* 1 per point of bonus/penalty.

Bastion of Storms: The powers of elemental wind gathered in the wellspring will answer a request from a mortal once in his lifetime in return for a service. The mortal may request either to be teleported to one place of his choice or to learn the answer to one question. For the next year he must travel where the wind blows, as though he suffered from the Path of the Wind bane. *Effect Level:* 4.

Cave of Voices: The power of elemental wind takes almost physical form in a cave of winds. Any mortal or Immortal creature may enter the cave and speak the name of another wellspring of elemental wind somewhere in the multiverse. The wind will carry the speaker to his destination within 1d4 rounds. Within the cave the wind constantly coils and mutters to itself, muttering nonsense in a thousand voices. *Effect Level:* 4.

Knights of the Storm: The wellsprings of elemental wind act as gateways through which air elementals and djinni enter the mortal realms. These creatures typically remain close to the wellspring, acting as protectors and guardians of whatever secrets it holds. The first level of this effect allows for up to 30 CR of air elementals and djinni, with a maximum CR of 10. Each additional effect level invested adds +10 CR and +3 to the maximum CR. *Effect Level:* 1 (30 CR, Max CR 10) + 1 per 10 additional CR and +3 Max CR.

Wind's Touch: Elemental wind sweeps out from the wellspring, scouring the countryside clean of anything incapable of withstanding the constant gales. Characters and creatures within the area of

effect suffer the effects of severe winds at all times. Plants in the area take on a particular, wind-sculpted look much admired by some cultures. *Effect Level:* 1 per one mile radius.

Example Wellsprings

The Games Master may place any of the following wellsprings of wind in his campaign world. Alternately, he may use them as templates for wellsprings of his own design.

Tree of Woe

Maximum Victories: 4, Limited

Primal Power: Wind

Effects: Cave of Voices

The tree of woe grew from an acorn that fell into an older, foundation stone wellspring. Over the centuries the oak reached up hundreds of feet, eventually enfolding the cave and most of the cliff it burrowed into with its great roots. The tree's unique, wind sculpted appearance and gigantic size makes it a recognisable landmark for travellers and sailors.

The tree's roots long ago obscured the original cave mouth. Gaining entry to the cave requires considerable contortion between and around roots as thick around as a man's chest. These roots do not actively prevent a person from entering the cave, but they do form a relatively difficult to navigate (Escape Artist check DC 20) maze.

There is no light within the cave but the voices still mutter to themselves just as they did during the world's first dawn. The voices recognise words spoken to them and will carry the speaker to any other wellspring of elemental wind he names.

Thunder Reach

Maximum Victories: 2, Limited

Primal Power: Wind

Effect: Wind's Touch (2 miles)

The winds that give this tall, barren cliff its name race down to sweep the land and seas in every direction. Mortal men no longer remember what terrible event brought this curse down on the land, but they know to avoid the two miles around Thunder's Reach like a plague.

Those who seek the wind's source find a quiet spot in the middle of the storm. A handful of white stones circling a single, lightning blasted darker stone sit on top of the cliff. Those who sleep among the stones

claim they dream strange dreams of worlds that might have been and lives they could have led if they made different choices.

Wind's Conclave

Maximum Victories: 7, Limited

Primal Power: Wind

Effects: Bastion of Storms, Knights of the Wind (50 CR, Max CR 16)

On the white-cloaked shoulders of the world's highest mountain the powers of elemental wind gather together for discourse and revelry. The gods set aside this place for their amusement when the world was made, so they guard it jealously from any mortal who would dare intrude. Any mortal that dares to walk on these sacred slopes will face a challenge issued by Abdel bin Ajmad a 21 HD noble djinni.

Once per month djinni and elder air elementals gather on the summit to discuss events in their airy realms. These creatures know many secrets but are unlikely to reveal them to interlopers.

MYTHIC POWERS

As the gods wove the world out of earth, fire, water and wind they gave it life by combining positive and negative energy. In doing so, they indelibly stamped their own moral convictions and beliefs into the universe's fabric. Finally these influences coalesced into the four great mythic powers: chaos, evil, good and law.

Mortals like to think of these four powers as abstractions, idealised ways in which they can pursue their affairs in the world. Since they have free will, this belief rarely comes under direct challenge. They can always choose to help others or cause harm, always decide between obeying the past or to turning aside to embrace a sudden change. Indeed, this ability to choose their action could be called the defining trait of mortal existence.

Immortals and Alignment

Immortals may not tap a mythic power conflicting with one of their alignment elements. That is to say a lawful immortal cannot tap mythic chaos, nor can an evil Immortal tap mythic good. Neutral characters may tap into one or even both powers on their neutral side, although dual tapping creates potentially lethal conflicts of interest.

In reality, the four mythic powers possess the same reality as any elemental force. Good exists not just as a state of mind but also as a physical and energetic thing with its own agenda and volition. Order truly does struggle every day with chaos, with devastating results for the innocent mortals below.

The creatures of the ‘outer planes’ live in direct contact with these forces. Most are actually creations of these forces; bits of primal power given volition through their exposure to positive energy. They use their knowledge of the gods’ arts to create bodies when they touch the mortal world, but never wholly enter them. Unlike mortals, these creatures have little in the way of free will. The substance that created them determines every choice they make.

Chaos (Change, The Insane Lands)

When the gods built the realms of existence some of them argued against making a perfect creation. These gods insisted the only way to achieve truth was to allow their creation to constantly evolve. The steady changes within the realms would create something far ‘truer’ than the imagining of divine minds. These changes and the struggles they caused would make the world real and true to itself. Of course, this would also drag the world away from its original, intended design.

This intention for the world to change, permeated everything these gods touched. As the world finally came together it took on life and form of its own. Creatures touched by it changed, either through the use of elemental fire or through the interactions of the mysterious forces called protection and triumph. From these changes rose the power of chaos, the power of change manifest.

This mythic force stands beyond any god or mortal’s control. It demands change for the sake of change. It commands both destruction and creation without limit or compassion. The creatures it touches seem insane to more ordered minds. One moment they

might help in the birth of a nation; the next they might throw their strength behind those trying to destroy the newly founded state.

Channel Bonus: +2 per victory

Infuse Bonus: +1 per victory

Description: Each mortal experiences the urge towards chaos differently. In some it manifests as a compulsive drive to create. Others feel it as an urge to change things in their lives just for the sake of change. Some mortals claim chaos touches those who suffer from visions and voices; though in truth those so afflicted are as likely to be rigidly ordered as they are wildly variable.

When mythic chaos comes into contact with positive energy it achieves temporary, unstable form. True chaos cannot hold together for long. However, when chaos mixes with either mythic good or mythic evil it can achieve a stable form. These creatures then move on to join with others of their kind. The chaos bound into them prevents the creation of a stable society, so these spirits spend most of their time squabbling among themselves. They unite only when chance aligns their interests or when order threatens to overwhelm the cosmos with its rigid frigidty.

Immortals associated with mythic chaos are an unpredictable lot. Unlike chaos spirits they have experiences beyond the primal change to help anchor themselves in the universe. However, they drink deep of chaos’ power and with it its imperatives. They may resist the urge to change if they exert their will. Each time an Immortal resists chaos’ call he places himself in greater and greater stress. Eventually that stress will manifest itself, driving him to an orgy of uncontrolled change torn from his darkest nightmares.

Wellsprings of mythic chaos are carnivals of light, colour and sound. Objects may randomly change their shape, while creatures begin to suffer from strange mutations. Nothing near the wellspring remains static and the air buzzes with the feeling that something might happen at any moment.

Chaos

Tap Level	Victories Required	Bane	Blessing
1	1	By Chaos Touched	Sense of Law or Speak with Many Voices
2	3		
3	5	Chaotic Heart or Chaotic Voice	Broken Chains
4	7		
5	9	Chaos’ Kin	Lord of Chaos

Blessings and Banes

The power of chaos gives the following blessings and banes.

By Chaos Touched (Ex): When an Immortal achieves his first victory associated with mythic chaos he develops one of the following signs of allegiance: constantly changing eyes, hair of variable colour and length, hair whipped by unseen winds, tattoos that shift shape and colour under his skin, a visible multi-coloured aura, an afterimage that lingers just behind the character as he moves or a shadow that moves independently of the character's actions. Each time the Immortal gains a level in his tap into mythic chaos he gains another feature from this list. The Immortal also registers as an outsider with HD equal to his character level plus his total number of victories for the purposes of a *detect chaos* spell.

Sense of Law (Su): When an Immortal achieves his first victory associated with mythic chaos he must select either this blessing or *Speak with Many Voices*. If he selects this blessing the Immortal gains the ability to *detect law* (as the spell) at will.

Speak with Many Voices (Ex): When an Immortal achieves his first victory associated with mythic chaos he must select either this blessing or *Sense of Law*. If he accepts this blessing the Immortal's voice changes as he speaks. These changes send his voice through the range of mortal voices, male and female, young and old, until it settles into something the listener responds to. For Charisma-based skill checks (other than *Intimidate*) requiring a single round of interaction this effect gives the Immortal a racial penalty equal to -1 per victory associated with mythic chaos. However, it grants a corresponding racial bonus to any Charisma-based skill check requiring more than one round of interaction (e.g. most *Diplomacy* checks).

Chaotic Heart (Ex): When an Immortal achieves his fifth victory associated with mythic chaos he must choose to suffer from this bane or *Chaotic Voice*. If he accepts this bane

he can only retain focus on a specific course of action for more than an hour by making a *Concentration* check (DC 20 + 1 per victory associated with mythic chaos). The Immortal must make this skill check at the beginning of each hour after the first. If he fails he must immediately take a different course of action. This action may serve the character's original goal.

Chaotic Voice (Ex): When an Immortal achieves his fifth victory associated with mythic chaos he must choose to suffer from this bane or *Chaotic Heart*. If he accepts this bane the words he speaks and the words others hear may not be the same. Each time he wishes to interact with someone or something he must make a *Concentration* check (DC 20 + 1 per victory associated with mythic chaos). If he succeeds he may use his Charisma-based skills normally. If he fails, the target hears his words as gibberish regardless of what he attempts. This bane affects all forms of communication including magical spells, written



communications and telepathy. This prevents the character from using communication-based skills like Diplomacy but not skills that might have non-verbal expressions like Intimidate. Once the character fails this skill check he may not attempt it again with the same target for one hour. If the Immortal wishes to communicate with a group of people he only needs to make the skill check once for the entire group.

Broken Chains (Ex): When an Immortal achieves his fifth victory associated with mythic chaos he gains this blessing. He may spend one point of his Aura to dispel any existing magical effect as if he cast a *dispel magic* spell. The Immortal cannot use this blessing as a counterspell. The Immortal casts this spell with a caster level equal to his total character level plus his apotheosis step. Using this ability takes a standard action.

Chaos' Kin (Ex): When an Immortal achieves his ninth victory associated with mythic chaos he begins to suffer from its final bane. The Immortal must make a Concentration check (DC 30 + 1 per victory associated with mythic chaos) in order to communicate with any being not of chaotic alignment. This bane affects all forms of communication including but not limited to writing, telepathy, speech and hand waving.

Lord of Chaos (Su): When an Immortal achieves his ninth victory associated with mythic chaos he gains its final blessing. He may command any outsider of chaotic alignment by making a contested check with that creature. The Immortal rolls 1d20 and adds his character level and total number of victories. The outsider rolls 1d20 and adds its Challenge Rating. If the Immortal's check result exceeds the outsider's the outsider must obey any one order given by the Immortal. This command is absolute: the Immortal may command the being to perform any action and it must obey even if obedience would lead to its death.

Gift Side Effects

Mythic chaos grants additional strength to any artefact with powers derived from the illusion or transformation schools of magic. If the Immortal invests at least one point of his Aura into the artefact he gains a +1 bonus to the effective amount of Aura he invested. For example, if the Immortal invests four points of Aura into an artefact wielding illusion spells the artefact acts as if the Immortal invested five points of Aura rather than four.

Effect on Challenges

Mythic chaos demands constant change from its champions. All of the challenges for a stage of apotheosis involving a challenge for mythic chaos must be different, or the challenge for mythic chaos will automatically fail regardless of the character's actions. For example, an Illuminated Immortal who wishes to increase his power in mythic chaos through a challenge of creation must not have undertaken a challenge of creation at this apotheosis step.

Wellspring Effects

Wellsprings of chaos may have some or all of the following effects.

Aura of Freedom: The wellspring's aura strengthens those aligned with chaos while weakening creatures associated with law. Chaotic characters within the wellspring gain a bonus to skill checks and saving throws equal to +1 per effect level. Lawful characters suffer an equal penalty to attack rolls and saving throws. Mortals feel this aura as a charge of possibility, as if anything could happen at any moment. *Effect Level:* 1 per point of bonus/penalty.

Bastion of Many Worlds: The powers of chaos listen closely to words spoken at the wellspring. Once per lifetime a mortal may enter the wellspring and swear his allegiance to chaos. This act instantly changes the character's alignment to chaotic. The mortal may then request one boon. This boon is roughly equal in effect to a *wish* spell cast by a 20th level caster. If the mortal ever forswears his alliance to chaos he immediately loses d4 character levels and the effects of the wish vanish. *Effect Level:* 4.

Freedom's Touch: The wellspring's aura causes the local environment to suffer from the effects of random cantrips equal in effect to the *prestidigitation* spell. Items become soiled, cleaned, moved or colour-changed at random intervals. The Games Master is encouraged to torment the players with this effect, making every action a minor nuisance and dying particularly beloved possessions paisley. All effects vanish as soon as the object leaves the area of effect. *Effect Level:* 1 per one mile radius.

Pool of Colours: Within the wellspring mythic chaos physically manifests as a glowing pool of multi-coloured liquid. A character drinking from the pool suffers from the effect of one random spell of 1st to 3rd level (determined as if it were a treasure scroll) cast by a 20th level caster. Liquid taken from the pool loses its effect as soon as it leaves the wellspring. A

creature dwelling in the wellspring may carry the liquid with him and use it as a potion, but it is not possible to know what effect this potion will have without imbibing it. *Effect Level: 4.*

Guardians of Choice: Fey spirits have answered the wellspring's call, migrating from their original homes to take up residence in its protected grottos. The first level of this effect causes the wellspring to call up to 30 CR of chaotic fey. No individual fey will have a CR greater than 10. Each additional effect level adds +15 CR to the total number of fey called and +2 to the maximum CR. *Effect Level: 1 (30 CR, Max CR 10) + 1 per 15 additional CR and +2 Max CR.*

Example Wellsprings

The Games Master may place any of the following wellsprings of chaos in his campaign world. Alternately, he may use them as templates for wellsprings of his own design.

Hall of the Myriad Selves

Maximum Victories: 4, Unlimited

Primal Power: Chaos

Effects: Bastion of Many Worlds, Freedom's Touch (4 miles), Pool of Colours

When the Immortals known only as the 'Five who were the Future' transcended into divinity they left this wellspring as a final gift to the world of their birth. Whether they intended the Hall as a joke, a guidepost on the path to immortality or as a refuge is not clear despite centuries of scholastic debate.

The hall's great brass doors sit at the base of a large grassy hill near a lazy, winding river. Any mortal or Immortal may open the doors by simply pushing on the smiling face in the centre. Beyond the doors, the mirror-draped walls seem to wind deep down under the hill. Occasional cross-corridors lead to large chambers containing empty display pedestals made of grey-veined white stone.

When a mortal or Immortal looks into one of the infinite number of mirrors contained within the hall he sees a reflection of what he might have been if he made different choices. Many men go mad when faced with such realisations; others find a measure of enlightenment in the knowledge of what might have been.

Grove among the Pines

Maximum Victories: 1, Limited

Primal Power: Chaos

Effects: Guardians of Choice (30 CR, Max CR 10)

In the great, quiet evergreen forests carpeting the north there sits a grove that, at night, lights with the light of a million unseen stars. The fey come to this grove during the stillest parts of the night to hold their revels. Bards sing long, raucous songs about these revels; some claim to have even stood with the 'Queen of Faery' when she strips off her gown to dance naked in the fairy ring.

The reality is more poignant. Fey come to the grove in order to mourn those who, among their immortal kind, died in the last year. For each dead fey they place a barren seed in the ground. They say that when the seeds sprout, the dead fey will return to the world, bringing with them wonders from beyond the unseen stars.

The fey guard this grove and the power it represents with all the might they can raise. They do not kill intruders; instead they use curses and trickery to drive them mad, then send the fools back to the mortal realms to remind humans why they should not trifle with things they do not understand.

Many-Hued Throne

Maximum Victories: 4, Limited

Primal Power: Chaos

Effects: Bastion of Many Worlds

On one of the four great mountains of the world, high above mortal lands and concerns, there sits a throne made of stone. A giant could sit in it comfortably, were it not for the sharp stone spikes jutting out from the throne's arms and back. The stone changes colour and texture from moment to moment, never staying still.

This foundation stone wellspring came into being when the gods made the world. It was the first expression of mythic chaos and it will be the last to fall when the universe finally comes to an end.

Evil

When the gods wove the world they argued, one with the other, about the roles of life and intelligence. Some felt that life should cling to itself, aiding only itself in the long struggle. Others felt that each spark of life was alone and therefore must take what it needs without hesitation or remorse. These latter gods filled a portion of the world with fear of others and corrupting greed.

In time these two states of being (fear and greed) became the seeds for mythic evil. From this poisoned

beginning came all of evil's myriad fruits: demons, devils, hags, nightmares, empires built on the backs of slaves, petty jealousy spiralling into killing rage and other joys of mortal life. Each mortal act of depravity and indifference strengthens mythic evil's grip on the realms of existence. Perhaps one day that grip will become absolute, driving out all hope.

Although the gods made evil it no longer answers to their will. As they made it, so it is: independent, greedy, fearful and forever alone. It lurks in dark places, reaching out to consume anyone or anything that it can grasp.

Channel Bonus: +1 per victory

Infuse Bonus: +2 per victory

Description: Mortals experience mythic evil as both external and internal realities. Each day they come into contact with a thousand petty little actions that feed the fear and greed at evil's roots. At the same time, they also feel evil's urgings within their own spirits. Evil whispers in their hearts, urging them to take the easy way, to fear those around them. It promises them they will always be alone, unique and unable to trust anyone other than themselves. It also offers a way out: if they can take a little bit more, break one more trust, they can escape for just a little while.

When pure mythic evil comes into contact with positive energy it takes on forms difficult for a mortal mind to conceive. These evil spirits descend on the world, seeking out every opportunity for their own power. However, it is more common for mythic evil to mix with either chaos or law before it becomes animate. These creatures, called demons and devils respectively, serve evil's ends while also building up their own powers.

Immortals who tap into mythic evil quickly become some of the most depraved creatures in existence. Unlike pure spirits, Immortals have a lifetime of experience with the real world. This gives rise to a host of little and great evils unimagined by creatures

without such experience. For example, a demon might think it amusing to torment a single person; only an Immortal could have the scope of vision needed to torture an entire nation. The more mythic evil an Immortal draws on the more he draws into himself, abandoning all ties for the comfort of solitary fear.

Wellsprings of evil corrupt everything they touch. The natural world surrounding these places falls further and further into decay with each passing year. Animals attack one another without provocation, plants bear poison fruits and mortals turn upon each other in a thousand ways. Within the wellspring evil manifests itself even more strongly, potentially driving some mortals mad. However strong evil may seem mortals retain their free will: nothing can force them to take action on their whispered fears.

Blessings and Banes

The powers of evil give the following blessings and banes.

Evil's Manifestations (Ex): When an Immortal achieves his first victory associated with mythic evil he begins to suffer this bane's effects. When this bane first takes effect he must select one physical change from the following list: scaly skin (any colour), horns growing from the brow, bleeding eyes, jet-black eyes, short non-functional talons instead of fingernails, snake or raptor eyes, a visible 'aura' of flickering darkness or a replacement limb from a random animal. Each time the Immortal gains another tap level associated with mythic evil he must select another feature. These features may be hidden with illusions or Disguise checks (DC 15, one check per feature). The character also registers as an outsider with Hit Dice equal to his character level plus his total number of victories for the purpose of the *detect evil* spell.

Sense of Good (Su): When an Immortal achieves his first victory associated with mythic evil he must choose between this blessing and The Strength of One. If he selects this blessing he gains the ability to *detect good* (as the spell) at will.

Evil

Tap Level	Victories Required	Bane	Blessing
1	1	Evil's Manifestations	Sense of Good or The Strength of One
2	3		
3	5	Heartfelt Fear or Twisted Spirit	Driven Selfishness
4	7		
5	9	Evil's Taint	Lord of Evil

The Strength of One (Ex): When an Immortal achieves his first victory associated with mythic evil he must choose between this blessing and Sense of Good. If he selects this blessing he may spend his Aura to support skill checks, but only if these skill checks come from selfish actions. The Immortal may spend one point of his Aura to give himself a +1 racial bonus to any skill check. He may spend any number of Aura points up to his total Aura attribute and may do so after the skill check but before resolution. However, the Immortal may not use this ability to influence skill checks that would, in the Games Master's opinion, benefit anyone except the Immortal. This includes assisting a friend in combat or negotiating a better business deal for a friend. The power of evil exists only to help itself; it cannot abide charity or other good intentions.

Heartfelt Fear (Ex): When an Immortal achieves his fifth victory associated with mythic evil he must choose to suffer from either this bane or Twisted Spirit. If he selects this bane he automatically fails any saving throw or skill check to resist a fear effect. Furthermore the Immortal becomes extremely fearful, almost paranoid. He does not trust others and will slowly begin to turn on his friends.

Twisted Spirit (Ex) When an Immortal achieves his fifth victory associated with mythic evil he must choose to suffer from either this bane or Heartfelt Fear. An Immortal suffering from this bane cannot let go of something for fair value. He must gain a profit from every transaction. This profit may come in the form of personal or financial gain. This bane holds true even when the Immortal interacts with his so-called friends; he must always come out ahead in every transaction with them or evil's power will desert him.

Driven Selfishness (Ex): When an Immortal achieves his fifth victory associated with mythic evil he gains this blessing. So long as the character acts from his own self-interest he gains a racial bonus to his Bluff and Diplomacy checks equal to his total number of victories associated with mythic evil. He does not gain this bonus when seeking profit for another character or when negotiating in good faith.

Evil's Taint (Ex): When an Immortal achieves his ninth victory associated with mythic evil he begins to suffer from its final bane. The character's evil aura taints everything around him. He leaves a unique trail of evil evident to anyone capable of using *detect evil*. This trail lasts for one week per apotheosis step the

character holds. Any character, even one who has not encountered the Immortal before, may recognise the aura by making a Knowledge (planes) check (DC 20).

Lord of Evil (Su): When an Immortal achieves his ninth victory associated with mythic evil he gains its final blessing. He may command any outsider of evil alignment by making a contested check with that creature. The Immortal rolls 1d20 and adds his character level and total number of victories. The outsider rolls a d20 and adds its Challenge Rating. If the Immortal's check result exceeds the outsider's the outsider must obey any one order given by the Immortal. This command is absolute: the Immortal may command the being to perform any action and it must obey even if obedience would lead to its death.

Gift Side Effects

Mythic evil strengthens the Aura investment in any artefact able to inflict harm. If the artefact deals damage in some fashion and the Immortal invests at least one point of his Aura into the artefact he gains a +1 bonus to the effective amount of Aura. For example, if the Immortal invests four points of Aura into a weapon artefact the artefact acts as if the Immortal invested five points of Aura rather than four.

Effect on Challenges

When an Immortal wields a tap into mythic evil he must always undertake a challenge of conversion (good to evil) at each apotheosis step.

Wellspring Effects

Wellsprings of evil may have some or all of the following effects.

Aura of Shadow: The wellspring's aura strengthens those aligned with evil while weakening creatures associated with good. Evil characters within the wellspring gain a bonus to skill checks and saving throws equal to +1 per effect level. Good characters suffer an equal penalty to attack rolls and saving throws. Mortals feel this aura as a heavy weight of fear and hate. *Effect Level:* 1 per point of bonus/penalty.

Bastion of Horrors: The powers of evil lurk in the wellspring waiting for mortals to call upon them. Once per lifetime a mortal may enter the wellspring and swear his allegiance to evil. He must also prove this allegiance by performing a heinous act, usually the ritual murder of a close friend or family member.

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This act instantly changes the character's alignment to evil. The mortal may then request one boon. This boon is roughly equal in effect to a *wish* spell cast by a 20th level caster. If the mortal ever forswears his alliance to evil he immediately loses 1d4 character levels and the effects of the wish vanish. *Effect Level:* 3.

Corrupted Stone: The wellspring's evil taints the land around it. Animals within the area of effect are automatically evil and gain +1 to attack and damage rolls. These creatures will act with malice towards anyone who enters the wellspring's area of effect. They may not directly attack superior foes but they will engage in petty harassment, property destruction and the soiling of food with their own wastes. *Effect Level:* 1 per one-mile radius.

Sickly Flame: Evil's power achieves physical manifestation within the wellspring in the form of a sickly green flame. This cold flame cannot light fires but does burn any good or neutral character that touches it. It deals 2d6 evil damage to any non-evil creature coming in contact with it. A weapon held in the flame for more than three rounds begins to burn with the same power. It inflicts 2d6 evil damage to any non-evil creature that touches it or that it strikes in combat. This flame consumes the weapon 24 hours after it ignites. *Effect Level:* 4.

Hands of Darkness: The forces of evil feel an irresistible call to defend the wellspring at all costs. The first level of this effect attracts a mixed group of evil outsiders with a maximum total CR of 30 and a maximum individual CR of 10 to gather in the wellspring. Each additional effect level increases the maximum total by +15 and the individual maximum by +3. *Effect Level:* 1 (30 CR, Max CR 10) + 1 per 15 additional CR and +3 Max CR.

Example Wellsprings

The Games Master may place any of the following

wellsprings of evil in his campaign world. Alternately, he may use them as templates for wellsprings of his own design.

Bone Throne

Maximum Victories: 4, Limited

Primal Power: Evil

Effects: Bastion of Horrors

At the top of one of the world's four great mountains there sits a throne made of weather-darkened bone. A giant could sit in it comfortably, though an observer might not see him among all of the bone spires reaching up from the throne to claw the sky. A mortal who sits on the throne can speak directly to mythic evil. If he gives an appropriate offering, evil will respond by granting whatever wish he makes, although the consequences of the wish will inevitably destroy the wisher over time.



This foundation stone wellspring came into being at the moment mythic evil awoke to its own power. It will exist until that day of which all prophets speak but none truly believe, when evil finally goes screaming into oblivion.

The Darkness Under the Mountain

Maximum Victories: 3, Unlimited

Primal Power: Evil

Effects: Hands of Darkness (45 CR, Max CR 13), Sickly Flame

In the heart of the mountain holding the Bone Throne there is a chamber in which burns a green flame that gives neither light nor heat. The darkness within has never known the touch of light, nor will it as long as evil dwells in the world. In this heart of darkness there dwell creatures of such abhorrence that even the infernals have cast them out.

Any creature entering the darkness under the mountain must face its guardians and the weight of its ancient evil. Entering this foundation stone wellspring is easy; however, the creatures within will alert all of the Immortals bound to it as soon as intruders set foot on the path down to the mountain's dark heart. If the guardians fail to stop the intrusion the Immortals will gather. Those winning past the first line of defence will face a legion of Immortals mantled in their full glory.

The Hanging Tree

Maximum Victories: 1, Limited

Primal Power: Evil

Effects: Corrupted Stone (1 mile)

One hundred years ago the village of Torluin suffered from a plague of witches. By the time the villagers finished with their hanging nearly forty people had died. The great hanging tree had bent down under the weight, its branches festooned with corpses. The villagers retired to their warm homes, content in their own righteousness.

That winter the great hanging tree fed on the blood of the murdered innocents. In the spring it sent forth red-tainted leaves and gripped the soil with new, gnarled roots. The animals who lived in its shade became devils in fur. The birds struck in flocks, eating the grain seed out of the ground. Foxes stopped avoiding local livestock and rabbits burrowed into cellars to consume provisions. By the end of the spring nothing remained of the village or its inhabitants.

This created wellspring of evil still lurks in the forgotten forest. Its malice still taints the land and the creatures still hate those who brought evil into their lives.

Good

As the gods wove the world they debated, one with the other, the approach life should take. Some held that all life needed to care only for itself. This would allow it to take what it needed, regardless of the consequences. Others felt life was stronger when it clung together. These gods argued that for life to succeed it needed to offer of itself freely giving what was needed and accepting gifts in return.

This intention sowed the seeds for what would grow into mythic good. This force touches each mortal life from time to time, bringing with it a surge of hope and the opportunity to serve. As with mythic evil, very little of the world's good comes from mythic strictures. In fact, most of the truly awe-inspiring good in the world comes about when mortals choose good actions, choose to reach out to one another with hope and confidence, rather than pulling back into themselves for their own gain.

With its growth into a separate power good no longer answers to the gods. It was one of the unintended consequences of creation, an unfettered force capable of infusing the actions of mortal and Immortal alike with significance far beyond the moment.

Channel Bonus: +2 per victory

Infuse Bonus: +1 per victory

Description: Mortals touch upon mythic good when they set aside their own needs to help one another. These opportunities come constantly in the structure of mortal life: parents help children, friends aid one another and strangers clothe those in need. These little actions help to strengthen mythic good, while still maintaining mortals' fundamental right to choose their own actions.

When mythic good comes into contact with positive energy the resulting spirit enters the world with no real understanding of mortal life. This makes it ineffective at fostering good since it cannot relate to the choices mortals must make every day. However, it can still act as a shield by standing between mortals and harm. Those spirits that mix law and chaos with mythic good have a stronger understanding of how the world works. This understanding allows them to more effectively foster mythic good's goals

Immortals who tap into mythic good gain insight into the power gained through the multiplication of effort. One mortal working alone can accomplish much; three working in synergy can accomplish nearly ten times as much as the one alone could. They can help this synergy along with the power they hold, magnifying the efforts of others to unbelievable proportions.

Wellsprings of mythic good radiate an aura of peace and prosperity. Even mortals with hearts long hardened by evil find themselves thinking about the welfare of their fellow men. They may not act on it, but the peace of the place gives such men a moment of rest to consider their lives' decisions. Most such mortals, faced with deep self-reflection, turn their back on whatever insight they gain. A few take the opportunity to change their ways, starting on the long road to redemption.

Blessings and Banes

The power of good gives the following blessings and banes.

Good's Signs (Ex): When an Immortal achieves his first victory associated with mythic good he immediately suffers this bane's effects. When the bane first takes effect he must select one physical change from the following list: solid-golden eyes (no pupils or iris), a visible silver/gold aura, pale white skin, character smells strongly of flowers or spice or character's hair turns metallic (copper/silver/gold). The character cannot hide these signs using illusions or the Disguise skill. He also registers as a good outsider with HD equal to his character level plus his total number of victories for the purpose of *detect good*.

Sense of Evil (Su): When an Immortal achieves his first victory associated with mythic good he must choose between this blessing and The Strength of Many. If he selects this blessing he gains the ability to *detect evil* (as the spell) at will.

The Strength of Many (Ex): When an Immortal achieves his first victory associated with mythic good he must choose between this blessing and Sense of Evil. If he selects this blessing all good- or neutral-aligned characters within a 60-foot radius around the character add 2 + the Immortal's apotheosis step to another character's skill check, Armour Class or attack roll when taking an aid another action. This bonus replaces the standard +2 bonus granted by aid another.

Quality of Mercy (Ex): When an Immortal achieves his fifth victory associated with mythic good he must choose between this bane and Tender Heart. If he selects this bane he must extend his aid to any good or neutral creature in need. This aid does not have to take the form of direct action; the Immortal may act to help ease the circumstances around the creature's need rather than addressing the need directly. For example, if a hungry creature confronts the Immortal and seeks assistance the Immortal could feed the creature, address the creature's inability to find food on its own or even work on the local environment to increase its food production so that the creature will not suffer hunger in the future.

Tender Heart (Ex): When an Immortal achieves his fifth victory associated with mythic good he must choose between this bane and Quality of Mercy. If he selects this bane then he must always assist a character of good or neutral alignment that appeals directly to him for aid. This assistance may come in the form of advice, an aid another action or any other form that will directly address the petitioner's request. The Immortal is not required to render aid that would completely resolve the petitioner's problem; indeed, doing so greatly weakens the petitioner by making him dependent upon supernatural aid.

Selfless Sacrifice (Ex): An Immortal gains this blessing when he achieves his fifth victory associated with mythic good. The Immortal may choose to sacrifice his action and spend one Aura. If he does so every good-aligned creature within 120 feet gains a morale bonus to any one skill check or attack roll

Good

Tap Level	Victories Required	Bane	Blessing
1	1	Good's Signs	Sense of Evil or The Strength of Many
2	3		
3	5	Quality of Mercy or Tender Heart	Selfless Sacrifice
4	7		
5	9	Soul's Sacrifice	Lord of Good

taken in the next round equal to the Immortal's apotheosis step. When invoked this ability causes an aura of peace and the scent of celestial flowers to fill the immediate area. This effect lasts until the Immortal's next action.

Soul's Sacrifice (Ex): An Immortal suffers from this bane when he achieves his ninth victory associated with mythic good. When he invokes one of his blessings associated with mythic good he opens a channel between himself and all creatures within the area of effect. Each time one of them suffers damage he suffers an equal amount of nonlethal damage. The Immortal's Damage Resistance reduces this damage.

Lord of Good (Ex): When an Immortal achieves his ninth victory associated with mythic good he gains its final blessing. He may command any outsider of good alignment by making a contested check with that creature. The Immortal rolls 1d20 and adds his character level and total number of victories. The outsider rolls 1d20 and adds its Challenge Rating. If the Immortal's check result exceeds the outsiders the outsider must obey any one order given by the Immortal. This command is absolute: the Immortal may command the being to perform any action and it must obey even if obedience would lead to its death.

Gift Side Effects

Mythic good strengthens artefacts wielding effects from the abjuration and conjuration schools. If the Immortal invests at least one point of his Aura into the artefact he gains a +1 bonus to the total amount of Aura he invested. For example, if the Immortal invest four points of Aura into an artefact wielding conjuration spells the artefact acts as if the Immortal invested five points of Aura rather than four.

Effect on Challenges

A challenge associated with mythic good always involves assisting another in some fashion.

Wellspring Effects

Wellsprings of good may have some or all of the following effects.

Aura of Light: The wellspring's aura strengthens those aligned with good while weakening creatures associated with evil. Good characters within the wellspring gain a bonus to skill checks and saving throws equal to +1 per effect level. Evil characters suffer an equal penalty to attack rolls and saving throws. Mortals feel this aura as a warm surge of comfort and hope. *Effect Level:* 1 per point of bonus/penalty.

Bastion of Hope: The power of mythic good will answer properly phrased petitions brought to their attention at this wellspring. Once per lifetime a mortal may enter the wellspring and swear his allegiance to good. This act instantly changes the character's alignment to good. The mortal may then request one boon. This boon is roughly equal in effect to a *wish* spell cast by a 20th level caster. He must also accept a *quest*, as the spell, determined by the Games Master. If the mortal ever forswears his alliance to good he immediately loses 1d4 character levels and the effects of the *wish* vanish. *Effect Level:* 5.

Hope's Light: The mythic good radiating from the wellspring causes the world to shift its nature. Animals within the area of effect gain the good alignment. They are helpful towards good- and neutral-aligned creatures and avoid those of evil alignment. These creatures will assist those in need to the extent of their ability but will not deviate from standard animal behaviours with regards to predators and prey. *Effect Level:* 1 per one-mile radius.

Quiet Altar: Mythic good gains physical manifestation within the wellspring in the form of an unadorned altar of white stone. Inanimate objects placed upon the altar for more than a round are restored to an as-new condition. This fully heals the object's hit points and repairs any other damage done to it. The altar cures living creatures placed upon it of the continuing effects of disease or poison, although the creature must heal the existing attribute damage through other means. *Effect Level:* 4.

Defenders of the Right: The wellspring's presence calls up celestial defenders. The first level of this effect summons 30 CR of good-aligned outsiders. These outsiders have maximum individual CR of 10. Each additional level of this effect adds +15 to the total CR and +3 to the maximum individual CR. *Effect Level:* 1 (30 CR, Max CR 10) + 1 per 15 additional CR and +3 Max CR.

Example Wellsprings

The Games Master may place any of the following wellsprings of good in his campaign world. Alternately, he may use them as templates for wellsprings of his own design.

Shining Throne

Maximum Victories: 4, Limited

Primal Power: Good

Effects: Bastion of Hope

WELLSPRINGS

On the top of one of the world's great mountains there sits a throne made of golden stone with white veins. A giant could sit in it comfortably, though he might be overshadowed by the throne's splendour when the sun's light ignites the thousands of flecks within it. A mortal who sits on the throne can speak directly to mythic good. If his heart is pure that great force will respond, granting the mortal's wish in return for his soul.

The throne came into being when mythic good first awoke to its own power. It will exist until the tide of evil overwhelms the mortal world and possibly beyond, a shining beacon of hope for those who will risk everything for their fellow mortals.

St. Aleric's Tomb

Maximum Victories: 1, Limited

Primal Power: Good

Effects: Hope's Light (1 mile)



Goodman Aleric never claimed the title saint in his lifetime. He was a simple farmer and musician, a man who helped his neighbours when they needed a hand. Most of the people in his district knew him as slow man of good humour who kept travellers in his home during the harsh winter months. They mocked him for his simplicity but used his strong hands when they needed help.

All that changed during the Infansi invasion. The Infansi struck swiftly and without warning. As their armies burned their way through the kingdom the army scrambled to respond while people died bloody deaths. As the summer fields burned, famine began to stalk the land along with bandits, soldiers and carrion crows.

While his neighbours panicked Aleric reached deep into his own stores to feed the hungry. As the Infansi army approached his province he went from farmstead to farmstead with words of hope and confidence. He led those who wished to leave deep into the mountains. There he found hidden groves where they could weather the storm in safety.

When the Infansi finally captured him, the Goodman refused to tell them where he had hidden his friends. After they broke his hands and feet they asked him again and again; he refused. When they finished with the rest of him they offered him a swift death in return for the information. He laughed and lingered on another four days before finally finding release.

When the farmers returned to their lands they found four great apple trees growing close together at the site where he fell. Blackberries and morning glories twined around the trees, forming the walls of what came to be known as St. Aleric's Tomb. The villagers still go there to pray for peace and to honour the future given to them by one man's brave death.

Tower of the Ascendance

Maximum Victories: 4, Unlimited

Primal Power: Good

Effects: Aura of Light (Good creatures gain +2 to skill checks and saving throws, Evil creatures suffer -2 to

attack rolls and saving throws), Defenders of the Right (75 CR, Max CR 19), Hope's Light (2 miles), Quiet Altar

This ancient tower looks like nothing more than a ruined shell of weathered grey stone from the outside. However, it radiates an aura of such peace even the hardest heart can feel it. Something about it speaks to the viewer of hope and prosperity unlimited by mortal constraints.

The tower's defenders will not allow a creature with evil in its heart to come too close to this sacred space. Those they allow to pass will discover, once they cross the tower's threshold, that this structure never fell to ruin. Instead, it is a tower of white marble that literally reaches up into heaven. An Immortal or extremely powerful mortal magician could use it as a pathway to the outer planes. A mortal could set foot on the great golden stair and begin his ascent. If he survived the trials he encountered on the way he would emerge as a figure covered in glory, a young Immortal in the full bloom of his power.

This created wellspring came into being when a mortal man first sat upon the Shining Throne. Although his name is long forgotten, he built the tower to create a path that mortal men could follow towards the heart of good. The oldest Immortals say the opening of its gate to the mortal world was his last act before he transcended the mortal realm entirely.

Law (Order, Stasis)

When the gods wove the world some of them argued the only way to preserve their work was to establish perfect order at the onset. This rigid structure would prevent random events from marring the perfect symmetry implicit in the gods' designs. It would also stifle free-willed mortals, whose uncontrolled actions could potentially throw the universe out of balance.

As the gods worked and bickered their ideal of a perfect, organised world became the seed of mythic law. When the world was young it fed off the ordered systems caused by the interaction of the abstract and elemental powers. As it matured, gaining strength as it measured itself against mythic chaos, the force of law began to impinge on mortal minds. To tempt them it offers a cold vision of the world, one filled with predictable events and ordered consequences, where mortals may sacrifice their free will for safety from the darkness.

Unlike the other three mythic powers, law has never and will never answer to the gods. Its power comes from the systems supporting the world and from the fabric holding it together. If anything, the gods will one day answer to mythic law for their crimes against their own creation, for creating mysteries and breaking the rules without consideration for the effects of their actions.

Channel Bonus: +1 per victory

Infuse Bonus: +2 per victory

Description: Mortals, even those dedicated to chaos, rely on mythic law's consistency to regulate events. Only the most insane beings truly wish for cause and effect to stop working or for inertia to no longer hold things to their course. Beyond this base level of order, though, each mortal wants different amounts of structure in his life. Some can survive with no structure whatsoever. They thrive on constant cultural and personal change. Others need to follow patterns established by their ancestors in every thought and action. These people honestly feel that failure to properly repeat a ritual will bring their entire civilisation to its knees.

When mythic law comes into contact with positive energy it creates animated spirits dedicated to pure order. Most 'pure' lawful spirits come into being with a specific purpose in mind. These creatures typically go on to serve the abstract powers. A handful have the intention of destroying chaos forever, creating a static universe in which only pure law exists. The spirits created from mythic law, mingled with mythic good and evil, join with others of their kind in order to extend their logical, structured approach to their secondary power throughout the world. These secondary spirits suffer from the restrictions of law and their secondary element; this makes them staunch defenders but limits their ability to create a new world in the future.

Immortals associated with mythic law immediately become obsessive-compulsive in their behaviour patterns. They cannot stand to deviate, even by a small fraction, from the activities that brought them to power. As their sense of the universe's grand symmetry grows they become the enemies of change and the future. Change represents a disharmony they simply cannot abide, a jarring note in the grand celestial symphony only they hear. As they approach apotheosis' final steps this desire for order becomes so strong the Immortal gains the ability to enforce order in the world around him.

Wellsprings of order radiate an aura of cold control. Nothing changes near them; each thing exists exactly where and how it must exist according to the universal laws. Objects moved from their rightful place tend to move back when not directly observed. Animals follow their patterns rigidly, to the point of ignoring intruders or even new predators. Mortals trapped within the wellspring's aura may gradually forget they have free will, leading them to blindly obey the dictates handed down to them from above.

Blessings and Banes

The power of good gives the following blessings and banes.

Law's Stasis (Ex): When an Immortal achieves his first victory associated with mythic good he begins to suffer from this bane's effects. When this bane first takes effect the Immortal must select one transformation from the following list: can only walk in straight lines, a visible aura of blue light laced with geometric patterns, eyes of crystal, metallic skin (any metal) marked with deep embossing or a scent of metal and oil rather than mortal flesh. The character must select an additional transformation each time he gains a tap level associated with mythic law. He may not hide these features using illusions or the Disguise skill.

Law's Symphony (Su): When an Immortal achieves his first victory associated with mythic law he must select either this blessing or Light of the Law. If he selects this blessing he gains the ability to *detect chaos* (as the spell) at will.

Light of the Law (Ex): When an Immortal achieves his first victory associated with mythic law he must choose either this blessing or Law's Symphony. If he selects this blessing the Immortal gains the ability to reinforce the structure of what is, over what might be. When a character within 30 feet gains a bonus to a skill, attack roll or damage roll from a source other than his own skills, power sources and mortal class abilities (including base attack bonus) the Immortal

may, as a free action, spend his Aura to negate that bonus. Each point of Aura the Immortal spends reduces the bonus by one to a minimum of zero.

Law's Dictates (Ex): When an Immortal achieves his fifth victory associated with mythic law he must choose either this bane or Wheel of the Law. If he selects this bane he may never break or deviate from his sworn word. Each agreement the Immortal accepts becomes bound into his power. If he fails to live up to the letter of his word he will immediately lose all of his gifts associated with mythic law until he atones for his actions. Immortals with this bane become very adept at twisting words to suit their own ends. However, the Games Master retains the final say on whether or not an Immortal's actions violated his sworn oaths.

Wheel of the Law (Ex): When an Immortal achieves his fifth victory associated with mythic law he must choose either this bane or Law's Dictates. When he selects this bane he immediately gains a deep and abiding understanding of what must be. The Immortal becomes, in effect, a servant of fate and time's inevitable progress. Once an action is resolved, regardless of the outcome, he cannot attempt to change it. For example, the Immortal cannot cast a healing spell on a dying companion or renegotiate an existing contract if its terms prove too difficult for his friends to live up to.

Disharmony's Discord (Ex): When an Immortal achieves his fifth victory associated with mythic law he gains this blessing. The Immortal automatically knows when a chaotic-aligned outsider enters his Aura. Furthermore, when a chaotic-aligned outsider uses any supernatural or spell-like ability the Immortal can sense the action if the outsider is within one mile per point of the Immortal's positive Wisdom modifier.

Bound to the Wheel (Ex): When an Immortal achieves his ninth victory associated with mythic law he suffers from its final bane. Once he begins a

Law

Tap Level	Victories Required	Bane	Blessing
1	1	Law's Stasis	Law's Symphony or Light of the Law
2	3		
3	5	Law's Dictates or Wheel of the Law	Disharmony's Discord
4	7		
5	9	Bound to the Wheel	Lord of Law

course of action he cannot stop or change his mind, even if continuing will lead to his own death or the destruction of everything he holds dear. The only exception to this is if the Games Master rules the action will result in an increase rather than a decrease in chaos' sway over the world. In this case the Immortal may abandon the course of action, but only if he does so immediately upon having the revelation. If he chooses to ignore the potential consequences he forfeits the chance to escape this bane's effects.

Lord of Law (Su): When an Immortal achieves his ninth victory associated with mythic law he gains its final blessing. He may command any outsider of lawful alignment by making a contested check with that creature. The Immortal rolls 1d20 and adds his character level and total number of victories. The outsider rolls 1d20 and adds its Challenge Rating. If the Immortal's check result exceeds the outsider's the outsider must obey any one order given by the Immortal. This command is absolute: the Immortal may command the being to perform any action and it must obey even if obedience would lead to its death.

Gift Side Effects

Mythic law strengthens numen gifts associated with lawful spirits. If the Immortal invests at least one point of his Aura into the numen gift he gains a +1 bonus to the total amount of Aura he invested. For example, if the Immortal invests two points of Aura into a servant numen gift the spirits gain strength as if the Immortal invested three points of Aura rather than two.

Effect on Challenges

The powers of mythic law demand order and consistency from their servants. The Games Master must lay down paths to immortality involving mythic law; mythic law rejects those who try to walk their own path.

Wellspring Effects

Wellsprings of law may have some or all of the following effects.

Aura of Stability: The wellspring's aura strengthens those aligned with law while weakening creatures associated with chaos. Lawful characters within the wellspring gain a bonus to skill checks and saving throws equal to +1 per effect level. Chaotic characters suffer an equal penalty to attack rolls and saving throws. Mortals feel this aura as a heavy weight that

grants both stability and stagnation. *Effect Level:* 1 per point of bonus/penalty.

Bastion of Law: The wellspring acts as a direct channel to the power of mythic law. This power will respond if the petitioner knows the proper rituals and willingly binds himself to its cause. Once per lifetime a mortal may enter the wellspring and swear his allegiance to law. If he makes a successful Spellcraft check (DC 15) the powers will respond. If he fails this skill check he may never petition mythic law again. If successful, this act instantly changes the character's alignment to lawful. The mortal may then request one boon. This boon is roughly equal in effect to a *wish* spell cast by a 20th level caster. If the mortal ever forswears his alliance to law he immediately loses 1d4 character levels and the effects of the wish vanish. *Effect Level:* 4.

Peace in Root and Branch: The wellspring's power acts as a ward against the destructive power of random change. A creature wishing to engage in destructive acts must make a Will save (DC 10 + the wellspring's maximum victories). If the creature fails he suffers a -2 penalty to his actions each round until he stops. If he succeeds he may act normally. *Effect Level:* 1 per one-mile radius.

Crystal Pool: Mythic law takes physical substance within the wellspring in the form of a pool of liquid crystal. A character may stand at the pool and form the thought of an item in his mind. If he makes a Concentration check (DC 30) the item appears from out of the pool within 3d4 rounds. The item is a masterwork of its kind. It is made of common but sturdy materials and vanishes if it leaves the creator's hands. *Effect Level:* 4.

Law's Enforcers: The wellspring's power calls forth protectors of lawful alignment. The first level of this effect calls forth up to 30 CR of lawful outsiders. Each individual has a maximum possible CR of 10. Each additional effect level increases the total CR summoned by +15 and the maximum CR by +2. These outsiders may be a mix of good and evil, although each wellspring will tend to summon one or the other. *Effect Level:* 1 (30 CR, Max CR 10) + 1 per 15 additional CR and +2 Max CR.

Example Wellsprings

The Games Master may place any of the following wellsprings of law in his campaign world. Alternately, he may use them as templates for wellsprings of his own design.

Crystal Throne

Maximum Victories: 4, Limited

Primal Power: Law

Effects: Bastion of Law

On the top of one of the world's four great mountains there sits a throne grown from a single piece of crystal. A giant could sit within the chair comfortably enough though its cold surface might strip the skin off a frost giant. A mortal who knows the proper rites can sit on the throne and speak directly with the power of mythic law. That power will, if properly petitioned, respond by granting the mortal his dearest wish.

This foundation stone wellspring came into being when mythic law first awakened to its own power. It will remain until the universe finally comes to its inevitable end.

The Hall of Creation

Maximum Victories: 3, Unlimited

Primal Power: Law

Effects: Crystal Pool, Law's Enforces (90 CR, Max CR 21)

When the gods wove the world they needed a place to plan their daily activities. For such an organised effort they created a hall of stone and steel and a place where they could weave their powers together. When mythic law came into being it possessed the hall, filling it with rigid strength. The contrivances of creation animated, becoming creatures in their own right. In time, these creatures would become the Formians.

Mortals can access this foundation stone wellspring by entering a small, dingy cave somewhere in the mountains of the world. Scholars and sages debate where this cave rests; the truth is that it exists everywhere and nowhere at once. It appears to those who have need of the power of law and hides itself from those who would use its strength in the service of chaos.

Library of All Things

Maximum Victories: 2, Limited

Primal Power: Law

Effects: Law's Enforcers (30 CR, Max CR 10), Peace in Root and Branch (DC 12, 1 mile)

The quiet of Carsyle was broken only once in the thousand years since the five scholars raised their towers in the vale. Two hundred years ago an army came to the college town, bearing fire and swords. They claimed to be revolutionaries dedicated to the overthrow of the corrupt order. They cut servants into bloody ruins and lit the fields around the town with red flame. When the scholars sent pigeons begging for assistance the king flatly refused; he had his own problems.

As the rebels approached the towers where the kingdom's laws and history sat on fragile parchment the scholars met in one last convocation. Men, women, boys and girls, down to the least page, agreed to a desperate course of action. The black-robed scholars walked out onto the greenswards surrounding the oldest tower. There they linked hands, forming a living wall around the last stronghold of knowledge in the land. When the rebels cut one down another stepped forward to take his place.

In the end, as the last boy fell onto his teacher's bloody body, the force of law responded with fatal prejudice. Formians boiled out of the ground, cutting the rebels down. That power still lingers in the air and land, binding peace to the land under the penalty of death.

COVENANTS

The previous chapter provides details about the primal powers an Immortal might tap into in order to ascend along the path to immortality. These powers come from the tools used to create the world and all its myriad components. An Immortal who taps into them owes his power to no one; he ascends through his own will. However, other than his numina he does not necessarily have anyone to turn to if things go wrong. When pride and power fail, the Immortal faces the forces arrayed against him alone.

There exist, however, other sources of power an Immortal might aspire to. These sources have will and volition of their own. They will give the would-be Immortal power in return for services rendered or challenges won.

This power comes in the form of a covenant. A covenant forms an agreement between the Immortal and the granting power. So long as the Immortal abides by the covenant's restrictions the granter will give the Immortal a part of his own power. If the Immortal violates the covenant the granter can revoke it, leaving the Immortal powerless before his many foes.

An Immortal may enter into a covenant with any power greater than himself, including another Immortal. Each covenant represents a unique agreement between the character and the granting power. However, these covenants tend to follow specific, formal conventions established at the beginning of time.

The mortal classes of clerics, druids, rangers and paladins represent a limited form of the covenant

arrangement. These classes each involve the character agreeing to perform specific services and to obey particular codes of conduct in return for access to supernatural abilities. A formal covenant, however, involves even more specific restrictions and clearer returns for the agreement.

GRANTING POWERS

As mentioned above each covenant involves two parties: the Immortal and the granting power. These granting powers come in all shapes and sizes, from minor powers isolated in a single physical region, to gods who helped to create the world. Some Immortal scholars believe there may exist an infinite number of possible granting powers, although only a few seem active during any specific era.

Despite their diversity all granting powers have a handful of attributes in common. These attributes are sentience, ability to make a decision and the ability to give power to another person. Without these three attributes something may be quite powerful but it cannot form the basic elements of a covenant.

All granting powers possess the ability to form rational thoughts. Nothing says these thoughts must make sense to mortals, after all, the former may possess senses and abilities radically different from those used by mortals who eke out an existence in muddy fields. Regardless of the width of the gap the two sides can create a common agreement through the covenant.

Similarly, the granting power must possess the right to make a decision for itself. This attribute comes into play primarily when dealing with the servants of various gods. These creatures, regardless of their power, do not possess free will. They do not have the ability or the right to enter into a covenant. At best they may act as intermediaries in a covenant arrangement involving an Immortal and the god who created them.

Finally the granting power must possess the ability to somehow imbue its power into other creatures. The exact mechanism for this imbuing may vary from power to power. For example, one power may detach a small portion of its own awareness to passively possess the Immortal while another may 'reflect' a small portion of its abilities into the Immortal's physical form.

Short Form: Covenants in a Paragraph

If an Immortal meets a specific challenge established by a god or other granting power he enters a covenant with that power. Each time he meets another challenge he gains a restriction and an additional victory associated with that covenant. If he violates the restrictions the granter revokes the power until he atones. Entering into a covenant involves the character in the feuds and alliances of the granting power.



A power that does not possess all three of these aspects cannot enter into a covenant. At the Games Master's discretion, however, a sufficiently dedicated Immortal might tap into the power source using the rules outlined in the Wellsprings chapter.

Examples of powers that either meet or do not meet the above criteria include:

- † A mad demon-god at the centre of the universe may not meet the above criteria. He may be sentient and have the ability to transfer parts of his power but he cannot make decisions. At best his 'covenants' represent fleeting moments of power for those who enter into them. However, the Games Master may allow characters to establish a tap into mythic evil through the god, using him as a wellspring for their powers.
- † A devil-prince engaged in mortal affairs meets the above criteria. He is intelligent, able to make his own decisions and has the inherent ability to imbue others with his powers. The prince's created servants may not enter into agreements on their own. His bound servants may not extend his power to others though they may have agreements related to other powers.

† In some worlds a nation meets the criteria outlined above. The people as a whole can make rational decisions, have the free will associated with mortals and can voluntarily invest that free will in others of their own kind. This power source is particularly prevalent in worlds with strong magical influences; the Immortal becomes a conduit for the combined arcane might of the nation in return for performing services for the people.

† A blind god of judgement sitting on his silver throne holding the scales in which he weighs the world meets the above criteria. He possesses sufficient sentience to interact with others, the right to make decisions of his own accord and the ability to pass on some of his power of judgement to designated authorities. The judge's servants, who exist simply to carry out his wishes, cannot pass on his powers.

As a rule of thumb any power capable of granting divine spells or permitting a wish is a power source.

Granting Power

Categories: Collectives and Gods

Granters of powers fall into one of two distinct categories: collectives and gods. The first category includes a group of beings (whether mortal or otherwise) entering into an agreement with the Immortal. The other category includes all of those beings who can give significant power without requiring the assistance of others.

A collective power source consists of hundreds, thousands or even millions of individual beings who agree to give a portion of their power and free will to the Immortal in a covenant agreement. Each gift of power may not amount to much; most such gifts could not fuel a 0 level spell. However, when collected together this power can sustain an Immortal gift and push him one victory closer to transcendence.

Examples of collective power sources include: a kingdom that grants immortality to its king, a council of fey capable of granting power over the plants and animals in its forest or a conclave of spirits who can grant the Immortal the powers of the wind.

Conversely gods have already transcended the mortal coil. Some are Immortals who walked the path to immortality in ages past. Others came into being just before or during the creation of the world. Whatever their origin each god wields tremendous power over specific domains of influence. The god can grant part of his powers to an Immortal as part of the covenant arrangement.

The gods in most D20 campaigns vary in strength from relatively weak demi-gods to the almost indescribably powerful greater gods. In worlds where this distinction comes into play each successive level of god can enter into more and more complex covenants, resulting in each god being able to guide the Immortal closer and closer to transcendence. The greatest gods in the campaign can grant transcendence to those who prove themselves worthy. Other, weaker gods must allow their favoured servants to prove their worth to their allies as well.

Gods and Multiple Domains

As described in *Core Rulebook I* and elsewhere, each god influences a number of domains. A god can enter into a covenant agreement associated with any of his domains, so long as that domain does not conflict with the Immortal's own alignment.

When an Immortal successfully completes a challenge to extend his covenant with the god he may choose to either increase one of his current covenant domains or add a new one from the god's portfolio. The god uses the total value of the covenant, not the individual domain totals, to determine when it reaches its maximum limit.

Example: Walther, an Immortal with a covenant arrangement (War 1), slays the demon-dragon Ikuko. This deed completes the challenge placed before him by his patron, the minor god of war Nekoda Uji. In return Uji grants Walther a new gift. Walther could either increase his War term to two or select another domain from Nekoda Uji's portfolio. Regardless of his choice the covenant total equals two.

Granting Powers and Maximum Victories

As stated above, each granting power supports a limited number of victories. The greatest gods can lead their chosen champions to transcendence. Other, less powerful gods simply cannot make that radical a transformation within the world. If their servants truly desire to transcend the god will have to allow them to serve additional masters.

As a general rule gods and powers can grant the following number of victories along the path to immortality.

Type	Maximum Number of Victories per Immortal
Quasi Deity	1
Demi-god	3
Lesser Deity	5
Collective Power	7
Intermediate Deity	7
Greater Deity	9
Over Deity	13

If the Games Master wishes to define his campaign world's deities' maximum number of victories per Immortal on a case-by-case basis he may do so. The above table provides guidelines; the Games Master may ignore them if he wishes. For example, he may wish to create a quasi-deity of immortality charged with managing the path to immortality by the creator god. This quasi-deity could grant up to 13 victories to a worthy Immortal.

Immortals may enter into covenant arrangements if they have the proper gifts to do so. Each victory an Immortal grants reduces his Aura and his total number of victories used to calculate his apotheosis.

TERMS OF THE COVENANT

By definition a covenant represents an agreement between two or more individuals. The covenant governs an exchange of goods, services or abilities between the signing parties. When mortals form covenants they tend to exchange fairly mundane things: houses for currency, land for a portion of the yearly harvest or jurisdiction over a group of people in return for military service. When Immortals form covenants with granting powers the power grants indirect access to the tools of creation in return for the Immortal's oath to perform actions directly related to maintaining or destroying something important to the granting power.

Although granting powers can, in theory, ask the Immortal to perform any sort of service, in practicality they usually only make a small number of requests. These requests follow a format established when the gods wove the world and cannot be altered to fit the whims of a particular mortal, Immortal or god. These formats form a 'natural law' written into the universe.

Once an Immortal agrees to the covenant he is not just giving his word; he has committed himself to a process as inevitable as the sun's travels through the sky or the transformation of water into ice when the world grows cold. Failing to participate in the process can have terrible, even fatal, consequences as the universe acts to right itself.

The following service formats exist in most worlds: allegiances, bonds, commitments, nemeses, offerings, quests and rituals. Each format outlines a particular kind of service in language that cannot be denied. If the Immortal tries to violate either the spirit or the letter of his covenants he will suffer the consequences.

The format entries below contain the following information:

Name: The traditional name for service agreements following this format.

Letter of the Law: This subsection lists the specific words used in the covenant. This forms the 'letter' of the natural law.

Spirit of the Law: This subsection lists what the gods intended when they wove the format into the fabric of the world. Violating the spirit of the law brings the same consequences as violating the letter.

Modifying Terms: This subsection lists various modifying terms the granting power may legitimately incorporate into the format without breaking it.

Allegiances

When an Immortal agrees to abide by an allegiance term in a covenant he accepts that other beings have the ability, if they follow the proper rituals, to command his time. The covenant must specify what beings can demand the character's attention and what steps they must follow in order to do so.

Letter of the Law: I will aid the (*insert character race, creature type/subtype, class, nation or people*) when they call. I will stand between them and danger; I will lay down my life if I must to further their cause.

Spirit of the Law: An Immortal who accepts this covenant term places the welfare of a character race, creature type/subtype, class, nation or people ahead of his own. When they call upon his aid using the proper form he does not have the option of not responding.

This assistance must address the need but does not have to take place immediately after the request for aid. Furthermore the assistance does not have to take a specified form. The Immortal must deal with the request in a way that deals minimum damage to the petitioner; beyond that he may use whatever means he deems necessary to execute the effect.

Technically, if a petition fails to follow the appropriate format the Immortal may ignore it. However, ignoring an improperly phrased petition may have other ramifications depending upon the circumstances. For example, a character that enters

Covenants and Illegitimate or Optional Terms

As stated above, the terms of a covenant must follow one of the seven formats woven into the universe. However, this does not stop gods and devils from demanding other kinds of services from those who serve them. Although the being may be upset if the Immortal breaks the optional commitments he cannot withdraw the power he grants for such an infraction.

Devils (and other powers of both law and evil) are particularly famous for complicating the language of various terms. The extra words they weave into the established format have no binding power, although they like to make their thralls believe otherwise. Violating the true terms can bring retribution; violating the false or misleading terms leads to more trickery by the granting power.

Players engaged in covenants with dark powers may try to avoid some of the most onerous aspects of their covenant agreements, especially if these aspects do not relate to the established covenants. It is up to the Games Master to ensure that each time the character violates a term, binding or not, the consequences far outweigh the benefits.

a covenant with a good power will anger his granting power if he refuses to help other good creatures regardless of the legal niceties.

Modifications to an Allegiance

The following modifiers apply to an allegiance covenant term. The Games Master, not the players, determines which modifiers apply to a particular covenant term.

Valid Petitioners: This modifier controls who is able to demand aid from the Immortal. The list of possibilities includes but is not limited to combinations of the following:

- † *Alignment:* Any character of the appropriate alignment may demand aid.
- † *Alliance:* Any character sworn to serve a particular god may demand aid.
- † *Race:* Any character of the appropriate race may demand aid.
- † *Sex:* Any male or female (select one) may demand aid.
- † *Nation:* Any citizen of a particular nation may demand aid.
- † *People:* Any member of a particular ethnicity may demand aid.
- † *Type/Subtype:* Any creature of the appropriate type/subtype may demand aid.
- † *Class (and level):* Any creature with one or more levels of the appropriate class may demand aid.

Examples of targets include: all evil sorcerers over 9th level, all good elves and all of the worshippers of the god of locks.

Petition Time: This modifier controls when a petitioner may demand assistance from the Immortal. The possible petition times include:

- † A specific season (e.g. only during the summer months).
- † One of the four day markers (dawn, noon, dusk, midnight).
- † Only after a specific recurring event (the yearly solstice).

Forbidden Aid: This modifier affects what assistance the Immortal may extend. Each forbidden aid modifier applied further restricts the Immortal's actions. A list of potentially forbidden methods of extending aid includes but is not limited to:

- † *Information:* The Immortal may not provide the petitioner with information beyond what the petitioner could secure through his own resources.

† *Magical Assistance:* The Immortal may not resolve the problem using his magical or Immortal powers.

† *Material Assistance:* The Immortal may not provide the petitioner with wealth or the materials needed to directly solve his problem.

† *Support:* The Immortal may not resolve the problem for the petitioner using his mortal skills, although he may support the petitioner's own actions.

Petitioning Details

Each covenant containing an allegiance term contains within it a specific ritual petitioners use to invoke the agreement. This ritual ranges from something as simple as uttering the Immortal's name to complex rituals requiring up to 1,000 gp investment per petition.

Properly invoking the petition ritual requires a Knowledge (religion) or Knowledge (arcana) check (DC 15). Each skill check takes at least one hour and completely consumes whatever materials the mortal uses. If the mortal fails the petition does not reach the Immortal's ears unless he could sense it through ordinary means.

When a mortal properly completes the petition ritual the Immortal becomes aware of the petition's contents, the petitioner's location and his general welfare. The Immortal must immediately respond, regardless of his current activities.

An Immortal, even one who meets the other requirements for being a petitioner, cannot petition another Immortal for aid.

During each day of in-game time the Games Master secretly rolls 1d10. If the result comes up a one the Immortal receives a properly phrased petition that day. If it comes up any other number the mortals may make improper petitions but the Immortal is not required to act upon them.

Some Immortals, in order to hide from their responsibilities, try to hide their 'true name' from their petitioners. Despite the amount of Immortal lore suggesting otherwise this trick does not work. The petitioners may invoke the Immortal using any name or title he possesses or once possessed.

Bonds

When an Immortal agrees to abide by a bond he agrees to do everything in his power to foster a specific set of conditions in the world. These conditions will usually favour the granting power in some way. However, they may also relate to expanding the role of one of the four mythic powers or to furthering the processes embodied by the abstract powers.

Letter of the Law: I must create a world in which (*insert condition, nation or people*) thrives. I may not allow, through action or inaction, harm to come to the things fostering (*insert condition, nation or people*).

Spirit of the Law: An Immortal who accepts this covenant term dedicates himself to a condition, nation or people. He must protect this thing with all of the resources at his disposal.

However, a bond does not force the Immortal to act in a specific case. For example, an Immortal with a bond to the elven people may help or hinder a party of elven adventurers based on his own assessment of whether their actions will help the people as a whole. He may even go so far as to indirectly cause them suffering, so long as doing so improves the chances of the people as a whole.

In the case of a world condition (e.g. peace or war), the Immortal must take actions promoting and prevent actions interfering with the continuance of the desired state. Once again, the bond does not force the Immortal's action in each specific case. Rather, he must act to promote the general state.

In all cases the Immortal's intentions matter less than his action's real effects. An Immortal with good intentions who bungles, causing his bond to fail rather than grow strong, quickly finds himself in violation of this covenant term.

Modifications to a Bond

The following modifiers apply to a bond covenant term. The Games Master, not the players, determines which modifiers apply to a particular covenant term.

Bound to a Condition: The Immortal is bound to foster a specific condition in the world. Every action the character takes should in some way support this condition or at the very least not hinder its progress. Possible conditions an Immortal may find himself

bound to include: anarchy, death, destruction, famine, order, justice, madness, peace, plague, prosperity or war.

The Games Master makes the final ruling as to whether or not a specific action or course of actions aids or hinders the bound condition.

Bound to a Nation: The Immortal must do everything in his power to aid a discrete nation of the world. This nation's existence is vitally important to the world and its future. The Immortal will, therefore, suffer its fate. So long as the nation prospers the Immortal may do as he wills. However, when things begin to turn against the nation the Immortal must set aside his own activities in order to deal with the nation's ills. If the nation collapses entirely the Immortal loses the victory and gift associated with this covenant term until he restores the nation to its former glory.

Bound to a People: The Immortal serves the best interest of a specific ethnic group. This group usually claims descent from a specific hero-ancestor beloved by the granting power, although other arrangements are certainly possible. The Immortal retains responsibility for the people wherever they happen to settle unless this term comes with a specific scope of action. In this context the Games Master may substitute a creature type/subtype for an ethnic group.

Bound to a Place: The Immortal must protect a specific place. Any people or creatures living within the area when the Immortal assumes the bond fall under his protection, as do their descendants. People and creatures that move into the area do not join the bond nor does the Immortal retain responsibility for creatures voluntarily moving outside of the protected place.

Scope of Action: The Immortal's bond is limited to a specific geographic or temporal scope. Specific landmarks (e.g. mountains and rivers) define geographic limits. Temporal limits restrict the character's responsibility to particular times of the day or not. Like geographic limits they have specific landmarks: usually the rising or setting of the sun/moon/a particular star.

The bond to a type and scope of action modifiers may be combined to create detailed bonds. Examples include: a nation so long as they remain within their designated mountain valleys, promote peace while

the Summer Crown (a summer constellation) remains in the sky or promote conditions under which vermin can flourish.

Bond Awareness and Deterioration

When an Immortal accepts a bond he develops a general awareness about the bond's object. This sense allows him to make a Concentration check (DC below) to access one of the effects listed in the table below.

Unless the Immortal actively takes steps to promote his bond the Games Master makes a secret roll on 1d20 once per game month. On an even result the bond's situation begins to deteriorate. If the Immortal does not take corrective action the condition receives one 'deterioration mark'. When the condition acquires three marks the Immortal is considered to be in violation of the covenant's terms. He loses the victory and gift associated with this covenant term. He may atone for his failure by restoring the bond and making amends with the granting power.

Commitments

The Immortal commits to the performance of specific practical duties on behalf of the granting power. These duties require at least 10% of the character's time. The duty always involves some physical or magical action. Most duties involve something the granting power would have to do anyway or needs done by a third party for some metaphysical reason.

Letter of the Law: I will take up the duties of (*insert title here*). I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

Spirit of the Law: An Immortal who accepts this covenant term takes on a title within a deity's court or from the plethora of roles woven into the world's fabric. This title possesses specific duties the character must undertake. If he fails to discharge these duties at the agreed-upon times then he violates this term.

Bond Awareness and Deterioration

Effect	DC	Time Required
Determine if personal action will help or harm bond	15	Free action
Determine if another character's action will help or harm bond	20	1 round
Assess general condition of bond (i.e. doing well, needs help in a particular place, etc.)	25	1 minute
Assess specific condition of an individual creature, place, or object associated with the bound. This reveals the location, condition and general welfare of a single member of the bond	30	1 hour

Failure to perform duties associated with a divine court interferes both with other Immortals and with whatever natural processes the court governs. In addition to causing political problems, this can lead to untold devastation in the mortal world. For example, if an Immortal with the title 'Overseer of the Eastern Tides' fails in his duties to organise the water elementals he could devastate entire coastlines.

Failure to perform duties woven into the world can have equally destructive consequences. These titles and duties typically stem from some specific process or power that requires direct oversight. When oversight fails, the effect spins out of control. For example, in some worlds each wind and type of storm requires a specific overseer. If the overseer fails in his duty then the wind/storm slips its chains, scouring the world until something intervenes.

In both cases failure carries three separate consequences: the loss of power associated with standard failure, social/political problems within the Immortal community and some practical destruction the Immortal must deal with before he can atone for his actions.

Terms of Commitment

Commitments require the character to perform one of the following roles. The Games Master may mix and match duties from these roles or create new roles if he needs to meet specific campaign goals.

Each role possesses a specific, flowery title associated with it in the context of the covenant arrangement. Thus, a character will not swear to be a courtier or a seneschal. Instead, he swears to be the Courtier of the Ninth Star or Seneschal of the House of Dawn.

Adversary (*Primary Skill: Intimidate*): The Immortal spends some of his time creating situations to try mortals. He usually works alone, although he may work with other adversaries on particularly complex schemes. Being an adversary requires at least 10%

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of the character's time in blocks of no less than one day each.

Caretaker (*Primary Skill: Healing*): The Immortal takes on responsibility for helping and guiding some living creature. Unlike the other roles, being a caretaker is a full time position. The caretaker assumes responsibility upon the creature's birth and retains it until the creature comes of age. After his charge matures the granting power will not call upon the caretaker for at least another 2d4 years.

Courtier (*Primary Skill: Bluff*): The Immortal must spend time in an Immortal or divine court. During this time he must assist other Immortals bound to the same granting power. He must also arrange events at the court so they favour the granting power's causes. Courtier duty typically takes 20% of the character's time, in blocks of no less than one week.

Fool (*Primary Skill: Perform (any)*): The Immortal accepts the responsibility to show his fellows the truth through wit and humour. A fool is only partially entertaining; he also thrusts uncomfortable truths out into the light and makes people face themselves whether they wish to or not. Duty as a fool takes up 10% of the character's time in blocks of no more than one day each. Most Immortal or divine courts cannot stand to have a good fool around for longer than that.

General (*Primary Skill: Base Attack Bonus + Intelligence*): The Immortal leads a legion of outsiders or other mortals who serve the granting power. He must lead them in battle, drill them during peace and deal with any infractions or discipline problems during either state. A general's duties take up 20% of the character's time in blocks of no less than one week each.

Guardian (*Primary Skill: Spot*): The Immortal assumes responsibility for defending a specific person, place or object. The Immortal must remain within line of sight of his charge. He must protect it from those who would bring it harm. A guardian's duties take up 10% of the character's available time in blocks of no less than one day each.

Herald (*Primary Skill: Knowledge (religion)*): The Immortal acts as a messenger within and between Immortal and divine organisations. While functioning as a herald the Immortal cannot come to harm while in a hostile court, although nothing prevents his enemies from tormenting him verbally. Performing

a herald's duties takes 10% of the character's time in blocks of no less than one week.

Hunter (*Primary Skill: Survival*): The Immortal assumes responsibility for hunting down and destroying things displeasing to the granting power. Performing a hunter's duties takes 20% of the character's time in blocks of no less than one day each.

Judge (*Primary Skill: Knowledge (law)*): The Immortal assumes jurisdiction over disputes within an area or Immortal/divine court. Being a judge requires 20% of the Immortal's time in blocks of no less than one day. Judges receive a +1 bonus to all Diplomacy and Sense Motive checks targeting intelligent characters within their jurisdiction.

Minister (*Primary Skill: Concentration*): The Immortal assumes administrative responsibility for one of the seemingly infinite number of details making up the universe. Doing things like counting grains of sand or recording each baby's first cry may seem pointless, but each Minister's role performs some vital if relatively mundane function in keeping the world running smoothly. A minister's duties take up 10% of the character's time in blocks of no less than one day. Ministers do not suffer drastic complications (see below) regardless of how poorly they do at their skill checks.

Sage (*Primary Skill Knowledge (arcana) or Spellcraft*): The Immortal must answer questions posed to the court he serves. These questions may deal with policy, the natural world or the complex mythology springing up from the universes' birth and extending until its prophesied death. Being a sage takes up 20% of the character's time in blocks of no less than one week. Sages gain an additional +2 racial bonus to all Knowledge skills.

Seneschal (*Primary Skill: Diplomacy*): The Immortal takes responsibility for managing and maintaining a wellspring or divine court. Seneschals serve in one decade rotations; during their term of service their duties consume 80% of their time. Outside of the term of service the Immortal may act as he pleases. Seneschals receive great respect from other beings, they receive a +2 bonus to Channel and Infuse checks required for all numen gifts regardless of their origin.

The Call of Duty

If the Games Master has not previously arranged a duty schedule he may roll 1d20 at the beginning of every month. On an even result the character must devote at least one time block to his duties. If the character did not serve in the previous month he must devote two time blocks.

Unless the Games Master wishes to play out the duty the player makes a check using the role's primary skill (DC 30). If he succeeds the Immortal discharges his duties without difficulty. If he fails this check the Immortal suffers some complex difficulty requiring direct attention. If he fails to resolve this difficulty through the course of play the Immortal defaults on this obligation.

If a character possesses multiple commitments he must do his best to meet all of them. The Games Master may roll for unscheduled commitments separately or treat them as the same duty. It is always the Games Master's choice when the commitments come into conflict.

Nemesis

When an Immortal agrees to take on a nemesis he dedicates himself to the destruction and humiliation of a particular opponent, race or people. He must do everything in his power to bring his foes low, even sacrificing himself if it is required of him. The granting power will bind the Immortal to a nemesis that opposes its goals; it may even be a former friend or colleague from the Immortal's mortal days.

Letter of the Law: I will smite (*insert character race, creature type/subtype, class, nation or people*) with all of the power at my disposal. While I live they will find neither shade nor water. No living thing will sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

Spirit of the Law: When an Immortal accepts this term he places the destruction of a particular character race, creature type/subtype, class, nation or people ahead of his own survival. He must act against them however and whenever possible. This action can include inflicting direct harm, destroying the conditions supporting the nemesis and allowing through inaction harm to come to the target.

The Immortal must never, knowingly or unknowingly, assist those he swore to destroy. He may trick the

target into thinking he wishes to assist them and may provide them with temporary help so long as the process ends with their destruction or humiliation.

Unless otherwise specified the Immortal cannot socially associate with those he swore to destroy. If he encounters them in the course of his other duties he may be civil so long as doing so does not provide the target with an advantage. However, if the opportunity arises in casual contact for the Immortal to inflict lasting harm he must immediately take it.

This term concerns itself with lasting rather than temporary harm. An action that inflicts temporary harm but in the long run produces a positive effect is as much a violation as providing direct aid or shelter.

Modifications to the Nemesis

Relationship

Nemesis relationships take on a variety of tones. The following modifiers help to model this variety although other variations remain possible.



Duration: By default when an Immortal engages with his target he must strike with all his strength until he annihilates the target. This modifier changes this default behaviour to one of the following:

- † *Indirect Strike:* The Immortal may not directly attack the target, but may torment it for any duration.
- † *Limited Duration:* The Immortal only has a short period of time to destroy the target. Typical limits include: one hour, one day or from sunrise to sunset.
- † *Set Period:* The Immortal must ‘play’ with the target for a specific period of time before executing the final strike.
- † *Single Strike:* The Immortal may only make a single attack at his target.

Target: This modifier determines the Immortal’s foes. The list of possibilities includes but is not limited to combinations of the following:

- † *Alignment:* Any character of the appropriate alignment.
- † *Alliance:* Any character sworn to serve a particular god.
- † *Race:* Any character of the appropriate race.
- † *Sex:* Any male or female (select one).
- † *Nation:* Any citizen of a particular nation.
- † *People:* Any member of a particular ethnicity.
- † *Type/Subtype:* Any creature of the appropriate type/subtype.
- † *Class (and level):* Any creature with one or more levels of the appropriate class.

Examples of targets include: all good sorcerers over 9th level, all evil elves and all of the worshippers of the god of keys.

The Price of Obsession

An Immortal may temporarily use his strength of will to resist the compulsions laid upon him by becoming a nemesis. Each round the Immortal deals with a target in a non-destructive fashion he must make a Will save (DC 15 + 2 for each round after the first). If he successfully remains non-destructive for four or more rounds he no longer needs to make the saving throws and has violated the terms of his covenant. Once the Immortal violates his covenant in this fashion he must destroy the creature he spared in order to atone for his crimes.

Offerings

The Immortal agrees to make regular offerings of a material, magical and metaphysical nature to the

greater glory of the granting power. The Immortal makes offerings in public and in private. Public offerings must be remarkable, impressive and flashy enough to attract attention. Private offerings must involve deep personal sacrifice, to the point where giving up the offering actively pains the character.

Letter of the Law: Of all the things I have this (insert offering) I offer up as sacrifice. It is mine by right and might; no being may dispute my claim. This offering, given at the appointed time, I give of my own choice in keeping with the ancient ways.

Spirit of the Law: The Immortal offers of himself in order to sustain a specific deity, process, power or other entity in the universe. This offering must come from the Immortal’s magical, material or metaphysical resources. Each offering must represent an actual sacrifice on the Immortal’s part; giving up things the Immortal can easily afford does not imbue the offering with enough force to sustain the offering’s recipient.

Offerings come in four types: blood, magic, materials or metaphysical power. When the Immortal offers blood he sacrifices some number of hit points to his granting power. Similarly an offering of magic must prevent the Immortal from using his mortal spells for at least 10% of the year. Offering materials causes the Immortal to sacrifice at least 50% of his existing wealth and mundane/magical equipment. An offering of metaphysical power involves the investment of at least 50% of the Immortal’s Aura for a span of time equal to no less than 10% of the year.

The term may specify either public or private offerings. A public offering requires the Immortal to make his offering in a place where mortals can see his sacrifice. A private offering may take place anywhere in the world. In the latter case the granting power may dictate a specific location (usually a wellspring) as the appropriate offering place.

Modifications to Offerings

The exact type of offering required of the Immortal varies from covenant to covenant. In most cases the offerings and their various requirements fit into one of the formats below. The Games Master may, at his option, decide to alter any of the offering formats to suit his campaign.

Offering of Blood: The Immortal must sacrifice a number of hit points equal to 20 x his total number of victories to the granting power at each part of the

offering cycle. If the Immortal offers up his own hit points this damage heals at a rate of 1 hit point per day and he cannot receive magical healing to restore the damage. If the Immortal offers up hit points from other creatures (willing or otherwise) the creatures heal normally but lose one point of Constitution permanently each time they offer up the sacrifice.

An Immortal who makes an offering of blood from unwilling creatures automatically becomes evil.

Offering of Magic: The Immortal must sacrifice his power to channel arcane or divine energies to the granting power for a period equal to no less than 10% of the year. Each time the Immortal sacrifices his abilities he loses access to the ability to cast spells but not to the class features of all his mortal spellcasting classes for at least one day. During this time the Immortal cannot cast spells although he may continue to use his Immortal gifts normally.

An Immortal who makes an offering of magic may add a bonus equal to +1 per 20 spell levels sacrificed to his Spellcraft check to successfully enact the offering ritual.

Offering of Materials: The Immortal must spend at least 20% of his time engaged in activities capable of generating a steady profit. Unless the granting power

governs the luck domain there must be a reasonable chance the character can turn a profit on the venture for it to count (e.g. adventuring does not count towards the time investment). The character must sacrifice at least 50% of this income each year. Additionally he must sacrifice at least 50% of any periodic income (including adventuring income) he earns.

An offering of material may involve coins, gems, mundane or magical objects, grain and fruit and just about anything else of value. Materials not of value to the Immortal or that he did not sacrifice some of his time to acquire cannot form part of the Immortal's offering.

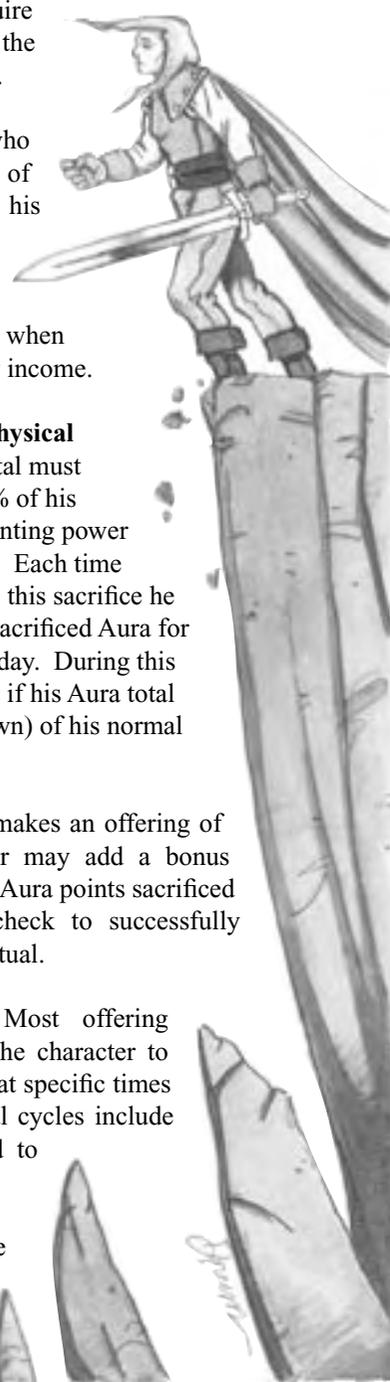
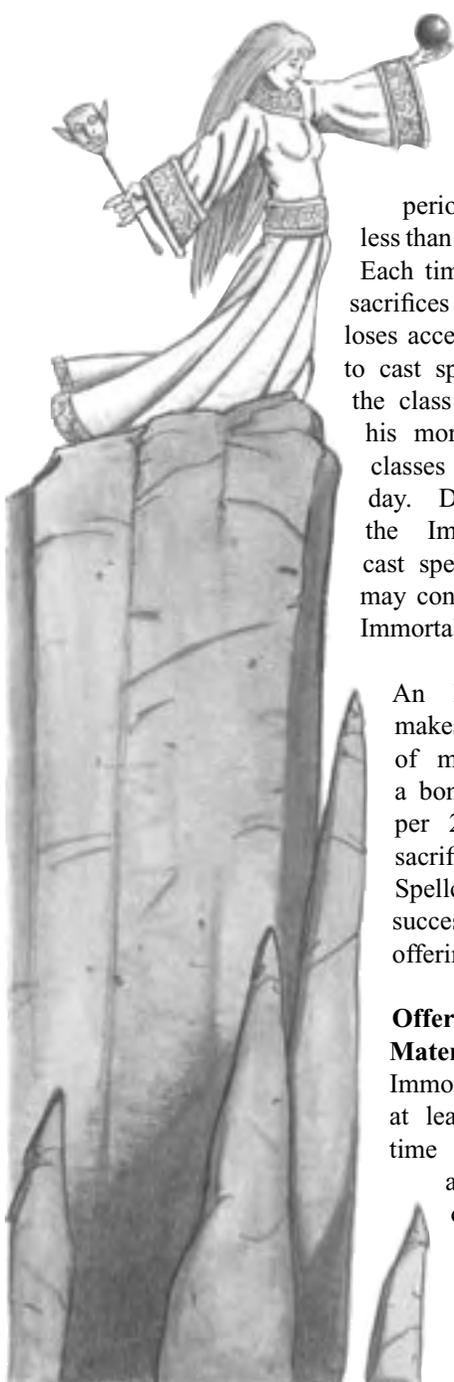
An Immortal who makes an offering of materials may add his total number of victories as a bonus to his Profession checks when determining weekly income.

Offering of Metaphysical Power: The Immortal must offer up at least 50% of his total Aura to his granting power for 10% of the year. Each time the Immortal makes this sacrifice he loses access to the sacrificed Aura for the duration of one day. During this week he operates as if his Aura total was $\frac{1}{2}$ (rounded down) of his normal maximum.

An Immortal who makes an offering of metaphysical power may add a bonus equal to +1 per two Aura points sacrificed to his Spellcraft check to successfully enact the offering ritual.

Offering Cycle: Most offering covenants require the character to make his sacrifices at specific times of year. Traditional cycles include but are not limited to the following:

Specified Day: The Immortal must build up his offering and



make it during a specific ritual time each year. In the case of magical and metaphysical offerings the Immortal loses his powers for the entire specified duration (10% of the year) starting on the day of the offering.

Seasonal Cycle: The Immortal must make his offering four times each year, once during the height of each season. In the case of magical and metaphysical offerings the Immortal loses his powers for ¼ of the specified duration (10% of the year) starting on the day of the offering.

Monthly Cycle: The Immortal must make his offerings once each month. Most fantasy calendars have between 12 and 14 months, although some have as many as 20. Each offering period requires the Immortal to make a proportional sacrifice. Immortals who must make magical and metaphysical offerings try to keep the exact time of their monthly offering cycle's secret; these cycles create regular and highly predictable vulnerabilities the enemy can exploit.

Offering Venue: Unless otherwise specified a covenant assumes the Immortal may make his offering in private. However the covenant term may specify either private or public offerings.

Private Offering: An Immortal may make a private offering in a properly prepared ritual space (see below). The Immortal does not require the presence of any other mortals or Immortals to make the offering successfully. Private offering rituals often involve some form of personal abasement, although particularly powerful Immortals can sometimes rearrange the ritual to avoid such displays.

Public Offering: An Immortal must make a public offering in the presence of a specified number of mortals and/or Immortals of a specific type. Public offerings usually involve some spectacular display designed to attract attention to the offering.

The Rites of Offering

It is not enough for the Immortal to make his offering; he must also make the offering in an appropriate format and following specific established conventions. The granting power burns these conventions into the Immortal's soul when he accepts the covenant term. Each time the Immortal makes his offering he must perform the rituals precisely or the offering is wasted and he must make an equal sacrifice again.

Both private and public offerings require the Immortal to prepare a ritual space. Preparing the ritual space requires at least one hour of work and a Spellcraft check (DC 20). The Immortal may have assistance establishing the ritual space — indeed many Immortals maintain small cadres of experts solely for this purpose.

Private offerings require the Immortal to make five Spellcraft checks (DC 20). He must succeed on at least three of the five skill checks in order to complete the ritual. The Immortal may receive assistance from other characters through the aid another action. These assistants may use any one of the following skills: Knowledge (religion), Perform (any) or Spellcraft.

Public offerings require each participant to make a Perform (any) check (DC 10). Each participant who successfully makes his skill check may add a +1 bonus to the Immortal's Spellcraft check (DC 25). The Immortal only receives one chance to succeed or fail when performing a public ritual.

The Immortal loses the offering and if appropriate his abilities for the specified duration regardless of the ritual's success or failure. If the ritual fails the Immortal must attempt to properly enact the ritual as soon as he possibly can.

Quests

When an Immortal agrees to undertake quests as part of a covenant he must immediately undertake an epic quest in addition to the challenge he just completed. Once he completes this quest the granting power may, at its option, call upon the hero to perform a similar quest every decade. These secondary quests do not count as challenges for the Immortal, although they may aid or oppose challenges taken by others.

Letter of the Law: I swear, by the powers I wield and the truth I serve, to undertake (*insert quest condition*). When, in the cycle of time, this quest comes before the world again I will act as a (*insert role*) to aid mortals in their struggle to accomplish the same task.

Spirit of the Law: An Immortal who accepts this covenant term becomes, in effect, a part of the universe's narrative process. He accepts a role as a hero or villain in the continually unfolding story the universe tells about itself. Unlike a free-willed mortal the Immortal cannot choose to change his

role; once chosen he must play out his part regardless of the personal consequences.

As soon as the Immortal accepts this covenant term he must undertake the specified quest. He must use all of the resources at his disposal to complete the quest. If he fails in his first attempt the Immortal may, assuming the quest objective still exists, essay further attempts until he finally succeeds.

Once the Immortal succeeds he becomes part of the 'quest cycle' surrounding all quests similar to the covenant quest. When a quest following the same pattern as the Immortal's appears in the mortal realm, the granting power may assign him to either complete the quest or to assist the mortals attempting it. Once the granting power sets the tone for the Immortal's interaction (either direct or indirect) the Immortal may use all of his powers and resources to fulfil his role.

In those cases where the Immortal acts as an assistant the success or failure of his charges determines whether or not he violates the term.

Modifications to the Quest

The quest represents one of the most flexible and difficult to categorise of the covenant terms. On the surface this term covers any single activity the Immortal may have to execute in order to fulfil his covenant. However, it also ties the Immortal to the hero's cycle and the cycle of time. As history repeats itself and the world calls for heroes time and time again, the Immortal takes up his place in the cycle.

The following modifiers apply to each quest term:

Cycle Role: Once the Immortal completes his quest he takes a secondary role in all future quests of the same type, as requested by the granting power. The Games Master may select from among the following roles:

Antagonist: The Immortal is, himself, the quest's target. The world calls forth mortal heroes to defeat the Immortal's grand schemes, whatever they may be. These mortals have an alignment opposite that of the Immortal. By the rules of the quest the Immortal cannot use his gifts or Aura to overwhelm the mortals even if they directly attack him.

Advocate: The Immortal acts on behalf of the questers in the Immortal and divine courts. He works to bring resources to them, removes impediments placed in

their way by other Immortals and provides council in the form of dreams or visions to worthy heroes.

Assistant: The Immortal directly assists the questers through their task. He may not resolve conflicts for them; instead he provides assistance either through the aid another action or in other less mechanical ways. A young Immortal often finds this role particularly difficult; it is much easier to simply step in and resolve the problem than it is to watch mortals bungle the job time and time again.

Impediment: The Immortal makes life difficult for the questers or supports the quest's antagonist. Unlike the antagonist the impediment cannot directly oppose the questers for any reason. Instead he may either provide assistance to the antagonist in an indirect fashion or he may alter the world using his full powers so that the questers have a more difficult time. For example, an Immortal with power over the spirits of wind and water could not just send them to kill the questers. However he could channel elemental power into a monstrous storm then unleash that storm on the questers as part of their quest's challenges.

Guide: The Immortal provides the questers with information and directions intended to help them move from one quest challenge to another. The guide may only speak to the questers once during each stage of the quest. After delivering his information he must wait for the mortals to complete their next challenge before interacting with them again.

Resource: The Immortal cannot interact with the questers until they complete a specific stage of their quest. At that time, the Immortal may give them resources in measure with their need and the Immortal's own abilities. These resources may take many forms: traditional magical items, material wealth, mundane assistance, guiding spirits or any other resource the Immortal and Games Master feel would assist the questers in some fashion.

Quest Type: Technically the Games Master could create a nearly endless list of potential quests. However, for the purposes of the quest covenant the Games Master should limit himself to the quest structures presented in the Challenges chapter (pg. 196).

The Hero's Cycle and the Cycle of Time

When the gods wove the world from nothingness they, intentionally or accidentally, built in a mechanism by which the world defends itself. This mechanism,

called the hero's cycle, ensures that when forces rise to destroy the present and the future mortals rise up to oppose it. These mortals may come from any background, race or creed. However, they all stand ready to answer the world's need, whether they are conscious of it or not.

As the world continued past creation's first moments it established the second cycle: the cycle of time. The cycle of time governs the distance in time between invocations of the hero's cycle. It also ensures that heroes will be ready for each call by spacing out the need for them in a relatively ordered fashion.

Taken together these two cycles create a great pattern in the universe quite pleasing to those allied with mythic law. Heroes are born, rise to prominence, take up their appointed challenges and then pass on, and the cycle begins anew. Everything progresses steadily forward with minimal change.

When an Immortal accepts a quest covenant he becomes part of these great cycles. If the Games Master has detailed the two cycles he may invoke the character's secondary role at appropriate moments. Otherwise, each year the Games Master rolls 1d10. On a result of one or two he may invoke the Immortal's secondary role during that year. Any other result indicates the cycle of time and the hero's cycle have not yet created an appropriate quest.

So long as the Immortal does not violate the terms of his role he fulfils his duty regardless of the questers' success or failure. Although it seems counterintuitive the antagonist role follows this rule as well. In the antagonist's case his personal success or failure matters less in the overall scheme of things than his obedience to the universe's rules.

Rituals

The Immortal agrees to enact specific, meaningful actions at specific times each year. These actions relate in some fashion to either the world's mythic history or to the processes governing the universe. Failing to properly enact a ritual can have dire consequences: the seas may turn into blood, ancient demons from a forgotten time may escape from their prisons or the sun may lose its flame.

Letter of the Law: In accordance with the ancient law and the rules laid down in the beginning, I take up responsibility for (insert ritual here). If I fail in this duty the fault, the price and the actions to make it

right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

Spirit of the Law: An Immortal who accepts the ritual term agrees to perform specific actions at specific times and in a particular fashion. A ritual may involve some form of offering but this offering will not reach the level of sacrifice required by the offering term.

Ritual performance demands exacting attention to detail. A misspoken word or out of place gesture can spoil the ritual. In some cases, the Immortal will have the opportunity to attempt the ritual again. However, he may not retry rituals that must take place at a particular time.

When the Immortal improperly performs a ritual a specific, usually catastrophic, consequence occurs. The Immortal must take action to correct the consequence. Failure to do so will result in the universe taking action to remove the character from existence. This action begins as seemingly random events and ends with the character vanishing as if he never existed.

Once the universe enacts its final sanction the Immortal is reborn as a 1st level character of the same name. He does not remember his previous existence. History rewrites itself so that other beings fill in for the character in his original history.

Modifications to Rituals

Much like the quest term, the ritual covenant term represents a wide array of possible actions. Many of these actions seem completely nonsensical to those without a proper perception of the universe.

Rather than describing every possible ritual, each ritual term can take the following modifiers. These modifiers set the general parameters for the ritual behaviour; the Games Master and player may flesh out the exact details between them.

Default Result: When an Immortal fails to properly perform his ritual it generates a challenge, as per the rules established in the Challenges chapter (pg. 190). Overcoming this challenge grants neither a victory nor experience points for the Immortal, although his assistants may receive experience points normally. If the character fails to overcome this challenge the universe begins to remove him from the past as described above.

Most ritual default results do not change over time. Each time the Immortal fails to perform the ritual properly he faces the same challenge with minor variations. Rituals associated with the chaos domain may present a less predictable profile; at the Games Master's option chaos-related rituals may create random challenges when the character defaults on them.

Location Requirements: Unless otherwise specified the Immortal may fulfil his ritual obligations anywhere in the universe. If the ritual must take place in a specific place it receives a location requirement. Most rituals with location requirements must take place in a wellspring (see the Wellsprings chapter, pg. 21). The Immortal cannot properly execute the ritual in a location other than that specified in the location requirement; if he cannot reach the location in time he defaults on this covenant term.

Material Requirements: Most Immortals possess tremendous resources and so may ignore simple material component requirements. However, some rituals demand exotic components capable of taxing the ingenuity of even the most dedicated Immortal. These objects rarely have a monetary value; instead they are difficult to acquire, available only during specific times of year or exist only in an extremely limited quantity.

Ritual Cycle: Unless otherwise specified the Immortal must fulfil his ritual obligation once per year. If the Immortal fails to perform the ritual properly he defaults on the covenant term and suffers the consequences thereof until he gets a chance to perform the ritual again next year.

The Games Master may modify this default cycle to one of the following, optional cycles: seasonal or monthly.

Seasonal Cycle: The Immortal must perform the ritual four times each year, once during the height of each season. If the Immortal fails in this duty he defaults on this term until the next ritual opportunity. If he successfully performs the ritual at the next opportunity he restores balance to the universe. This removes the default result and restores the Immortal's victory and gift. However, if he fails on his next ritual attempt he permanently defaults on this term.

Monthly Cycle: The Immortal must perform the ritual once each month. Most fantasy calendars have between 12 and 14 months, although some have as

many as 20. The Immortal may safely fail as many as three rituals a year without incurring a default result. Each time the Immortal fails in his ritual performance he suffers the effects of failure until the next month's ritual opportunity.

Ritual Difficulty: The difficulty of a ritual depends almost entirely upon when the Immortal receives it in his covenant progression. The DC for all skill checks is shown on the table below:

Victories Required to Gain Covenant Term	Difficulty Class of Skill Checks
1	20
2	23
3	26
4	29
5	32
6+	35

Performing a Ritual Properly

Performing a ritual properly requires careful attention to detail, intense focus and some amount of performance skill. Knowledge of the required words and techniques also helps. In order for an Immortal to properly fulfil his ritual obligation he must make the following skill checks in order:

- † Knowledge (arcana)
- † Concentration
- † Spellcraft
- † Perform (any)
- † Concentration

The DC for each skill check is determined by the ritual difficulty modifier. If the Immortal succeeds on a skill check he gains a +2 circumstance bonus to the next skill check. He may fail two of the five required skill checks and still successfully perform the ritual.

Defaulting on and Atoning for Covenants

When an Immortal violates a term of the covenant he 'defaults' on that term. Defaulting on a covenant term carries with it severe repercussions. Once the Immortal defaults he must make amends through a process called atonement.

When an Immortal fails to live up the responsibilities outlined in a covenant term he 'defaults' on that term. While the Immortal is in default he loses the victory

associated with that term and the gift he gained for agreeing to abide by it. Unless otherwise specified in the term description the Immortal must atone in order to restore his access to the victory and the gift. This victory loss cannot lower the character's apotheosis step.

In order to atone the Immortal must petition the granting power for a challenge. Successful completion of this challenge does not gain the character a victory but it does remove the default. The Immortal does not gain experience points while engaging in this challenge.

If the Immortal fails to meet his atonement challenge he permanently loses the victory and the gift associated with this covenant term. This loss can reduce the character's apotheosis step, forcing him to take another Great Challenge to advance again. The Immortal can take challenges associated with the granting power, although if he fails this second challenge he may never take challenges related to the granting power again.

THE COVENANT IN THE GAME WORLD

The term covenant describes both a game rules entity and an in-game agreement between a character and one of the universe's great powers. The game rules describe how the covenant limits the character's actions and gives him additional victories through which he gains Immortal power. These rules imply, but do not completely describe, the in-game object that contains the covenant arrangement or provide the language characters use to refer to it.

In the game world the covenant may have one or both of the following additional properties: a covenant name and a physical representation.

Covenant Name

Although the concept of covenants may be new to a particular campaign they have, in theory, existed since the dawn of time within the campaign world. As such, the covenant may have its own name that describes it to those who know such things.

Each covenant name is unique to it. It may contain one or more descriptive phrases or blandly designate the signatories. Characters refer to their covenant agreements by name, rather than simply saying 'my covenant'. Examples include:

The Compact of the Five Seals and Seven Stars: is a covenant arrangement between an over-deity and the mortals he wishes to raise into godhood. The numbers five and seven refer to the total number of victories required to gain Transcendence. The five seals in the name refer to the five rituals the Immortal accepts responsibility for. The seven stars are the seven free peoples of the world, each of which has a separate allegiance term in the compact.

When mortals invoke Immortals who participate in this covenant they often do so 'by the power of the five seals and the seven stars'.

The Covenant of Azoath: is a covenant arrangement between a lesser evil deity (Azoath) and those mortals who enter his service. Azoath refers to his covenant terms as 'bindings'; his priests invoke his Immortals through an allegiance by saying 'I command (Immortal's name), thrall of Azoath, by the bindings laid upon him in my master's name!'

Companion's Oaths: is a covenant arrangement between an intermediate deity of war and his Immortal servants. When a mortal dies he may attempt to take the first oath, in which he swears blood and souls to his new lord. If he succeeds he returns to life as an Aspirant Immortal, armed with a gift and knowledge of what lies beyond the veil of death.

Recognising a Covenant Name

When a mortal hears a covenant name he may make a Knowledge (arcana) or Knowledge (religion) check (DC 20) to recognise it. If he succeeds he knows which granting powers signed the covenant and generally what covenant terms bind the Immortals who accept it.

Physical Representation

Some covenants exist simply as words spoken by the granting power and agreed to by the Immortal. However, most also have some kind of physical representation or marker. These representations provide the covenant with some kind of practical expression as well as recording the terms for everyone who wishes to see them.

A covenant's physical representation may take any form. However, divine tradition indicates that the following forms are most common: echoing words, physical mark, tattoos or written documents.

Echoing Words: The words spoken at the moment of the covenant's solidification echo forever in the world. Any mortal or Immortal who stands in the spot where the Immortal completed one of his challenges may make a Listen check (DC 15) to hear exactly what the Immortal said to the granting power and how it responded to him.

Physical Mark: The formal sealing of the covenant applied a physical mark to the character. This mark may be anything from changed eye colour to an elaborate pattern of scars on the character's face or body. Each time the character agrees to another covenant term he receives another physical mark.

Any character, mortal or Immortal, who sees the physical marks may make a Knowledge (arcana) check (DC 15) to recognise the granting power. If he succeeds at this skill check the character may continue to make Knowledge (arcana) checks (DC 15) as free actions until he fails one of the checks. Each successful check reveals one of the Immortal's covenant terms.

An Immortal with physical marks cannot hide them using spells or mundane skills. He may, with a great expenditure of Aura, be able to temporarily suppress them with an Immortal gift.

Tattoos: The covenant agreement expresses itself as an elaborate tattoo on the Immortal's body. This tattoo always contains both an artistic representation of the granting power and the exact letter of the covenant's terms. Tattooed covenants tend to move and shift around the Immortal's body. They may also change shape, fade, glow or otherwise react when the Immortal uses his Aura and gifts.

Any character, mortal or Immortal, who sees the tattoos may make a Knowledge (religion) check (DC 15) to recognise the granting power. Unlike physical marks the character cannot deduce the covenant terms directly from the symbols. Instead, he must get close enough to read the writing etched into the Immortal's skin.

An Immortal with tattoos cannot hide them using Immortal gifts, mundane skills or spells. The tattoos always show through whatever effect attempts to conceal them. They do not, as a rule, show through normal clothing but will 'grow' to cover an exposed part of the character's skin. If the character's clothing exposes nothing the tattoo grows out over the clothing, taking the form of embroidery or etchings as appropriate.

Written Documents: The covenant agreement expresses itself in pictographic or literary form. This usually means a heavy book or elaborately constructed scroll, but more elaborate representations are possible. Some 'written documents' take the form of pictographs on a cave wall, runes carved into stone tablets or never-healing fire etchings on the trunk of a great oak tree.

When in the form of a scroll or codex, the written document consists of exotic papers and strange, multi-coloured inks. A scroll will have elaborate ribbon ties and extensive illuminations. A codex will have heavy covers made of some alien leather, jewelled bindings and thick parchment pages.

Any character, mortal or Immortal, may read the contents of a written document. The words shape themselves on the page so they convey meaning regardless of the reader's intellectual abilities. An extremely intelligent reader (Int 15+) can translate the words from the covenant into any language he knows, allowing him to record the words exactly in another document. This transliterated document does not convey meaning to every reader but if something destroys it the Immortal does not suffer any negative consequences.

Written documents suffer from all the vulnerabilities of physical objects. If something defaces or destroys the document the Immortal loses access to the gifts associated with the covenant until he recreates it. Should the Immortal choose to destroy the document he immediately loses all victories, gifts and apotheosis. He becomes a mortal again, regaining free will and giving up his Immortal powers.

Skill Bonuses and Covenants

Like taps, a covenant grants the Immortal bonuses to his Channel and Infuse checks for the gifts associated with it based on the total number of victories invested in it. This allows an Immortal character to gain bonuses to his skill checks without having to take mortal levels solely for skill points.

For covenants with collective powers the victory total equals the total number of victories associated with that specific power. For example, an Immortal with Animals 3 and Plants 4 has three total victories associated with Animals and four associated with plants. Gifts associated with the Immortal's Animals covenant do not receive a bonus from his Plants covenant and vice versa.

For covenants with deities the victory total equals the total number of victories associated with all of the domains the deity can grant, so long as the Immortal gained them through that deity. The Immortal uses the total number of victories to calculate the appropriate bonuses based on what victory and covenant term the specific gift is associated with.

For example: An Immortal has seven victories associated with a covenant. The granting power gives the character domains in Chaos, Good, Protection and War. He can use all seven of his victories to calculate his bonus for any of those four domains so long as the gift came from the same granting power.

The Nature of the Collective Powers

Collective powers present the Games Master with a relatively serious problem. Unlike gods, who have distinct personalities, the collective powers represent abstract entities or groups of entities that might or might not directly interact with human beings.

Assuming that mortals cannot ever really know what makes up the collective powers, how do we as Games Masters present them in the game? We have a nearly infinite number of options, but they mostly fall into one of the following four categories: abstract representations, fey intermediaries, great spirits and primordial gods.

Abstract representations occur when a mortal mind encounters something it simply cannot comprehend. In this case the collective power is something entirely alien to mortal existence. The mind tries to come up with something, anything, to codify the experience. In practical terms each mortal will experience the abstract representation differently, so the Games Master can pretty much make up anything he likes. Abstract representations also do not suffer from the bugbear of consistency; the character may experience his granting power differently each time he interacts with it.

Interacting with the granting power through fey intermediaries bridges the gap between abstract representations and great spirits/primordial gods. In this case mortals really do not need to know what the collective powers really are. Instead, they make deals with various fey spirits who intercede with the collective powers on the mortal's behalf. The fey have human-like forms and motivations close to the mortal world, so most mortals deal with them more easily than they do with alien gods. In this case the fey become an important part of the 'folk traditions' of the world and druids will spend a good portion of their time dealing with fey spirits.

Great spirits exist a step above the fey spirits. In this case all creatures, from spiders to flowers and on to the stars, may have a spiritual spark similar to that of mortal creatures. However, taken individually this spark is not strong enough to communicate with directly. Instead the sparks aggregate into 'great spirits' capable of interacting with mortals. These great spirits represent idealised versions of their source species: giant animals, plants that can move and talk, stars capable of influencing mortal events, etc. These spirits interact with mortals in much the same fashion as gods. Druids in a world with great spirits focus strongly on taking totems and making bargains with the 'spirits of things' in return for power.

The power of the primordial gods dwarfs that of great spirits. In this scenario for collective powers the god responsible for creating a particular collective power (e.g. animals or the moon) still exists in a quiescent state. All minor spirits associated with the collective power still answer to the primordial god if it bothers to issue commands. In this case Immortals who wish to petition the primordial god for powers do so by using challenges to get the being's direct attention. Druids in a world with primordial gods focus strongly on rituals and ritual sacrifice, as they must attract their dreaming gods' attention before their magic can take effect.

All of the descriptions below assume the characters interact with the collective powers through either fey intermediaries or through collections of the great spirits. However, the Games Master may choose any of the above options or customise the descriptions to fit his own conceptions of how his campaign world works.

GRANTING POWERS AND COVENANT

DESCRIPTION

The remainder of this chapter contains descriptions of typical covenants available to characters in most campaign worlds. The Games Master should feel free to alter any of these typical covenants in order to better match his vision of how his gods or other granting powers operate.

Each description contains the following information:

Name: The in-game name of the domain or granting power the character binds himself to. This entry lists alternate names for the granting power in the parentheses after the name.

Channel Bonus: The bonus the granting power gives to the character's Channel checks for gifts associated with the covenant.

Infuse Bonus: The bonus the granting power gives the character's Infuse checks for gifts associated with the covenant.

Description: A narrative description of the power, its formation, place in the world and how it interacts with the abstract, elemental and mythic powers used to create the universe.

Covenant Table: A table listing covenant terms the character must agree to as he successfully completes challenges associated with the covenant.

Covenant Terms: Detailed descriptions of the covenant terms along with compiled information about interactions between the terms and potential problems coming about as a result.

Gift's Side Effects: Most granting powers strengthen some categories of gifts and weaken others. Many, particularly the collective powers, also give bonuses or penalties to gifts associated with abstract, elemental or mythic powers.

Effect on Challenges: Most granting powers favour particular challenge structures.

Common Covenant Manifestations: Covenants often have preferred physical manifestations. This entry describes typical manifestations for the covenant's granting power as well as giving any

unique or special manifestations that accompany using a gift associated with the power.

COLLECTIVE POWERS

When the gods wove the world they created, intentionally or not, powers imbued with their own free will. These awarenesses sprang up long before mortals awoke to their own lives. However, before the coming of mortals they had neither voice nor conscious form. When they heard the elves first form words they took up their language as their own.

At first mortals mistook these awarenesses for gods. They worshiped the sun and the moon, invoked animal totems and called on the power of the forest for its bounty. In time the true gods revealed themselves, but by that time the druids already held an unshakeable place in the societies of the world. They claimed the gods came to stand between mortals and the real world; they and their followers continue to cling to the direct communion with nature even in the 'modern' campaign age.

These powers, often called collective powers by scholars, represent large groups of spiritual beings and a conflux of powerful energies. They may have a single spokesperson or may present themselves as a council or collection of powers willing to speak with anyone who properly petitions them. Some scholars theorise they are the logical result of the mixture of positive and negative energy when it comes in touch with the complex systems making up the world.

Scholars theorise that the fey, so-called natural spirits, arose as these powers began to seek out ways to express themselves in the world. This may be true; it would certainly explain why nature spirits like the fey take on such human-like forms. The fey often act as intermediaries for the collective powers, interacting with mortals and Immortals while their patrons quietly contemplate the unfolding universe.

Animals (Totems; Beasts of the Air, Land and Sea; Children of the Earth)

Mortal scholars endlessly debate the place of animals in the world. Some see them as simple automata, creatures of instinct without souls who follow the patterns established for them by the environment and the gods. Others say these simple creatures also hold a touch of the divine power granting mortals

COVENANTS

their intelligence. The gods themselves remain suspiciously silent on the issue.

Intellectual pomposity aside, most mortals have long recognised that animals hold great power. Some compete with mortals for space and food. Others provide mortals with the materials they need to survive: leather for clothing, fibre for cloth, bone for weapons and meat to sustain them through the long winters.

In a world filled with magic, animals' eventual awakening to their power should have come as no surprise. Whether mortals made them powerful through free will or they simply needed something to show them their strength does not matter. Since ancient times the power of the animals rose along with that of mortals, now the two are so intertwined even the druids cannot say if they can go their separate ways.

Channel Bonus: +1 per victory

Infuse Bonus: +1 per victory, +2 per victory for numen gifts

Description: The power of animals includes within it all of the living creatures in the world. It connects the beasts of the fields with the birds in the air, the fish in the sea with the scuttling things crawling under the earth. Depending on the campaign world this connection may be strong enough for them to communicate with one another or simply a spiritual connection making them all the same 'kind' of creature.

Immortals allied with the animals gain animal spirits as servants. They can also draw on these spirits to grant them powers similar to those of the animals: enhanced physical attributes, remarkable senses and a direct connection to the environment. Oddly they may not gain the ability to speak with mundane animals. This is because in many worlds the power of animals comes from the aggregate of all animal spirits, not from a single animal rooting for grubs in the forest.

Fey who intercede with the power of animals combine animal and mortal traits. Each fey assumes physical characteristics from both categories: one may have the ears of a donkey and the face of an elf,

Animals

Victories	Covenant Terms
1	Commitment: Caretaker of the Fantastic Beasts
2	Nemesis: Indiscriminate hunters
3	Quest: Hunt and Guide
4	Bond: Foster the wilds
5	Allegiance: Druids over 7 th level
6	Commitment: Hunter for the Hunted (hunts and kills hunters who stray too far into the wilderness without proper respect)
7	Commitment: Guardian of the Wilds

while another may sport goat's hooves and the body of a young boy.

Mortals encounter the power of animals each time they rely on or struggle against an animal. In those brief moments they feel their connection with the world and link to their forefathers' struggle to harness it for their descendants.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant of animals reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, swear to place my life in the service of all the things that walk and leap and crawl and fly and swim. I place my hand between them and harm. I place my strength at their call. In return, I accept their strength as my own.

The Immortal adds additional terms as he gains victories.

(First Victory): On this day, at this time, in light of the wisdom I have gained, I will take up the duties of Caretaker of the Fantastic Beasts. I accept these duties as my life and my way. Should I fail to discharge them I accept that the consequences rest on my head.

(Second Victory): In light of the wisdom I have gained, I will smite those who take from the animals without need with all the power at my disposal. While I live they will find neither water nor shade. No living thing shall sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

(Third Victory): On this day, at this time, I swear, by the powers I wield and the truth I serve, to undertake the Great Hunt as directed by the spirits. When, in the cycle of time, this quest comes before the world again I will act as a Guide to aid mortals in their struggle to accomplish the same task.

(Fourth Victory): In light of the wisdom I have gained, I must create a world in which the wilderness thrives. I may not allow, through action or inaction, harm to come to the things fostering the wilderness and its creatures.

(Fifth Victory): On this day, at this time, I swear to aid the great druids who have proven themselves in nature's service when they call. I will stand between them and danger; I will lay down my life if I must to further their cause.

(Sixth Victory): In light of the wisdom I have gained I take up the duties of a Hunter for the Hunted. I accept these duties as my life and my way. Should I fail to discharge them I accept that the consequences rest on my head.

(Seventh Victory): On this day, at this time, I take up the duties of Guardian of the Wilderness. I accept these duties as my life and my way. Should I fail to discharge them I accept that the consequences rest on my head.

Gift Side Effects

By aligning himself with the power of animals the Immortal gains great insight into their nature. Any time he uses a gift targeting an animal he gains a +1 bonus per victory associated with this covenant to the Infuse check.

Effect on Challenges

The power of animals demands that its champions know how to nurture and hunt for their own lives. Every odd-numbered victory associated with this covenant must come from either a challenge of the hunt or a challenge of life.

Common Covenant Manifestations

The covenant of animals typically manifests as echoing words spoken in a place where the great animal spirits sit in judgement over mankind.

Moon

The stories of mortal awakening disagree as to whether the elves first saw the world lit by silvery moonlight or golden sunlight. The elves fondness for the twilight and night and their nearly perfect vision in the darkness, makes other mortals suspect the former rather than the latter. The elves themselves remain silent on the issue except to say that it was, likely, one or the other.

Regardless of the truth, the moon and her moods figure prominently in the legends of all intelligent surface-dwellers. She shines down on heroes as they stand vigil waiting for the dawn. Her light guides the bold through the shadows and brings visions to enlightened fools. Dark spirits come out to wreak bloody havoc when she withdraws behind her veil.

In a world filled with magic, the power of the moon comes from every creature, rock and plant touched by her light. She may share her power directly with a chosen few, but more often she speaks through her faithful servants.

Channel Bonus: +1 per victory, +2 per victory for attribute gifts

Infuse Bonus: +2 per victory

Description: The power of the moon touches the lives of every being in the world. It gives out visions and illusions in equal measure, inspiring art in some mortals and madness in others. Only the elves and the fey can live in her light for long; everyone else must find some degree of shelter lest they lose their souls forever.

Immortals allied with the moon seem slightly lost in the shadows she casts. Their connection to her gives them access to remarkable knowledge, but also to the dreams collected over thousands of years. Sorting truth from dreams can take days, even weeks. By the time the Immortal finds what he seeks the time for action could well have past.

Fey associated with the moon tend strongly towards chaos and mischief. Mortals find them difficult to deal with as it is never entirely clear if they will remember the bargains they strike. Only elves seem able to deal with them easily, though that may say more about elven psychology than it does about the spirits involved.

Moon

Victories	Covenant Terms
1	Ritual: Monthly rites to the moon (DC 20)
2	Offering: Materials (silver preferred)
3	Ritual: Seasonal rites to the moon (DC 26)
4	Offering: Magic, Monthly
5	Quest: Endurance, Impediment
6	Offering: Metaphysical Power, Monthly
7	Quest: Will, Antagonist

Mortals often associate the moon's power with the female principle. They also encounter it in the form of night time visions and illusions of light and shadow glimpsed from the corner of the eye. How the mortal responds to these images depends on his own personality and beliefs. Many think they come from the forces of evil, while others look to them for inspiration and joy.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant of the moon reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, swear to place my life in the service of mystery and shadow. Within the Lady's light I swear to serve her faithfully, forsaking all other masters. Her silver light shall guide me through the night, revealing all that I must know and do.

The Immortal adds additional terms as he gains victories.

(First Victory): In accordance with the ancient laws and the rules laid down in the beginning I take up responsibility for the monthly rites of the moon. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, present and future.

(Second Victory): This I swear now, in my mistress' sight; off all the things I have this silver I offer up as sacrifice. It is mine by right and might; no being may dispute my claim. This offering, given at the appointed time of the month, I give of my own choice in keeping with the ancient ways.

(Third Victory): In accordance with the ancient laws and the rules laid down in the beginning I take up

responsibility for the seasonal rites of the moon. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, present and future.

(Fourth Victory): This I swear now, in my mistress' sight; of all the things I have this magic I offer up as sacrifice. It is mine by right and might; no being may dispute my claim. This offering, given at the appointed time of the month, I give of my own choice in keeping with the ancient ways.

(Fifth Victory): I swear, by the powers I wield and the truth I serve, to undertake the Test of Light and Stone (i.e. a challenge of endurance) as directed by my mistress. When, in the cycle of time, this quest comes before the world again I will act as an Impediment to challenge mortals to prove their worth before they accomplish the same task.

(Sixth Victory): This I swear now, in my mistress' sight; of all the things I have this power I offer up as a sacrifice. It is mine by right and might; no being may dispute my claim. This offering, given at the appointed time of the month, I give of my own choice in keeping with the ancient ways.

(Seventh Victory): I swear, by the powers I wield and the truth I serve, to undertake the Test of Silver Flame (i.e. a challenge of will) as directed by my mistress. When, in the cycle of time, this quest comes before the world again I will act as an Impediment to challenge mortals to prove their worth before they accomplish the same task.

Gift Side Effects

The moon grants her Immortals considerable lassitude when dealing with numina. All numen gifts the Immortal uses activate for no Aura cost.

Effect on Challenges

The moon often challenges her champions to face themselves. One in every three challenges associated with the moon must be a challenge of the mirror.

Common Covenant Manifestations

Covenants with the moon are inscribed in silver light on the Immortal's skin. These tattoos coil and twist around the character's body, presenting themselves to viewers at odd moments when the Immortal least expects it. They glow faintly at night but dark clothing provides enough cover for the character to

use his Hide skill normally. The tattoos seep through the clothing after one hour.

Plants (The Green)

Long before mortals awakened to the world the gods brought forth the green and growing things. They leaped across the lands and seas, cloaking everything in verdant glory. Their abundance could feed a handful of mortals and all of the animals roaming the world.

In time mortals began to tame the green just as they did the animals who lived with it. They cut back the forests, using the wood for fire and their houses. They tamed the wild grasses, transforming them into wheat and barley for bread. The ferns they turned into bedding and the rushes into cloth and paper on which to write their version of the world.

Plants, like animals, drink deeply enough of the world's magic to take on a small spark of awareness. Taken individually this dim awareness does not qualify for the word intelligence. However, plants rarely exist as individuals. Instead they grow up in stands, fields and great forests. These larger entities combine the awareness of each individual plant into a sentience wholly unlike that of mortal creatures.

Channel Bonus: +1 per victory, +2 per victory for numen gifts

Infuse Bonus: +1 per victory

Description: The power of plants grows as the number of plants in an area increases. It also waxes and wanes with the seasons. In the spring months it explodes as plants surge forth into life. During the summer it settles into steady strength, which begins to fail as autumn's touch causes the plants to draw in for the long winter months. Winter is a quiet season for plants, a time of death and rest as they await spring's rebirth.

Immortals drawing their strength from the green and growing things mirror this seasonal process. They start new activities in the spring, stay steady through the summer, draw to an end in the autumn and tend to hibernate when the world slumbers under winter's chill. Other Immortals can try to exploit this predictable pattern. Those doing so will suffer from a terrible surprise; the Immortal's power does not diminish during the winter so much as it draws inward. It is best to leave slumbering Immortals alone, as their reflexive responses may not be as measured as their more reasoned ones.

Plants

Victories	Covenant Terms
1	Bond: Foster the green
2	Offering: Blood, Seasonal
3	Commitment: Adversary to the Common Man (commoners)
4	Commitment: Judge of the Green
5	Allegiance: Druids over 7 th level
6	Quest: Life, Resource
7	Ritual: Seasonal

Fey associated with the green speak of the forests and the plains as if they were living creatures capable of speech. They live among and in the wildest places, sometimes even merging with particular ancient and important plants. Such fey take the 'encroachments' of mortals into their domains very seriously. Lone mortals who stray into these areas will never return. Groups of mortals, especially well-armed ones, may survive but will bear forever the nightmares inspired by 'trees that walk and roots that stalk'.

Mortals rarely acknowledge the power the green holds. They are content to live off its bounty, to rip its wealth from it and to force it to obey their will. On the rare occasions when it breaks free of their bonds mortals strike back with fire and fear until they beat it back into submission.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the green reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, take my stand among the green and growing things. Their cause is my own, their needs my first concern. I will do them no harm. Where flame and steel cut them back I will bring water and rust to defend them.

The Immortal adds additional terms as he gains victories.

(First Victory): In the shade of the Great Tree I swear I must create a world where the green runs free. I may not allow, through action or inaction, harm to come to things fostering the green.

(Second Victory): Of all the things I have this blood I offer up as a sacrifice. It is mine by right and might;

no being may dispute my claim. This offering, given on the darkest day of the month, I give of my own choice in keeping with the ancient ways.

(Third Victory): In the shade of the Great Tree I swear I will take up the duties of Adversary to the Common Man. I accept these duties as my way and my life. Should I fail to discharge them I accept that the consequences rest on my head.

(Fourth Victory): In the shade of the Great Tree I swear I will take up the duties of Judge of the Green, adjudicating disputes between mortals and the plant spirits. I accept these duties as my way and my life. Should I fail to discharge them I accept that the consequences rest on my head.

(Fifth Victory): On this day, at this time, I swear to aid the great druids who have proven themselves in nature's service when they call. I will stand between them and danger; I will lay down my life if I must to further their cause.

(Sixth Victory): I swear, by the powers I wield and the truth I serve, to achieve the Creation of the Universal Balm (challenge of life). When, in the cycle of time, this quest comes before the world again I will act as a Resource to assist mortals in their struggle to accomplish the same task.

(Seventh Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for the seasonal rites of the green. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

Gift Side Effects

The plants' power trembles on the razor's edge between quiet and animation. If an Immortal with this covenant also has a tap into positive energy he receives an additional +1 bonus per victory associated with the covenant to numen gifts on all Channel and Infuse checks.

Effect on Challenges

The green cares little for mortal activities but it does notice things directly affecting its interests. The first challenge associated with a covenant with plants must be a challenge of life or a challenge of power.

Common Covenant Manifestations

The covenant of plants takes the form of a living tattoo of a specific plant that grows from the character's feet to his hands. This tattoo blossoms whenever the Immortal uses his gifts or exerts his Aura in some fashion.

Nations

Whether mortal scholars feel a nation possesses a spirit or not depends almost entirely on their allegiance to the current government. Those loyal to the establishment usually reject the notion, as it implies that a force other than whatever it is that raised the current rulers might have a say in the nation's destiny. Those who hope for a regime change support the concept of a 'national' spirit, a construct of the hopes and dreams of all of a nation's citizens given strength through the world's magic.

In worlds where nations do have spirits they tend to consist of both created and manufactured beings. The gods planned the created national spirits. They guard the gods' chosen lands and may guard the mortals who live there. Manufactured spirits come about as magic gives life to the rhetoric spoken by mortals as they impose order on the rest of the world. Both sorts of spirits rarely communicate directly with mortals. Indeed, even manufactured spirits may resent mortal's presence as a deviation from the nation's ideal state.

When a nation vanishes its spirit may linger on. In some cases this spirit shrinks into a small fragment of its former territory. There it inspires the nearby mortals to remember the old ways and the ancient glory of the fallen world. Others transform themselves into 'spirits of the people', associating with a specific ethnic group or race rather than a place with borders.

Channel Bonus: +1 per victory

Infuse Bonus: +1 per victory, +2 for attribute gifts

Description: The power of a nation cannot be measured just in terms of its military and economic might. The greatest nations have something else, an animating spirit or power, which helps them to shake off history's bonds. This power animates the people's leaders and protects the land from the worst natural calamities. In turn this good fortune creates even more opportunities for the nation, at least until it comes into contact with another empowered nation.

Immortals tied to a nation rarely leave its boundaries. If their host nation falls they will lose a tremendous amount of power, not to mention an important power base in Immortal politics. Their presence tends to further reinforce the positive cycle affecting the nation since a powerful protector can raise even a weak nation to the status of power in just a few generations.

Fey rarely associate with national spirits. A nation spirit created by the gods when they wove the world might have outsiders as servants if one of the gods chose it as his personal domain.

Mortals who live within a nation guarded by a spirit can sometimes feel its presence. They see it lighting their leaders' eyes with ideas and witness its power directly when the land responds positively to leadership decisions. Most know their land is somehow special without knowing exactly how or why.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with a nation reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, take my place as the god-ruler of this land. Its people I take as my own, its burdens come to rest on my shoulders. I will guard it with all the power I hold and none shall take it from me.

The Immortal adds additional terms as he gains victories.

(First Victory): I swear I must create a world in which <insert the nation's name here> thrives. I may not allow, through action or inaction, harm to come to the things fostering my nation.

(Second Victory): In the presence of the people I swear that of all the things I have this power I offer up as a sacrifice in their name. It is mine by right and might; no being may dispute my claim. This offering, given on the day of our nation's founding, I give of my own choice in keeping with the ancient ways.

(Third Victory): For the people's well-being I will take up the duties of Judge of the People, interceding between them and the gods and in their mortal

disputes. I accept these duties as my life and my way. Should I fail to discharge them I accept that the consequences rest on my own head.

(Fourth Victory): In my people's name I will smite our declared enemies with all the power at my disposal. While I live they will find neither shade nor water. No living thing will sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

(Fifth Victory): In my people's name I swear I will aid them when they call. I will stand between my people and danger; I will lay down my life if I must to further their cause. They may make this petition during the Day of Judgement, when all may come before me in my seat of power.

(Sixth Victory): I swear, by the powers I wield and the truth I serve, to achieve an Alliance of Light (challenge of leadership binding celestials to the nation). When, in the cycle of time, this quest comes before the world again I will act as a Guide to assist mortals in their struggle to accomplish the same task.

(Seventh Victory): I must create a world in which my nation's dominion over the world thrives. I may not allow, through action or inaction, harm to come to the things fostering our dominion over the world.

Gift Side Effects

When the Immortal targets a member of his nation with a gift, that gift costs one less Aura (minimum one) to activate.

Effect on Challenges

All challenges associated with a national covenant must improve conditions within the nation.

Common Covenant Manifestations

A covenant with nations manifests as words echoing in the chamber where the people first raised their god-king to power.

Stars

If, as legends say, the elves first saw the moon it is certain their next sight was of the stars' infinite canopy. The countless stars shine down upon the world, bringing with their light songs from distant places and the possibility of boundless hope. As they dance through the sky, the stars show mortals just how far they could go if they only dared to dream.

COVENANTS

At first mortals simply marvelled at the stars' beauty. However, these fundamentally pragmatic beings quickly realised they could derive benefits other than personal pleasure from the bright points in the sky. The stars formed the basis of mortal timekeeping, allowing mortals to usher in the period they think of as history. Mortals also turned them into the anchor points for navigation, an art that uses the stars as waypoints and signposts to guide a traveller without any landmarks.

The stars may gain their power from the world's magic or they may be magic's source and inspiration. In either case the stars grant tremendous power to those who wish to ally with them. They also present a tremendous peril; those who spend too much time among them may find they can never return to the fields they knew.

Channel Bonus: +1 per victory

Infuse Bonus: +1 per victory, +2 per victory for numen and power gifts.

Description: The power of the stars exerts subtle influence on mortals' day-to-day lives. In some worlds this 'subtle' influence causes nations to rise and fall; in others it is so weak only the most sensitive minds can detect it. However, the star's influence over mortal's understanding of time cannot be questioned. After all, without the stars mortals would never have learned to measure the seasons or mark the days on a calendar.

Immortals associated with the stars tend to follow a very contemplative life-style. They have ample opportunity to observe the world coupled with a reserved attitude favouring disengagement. These Immortals often use their own numen as intermediaries with the mortal world rather than dealing with it themselves.

The fey associated with the stars come out during the night to observe their masters. They study the stars looking for signs and portents. Most display a very fatalistic attitude based on their belief that everything is pre-ordained. Mortals sometimes consult with these fey hoping to divine the future. Unfortunately, their understanding of what may happen does not take into account mortals' free will.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Stars

Victories	Covenant Terms
1	Ritual: Monthly Rites of the Wheel (DC 20)
2	Quest: Creation, Resource
3	Offering: Magic, Monthly
4	Allegiance: Wizards over 12 th level, at night
5	Ritual: Seasonal Rites of Heaven's Vault (DC 32)
6	Quest: Insight, Antagonist
7	Ritual: Monthly Rites of the Spheres (DC 35)

Covenant Terms

The full covenant with the stars reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, bind myself to the wheel of stars. I am their representative in the mortal sphere, a living conduit for their power and will.

The Immortal adds additional terms as he gains victories.

(First Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for the monthly rites of the wheel. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

(Second Victory): I swear, by the powers I wield and the truth I serve, to achieve the Creation of a Star Sword (challenge of creation). When, in the cycle of time, this quest comes before the world again I will act as a resource to assist mortals in their struggle to accomplish the same task.

(Third Victory): In the stars' presence I swear that of all the things I have this magic I offer up as a sacrifice in their name. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Fourth Victory): I swear I will aid the mighty wizards, servants of the star's light, when they call. I will stand between my people and danger; I will lay down my life if I must to further their cause. They may make this petition during the Day of Judgement, when all may come before me in my seat of power.

(Fifth Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for the seasonal rites of heaven's vault.

If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

(Sixth Victory): I swear, by the powers I wield and the truth I serve, to achieve an Understanding of the Seven Spheres (challenge of insight). When, in the cycle of time, this quest comes before the world again I will act as an Antagonist to assist mortals in their struggle to accomplish the same task.

(Seventh Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for the monthly rites of the celestial spheres. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

Gift Side Effects

The power of the stars is closely allied with magic. When an Immortal uses a gift associated with this covenant he gains a +1 bonus to his effective caster level in any mortal class he holds that can cast arcane spells for a period of 24 hours. This bonus does not stack and fades after he casts an arcane spell.

Effect on Challenges

The stars love those who can understand the universe's grand design. They increase the DC of any challenge of insight or wit associated with their covenant by +4. If the Immortal overcomes these challenges they grant him a permanent +2 racial bonus to all Channel and Infuse checks related to the gift associated with the challenge.

Common Covenant Manifestations

A covenant with the stars typically takes the form of a scroll written in silver ink. The scroll contains information about the design used by the gods to create the universe. Nestled among these arcane diagrams and cryptic notes an observant reader can find the Immortal's covenant terms.

Sun

Regardless of whether mortals first saw the sun or the moon, it is the sun's great golden disk they look to for light, for warmth and for life itself. Without the sun's harsh touch the fields become barren and the streams fouled with weeds. Just its presence on the horizon can drive the forces of darkness back into the

shadows, while its full strength burns even the oldest evil into harmless ash.

In most mortal religions and in most metaphysics, the strongest god takes the sun as his principle domain. From on high he dispenses justice and grants strength to mortal heroes. However, in many ways this being is simply the sun's tenant. Another god can replace him. The sun's strength, though, neither waxes nor wanes; it remains the constant source of light and warmth in the world.

As with the moon and the stars, the sun's power may come from magic or it may be its source. In either case the sun always embodies the powers of warmth, health, fire and raw energy. Those who dare to share in its power become servants of the great fire, beings of light the likes of which even the gods rarely see.

Channel Bonus: +1 per victory

Infuse Bonus: +2 per victory

Description: The power of the sun shapes the world for both good and ill. Its mixture of fire and positive energy infuses the world with both life and warmth. At the same time, when the rain and shadow do not mitigate its strength, it can burn the land into cinders. Thus, the sun is both destroyer and giver of life, the ultimate symbol of mortals' struggles in the world.

Fey associated with the sun look a great deal like celestials to unschooled eyes. Their inner light shines so brightly it can blind those not prepared for it. Their eyes glow like stars and their skin often takes on a golden or silvery sheen. These spirits come out with the dawn and retreat to whatever plane they inhabit when the sun finally settles down on the horizon. These solar spirits rarely deal with mortals but may intercede if they feel a momentary stab of compassion or guilt.

Immortals who enter into a covenant with the sun usurp, to one degree or another, a power usually reserved for the greatest of gods. They wield the sun's fire without the god's permission, a state of affairs that can lead them into direct conflict with the celestial heavens. Of course, for those daring enough to challenge for the light this added danger just adds a bit of spice to an otherwise predictable situation.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Sun

Victories	Covenant Terms
1	Ritual: Rites of the Dawn (DC 20), Monthly
2	Offering: Blood, Monthly
3	Ritual: Rites of Midnight (DC 26), Monthly
4	Commitment: Courtier of the Golden Hall
5	Allegiance: Clerics 7 th level or higher with the sun domain
6	Commitment: Minister of the Sun's Grace
7	Ritual: Rites of Noon (DC 35), Monthly

Covenant Terms

The full covenant with the sun reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, swear to serve the Golden Hall, its fiery spirit and the power that currently dwells there. So long as the sun shines I will act in its service. On the day it finally goes out my own life ends.

The Immortal adds additional terms as he gains victories.

(First Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for the monthly rites of the dawn. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

(Second Victory): Of all the things I have this blood I offer up as a sacrifice to sustain the sun's bright flame. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Third Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for the monthly rites of midnight. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

(Fourth Victory): For the world's weal, I will take up the duties of a Courtier of the Golden Hall, representing the sun's interest in the divine court. I accept these duties as my life and my way. Should I fail to discharge them I accept that the consequences rest on my own head.

(Fifth Victory): I swear I will aid the great clerics who serve the sun. I will stand between my people and danger; I will lay down my life if I must to further their cause.

(Sixth Victory): For the world's weal, I will take up the duties of a Minister of the Sun's Grace, governing over a land chosen by the shining hall itself. I accept these duties as my life and my way. Should I fail to discharge them I accept that the consequences rest on my own head.

(Seventh Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for the monthly rites of the noon. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

Gift Side Effects

The power of the sun rages with both fire and positive energy. This combination is particularly destructive towards Immortals who wield negative energy and undead of all sorts. When the Immortal targets either of these two types with a power gift associated with his covenant with the sun any damage effects are automatically maximised (as the Maximise Spell metamagic feat).

Effect on Challenges

The power of the sun demands great faith. The first challenge associated with this covenant must be a challenge of faith.

Common Covenant Manifestations

The covenant of the sun manifests as golden symbols burned into the Immortal's skin. Any force short of the sun itself cannot hide these physical marks.

GODS

When the gods wove the universe they deliberately made mortals with free will. These mortals, they claimed, would have the ability to choose what the world would become. They would make the multiverse in their own image, following in the gods' own creative footsteps.

That said, they also built into the world rules and powers of dominion they could use to influence mortal behaviour. These powers related directly to their chosen or granted portfolios: the land, the seas,

the sky, knowledge, magic, etc. Over time mortal scholars codified these dominions into the twenty-two 'domains'. Though gods may share control over a domain they do so only with great reluctance.

Some domains correspond to the abstract, elemental or mythic powers Immortals tap using the rules in the Wellsprings chapter. Immortals who accesses these domains gains a mediated relationship the primal powers rather than the direct relationship established through the tap. This mediated relationship grants the Immortal more flexibility in how he applies his powers but also prevents him from fully experiencing the power of direct creation.

Gods may grant power from any domain their clerics can select as one of their class domains. An Immortal with clerical levels may accept covenant terms related to domains he does not have access to through his clerical class.

Air (Wind, Storm)

The air domain rules over elemental wind, the birds and the mixture of elemental forces called weather by the mortals who must deal with its mercurial effects. The deities who rule over it often divide the domain into the following 'portfolios': winds, storms and thunder & lightning. All of the portfolios grant control over elemental wind although the oldest or strongest god may claim that tool of creation as his own.

Channel Bonus: +1 per victory

Infuse Bonus: +2 per victory

Description: The deities who rule over the air domain command the power of motion in creation. They maintain a deathly grip on this tool, but will sometimes lend a portion of its might to loyal servants. Any such loan comes with a heavy price; the winds do not always return once released and the servant will have to make up for any lose of strength through his own sacrifice.

Air

Victories	Covenant Terms
1	Offering: Magic, Monthly
2	Commitment: Herald of the Winds
3	Allegiance: The granting power's clerics over 9 th level
4	Offering: Material, Monthly (incense preferred), Private
5	Ritual: Binding of the Winds, Monthly (DC 32)

Immortals swearing service to the powers of the air tend to regard the sky's azure vault with wonder and reverence. They lack the arrogance to directly seize elemental wind for their own use. Instead, they leave the power of creation in the gods' hands and instead enjoy the fruits of their lords' labours.

Mortals look to the lords of the air for protection from storms and good winds while travelling by sea. They also pray to them for the nurturing rains needed to sustain crops. In return for these gifts mortals offer up the bounty of the earth and hold festivals dedicated to praising the gods' names. These offerings and festivals may or may not attract the gods' favour but those who fail to hold them certainly seem to feel their wrath.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with air reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, swear my fealty to the lord of the air. I accept his commands as my life's guides. In return he offers me the strength to defeat his enemies and the might to meet my own goals.

The Immortal adds additional terms as he gains victories.

(First Victory): Of all the things I have this, my magic, I offer up as a sacrifice to the lord of the air. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Second Victory): In the name of the lord of air I will take up the duties of the Herald of the Winds, carrying messages for the gods. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Third Victory): In my lord's name I swear I will aid his mighty clerics when they call. I will stand between them and danger. I will lay down my life if I must to further their cause.

(Fourth Victory): Of all the things I have this incense I offer up as a sacrifice to the lords of air. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Fifth Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for the monthly binding of the winds. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

Gift Side Effects

The lords of the air bind air elementals to their service. When the Immortal targets an air elemental with an Infuse check related to an attribute gift he receives an additional +1 per victory associated with this covenant bonus to his skill check.

Effect on Challenges

The lords of the air value speed and grace. The first challenge associated with this domain (not the entire covenant) must be a challenge of grace.

Common Covenant Manifestations

A covenant with the lords of air usually takes on the form of a codex written on bird’s wings.

Animal (Beasts)

The animal domain represents a deity’s right of command over the beasts of the earth, the birds of the air and the fish of the seas. A deity may choose to command just one of the types of animals or he may rule over all of them regardless of where they live. In either case he can pass on some of his authority to his designated representative, granting them the right to command the lesser creatures in return for loyal service.

Channel Bonus: +1 per victory

Infuse Bonus: +1 per victory, +2 for artefact powers

Description: Dominion over the animal domain gives the deities both the right and the power to command the lesser creatures. This right extends to every aspect of their lives and if need be, their deaths. These deities also gain a deep understanding of the animal world and its connection to the lives mortals live. On a metaphysical

level most of these gods represent one aspect of this relationship: domestication, the hunt or the terror that comes when animals rise up to protect themselves with red tooth and claw.

Immortals who enter into a covenant involving the animal domain gain access to the deity’s authority. This authority gives them the right to command animals, animal spirits and possibly even the great spirits making up the animal collective power. However, the authority to command animals does not necessarily guarantee their respect. An Immortal who routinely abuses his authority will find the animals turned against him. Although at first just a minor nuisance this can become a serious problem if the beasts stop responding to his commands entirely.

Mortals both fear and respect the animal domain’s authority. Much of the mortal world could not exist without the exploitation and harvesting of animals. Similarly, many mortals would die without access to the materials gathered through the hunt. They offer up the bounty of the hunt, grain and their own blood as sacrifices to persuade the deities to intercede with the animals and support the ‘natural dominance of man over beast’.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of animals reads as follows:

I, <insert the character’s name here>, in accordance with the ancient laws, swear to place my life in the service of all the things that walk and leap and crawl and fly and swim. I place my hand between them and harm. I place my strength at their call.

The Immortal adds additional terms as he gains victories.

Animals

Victories	Covenant Terms
1	Bond: Foster a world where animals live freely
2	Offering: Metaphysical Power
3	Allegiance: The god’s clerics and druids over 9 th level
4	Ritual: Rite of the Common Bond
5	Commitment: General of the Wild Host

(First Victory): I agree with my lord that I must create a world in which animals live freely. I may not allow, through action or inaction, harm to come to the things fostering this world.

(Second Victory): Of all the things I have this, my power, I offer up as a sacrifice to the beasts' lords. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Third Victory): In my lord's name I swear I will aid his mighty clerics and druids when they call. I will stand between them and danger. I will lay down my life if I must to further their cause.

(Fourth Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for the rite of the common bond, reaffirming the covenant between mortals and the beasts. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

(Fifth Victory): In the name of the lord of animals I will take up the duties of the General of the Wild Host, leading the legendary animals in battle. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

Gift Side Effects

The lords of the animals favour effects that strengthen animals and magical beasts. When the Immortal targets either of these creature types with an Infuse check related to an attribute gift he receives an additional +1 per victory associated with this covenant bonus to his skill check.

Effect on Challenges

The lords of beasts favour hunters and others who understand the balance of nature. The first challenge associated with this domain (not the covenant as a whole) must be either a challenge of endurance or a challenge of the hunt.

Common Covenant Manifestations

The terms of this covenant manifest as scars on the Immortal's body. Each scar looks like an injury inflicted by a legendary animal and carries its own symbolic meaning.



Chaos

The domain of chaos represents alliance with rather than dominion over the power of mythic chaos. After all, no being can truly claim to control chaos. However, chaos does recognise those deities whose thoughts brought it into existence during the world's creation. These gods, sometimes called the lords of chaos, can count on mythic chaos for assistance although they cannot truly trust in its discretion or timeliness.

Channel Bonus: +0 per victory, +2 for artefact gifts
Infuse Bonus: +0 per victory, +2 for artefact gifts

Description: The deities whose desires formed into mythic chaos during the world's first moments became connected to their unintentional creation on various levels. They can sense its presence, call upon it at will and sometimes use it as a tool unbound by the conventions associated with the other primal powers. However, this association carries with it a heavy price. Over time their actions become less and less predictable as chaos infuses their essences. Many chaos gods justly earn a reputation for trickery and dishonesty regardless of their original natures.

Chaos

Victories	Covenant Terms
1	Bond: Extend Chaos's Reign
2	Quest: Conversion, Guide
3	Ritual: Rite of the Broken Bonds (DC 26)
4	Nemesis: Lawful creatures, Indirect strike
5	Commitment: Minister of Confusion

Immortals who accept a covenant with the lords of chaos do not directly interface with their lord's creation. Instead they ask their gods to intercede with mythic chaos on their behalf. By going through an intermediary the Immortal protects himself from mythic chaos' corruption. Unfortunately he also makes it much less likely mythic chaos will correctly answer his request. For this reason many Immortals prefer to focus this power into manageable artefacts rather than trying to petition it every time they require assistance.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of chaos reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, swear fealty and service to the lords of chaos. I will obey their whims to the extent of the law. In return, they grant onto me the authority to wield true chaos and the power to force it to my will.

The Immortal adds additional terms as he gains victories.

(First Victory): In the name of the lords of chaos I must create a world in which chaos' reign thrives. I may not allow, through action or inaction, harm to come to the things fostering that reign.

(Second Victory): In my lord's name I swear, by the powers I wield and the truth I serve, to achieve the Conversion of Ice to Flame (conversion challenge). When, in the cycle of time, this quest comes before the world again I will act as a Guide to assist mortals in their struggle to accomplish the same task.

(Third Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for the rite of broken bonds, freeing the

world from law's rigid restraints. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

(Fourth Victory): In my lord's name I will smite the creatures of law with all the power at my disposal. While I live they will find neither shade nor water. No living thing will sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

(Fifth Victory): In the name of the lords of chaos I will take up the duties of the Minister of Confusion, seeding chaos into the world's events. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

Gift Side Effects

The lords of chaos greatly favour any effort causing instability or change. The next transformation spell the Immortal casts after invoking this gift automatically acts as if the Immortal applied an Extended Spell metamagic feat to it.

Effect on Challenges

The lords of chaos always demand that some representation of law, justice or fairness be sullied during a challenge associated with this domain.

Common Covenant Manifestations

Covenant manifestations associated with chaos can appear as anything the Games Master chooses, from mild skin discoloration to the growing of huge horns. Such is the price for bargaining with chaos.

Death

Death's domain begins when life's animating power finally fails to overcome the end of all things. At that moment the creature dies, its energy passing on to sustain the next generation. Creatures with souls move on to whatever reward the gods created when they made the world, while those without them simply cease. The gods who rule over death claim particular responsibility for these souls as well as the continued authority to wield negative energy in the pursuit of their goals.

Channel Bonus: +0 per victory

Infuse Bonus: +2 per victory



Description: Despite what mortals think the lords of death are not always numbered among those who helped create mythic evil. Death is simply one manifestation of the grand cycle maintaining creation's balance. Living creatures may hate death but that puts evil in their hearts, not in the thing they hate.

Deities who rule over death have the right to claim living creatures, send spirits back to the mortal realm as undead, authorise reincarnation and rule over the world's afterlife. They lend portions of this authority to their Immortal servants, usually in a piecemeal fashion. One servant may gain the right to open death's doors, another becomes responsible for shuttling spirits back from the shadowed realm.

Immortals who enter into an agreement with the power of death usually do so out of fear. In their mortal lives they, like all living things, feared death. Unlike other mortals they took their fate in their own

Death

Victories	Covenant Terms
1	Ritual: Rites of Separation, Seasonal (DC 20)
2	Commitment: Seneschal of the Wellspring of Death
3	Offering: Blood
4	Nemesis: Clerics with a healing domain
5	Allegiance: Undead over 15 HD

hands. Whatever sacrifices death's lords demand cannot be any worse than that final, personal sacrifice of the self they claim from every other being.

Mortals regard the lords of death with fear and awe. Nothing will ever convince them of these deities' benevolence or lack thereof, but they make their offerings anyway in the hopes of never seeing them. At the very least they hope to delay the moment of their own deaths as long as possible. In some cultures mortals also make offerings for those who have already passed away in order to lighten their burdens in death's shadowed realm.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of death reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, swear fealty and service to the lords of death. My body, mind and soul I offer freely to them. In return, I accept their frightful authority over all that has died and over the gates between this world and the shaded realm.

The Immortal adds additional terms as he gains victories.

(First Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for the seasonal rite of separation, dividing the world of the living from that of the dead. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

(Second Victory): In the name of the lord of death I will take up the duties of a Seneschal of the Wellspring of Death, governing the wellspring of their choice. I accept these duties

as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Third Victory): Of all the things I have this blood I offer up as a sacrifice to death's lord. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Fourth Victory): In my lord's name I will smite the clerics who dare to challenge their domain with all the power at my disposal. While I live they will find neither shade nor water. No living thing will sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

(Fifth Victory): In my lord's name I swear I will aid those undead of sufficient strength and will when they call. I will stand between them and danger. I will lay down my life if I must to further their cause.

Gift Side Effects

The lords of death have little ability to heal. Any gift the Immortal uses to heal himself or another creature suffers a penalty to its skill check equal to the total number of victories the Immortal has associated with the death domain.

Effect on Challenges

The lords of death always demand that at least one creature die an untimely death during a challenge associated with this domain.

Common Covenant Manifestations

Covenants with the lords of death manifest as black tattoos inked into the character's skin.

Destruction

The destruction domain corresponds to the abstract power of hate. It rules over the processes that clear away the old in preparation for the new. In a practical sense these processes do not have any emotion at all; they simply exist. However, when mortals become participants they must stir their hearts to drive them in their duty. They simply cannot bring things to an end; they must feel the cold fire of hate or the hot fire of rage (righteous or otherwise) to take their place in the universal cycle.

Channel Bonus: +1 per victory, +2 per victory for attribute gifts

Infuse Bonus: +1 per victory

Description: The lords of destruction are either impersonal forces ruling over the universe's gradual decay or individuals of great passion who try to bend the process so it targets specific enemies. The former type tend to avoid entanglements with any of the mythic powers lest their judgement become tainted. The latter rise as champions of their chosen causes, wielding the power to destroy anything standing against their chosen cause.

Immortals who swear allegiance to the lords of destruction follow the same dualistic model. They rise from the ranks of either dispassionate mortals or those who feel tremendous hate for a specific target. In either case they take up destruction's tools with the intention to inflict vast devastation in the world. Many earn cultic titles like 'The Destroyer' or 'The Smiter' from impressed mortals.

Mortals make offerings to the lords of destruction either to avoid their wrath or to call that wrath down on their enemies. In both cases the mortals look to the gods for direct intervention. This creates a particularly difficult dichotomy: on one hand the mortal wants destruction's undivided attention, on the other he would rather it did not enter into his life at all. Mortals often find they get the first but not the second. Invoking the power of destruction may well achieve the mortal's ends but the price he ends up paying far exceeds the result's worth.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of destruction reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, swear fealty to the lords of

Destruction

Victories	Covenant Terms
1	Commitment: Adversary of Mortal Works
2	Offering: Materials
3	Quest: Creation Reversed, Advocate
4	Commitment: Minister of Decay
5	Nemesis: Experts with 14+ ranks in a Craft skill

destruction. Where they command I will go, to the four corners of the world or the worlds beyond. In return I accept their mighty sword into my right hand, to strike down all the things that stand in my way.

The Immortal adds additional terms as he gains victories.

(First Victory): In the name of the lord of destruction I will take up the duties of a Adversary of Mortal Works, laying waste to mortal efforts where I find them. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Second Victory): Of all the things I have this wealth I offer up as a sacrifice to the lord of destruction. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Third Victory): In the service of destruction, by the powers I wield and the truth I serve, I swear to achieve the Destruction of the Sun's Great Shield (destruction challenge targeting a Sun domain artefact). When, in the cycle of time, this quest comes before the world again I will act as an Advocate to assist mortals in their struggle to accomplish the same task.

(Fourth Victory): In the name of the lord of destruction I will take up the duties of a Minister of Decay, sewing destruction into every item forged by mortal hands. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Fifth Victory): In my lord's name I will smite those who dedicate themselves to the creation of mortal works with all the power at my disposal. While I live they will find neither shade nor water. No living thing will sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

Gift Side Effects

The lords of destruction favour effects capable of dealing great damage. When the Immortal uses his Infuse skill to activate a power gift to deal damage he gains a bonus equal to his total number of victories associated with this domain.

Effect on Challenges

The Immortal may not try to associate a victory with the destruction domain if it came from a challenge of creation.

Common Covenant Manifestations

A covenant with the lords of destruction usually manifests as a set of stones deeply carved with arcane runes.

Earth

The domain of earth extends over all of the things comprised primarily of elemental earth. This includes the fertile fields, the great mountains and even cities shaped from the earth's stony bones. Those who rule over earth and stone can shape it to their will or command the creatures born of it. In extremes they wield the power to cause mountains to rise or whole kingdoms to sink so the waters will finally overcome them.

Channel Bonus: +1 per victory

Infuse Bonus: +1 per victory, +2 to power gifts

Description: The lords of earth either natively hold the right of command over elemental earth or have taken it from some other unfortunate being. This right allows them to wield one of creation's six tools, the elemental force that provides structure and stability to the universe.

Immortals who make an agreement with the lords of earth gain a portion of this authority. The stone hears their words and will respond if it can. They can feel the earth's breath and its strong steady weight supporting the entire world. Many develop a connection with the animated spirits of elemental earth; these elementals provide the Immortal with steady assistance in return for the opportunity to explore the wide realms.

Mortals rarely deal directly with those gods who count the earth in their portfolio. However, mortals who live close to volcanoes or in areas subject to constant earthquakes may offer occasional sacrifices to the 'chthonic gods' just to avoid their wrath.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Earth

Victories	Covenant Terms
1	Quest: Endurance, Antagonist
2	Commitment: Guardian of the Mountain Heart
3	Offering: Material, Private
4	Commitment: Guardian of the Mountain Home
5	Bond: Extend the reach of earth

Covenant Terms

The full covenant with the lords of earth reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, swear fealty to the lord of the earth. I place myself and my power at his disposal, my life laid down to answer his need. From him I take the strength to do the tasks he gives and the will to do what must be done.

The Immortal adds additional terms as he gains victories.

(First Victory): I swear, by the powers I wield and the truth I serve, to achieve the Seven Dreamless Nights (challenge of endurance). When, in the cycle of time, this quest comes before the world again I will act as an Antagonist to challenge mortals in their struggle to accomplish the same task.

(Second Victory): I will take up the duties of a Guardian of the Mountain Heart, defending the mountains from those who would delve too greedily and too deep. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Third Victory): Of all the things I have this wealth I offer up as a sacrifice to the lord of earth. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Fourth Victory): I will take up the duties of a Guardian of the Mountain Home, defending the bastions of stone from those who would exploit them. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Fifth Victory): I must create a world in which earth's drive to overturn the balance of elements thrives. I may not allow, through action or inaction, harm to come to the things fostering that goal.

Gift Side Effects

The powers of earth greatly enhance effects increasing damage resistance or reducing movement. Any gift granting or inflicting either of these effects the Immortal uses has its Aura cost reduced by one to a minimum of one.

Effect on Challenges

The lords of earth favour endurance challenges. Immortals who take a challenge of endurance and agree to dedicate that challenge to their earth covenant gain XP for the challenge activities.

Common Covenant Manifestations

A covenant with the earth manifests as various parts of the character's body turning into stone. Most mortals can easily recognise these physical marks, although a few might mistake the character for an earth elemental of some sort.

Evil

When the gods wove the world their greed and lust took on substance in the form of mythic evil. This evil became a corrupting force that, in time, consumed its creators. With each god who fell mythic evil's strength increased. Now it reigns as one of the great powers of the universe, a dark warning to the gods that even they cannot foresee all of their actions' consequences.

Channel Bonus: +2 per victory

Infuse Bonus: +2 per victory, +3 per victory for numen gifts

Description: The lords of evil count among their number both those gods who accidentally created mythic evil and those gods who fell to its corrupting influence. It promises them incredible power, but in the end evil always takes more than it gives. Even the gods who think they rule it must tread cautiously when they invoke its power lest it consume them.

Immortals who swear allegiance to one of evil's lords are evil themselves but retain enough good sense to not wish direct contact with mythic evil. They enjoy wielding power not feeling it consume their souls piece by bloody piece. Through their lords they gain a taste of evil's strength without running that risk.

Mortals who deny mythic evil's existence happily acknowledge the lords of evil. Where they cannot believe in something abstract like a 'force of evil in the universe' they can understand the idea of actively

malevolent gods. Some mortals approach these beings with the hope of gaining power; most shun them as dangerous creatures whose attention they must avoid at any cost. In a bit of irony, many mortals blame these dark gods for the evil they harbour in their hearts rather than accepting the terrible truth that they have the freedom to choose good or ill of their own accord.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of evil reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, swear my soul to the lord of evil. Should I fail them in any task I am forfeit. Should I do as I am bid, I will rise high in his service, to stand at his right hand when his dominion encompasses all that ever will be.

The Immortal adds additional terms as he gains victories.

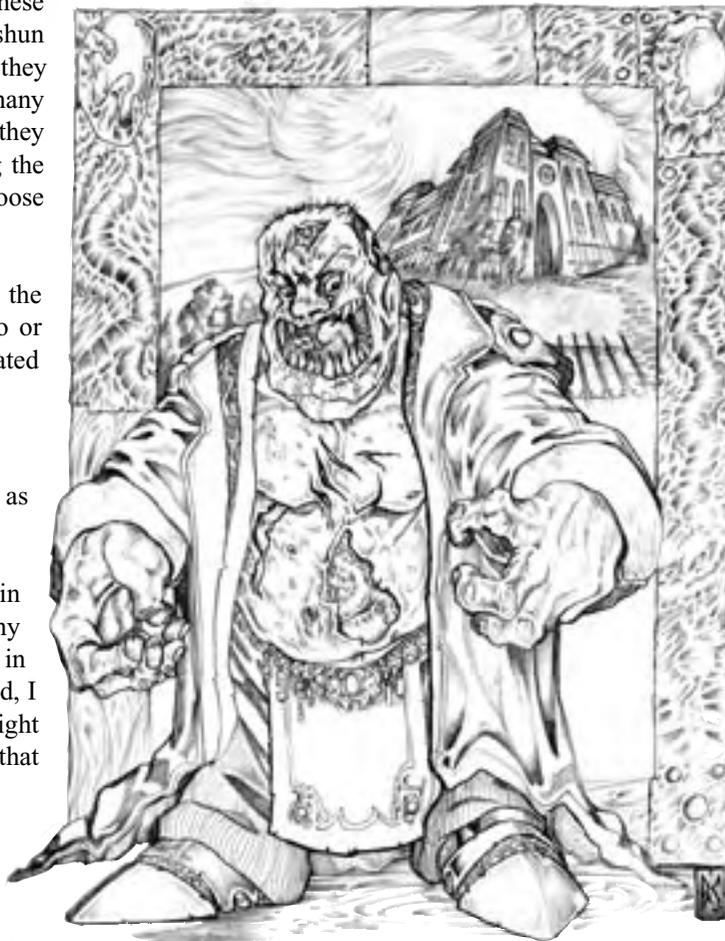
(First Victory): Of all the things I have this blood I offer up as a sacrifice for the glory of my lord. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Second Victory): For my own glory I must create a world in which evil's reign thrives. I may not allow, through action or inaction, harm to come to the things fostering that goal.

(Third Victory): Of all the things I have this, my power, I offer up as a sacrifice for the glory of my lord. It is mine by right and might; no being may dispute my claim. This offering, given on the

Evil

Victories	Covenant Terms
1	Offering: Blood
2	Bond: Further Evil's Reign
3	Offering: Metaphysical Power
4	Nemesis: Good characters over 9 th level
5	Commitment: General of the Blood Horde



appointed day, I give of my own choice in keeping with the ancient ways.

(Fourth Victory): In my lord's name I will smite good's champions with all the power at my disposal. While I live they will find neither shade nor water. No living thing will sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

(Fifth Victory): I will take up the duties of a General of the Blood Horde, leading my lord's armies in battle. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

Gift Side Effects

The lords of evil do not allow their servants to consort with good. An Immortal with even a single victory associated with the evil domain cannot take any numen power calling a good spirit.

Effect on Challenges

The lords of evil do not care what kinds of challenges their servants undertake, so long as they do not grow powerful enough to challenge the lords directly. They always interfere with their servant's Great Challenges, increasing the difficulty of all DCs by at least +2.

Common Covenant Manifestations

An evil covenant will generally take the form of a contract written in the Immortal's blood. Usually this is written on parchment made from human skin.

Fire

The domain of fire encompasses everything from candlelight to the ravaging forest fire's ruddy blaze. The lords who rule over it gain access to one of creation's great tools and to the power to initiate transformations in everything that is, was or ever will be. However, they also become responsible for controlling elemental fire so that it does not reach out to consume the world. Unlike almost all of the other domains, it is not entirely clear whether dominion over fire is more of a curse than a blessing.

Channel Bonus: +0 per victory

Infuse Bonus: +2 per victory, +3 per victory for power gifts, +1 per victory for numen gifts

Description: The lords of fire can, in theory, command the power that loosens elemental bonds. However the nature of fire makes it an unwilling servant. The gods who claim dominion over elemental fire spend as much of their time restraining their 'servant' as they do wielding it for their own ends. Fire's mercurial nature makes it especially difficult to deal with; an agreement made with it at one moment could become void the next.

Immortals serving the lords of fire rely on their lord's dominion to keep elemental fire in line. They bind it with their lord's name and wield it, in theory, for his greater glory. Even at this remove fire makes a very dangerous servant. It can easily slip any bonds the Immortal places on it, reaching out to destroy

Fire

Victories	Covenant Terms
1	Quest: Conversion, Assistant
2	Offering: Metaphysical Power, Private
3	Ritual: Raise the High Fire, Seasonal (DC 26)
4	Commitment: Courtier to the Nine Flames
5	Allegiance: The god's clerics over 7 th level

and change indiscriminately. This unpredictability makes fire an unwitting servant of mythic chaos even though the two rarely interact directly.

Mortals revere and fear the lords of fire. They offer thanks and praise to those gods who harness fire for mortal use. At the same time they make blood offerings to the gods who hold the wild flames in check, lest they let them slip causing the fields come alight. Most of the 'gentle' lords of fire gain adherents from among smiths and others who use fire to make tools.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of fire reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws and in the light of the fire that burns in the centre of the world, swear to use my life as kindling for the true flame. I will hold high the flame that melts steel and sparks the storm, I will raise the fires to the heavens to remind the others of what will come.

The Immortal adds additional terms as he gains victories.

(First Victory): I swear, by the powers I wield and the truth I serve, to achieve the Transformation of Stone to Flame (challenge of conversion). When, in the cycle of time, this quest comes before the world again I will act as an Assistant to aid mortals in their struggle to accomplish the same task.

(Second Victory): Of all the things I have this, my power, I offer up as a sacrifice for the glory of my lord. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Third Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for raising the high fires, thereby reminding the gods of flame's pure truth. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

(Fourth Victory): I will take up the duties of a Courtier of the Nine Flames, standing by my lord's side to offer such advice and counsel as I can. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Fifth Victory): In the name of the lord of fire, I swear I will aid my lord's faithful servants when they call. I will stand between them and danger. I will lay down my life if I must to further their cause.

Gift Side Effects

The powers of fire favour those who wish to unlock its secrets. An Immortal receives an additional +1 bonus per victory associated with this term when he makes skill checks associated with the Dominion over Elemental Fire gift.

Effect on Challenges

Lords of fire enjoy tormenting their servants to see if the individual can prove his worth. They expect their servants to undergo at least one challenge of will each apotheosis step.

Common Covenant Manifestations

Covenants with the lords of flame manifest either as shining tattoos of living flame emblazoned on the Immortal's body or as words of flame carved into stone tablets.

Good

When the gods wove the world their generosity and compassion took on substance in the form of mythic good. Many of the so-called lords of good come from among those gods who felt these emotions most strongly. A handful of others recognised mythic good's strength and bound themselves to it for moral or personal reasons. In either case they can call on mythic good's power in times of need. They also typically command legions of spirits formed when mythic good came into contact with life's animating power.

Channel Bonus: +2 per victory, +3 for numen gifts

Infuse Bonus: +1 per victory

Description: The lords of good do not so much rule over mythic good as accept it as an ally. They believe in the strength gained through compassion and the power created by beings as they work for the common will. Unlike mortals they recognise the fundamental discordance inherent in good: the more

Good

Victories	Covenant Terms
1	Bond: Support the common good
2	Commitment: Guardian of the Golden Halls
3	Nemesis: All evil creatures over CR 8
4	Nemesis: All evil characters over 9 th level
5	Allegiance: All good clerics over 15 th level

a person gives up for the true welfare of others the more he draws on good's strength for his own ends. Among gods this understanding leads to behaviour mortals consider insane; among mortals it can lead to madness or sainthood.

Immortals swearing to serve the lords of good usually come from the ranks of those who considered themselves holy in their mortal lives. In life they chose good as an exercise of free will. Now, as they move towards apotheosis, these Immortals slowly come to understand the pervasive strength mythic good exerts on the world. They see the sparks of light a mother generates when she sets aside her share of her food for her children or that a boy sends up to the heavens when he takes a moment to comfort a stranger. This perception eventually binds the Immortal just as tightly as if he served mythic good directly. In the end, he does only what he must do in order to support the common good regardless of its effect on himself.

Mortals dislike the thought of mythic good almost as much as they despise the idea of mythic evil. They want to believe each act of compassion and generosity reflects their own choices. That it could both reflect on them and strengthen some abstract cosmic force simply does not occur to them. Most mortals claim at least nominal allegiance with the lords of good, though their actions might differ radically from what those lords would like.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of good reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, place my life on the altar of the light. I accept service in the golden halls and bind myself now and forever to the cause of the Shining Host. I stand between the shadow and the light and will let no darkness pass.

The Immortal adds additional terms as he gains victories.

(First Victory): In the name of the world's future glory I must create a world in which the common good takes precedence over all else. I may not allow, through action or inaction, harm to come to the things fostering that goal.

(Second Victory): I will take up the duties of a Guardian of the Golden Hall, defending such holy ground as my lord may command. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Third Victory): To defend the common good I will smite the creatures of darkness with all the power at my disposal. While I live they will find neither shade nor water. No living thing will sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

(Fourth Victory): To defend the common good I will smite evil's champions with all the power at my disposal. While I live they will find neither shade nor water. No living thing will sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

(Fifth Victory): By the light at the centre of the world I swear I will aid the mighty mortal servants of the Shining Host when they call. I will stand between them and danger. I will lay down my life if I must to further their cause.

Gift Side Effects

The lords of good do not allow their servants to consort with evil. An Immortal with even a single victory associated with the good domain cannot take any numen power calling an evil spirit.

Effect on Challenges

The lords of good require their Immortals to assist one another. The Immortal must act as an assistant on at least one other Immortal's challenge at each step of apotheosis.

Common Covenant Manifestations

The lords of good typically record their covenants in silver lettering on golden parchment. The Immortal may keep this document, as a reminder of his binding oath and obligation.

Healing

Dominion over healing comes from absolute understanding of the harmonious balance of the two energies and the four elements in all creatures. The lords of healing use this knowledge to restore that balance although they can use it offensively as well. They can fan the flame of life back from the brink of death but cannot reclaim a soul once it passes into the shadowed land.

Channel Bonus: +0 per victory

Infuse Bonus: +2 per victory, +3 per victory for artefact gifts

Description: The lords of healing gain access to information detailing the balance of elements in all living creatures. With this knowledge they go forth to repair the ravages time and motion inflict on all things. How they learn this information varies from lord to lord: some learn it during an exhaustive apprenticeship while others know it because they helped create the creatures in the first place.

Immortals serving the lords of healing gain limited access to the lord's knowledge and skills. The lord instructs the Immortal and fashions tools suitable to his limited understanding. Over time, as the Immortal becomes more and more skilful these tools gain in strength and subtlety.

Mortals call on the lords of healing to cure anything from a minor injury to death. Unfortunately mortal healing amounts to little more than the brute application of positive energy to an injured area. This brute force approach can have remarkable effects but inevitably damages the organism over time. It also addicts the creature to constant applications of ever-greater amounts of positive energy. Some deities theorise this subtle addiction explains so-called 'adventuring' behaviour in mortal heroes; they simply cannot resist the temptation to get their next 'fix' of healing power.

Healing

Victories	Covenant Terms
1	Allegiance: Any creature suffering from a disease for more than seven days, once per year
2	Ritual: Rite of the Newborn World (DC 23)
3	Offering: Blood, Monthly
4	Commitment: Caretaker of the Lost Children
5	Quest: Life, Advocate

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of healing reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, swear allegiance to the lord of healing. I place my life in his gentle hands. Where he commands I will go, to offer such comfort as I am able.

The Immortal adds additional terms as he gains victories.

(First Victory): For mercy's sake I swear I will aid those afflicted with incurable disease when they call. I will stand between them and danger. I will lay down my life if I must to further their cause.

(Second Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for rite of the newborn world, commemorating the day the world came into being. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

(Third Victory): Of all the things I have this, my blood, I offer up as a sacrifice for the glory of my lord. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Fourth Victory): I will take up the duties of a Caretaker of the Lost Children, guarding those orphaned by war until the day of their maturation. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Fifth Victory): I swear, by the powers I wield and the truth I serve, to achieve the Rebirth of the Wrongfully Slain (challenge of life). When, in the cycle of time, this quest comes before the world again I will act as an Advocate to assist mortals in their struggle to accomplish the same task.

Gift Side Effects

The lords of healing impede those who would try to hurt others. Any gift the Immortal uses to harm another creature suffers a penalty to its skill check equal to the total number of victories the Immortal has associated with the healing domain.

Effect on Challenges

The gods of healing favour challenges that cure diseases and wounds. Each challenge will require the healing of a large group of victims or the curing of a potent disease.

Common Covenant Manifestations

The covenant of healing takes the form of a seal or talisman, often bearing the god's holy symbol.

Knowledge

The domain of knowledge covers everything that has ever been or exists at the current moment. It contains all of the wisdom mortals created through the ages, the knowledge the gods have of the world and the truths both would rather ignore. Both also regard those who serve at knowledge's altar with considerable suspicion. After all, they know things men and gods were not meant to know.

Channel Bonus: +2 per victory

Infuse Bonus: +2 per victory

Description: The few lords of knowledge spend their time in detailed investigations of the universe. They maintain extensive records detailing every event in the past and constant srying to discover even events occurring in the present. From this information they hope to find clues about what may happen in the future. These lords may use this knowledge for good, for ill or for some unknowable goal of their own.

Immortals sworn to the lords of knowledge generally spend a large amount of time acting as errand boys. They are their lord's hands and eyes and ears in the world. They seek out hidden things, expose secrets and follow the consequences of specific actions down through the centuries. Sometimes their lord confides the importance of their work with them. More often, the Immortals simply do as their lord commands and trust in his judgement. As they gain knowledge of their own the Immortals may begin to see the shape of their lord's needs and learn to anticipate what he will ask them next.

Knowledge

Victories	Covenant Terms
1	Ritual: Writing in the Sands of Time (DC 20)
2	Commitment: Sage to the Divine Court
3	Offering: Magic
4	Allegiance: Clerics with the knowledge sphere over 5 th level, forbidden to provide magical or material assistance
5	Commitment: Judge of the Nine Spheres

Mortals acknowledge the lords' existence without necessarily feeling comfortable with them. The lords of knowledge keep many secrets mortals would rather have forgotten forever. In some cultures mortals make offerings to them for information; in others, they offer up anything they can think of to keep their secrets safe.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of knowledge reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, place myself in the service of the great lords who know all things. Their duties are my duties; their oaths I will fulfil.

The Immortal adds additional terms as he gains victories.

(First Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for writing in the sands of time, recording all that has occurred in the year before. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

(Second Victory): For my lord's glory I will take up the duties of a Sage of the Divine Court, answering such questions as gods and Immortals may pose. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Third Victory): Of all the things I have this, my magic, I offer up as a sacrifice for the glory of my lord. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day,

I give of my own choice in keeping with the ancient ways.

(Fourth Victory): In order to extend our knowledge of all that is I swear I will aid those who whole-heartedly serve the lords of knowledge whenever they call. I will give them such aid and comfort as I can, but will not use my power or wealth to intervene in their affairs. I will stand between them and danger. I will lay down my life if I must to further their cause.

(Fifth Victory): For my lord's glory I will take up the duties of a Judge of the Nine Spheres, adjudicating conflicts between the planes. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

Gift Side Effects

The lords of knowledge grant the Immortal a bonus equal to the number of victories associated with this term to any Infuse check used to scry around an infused object.

Effect on Challenges

The lords of knowledge favour challenges of insight and wits. Their servants may retry one part of a challenge of insight or a challenge of wits if doing so would allow them to pass the challenge.

Common Covenant Manifestations

Covenants with the lords of knowledge take the form of a codex with heavy leather covers. The terms of the agreement are laid out within the codex in golden ink on parchment.

Law

The domain of law represents alliance with rather than dominion over the power of mythic law. The so-called 'lords of law' manage their relationship with the mythic power they accidentally created very carefully lest it turn on them as well. Over time they become more and more rigid in their own thinking as their creation seeps into them, eventually causing them to resist all change entirely even if they had a hand in setting the world in motion.

Channel Bonus: +0 per victory, +2 per victory for attribute gifts

Infuse Bonus: +1 per victory, +2 per victory for attribute gifts

Description: The lords of law draw their numbers either from the gods whose intentions formed mythic law or from those who agreed to its rigid terms in return for a share of its power. They value conformity and stability over the constant change implicit in the world's design. For some this comes from a deep-seated desire to preserve what they already have. In others it stems from a fear of what the future might bring.

Immortals who serve the lords of law hold stability and consistency in high regard yet fear the absolute stasis implied in mythic law. They obey their lord's commands and foster stability in the world but do not have to deal with the incredible rigidity the abstract force enforces on their masters. To some extent this makes the lords of law rely heavily on their Immortal agents. The Immortals can change and adapt, while the lord himself might face constraints so tight he can no longer deal with the ambiguity of mortal affairs.

Mortals usually regard law's lords as stodgy but highly necessary gods responsible for holding up traditions. The power elite often take them as patrons while the underclass and outcaste treat them as enemies. Not surprisingly, when a mortal rises up in the social ranks he tends to switch allegiance. Correspondingly, mortals who fall out of the highest ranks tend to swear their lives to those who can help them restore their fortunes.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of law reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, place my hand on the heart of the star and swear to serve the lords who live in accordance with the law. So long as they serve that force greater than us all I will remain their loyal servant. I accept such duties as they, within their

Law

Victories	Covenant Terms
1	Bond: lawful conduct
2	Nemesis: Chaotic creatures over CR 5
3	Quest: Conversion, Advocate
4	Commitment: Judge of the Heavens
5	Nemesis: All clerics with the chaos domain

roles as the lords of law, command of me unless such duties conflict with the greater role of law in this world.

The Immortal adds additional terms as he gains victories.

(First Victory): In the name of the stability from which all hope springs I must create a world in which lawful conduct flourishes. I may not allow, through action or inaction, harm to come to the things fostering that goal.

(Second Victory): To create a world where all may know the glory of the law I will smite evil's creatures with all the power at my disposal. While I live they will find neither shade nor water. No living thing will sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

(Third Victory): I swear, by the powers I wield and the truth I serve, to achieve the Salvation of the Tainted (challenge of chaos). When, in the cycle of time, this quest comes before the world again I will act as an Advocate to assist mortals in their struggle to accomplish the same task.

(Fourth Victory): In the name of the glorious future I will take up the duties of a Judge of the Heavens, adjudicating conflicts between the gods. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Fifth Victory): To save the world from devastation I will smite those fools who choose to sacrifice their souls to chaos' taint with all the power at my disposal. While I live they will find neither shade nor water. No living thing will sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

Gift Side Effects

The lords of law frown upon any effort to consort with non-lawful forces. Any numen gift the Immortal uses that calls upon a non-lawful spirit has its maximum allowed Aura investment reduced by two.

Effect on Challenges

The lords of law favour challenges met in an orderly fashion. Each step the Immortal successfully meets gives the character an additional +1 bonus to the final

task. However, if he fails even one step he loses all of the bonuses gained for the final task resolution.

Common Covenant Manifestations

The lords of law scribe their covenants into their servant's bodies as tattoos resembling latticework or chains.

Luck

When the gods wove the world they knew it would have to change in order to remain viable. The desire for change became the source of mythic chaos. The mechanics of change, of random chance and even the possibility of directed chance, became the power mortals refer to as luck.

Channel Bonus: +1 per victory

Infuse Bonus: +1 per victory

Description: Contrary to mortal belief the lords of luck do not all enter into alliances with mythic chaos. Some certainly do but others take up luck's reins for other reasons. A few lords of luck even align themselves with mythic law, contending that some directed change is an intended part of the universe.

Immortals who serve luck's lords usually wish to harness luck's power for their own use. They use their lord's power to put a careful thumb on the universal scales, twisting events to suit their own whims. Oddly, more chaotic Immortals serve luck than chaotic deities; mortals who wish to touch luck's power tend towards a more chaotic than lawful alignment. They may also become highly fickle over time, though this might be as much from their exposure to constant petitions as any inherent aspect of luck's power.

Mortals regard luck as both a privilege and a curse. They believe it should support their every endeavour while realising it will sometimes turn against them. Heroes are particularly notorious for this behaviour; they think luck will come to their rescue every single time. Of course, living heroes usually do not have a situation in which luck deserted them to compare their normal fortune too. Their first lesson in such matters is typically their last.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Luck

Victories	Covenant Terms
1	Bond: Encourage the taking of risks
2	Allegiance: Gamblers down on their luck, indirect aid
3	Offering: Material (gambling earnings)
4	Ritual: Breaking the Chains (DC 32)
5	Commitment: Fool to the Heavens

Covenant Terms

The full covenant with the lords of luck reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, swear by the moon and the stars to serve the lords of luck and their great Lady for so long as they will have me. Whatever they need from me I will provide; in return they will give me all that I need. Together we will make a world where destiny cannot shackle mortals' fates.

The Immortal adds additional terms as he gains victories.

(First Victory): In freedom's name I must create a world in which mortals' freedom to take risks flourishes. I may not allow, through action or inaction, harm to come to the things fostering that goal.

(Second Victory): In the name of the Lady I swear I will aid those mortals who risk their fortunes and fail when they call. I will not directly interfere with their lives. I will stand between them and danger. I will lay down my life if I must to further their cause.

(Third Victory): Of all the things I have this, the wealth I have won from others, I offer up as a sacrifice for the glory of my lord. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Fourth Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for the breaking of the chains, shattering destiny's hold on mortals. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

(Fifth Victory): To ensure that the gods do not forget their place I will take up the duties of a Fool to the Heavens, reminding the most high of their place with wit and whimsy. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

Gift Side Effects

The lords of luck will occasionally make life much more difficult on their servants. When an Immortal rolls a 20 on a Channel or Infuse check he will automatically fail the next skill check (mortal or Immortal) he attempts.

Effect on Challenges

The lords of luck neither favour nor disfavour any challenges.

Common Covenant Manifestations

The lords of luck bind their servants with words that echo in the wind.

Magic

The arcane energies unleashed at the moment of creation comprise the domain of magic. Its lords command the arcane mysteries and the creatures that came into being as magic poured through the universe. Mortals regard them as the patrons of magical technology and the rightful masters of the world's magical population.

Channel Bonus: +1 per victory, +2 per victory for power gifts

Infuse Bonus: +1 per victory, +3 per victory for power gifts

Description: The lords of magic drink deeply of the world's mystery. They both know and participate in the wonder that drives mortals to constantly explore, alternately helping and hindering their progress. This intimate connection with magic means they know every 'spell' mortals dream up to codify magic's power. Simultaneously they also know the futility of trying to fully define the indefinable.

Immortals serving magic's lords were usually wizards or sorcerers in their mortal lives. They swore their oaths in order to gain access to more of magic's mysteries. As they advance towards apotheosis they slowly come to understand the limits imposed by mortals' need for order on their magic. In time they stop trying to control or wield magic and instead become magic itself. Once they make



this transformation they lose their mortal spellcasting powers in exchange for something even greater.

Mortals regard the lords of magic with both fear and awe. They make offerings to the lords any time their lives touch on something they do not understand or when they discover something they have no power to change. At the same time the unknown frightens them down to their bones. That which is unknown, be it another person or a powerful magical effect, represents a danger most mortals simply cannot accept. When driven by this fear mortals often fall into evil, sometimes going so far as to call mythic evil's attention on them through their actions.

Magic

Victories	Covenant Terms
1	Offering: Magic, Seasonal
2	Offering: Metaphysical Power, Seasonal
3	Bond: Reliance on magic
4	Allegiance: All wizards and sorcerers over 18 th level
5	Quest: Power, Antagonist

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of magic reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, with my hand in the stars and my feet at the roots of the mountains swear to serve the lords of magic in all things. I am a servant of their mysteries and a willing student of the art of the unknown. My life is as they bid; my power is as they give.

The Immortal adds additional terms as he gains victories.

(First Victory): By the names of all things unknown I swear that of all the things I have this, the magic I have won from the world, I offer up as a sacrifice for the glory of my lord. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Second Victory): In the name of the mysteries I swear that of all the things I have this, the power I have won on the path to immortality, I offer up as a sacrifice for the glory of my lord. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Third Victory): So that all may know the wonder hidden in the candle flame I must create a world in which mortal's reliance on magic as a way of life flourishes. I may not allow, through action or inaction, harm to come to the things fostering that goal.

(Fourth Victory): By the twelve hidden names I swear I will aid the mightiest scholars and savants of magic when they call. I will stand between them and danger. I will lay down my life if I must to further their cause.

(Fifth Victory): I swear, by the powers I wield and the truth I serve, to achieve the Closing of the Gates of Time (challenge of Power). When, in the cycle of time, this quest comes before the world again I will act as an Antagonist to assist mortals in their struggle to accomplish the same task.

Gift Side Effects

The lords of magic imbue all of the Immortal's gifts with tremendous arcane import. Any use of the Immortal's gifts leaves a magical aura that even an apprentice can identify when using a *detect magic* spell by making a Spellcraft check (DC 10). This aura lingers for a number of days equal to the Immortal's total number of victories.

Effect on Challenges

The lords of magic demand that every challenge associated with this term involve either creation or power.

Common Covenant Manifestations

The lords of magic place a so-called 'witch's mark' on their loyal servants. This mark, typically a third nipple or a complex birthmark, is easily recognisable by those who know what to look for.

Plant (The Green)

When the gods unleashed the green and growing things they retained the right of dominion. The gods who can grant power over plants hold the authority to command the green to their will. In some, this translates as a desire to bring order to the unruly world of plants. Others see mortals, who tamed the world with fire and axes, as interlopers who must be removed before the world can return to its destined state.

Channel Bonus: +1 per victory, +2 per victory for numen powers

Infuse Bonus: +1 per victory, +0 per victory for attribute powers

Description: The lords of the green rule over their leafy minions with great care. They encourage their charges to grow to the limits of their boundaries, then to break free of those bounds. Even the lords who support mortals in their enslavement of plants recognise the green must constantly grow or wither and die. At the same time, unchecked growth also inevitably leads to death due to over growth. The constant tension between these two realities keeps the lords busy, helping to control the green on one side and urging it forward on the other.

Immortals in service to the lords of the green act as their master's hands in the mortal world. They work with the green and growing things to maintain the fragile balance between them and the rest of the world's creatures. By borrowing their lord's

Plant

Victories	Covenant Terms
1	Bond: Protect one of the great old forests
2	Commitment: Guardian of the Green Groves
3	Nemesis: Those who bring fire
4	Offering: Blood, Seasonal
5	Ritual: The Raising of the Green (DC 36)

authority the Immortals can even directly intervene with the Green, plants' awareness of themselves, although with variable results.

Mortals routinely make offerings to the lords of the green in their roles as harvest and fertility gods. Mortals, with their highly self-centred view of the world, do not acknowledge their debt to the green itself nor do they like to think about the lords' role in pushing back the barriers they establish around their field and orchards.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of the green reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, place my life in service to the lords who hold sway over all the green and growing things. In accordance with this oath I agree to abide by the terms of the covenant they lay before me.

The Immortal adds additional terms as he gains victories.

(First Victory): In the name of all of the green and growing things I must create a world in which the greatest of the old forests flourishes. I may not allow, through action or inaction, harm to come to the things fostering that goal.

(Second Victory): In the name of all the things with the courage to grow I will take up the duties of a Guardian of the Green Groves, defending the sacred spaces reserved for those who worship at the foot of the First Tree. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Third Victory): By the powers vested in me by the lords of the green and growing things I will smite all those who bring fire to the untouched lands of this

world with all the power at my disposal. While I live they will find neither shade nor water. No living thing will sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

(Fourth Victory): In my lord's name I swear that of all the things I have this, my blood, I offer up as a sacrifice for the glory of my lord. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Fifth Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for the raising of the green, guiding the growing things to their rightful destiny as rulers of this world. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

Gift Side Effects

The lords of plants always favour gifts that beneficially impact the green. Any attribute or numen gift the Immortal uses to increase the abilities of a plant type creature (including himself) receives an additional +1 Aura so long as the Immortal invests at least one point of his own Aura.

Effect on Challenges

The lords of the green do not care one way or the other about challenges or challenge structure.

Common Covenant Manifestations

Covenants with the lords of the green tend to take the form of complex, animated tattoos of plants appropriate to the covenant signer's personality.

Protection

When a god claims dominion over protection he aligns himself with the world's efforts to remain as it is. He may do this out of a desire to maintain order or because he recognises that this power grants him tremendous strength when it comes to defending his worshipers. In either case he takes some responsibility for the stasis law imposes on the world as well as the cycle of destruction built into the balance of elemental forces. At best he can hope to balance one against the other, thereby granting his worshipers some small measure of peace during their mortal days.

Channel Bonus: +1 per victory

Infuse Bonus: +2 per victory

Description: The lords of protection typically take responsibility either for an entire people or for defending the world against a specific threat. They accept inertia as a necessary evil in their quest to protect their charge from whatever dangers lurk in their charge's future. Some recognise the danger in too much protection as well; others obsessively strike out against every danger regardless of the risk.

Immortals who swear service to protection's lords show a similar dichotomy. On one hand there are Immortals who swear themselves to defend their people, a place, or an ideal to the end of time. On the other stand Immortals who wish to fence in a particular threat. Both of these Immortals must struggle against becoming hidebound although not to the extent of an Immortal tapping into protection itself.

Mortals regard the lords of protection as their friends and defenders in a world filled with danger. They invoke these gods whenever they undertake any venture entailing risk. Most lack the cosmic sense of irony necessary to appreciate the irony of invoking gods who serve the status quo in an effort to seek out new success for themselves.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of protection reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, swear myself to the service of the lords of protection. In return for this service my lords give unto me the might to defend my charge against all that would bring harm to it.

The Immortal adds additional terms as he gains victories.

(First Victory): I must create a world in which that which I defend flourishes. I may not allow, through action or inaction, harm to come to the things fostering that goal.

(Second Victory): In accordance with the ancient law and the rules laid down in the beginning I take

Protection

Victories	Covenant Terms
1	Bond: A people or a condition of the Immortal's choice
2	Ritual: Walking the Bounds (DC 23)
3	Commitment: Guardian of the Bounds
4	Offering: Metaphysical Power, Monthly
5	Nemesis: Chosen Foe

up responsibility for the walking of the bounds, re-establishing the divinely mandated barriers between the nations. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

(Third Victory): By my lord's will I will take up the duties of a Guardian of the Bounds, defending the boundaries established by the gods at the dawn of time. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Fourth Victory): In the name of defending what is I swear that of all the things I have this, the power I have gained on my path to immortality, I offer up as a sacrifice for the glory of my lord. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Fifth Victory): In the name of defending that which is I will smite the foes of that which I protect with all the power at my disposal. While I live they will find neither shade nor water. No living thing will sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

Gift Side Effects

The lords of protection do not favour random violence. Anytime the Immortal attacks or uses a gift offensively against someone other than his sworn foes he loses one point of Aura for 24 hours. This penalty applies every round.

Effect on Challenges

The lords of protection favour challenges of endurance and will. If an Immortal who serves the lords of protection takes a great challenge involving either of these challenge structures they may retry one failed step in the challenge without penalty.

Common Covenant Manifestations

The lords of protection place the mark of their regalia on their servants. This physical mark looks like the lord's holy symbol. The symbol changes as the Immortal gains greater responsibility within the lord's host, growing steadily more elaborate to show his rising status.

Strength

The domain of strength might be more properly understood as the domain of the body and its infinite potential. The lords of strength revel in the power they built into mortal bodies, exploring the potential inherent in both free will and the power of all six elements in limitless combinations. The more refined deities scoff at this joy as a 'base thing not born of the immortal life', but the gods who feel it know their detractors suffer as much from envy as they do from dislike.

Channel Bonus: +0 per victory, +4 per victory for attribute gifts

Infuse Bonus: +0 per victory

Description: The lords of strength have explored one of the few mysteries even the gods avoid: the potential built into mortal bodies and souls to transcend the limitations they face. Creatures not made of a balance of elements cannot achieve such transformations; they always eventually come face-to-face with the limitations of their fundamental construction. By mastering the patterns built into mortals the lords of strength slowly learn to transcend their own limitations as gods, becoming in time creatures not unlike the mortals themselves.

Immortals in service to the lords of strength often come from among the world's greatest warriors and athletes. From their mortal experience they know the limitless potential of the mortal form. As their Immortal awareness expands they learn to channel the world's power, directly altering the balance in their bodies by force of will. They also seek out excuses to demonstrate their strength, performing

Strength

Victories	Covenant Terms
1	Quest: Might, Antagonist
2	Quest: Grace, Antagonist
3	Quest: Endurance, Antagonist
4	Commitment: General of the Grand Legion
5	Allegiance: Clerics of the same alignment with the strength domain over 7 th level

feats of legend that will one day inspire a new generation to strive for perfection.

Mortals worship the lords of strength through sports and offerings. They regard these very approachable gods as paragons of mortal achievement. Many warriors invoke their names before battle in the hope of sharing, if only briefly, in the god's might.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of strength reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, swear my life and my valour to the cause of the lord of strength. I will answer the challenges they place before me with all of the vigour and might at my command.

The Immortal adds additional terms as he gains victories.

(First Victory): For my own glory and the glory of my lord, I swear, by the powers I wield and the truth I serve, to achieve the Raising of the Great Stone Gates of Tamarkan (challenge of might). When, in the cycle of time, this quest comes before the world again I will act as an Antagonist to assist mortals in their struggle to accomplish the same task.

(Second Victory): For my own glory and the glory of my lord, I swear, by the powers I wield and the truth I serve, to achieve the Race against the Wind (challenge of grace). When, in the cycle of time, this quest comes before the world again I will act as an Antagonist to assist mortals in their struggle to accomplish the same task.

(Third Victory): For my own glory and the glory of my lord, I swear, by the powers I wield and the truth I serve, to achieve the Seven Days and Seven Nights of Thunder and Stone (challenge of endurance). When, in the cycle of time, this quest comes before the world again I will act as an Antagonist to assist mortals in their struggle to accomplish the same task.

(Fourth Victory): For the glory of the lord of strength I will take up the duties of a General of the Grand Legion, guiding the path of my lord's armies to whatever end he wishes. I accept these duties as



my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Fifth Victory): In my lord's name I swear I will aid the divine servants of the lords of strength who stand with us when they call. I will stand between them and danger. I will lay down my life if I must to further their cause.

Gift Side Effects

The lords of strength greatly favour any gift granting the Immortal a bonus to his Constitution, Dexterity or Strength. They give the Immortal an additional +1 bonus per victory associated with this covenant term to the Channel check to activate such a gift.

Effect on Challenges

The lords of strength love challenges of all kinds and so do not place any special restrictions or grant particular favours for completing a specific challenge structure.

Common Covenant Manifestations

Immortals who enter into a covenant with the lords of strength bear their covenants as physical marks: the scars they gained during the challenges they faced on their path to immortality.

Sun

The sun's hall is both a great spirit in its own right and the dwelling place of the world's strongest gods. Alight with elemental flame and ablaze with positive energy, its slightest touch can bring forth life or devastate entire regions. The gods who hold dominion over the sun can access its power but can never truly claim it for their own.

Channel Bonus: +0 per victory, +2 per victory for artefact and power gifts

Infuse Bonus: +0 per victory, +2 per victory for artefact and numen gifts

Description: The lords of the sun reign over the world. They claim dominion over the primary source of both light and life, a dominion giving them the right of life or death reaching from the highest peak to the furthest ocean depths. From on high they can see everything taking place in the world. Whether they choose to act on this information or not depends entirely on their mortal character, intentions and whims of the moment.

Immortals who bow down before the lords of the sun know they serve the world's greatest power. They can afford to treat lesser creatures, like Immortals or mortals, with great disdain. Should for some reason they have to deal with such creatures as equals they do so with only the greatest reluctance. Once they start to wield the sun's fire, even indirectly, they also shine with unmistakable inner light.

Mortals worship the sun as both a giver of life and as the destroyer that can burn grain on the stalk or drown the world with its fire. They call on the lords of the sun to be generous on one hand and to restrain the bright fire on the other. For many mortals worship of the sun's lords takes up the majority of their religious observances, leaving scant attention for the other gods and their needs.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Sun

Victories	Covenant Terms
1	Bond: Restrain the Sun's Spirit
2	Commitment: Courtier of the Golden Hall
3	Ritual: Rebuild the Iron Chains (DC 26)
4	Offering: Metaphysical Power, Seasonal
5	Nemesis: Undead over CR 18

Covenant Terms

The full covenant with the lord of the sun reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, swear fealty to the great lord in his golden hall. I swear to bring his light to the dark places where all other lights go out. I will seek out the shadows and banish them; I will raise high the lord's light so all may see and understand his glory.

The Immortal adds additional terms as he gains victories.

(First Victory): In my lord's name I swear I must create a world in which the bond laid upon the sun's path flourishes. I may not allow, through action or inaction, harm to come to the things fostering that goal.

(Second Victory): For the glory of the sun's lord I will take up the duties of a Courtier of the Golden Hall, doing such work as the world demands. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Third Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for the rite of rebuilding the iron chains, binding the sun to its inevitable path through the skies. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

(Fourth Victory): Here, in the sun's light, I swear that of all the things I have this, the power I have gained on my path to immortality, I offer up as a sacrifice for the glory of my lord. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Fifth Victory): For the glory of the sun I will smite all the greatest servants of undeath and darkness with all the power at my disposal. While I live they will find neither shade nor water. No living thing will sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

Gift Side Effects

An Immortal sworn to the lord of the sun can never use an attribute gift associated with negative energy or gain the power gift Dominion over Negative Energy.

Effect on Challenges

The lord of the sun favours challenges of leadership, as they demonstrate the Immortal's ability to rally the world to the lord's cause. When an Immortal completes a challenge of leadership dedicated to the sun term he gains experience points as if he were acting as an assistant rather than taking the challenge himself.

Common Covenant Manifestations

The covenant with the sun manifests as a glowing halo of light (a physical mark) around the Immortal's eyes and head.

Travel

The domain of travel watches over that uniquely mortal activity of leaving one's appointed place to find something new and different. The lords who rule over it typically come from among the ranks of Immortals who rose up from their mortality through apotheosis. While they can no longer exercise free will themselves, they can watch over those mortals who take their destinies into their own hands.

Channel Bonus: +1 per victory

Infuse Bonus: +1 per victory

Description: The lords of travel once stood among those mortals who dared to explore the vast, unknown world. When they ascended to godhood they chose to stand guard over mortals of equal daring who followed in their footsteps. In so doing they endeared themselves to mortals and placed themselves at odds with the other gods. As the power of covenants reveals, the gods may have built mortals with free will but they wanted that free will exercised in the directions they personally favoured. The lords

Travel

Victories	Covenant Terms
1	Commitment: Guardian of Travellers
2	Allegiance: Clerics with the travel domain over 7 th level
3	Ritual: Walking the Road of Dawn (DC 26)
4	Bond: The roadways of empire
5	Nemesis: Bandits, Indirect Strike

of travel, though, stand for mortals who wish to walk their own path into the future regardless of the gods' will.

Immortals who swear to serve the lords of travel come from the most intrepid of the world's explorers and adventurers. These determined men and women have learned to go their own way regardless of the obstacles placed before them. As Immortals they continue as they began, seeking out new horizons to explore and guarding mortals whose dreams draw them from the mundane to the extraordinary.

Mortals rarely worship the lords of travel. Instead they make offerings to the travel gods when they set out on a journey and after they arrive safely at their destination. Mortals correctly believe these gods will help those who truly need it, but they also turn their backs on those who do not accept a little risk when they step on the road.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of travel reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws, swear my service to the lords of travel. We will walk together through the dawn, to the place without shadows. The sky will be my only roof, the road my only home, from now until time's end.

The Immortal adds additional terms as he gains victories.

(First Victory): So that freedom will remain for all who wish it I will take up the duties of a Guardian of Travellers, defending those mortals who set foot upon the open road. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Second Victory): So that freedom remains a reality and not a dream I swear I will aid the mighty mortal servants of the lords of travel when they call. I will stand between them and danger. I will lay down my life if I must to further their cause.

(Third Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for walking the road of dawn, establishing once again mortals' freedom to wander from their appointed place. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

(Fourth Victory): For the common good of all who walk the roads I must create a world in which the empire's old roads and their care flourish. I may not allow, through action or inaction, harm to come to the things fostering that goal.

(Fifth Victory): So that the paths between places remains open I will aid those who smite the mortal predators who make a living preying on travellers with the power at my disposal. While I live they will find neither shade nor water. No living thing will sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

Gift Side Effects

The lords of travel do not favour flashy displays of power. As such, an Immortal sworn to the lords may not take up more than one power gift associated with the elemental powers.

Effect on Challenges

The lords of travel state that every challenge their servants take must involve at least one journey of over 500 miles or ten days duration (whichever is greater). Avoiding this requirement through the use of instantaneous transportation methods counts as a violation of the covenant.

Common Covenant Manifestations

An Immortal bound to the lords of travel must repeat his covenant, in full, before setting out for the day. His words echo in the place where he rested for a full 24 hours

Trickery

The so-called domain of trickery represents a mindset rather than an expressible power. Its lords master the art of deception for a wide variety of reasons, but all share the belief that they cannot completely trust other beings. Rather than display their true intentions, these lords use illusions and word games, deceptions and cons to draw others into a coercive web in which they do what the lords want without understanding why.

Channel Bonus: +1 per victory, +2 per victory for artefact gifts

Infuse Bonus: +1 per victory

Description: The lords of trickery do not so much rule over trickery as they use it in every encounter with other gods, Immortals or mortal creatures. They deceive others about their intentions, needs, desires and goals so much even their closest allies cannot say exactly what they want. This creates rather uncomfortable relationships in the divine world, as the gods would rather deal with known entities rather than an unknown quantity.

Immortals who align themselves with the tricksters enjoy a level of reflected respect among others of their own kind. Other Immortals cannot help but be impressed with anyone who manages to keep one of the tricksters to their word. At the same time, an Immortal aligned with trickery rarely receives much in the way of trust. Anyone capable of tricking a trickster must be something of a trickster himself.

Mortals who make their living through deceit often regard trickery's masters as their patron gods. They make offerings to them but at the same time try to avoid their attention. Nothing worries a deceiver quite so much as encountering another person capable of not only seeing through their deceptions but also of enmeshing them, perhaps without their knowledge.

Trickery

Victories	Covenant Terms
1	Quest: Wit, Impediment
2	Commitment: Fool to the Divine Courts
3	Commitment: Adversary of the Fools
4	Offering: Materials (stolen)
5	Nemesis: Lawful characters over 9 th level, Indirect Strike

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of trickery reads as follows:

I, <insert the character's name here>, in accordance with the word of my lords, will pursue the route of the rogue and trickster. At every turn will I walk this road to the betterment of my patrons and the befuddlement of those I meet.

The Immortal adds additional terms as he gains victories.

(First Victory): For my lord's everlasting amusement, I swear, by the powers I wield and the truth I serve, to achieve the Snatching of the Heart of Dawn (challenge of wit). When, in the cycle of time, this quest comes before the world again I will act as an Antagonist to assist mortals in their struggle to accomplish the same task.

(Second Victory): For the honour of my lord I will take up the duties of a Fool to the Divine Court, reminding the gods of their place through wit and irony. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Third Victory): So that all may know my lord's wit I will take up the duties of a Adversary of the Fools, tormenting mortals who think too highly of themselves. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Fourth Victory): As proof of my loyalty I swear that of all the things I have this, the goods I have stolen from unworthy mortals, I offer up as a sacrifice for the glory of my lord. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Fifth Victory): In the name of the lord of trickery I will smite those great servants of law who chose their path willingly with all the power at my disposal. While I live they will find neither shade nor water. No living thing will sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

Gift Side Effects

The lords of trickery forbid their servants from taking any attribute associated with the collective power of the moon.

Effect on Challenges

The lords of trickery require their champions to display wit and grace in everything they do. If they fail a either an Intelligence check or a Reflexes saving throw during a challenge component they automatically fail that component.

Common Covenant Manifestations

Covenants with the lords of trickery may take any form, so long as they remain somewhere on or near the Immortal.

War

The domain of war deals with the rules and science of mortal, Immortal and deific conflict. The lords of war study this field diligently in the hopes of defeating their foes and aiding their friends. Violence’s role in many of the world’s woes encourages mortals to worship war’s lords as the pre-eminent deities of their time.

Channel Bonus: +1 per victory, +2 per victory for attribute gifts

Infuse Bonus: +1 per victory, +2 per victory for numen gifts

Description: The lords of war serve as the marshals and generals of the divine armies. In times of peace they conduct drills and study the art of war. When battle’s bright flame beckons they stride at the forefront of battle, destroying the lesser creatures that fall into their path.

Immortals in the service of war’s lords serve as officers in divine armies. When their lords issue forth they take up harness and walk beside them. Whatever creatures fall into their path must face the

War

Victories	Covenant Terms
1	Allegiance: Clerics of the granting power over 7 th level, only at dawn or dusk (chosen by the god at the time of agreement)
2	Nemesis: Clerics of gods opposed to the granting power
3	Offering: Blood, Monthly
4	Commitment: Minister of Conflict and Battle
5	Commitment: General of the Host

full power of their Immortal strength, unbound by any rules save war’s conventions. In times of peace they command their regiments and seek out mortal champions of strength for war’s service.

Mortals, recognising war’s devastating consequences in their lives, both worship and fear the lords of war. Those mortals who find themselves locked in combat with their foes offer up prayers to the gods that they will find sufficient strength to survive. Those who live in one of the short peaceful moments pray to the lords for them to turn aside the inevitable tide of destruction. Though the gods might answer the former plea they usually ignore the latter; for them nothing is gained during peace that cannot be more easily achieved through righteous violence.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lords of war reads as follows:

I, <insert the character’s name here>, in accordance with the ancient laws and the forms of war, swear to serve my lord in whatever capacity he demands. I place my hand and blade at his service, from now until the end of time. Should I break this, my solemn oath and covenant, I hereby declare my honour will be void and my life forfeit soon after.

The Immortal adds additional terms as he gains victories.

(First Victory): For the glory of the lord of war I swear I will aid his mighty servants when they call for my aid at either dawn or dusk. I will stand between them and danger. I will lay down my life if I must to further their cause.

(Second Victory): In the name of my lord I will smite those who serve his enemies with all the power at my disposal. While I live they will find neither shade nor water. No living thing will sustain them; their crops will wither in the fields. Their children will die, one by one, until their future fades into dust.

(Third Victory): For the glory of war I swear that of all the things I have this, my blood, I offer up as a sacrifice for the glory of my lord. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Fourth Victory): For the glory of the lord of war I will take up the duties of a Minister of Conflict and Battle, overseeing mortal's adherence to the rules of warfare and the ancient traditions of battle. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Fifth Victory): So that all will know my lord's mighty hand I will take up the duties of a General of the Host, leading the hosts of war's true lord into battle. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

Gift Side Effects

The lords of war encourage their minions to learn the arts of war but not to the extent of wasting their powers on petty affairs. They do not grant any bonus to attribute gifts associated with one of the collective powers if that gift is associated with this covenant term.

Effect on Challenges

The lords of war require their servants to prove their ability in at least one challenge of might at each apotheosis stage. Failure to do so results in a violation of this covenant term.

Common Covenant Manifestations

The lords of war keep their covenant terms private. There are no visible physical manifestations associated with their favour.

Water

The gods who claim dominion over elemental water control one of the six great tools of creation. They gain power over storm and wave, stream and ocean. This tool gives them great power, though it also terrifies the mortals who must rely on the waves for their livelihood.

Channel Bonus: +1 per victory

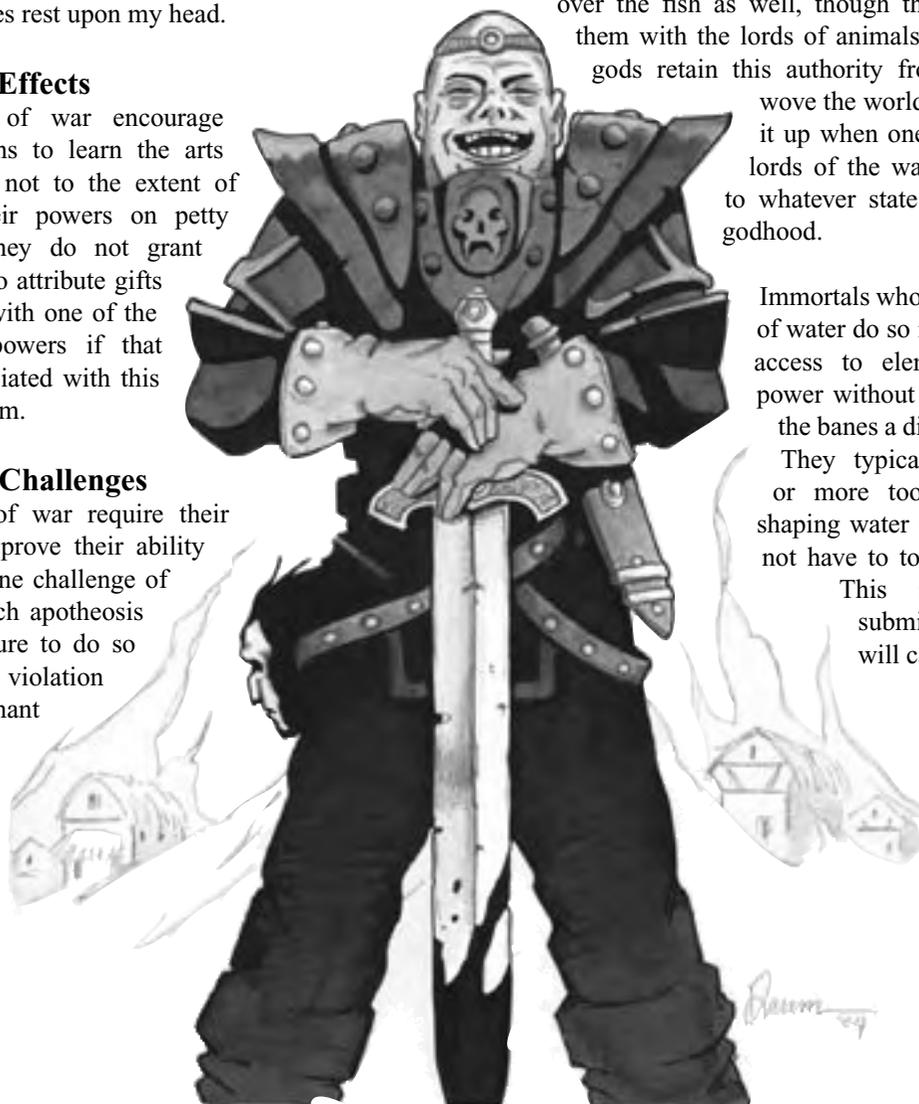
Infuse Bonus: +1 per victory, +2 for artefact gifts

Description: The lords of water rule over the rain, the oceans, the rivers, streams and lakes and all other bodies of water. They have some right of command over the fish as well, though they must share them with the lords of animals. Some of the gods retain this authority from when they wove the worlds. Others took it up when one of the former lords of the waters moved on to whatever state exists beyond godhood.

Immortals who serve the lords of water do so in order to gain access to elemental water's power without suffering from the banes a direct tap brings.

They typically wield one or more tools capable of shaping water so that they do not have to touch it directly.

This reluctance to submit to water's will causes problems



COVENANTS

between the Immortals and their patrons, sometimes leading to one or both sides breaking their covenant.

Mortals worship the lords of water in their role as the keepers of storms. They plead for enough water to reach their fields, but for the lords to withhold the greatest storms so they do not destroy the crops or flatten mortal's homes. The lord's mercurial nature makes such pleading dangerous indeed. One moment a lord of water might agree to hold a storm in check and then in the next moment he might unleash it for reasons understood only by those connected to the fathomless deep.

An Immortal must abide by all terms in the covenant with a total victory count equal to or less than his total number of victories associated with this power.

Covenant Terms

The full covenant with the lord of water reads as follows:

I, <insert the character's name here>, in accordance with the ancient laws and the rites of old, solemnly swear my life to the service of the lord of water. I will serve at his side, by his command, until the day comes when the waves take the world.

The Immortal adds additional terms as he gains victories.

(First Victory): To prove my worth and my commitment to the balance of all things I swear that of all the things I have this, the power I gained on my path to immortality, I offer up as a sacrifice for the glory of my lord. It is mine by right and might; no being may dispute my claim. This offering, given on the appointed day, I give of my own choice in keeping with the ancient ways.

(Second Victory): To maintain the balance between what is and what was I will take up the duties of a Seneschal of the Waters, governing the wellspring given unto me by my lord. I accept these duties as my life and my way. Should I fail to discharge them, I accept that the consequences rest upon my head.

(Third Victory): In the name of the sixth great element I swear I will aid my lord's mighty servants when they call. I will stand between them and danger. I will lay down my life if I must to further their cause.

(Fourth Victory): For the honour of the lord of the depths I must create a world in which the great sea and all the things within it flourish. I may not allow, through action or inaction, harm to come to the things fostering that goal.

(Fifth Victory): In accordance with the ancient law and the rules laid down in the beginning I take up responsibility for binding the waves, reaffirming the boundaries between land and sea and sky. If I fail in this duty the fault, the price and the actions to make it right fall upon me. I accept whatever price the world may demand, up to and including my removal from the past, the present and the future.

Gift Side Effects

The lord of water claims control over the right to use elemental powers. Any time the Immortal uses a power gift granting him dominion over one of the six elemental powers he violates his covenant with the lord of water. The sole exception to this is when the Immortal uses Dominion over Elemental Water granted to him as a gift associated with this covenant term.

Effect on Challenges

The lord of water does not care about what kinds of challenges his minions undertake.

Common Covenant Manifestations

Covenants with the lord of water manifest as wave-like scars moving across the Immortal's hands, chest and back.

Water

Victories	Covenant Terms
1	Offering: Metaphysical Power, Monthly
2	Commitment: Seneschal of the Waters
3	Allegiance: The granting power's clerics over 9 th level
4	Bond: One of the world's seas
5	Ritual: Binding of the Waves, Seasonal (DC 32)

GIFTS

The first part of this book describes the character's progression from mortal to god through the path to immortality. As the character meets challenges (described in the Challenges chapter) he accumulates victories that advance him through the steps of apotheosis. At each step he gains additional Immortal power, represented by his new Aura attribute. This Aura strongly impacts mortals and weaker Immortals in such a way as to engender awe in the former and fear in the latter.

This preliminary discussion lays out what separates Immortals from their mortal brethren. As they drink deeply of the universe's heady brew their perceptions and raw power expand to scales closely resembling those of the gods themselves. However, since this is a Roleplaying Game, not a novel or handbook towards personal apotheosis, how do these changes manifest themselves in the character?

The Book of Immortals expresses these changes as 'gifts'. A gift is the Immortal equivalent of a feat: a new technique or ability the Immortal develops as he moves through the ranks towards apotheosis.

Unlike standard d20 feats a gift does not simply open up an advanced tactical option the character may use in combat. Instead each gift opens up an entirely new approach the character may take to affecting his world. This may range from transforming his body into a deathless combat machine to calling up a host of servant spirits with which to conquer the world.

Short Form: Gifts in a Paragraph

When a character completes a challenge he gets a victory and a gift. These gifts, like feats or spells, give the character new options with which he can alter the game world. The gifts fall into four general types, each of which uses slightly different rules for the Channel and Infuse skills. Attributes and artefacts become more powerful when Channelled, numen and powers become stronger when Infused. Immortals who use their gifts attract the attention of various predatory groups in addition to participating in the complexities of Immortal society.

Every gift draws upon the Immortal's Aura attribute. The Immortal may choose how much Aura he uses to support each of his gifts; the more of his power the gift holds the stronger it becomes. Depending on the types of gifts the Immortal possesses he may be able to reallocate his Aura among his gifts in a single action or he may have to go through elaborate rituals to perform such an act.

The act of investing a gift with Aura requires more than just raw power. It takes a certain amount of subtlety and skill to carry off well. In character terms Immortals develop this ability by advancing their ranks in two new skills: Channel and Infuse. The Channel skill deals with Aura invested in gifts affecting the Immortal's personal space and what used to be his mortal body. Conversely, Infuse deals with the Immortal's ability to invest his powers into objects outside of himself.

Systemically, gifts give the character ways to express his ever-expanding powers. In game world terms the gifts represent the visible alterations taking place in the Immortal as he transforms himself from a mortal into something far greater.

THE IMMORTAL ARTS

A newly minted Aspirant differs from an Immortal standing on the edge of apotheosis as much as an ant differs from a man. However, even if this young Aspirant had undergone the same transformations the Immortal had he would still not have the experience that allows the elder to milk the most from his powers.

In order to represent this difference in knowledge *The Book of Immortals* presents two Immortal skills: Channel and Infuse. Any character with one or more victories gains these skills as class skills for his mortal classes. Additionally the character's taps and covenants give him bonuses to both skills when he uses a gift associated with them.

Immortal Skill: Channel (Wisdom)

An Immortal uses the Channel skill when he targets himself with an Immortal gift. This skill check governs his ability to increase the strength of these gifts, sustain them when his Aura drops below

GIFTS

their minimum threshold or support them against another's effort to suppress them.

Additionally, artefacts and numen gifts require a Channel check to remove Aura from them once the Immortal invests his powers.

Each of these uses receives further detail below.

Increase a Gift's Strength: All gifts require a specific Aura investment to activate. Paying this minimum investment requires no skill check. The investment represents the Immortal's minimum commitment in the gift's effect. If he wishes to invest more Aura points he must make a Channel check to do so. The actual effect of this skill check depends on the gift type and how well the Immortal does. The Gift Strength (Channel) table below presents a summary of this information; each of the separate gift headings below contains expanded information.

Failure: The Immortal fails to properly infuse his Aura into the gift. He wastes the action to no effect.

Attribute: Aura invested into an attribute gift increases its numeric bonuses by the amount listed.

Artefact: Aura invested into an artefact gift increases the total number of points the Immortal has to invest in the artefact's special abilities and spells.

Numen: Aura invested into numen (who are possessing the Immortal so he may share in their powers) is limited to the maximum number listed.

Power: Powers channelled into the character to create effects are strengthened by the listed amount. This amount is applied as a bonus to the total numeric effect not to each die rolled to create that effect.

Sustain Gift Below Threshold: Once an Immortal activates a gift he invests the Aura points in the gift. He cannot use those Aura points until he removes them. Unfortunately, some blessings and

covenant terms require the Immortal to expend his Aura. These points come first from the Immortals 'uninvested' Aura. After that, the Immortal must pull allocated points from gifts in order to meet the required cost.

As the Immortal removes Aura the gift weakens. If the Aura investment falls below the minimum required threshold the gift fails. However, if the Immortal established the gift's investment with a Channel check he may make a free skill check with that skill to maintain the gift at the minimum level of functionality despite having expended the Aura.

The skill check DC this requires is 10 + (3 times the minimum Aura requirement).

Resist Suppression: Gifts are supernatural abilities. As such, they are nominally subject to anti-magical effects including the 6th level spell *antimagic field*. However, even the weakest Immortal can usually overwhelm even the most powerful of mortal magicians.

When an Immortal is subjected to an effect that would negate one of his gifts he may make a Channel check to resist the effect. The DC of this check is equal to the caster level of the individual who invoked the effect plus the modifier of the attribute that modifies that caster level's spell DCs. If the Immortal beats this DC the antimagic effect fails to dispel his gifts, regardless of the result of any other checks or saving throws. If he fails the Immortal still has the opportunity to receive the benefits of the other checks and saving throws.

The Immortal uses his Channel skill to resist suppression even if he used Infuse to activate/empower the gift. This mechanically represents the Immortal drawing on his divine power to overcome the limited power invested in mortal heroes. This is a free action.

Gift Strength (Channel)

Skill Check Result	Attribute	Artefact	Numen	Power
0-9	<i>Failure</i>	<i>Failure</i>	<i>Failure</i>	<i>Failure</i>
10-20	+1 per Aura	2 points per Aura	Max 2 Aura	+1 per Aura
21-30	+2 per Aura	4 points per Aura	Max 4 Aura	+2 per Aura
31-40	+3 per Aura	6 points per Aura	Max 6 Aura	+3 per Aura
41+	+4 per Aura	8 points per Aura	Max 8 Aura	+4 per Aura

Remove Aura from Artefact: Once a character invests Aura into an artefact gift he can only retrieve it if something destroys the artefact or if he makes a successful skill check with the skill used to make the investment. The DC of this skill check equals the total number of points the Immortal could spend on the artefact not the total number of Aura points invested. The Immortal can use this skill check to retrieve any number of Aura points from the artefact but cannot take so many points the Artefact falls under its minimum Aura threshold.

The Immortal must be able to touch the artefact to retrieve his invested Aura.

Remove Aura from Numen: Once a character invests Aura into a numen the spirit loathes giving it up. The Immortal can only retrieve this Aura by making a skill check using the skill used to make the investment. The DC of this skill check equals 4 x the total number of Aura points invested, including the minimum Aura threshold. If he makes this skill check he can withdraw any amount of Aura from the gift, even taking it below the minimum threshold. If he does so the gift stops working and the numen vanishes.

Try Again: Yes for attribute and power gifts. No for artefact and numen gifts. Each use of the Channel skill takes a full round action unless otherwise specified.

Synergy: If the character has more than five ranks in Spellcraft he receives a +2 bonus to his Channel checks.

Immortal Skill: Infuse (Charisma)

An Immortal uses the Infuse skill to direct his divine power into the world. This allows him to unleash the bonds placed on the elemental powers, summon up armies of divinely empowered spirits or create magical items that mirror his own artefacts. When

the Immortal does this he invests a small portion of his own spirit into the infused object or creature.

The Immortal may use the infuse skill for any one of the following purposes: increase a gift's strength or suppress another Immortal's gifts. He can also use it to scry around the object, person or area he infused.

Additionally, power gifts used to infuse an area or creature require a skill check to retrieve the invested Aura points.

Increase a Gift's Strength: When an Immortal uses a gift on a creature outside of himself he must pay Aura equal to the minimum threshold to create the default effect. He may invest additional Aura points in the effect to increase its strength. The amount of power each Aura point gains the character depends on how well he does at his Infuse check. For more information refer to the Gift Strength (Infuse) table below.

Failure: The Immortal fails to properly invest his Aura. He wastes the action but may try again next round.

Attribute: The Immortal manages to infuse the target with one of his own attribute gifts. If his check result comes under 20 on the check he fails outright. If he rolls a 20 to 30 he activates the gift in the target but cannot enhance it. Results over 30 allow the Immortal to infuse the target with more of his Aura.

Artefact: The Immortal infuses a 'pattern' of his artefact into a similar object. If his check result comes under 10 he fails outright. If it is between 10 and 20 he infused the object with his artefact's 'base' level of function and must invest the minimum Aura threshold. Higher results allow the Immortal to invest additional Aura in order to strengthen the artefact.

Numen: The Immortal may invest up to the maximum number of Aura listed in numina he calls up to do his bidding.

Gift Strength (Infuse)

Skill Check Result	Attribute	Artefact	Numen	Power
0-9	Failure	Failure	Failure	Failure
10-20	Failure	Infused	Max 4 Aura	+1 die per Aura
21-30	Infused	1 point per Aura	Max 8 Aura	+2 dice per Aura
31-40	+1 per Aura	2 points per Aura	Max 12 Aura	+3 dice per Aura
41+	+2 per Aura	3 points per Aura	Max 16 Aura	+4 dice per Aura

Power: The effect gains a bonus number of dice equal to the number listed for the skill result per point of Aura invested.

Suppress Gifts: An Immortal may use his raw Infuse skill and his Aura to suppress the manifestations of another Immortal's powers. This use of the Infuse skill takes a standard action. The Immortal target must be within 120 feet and in line of sight. The Immortal makes an Infuse check unmodified by any tap or covenant effects. The target makes a Channel check unmodified by any tap or covenant effects. If the initiating Immortal wins the skill check he negates a number of the target's Aura points equal to his total Aura attribute. So long as the target remains within line of sight he can maintain this effect through concentration.

Retrieve Aura from Infused Power: Once an Immortal infuses a power it takes on a life of its own. In order to get his Aura back he must make an Infuse check with a DC equal to $10 + (3 \times \text{the total number of Aura points invested in the gift})$. If the Immortal succeeds he may retrieve any number of Aura points from the gift. If he reduces the gift's effect below its minimum threshold the effect ends even if points remain invested.

Scry Around Infused Target: The Immortal may either actively or passively scry around the target of his Infuse skill. If an Immortal enters a 30 feet radius around the target or uses his gifts/Aura/Immortal skills on it the infusing Immortal may make an Infuse check (DC 20) to notice the effect immediately. Alternately, the Immortal may make an Infuse check (DC 25) to place his senses in/around

the infused target. This allows the Immortal to use his Listen, Search and Spot skills within a 30 feet radius around the object. He can also use divination spells, which act as though they were cast with the infused target as their point of origin.

Try Again: Yes for artefact, attribute and numen gifts. No for power gifts. Each use of the Infuse skill takes a standard action unless otherwise specified.

Synergy: If the character has five or more ranks of Knowledge (arcana) he receives a +2 bonus to his Infuse checks.

Skill Points and the Immortal

Immortals do not gain skill points as they advance towards apotheosis. However, they may continue to gain levels in their existing mortal classes as a standard epic character.

Mortal Advancement

As stated in *The Path of Immortality*, a character with one or more Victories treats Channel and Infuse as class skills for all of his mortal classes. When an Immortal gains a level in a mortal class he may spend skill points normally to increase these skills.

Covenant and Tap Bonuses

The bonuses for a covenant or tap apply only to the gifts associated with that covenant or tap. The Immortal cannot 'mix and match' his bonuses; he must use the bonuses associated with the gift/power source pair.

Behind the Curtain: Immortals and Skills

Immortals advance in mortal skills using various attribute gifts. However, they also exhibit a strong need for skill points related to the two Immortal skills: Channel and Infuse. This would seem to favour high skill point classes like bards and rogues and punish low-skill point classes like fighters and wizards.

High-skill point classes are limited by their total Aura and number of gifts. Both Channel and Infuse help the Immortal to get more out of his Aura, but an Immortal with only a handful of Aura points and one or two gifts will never be able to challenge one with more Aura and greater gifts.

Furthermore the bonuses associated with both covenants and taps provide both high and low skill point characters with respectable bonuses. This helps to offset the advantage gained by having large numbers of skill points to spend on the Immortal skills.

If the Games Master feels the high-skill classes maintain too much of an advantage he may impose a 3 skill point per level limit on the Immortal skills, slowing the growth of disparity between the two types of classes.

Gifts and Standard Ability Classifications

The Immortal gifts do not fall easily into the standard d20 ability classifications. However, if it becomes relevant to play use the following designations:

- † Artefact gifts act as magical items.
- † Attribute gifts act as supernatural abilities unless they grant the ability to cast spells. Then they act as spell-like abilities.
- † Numen gifts act as spell-like abilities when invoked. After invocation the spirit remains active until banished or killed.
- † Power gifts act as spell-like abilities.

THE FOUR GREAT GIFTS AND THEIR ASSOCIATIONS

As described in *The Path of Immortality* (pg. 14) gifts fall into one of four categories: artefacts, attributes, numen and powers. Each category has its own specific effects and way of interfacing with the two Immortal skills described above. When an Immortal overcomes a challenge, thereby gaining a victory, he may either select a gift or allow his power source to select one for him.

Once selected the Immortal may not change his gifts. If the Immortal permanently loses the victory he loses the gift associated with it. If he retries the original challenge and overcomes it he may select a new gift.

The Four Great Gifts

In the game world scholars refer to the four gift categories as 'The Four Great Gifts'. Each gift the Immortal gains is, in effect, a manifestation of one of these 'great gifts'. As the Immortal continues his progression along the path he will develop additional manifestations and potentially even additional great gifts.

Artefacts: The first great gift allows the Immortal to imprint a part of his own psychology and power into a physical manifestation. This manifestation, called an artefact, does more than just carry incredible power. It expresses fundamental truths about the Immortal who created it. Anyone can look at an artefact and know everything there is to know about its creator regardless of how well he hides himself in person. Furthermore an artefact can cause similar



objects to 'resonate' with its power, granting them a fraction of its abilities.

Attributes: The second great gift allows the Immortal to transpose his fragile mortal form into the more enduring divine substance. This great gift causes the attributes of the Immortal's once frail body to transform into sterner stuff, be it elemental earth or simply flesh highly infused with negative energy. These changes leave visible marks upon the Immortal, but must be maintained by a constant expenditure of the Immortal's power. A sufficiently powerful Immortal can extend these gifts to others, allowing them to briefly taste his power.

Numen: The third great gift invokes all of the myriad mortal and immortal spirits who came into being when raw primal powers came into contact with pure positive or negative energy. These spirits serve the Immortal in return for a small fragment of his power. Each numen has its own use; most either inhabit the Immortal to lend him their power or act independently as the Immortal's agent. The Immortal may command his servants to possess

another creature although doing so sometimes causes the spirit to escape the Immortal's control.

Powers: The fourth great gift gives the Immortal the ability to radically control the world's balance. He gains access to either one of the six elemental powers or to the four mythic ones. These, in turn, allow the Immortal to express his power by imposing his will on the physical world. These gifts can be channelled close to the Immortal to grant him minor powers or infused into the world around him in order to make considerable alterations. In either case the manifestation remains only as long as the Immortal invests himself in it; the moment his attention and power wander the world returns to its original state, barring any secondary effects caused by the manifestation's presence.

The four great gifts only manifest through the lesser gifts. No non-Transcendental being can hold the power needed to wield them in their raw form.

Predators

Even though Immortals like to believe they stand above any possible threat, in truth their great power attracts any number of predators. These predators work in large groups to chain Immortals, using them as involuntary power sources for their own benefit.

Each group of predators specialises in trapping and harnessing strength from one of the four great gifts. A fifth group appears when the Immortal overexerts his powers. These five groups are consumers, drinkers, shadows, sycophants and thieves. Most of these represent generic groups, although each world will have at least one example of each somewhere within it.

Consumers and drinkers closely resemble one another. Both groups imprison Immortals, then use arcane rituals to drain off parts of his powers. The difference lies in their approach. Consumers hack off parts of their captives for consumption while drinkers sample the Immortals Aura as if it were fine wine. On a practical level this gives the predators access to the Immortal's attribute gifts or power gifts respectively.

Shadows appear when the Immortal overextends his power gifts. When the Immortal pushes the world too far he burns a 'shadow' of himself into it. This shadow has a portion of the Immortal's powers and wishes to take them all. As the shadow

gains strength it becomes an independent character working to consume the Immortal's life. If the shadow succeeds the Immortal ceases to be and the shadow takes his place.

Sycophants are the shadow side of numen gifts. There is a small chance each time the Immortal invests part of his Aura into a spirit that it becomes addicted to his power. The spirit will then try to stay around the Immortal, slowly draining the host's power until the Immortal finally collapses. In most cases a sycophant numen seems like a friendly and helpful servant; its true motives can remain hidden for decades, even centuries.

Unlike the other groups, thieves tend to work alone or in very small cells. Thieves do not seek to entrap Immortals. Instead, they lurk in the darkness waiting for an unfortunate Immortal to loosen his hold on an artefact. When he does the thieves sweep in, snatching the item for their own use. So long as they wield this artefact they may use its full abilities, just like the Immortal himself. Some thieves have developed rituals allowing them to use the artefact as an 'anchor point' through which they can draw on even more of the Immortal's might.

All of these groups receive more attention in the **Predators** section in The Immortal World chapter. The feats they use to perform their nefarious deeds are listed in The Path of Immortality (pg. 18).

Picking Gifts

When an Immortal finally completes a challenge he receives a victory associated with a power source. This victory both boosts the character's standing on the path to immortality and grants the character a gift

In mechanical terms the Games Master may either allow the character's player to select the gift of his choice or grant the character a gift based on what makes sense for his game world. The Games Master may also mix these approaches, allowing the player to select some of his gifts and assigning others.

Default Rule: Players may select gifts they receive for challenges associated with taps. The Games Master assigns the character a gift for challenges associated with a covenant. This rule simulates the difference between the two kinds of power sources: the Immortal charts his own way with taps while he relies on outside powers when he makes covenants.

Assigned vs. Chosen Gifts

Each playgroup will have to come to its own accord as to how comfortable they are with assigned vs. chosen gifts. Gifts straddle the line between feats (chosen by the player) and rewards (given by the Games Master). The default rule represents one possible balance between the two sides. Another might be to allow the player to select the gift for any challenge he takes on of his own accord and assign the gifts resulting from challenges taken as part of an established path to immortality.

The Paths presented in *From Aspiration to Transcendence* follow the default rule outlined above.

Gifts, Abilities and Opposed Powers

An Immortal cannot select a gift, or an ability granted by a gift, that is in direct opposition to the power source. For example, an Immortal with an artefact gift associated with a positive energy tap cannot use the artefact to create undead or unlock the keys to negative energy.

Using the Same Gift Multiple Times

The bonuses and abilities granted by gifts follow the rules established for stacking in the standard OGL rules. This means that bonuses of the same type do not stack and abilities of the same type do not generally stack unless otherwise specified.

This means:

- † Attribute gifts grant specific bonuses or abilities. In general, these do not stack so the Immortal does not gain any benefit from activating the gift multiple times. However, the Immortal could channel his Aura into his attribute and separately infuse some of his Aura into outside targets.
- † Artefact gifts, being objects, can only be used once. The object created by the gift (the artefact itself) follows the normal rules for magic item usage.
- † Numen gifts may be used multiple times, but summoning and channelling more than one spirit at a time will not necessarily result in greater bonuses.

- † Power gifts may be used multiple times, so long as the effects do not stack.

For more information about stacking refer to the System Reference Document (SRD) or *Core Rulebooks I, II and III*.

ARTEFACTS

Legends tell of Immortals bearing massive flaming swords, staves capable of bending enough arcane energy to put out stars and shining shields blessed by the sun god. Although mortals stand in awe of the craft displayed by such objects, Immortals know that they exist only as physical manifestations of a greater truth.

Artefacts are, in reality, not so much objects as manifestations of Immortal's personality, intentions and dreams. In a very real way each artefact is the Immortal himself; an extension of his soul given form through creation's tools. So long as it exists the artefact acts as a channel for the Immortal's power, waxing and waning in strength as the Immortal does.

Once created an artefact becomes part of an Immortal's 'regalia', the symbols that identify him and express his personality. These items become part of the Immortal's personal story and enter into the world's legends.

Recognising Artefacts

A mortal or Immortal who sees an artefact may make a Knowledge (arcana) check (DC 20) to recognise the artefact and identify its rightful owner. This skill check gives the character one of the following pieces of information: artefact name, artefact history, artefact's owner, one known power or whether or not the artefact exhibits its own intelligence. For every five points by which the check result exceeds the DC the character may retrieve an additional piece of information from this list.

Short Form: Artefacts

An artefact gift gives the character a configurable magic item that grows with him as he advances along the path to immortality. The more Aura the character puts into a specific artefact the more powerful it becomes. If the character loses the artefact he cannot access its powers until it returns to him.

Characters who possess the bardic knowledge class ability may make a similar attempt using a bardic knowledge check (DC 10). If they succeed they automatically know the artefact's name and owner. For every five points by which the check result exceeds the DC the character may retrieve an additional piece of information from the list above.

Artefacts radiate an overwhelming magical aura of indeterminate type. If the artefact is associated with one of the four mythic powers or the domains of chaos, evil, good or law it also radiates an overwhelming aura of the appropriate type.

Building an Artefact Gift

When an Immortal receives an artefact gift he automatically invests one point of his Aura into it. This empowers the artefact and links it to the Immortal's soul. The Immortal does not receive this point of Aura back so long as he possesses the artefact gift, regardless of whether or not he holds the object.

If the Immortal's player chose the challenge and the gift he may also chose the artefact template his gift grants him. If, on the other hand, the Games Master selected the gift he decides what artefact template the gift follows.

In either case the Immortal may choose to invest more of his Aura into the gift at the time of creation. When the Immortal chooses to do this treat him as if he took 20 on his Channel check to determine how many power points he gets for the artefact per point of Aura he invests. The Immortal cannot remove Aura invested at the time of the creation without destroying the artefact outright.

Once created the artefact assumes a physical manifestation. This form, be it a sword made of gold shining with divine power or a crudely carved wooden statue, remains stable until some power destroys it.

Destroying Artefacts

Artefacts, even ones that look like nothing more than crudely carved wooden figures, do not obey the same material rules as other items. In a very real way their physical existence is entirely secondary to their purpose as an expression of an Immortal's spiritual power. Destroying an artefact requires the

destroyer to, in effect, kill a part of the Immortal's divine power.

In practical terms an artefact is immune to physical damage or magical effects influencing its hardness, hit points or shape in the mundane world. This immunity vanishes when the artefact enters a wellspring. While in the wellspring the artefact becomes subject to the normal rules for damaging, destroying or repairing an object.

The destruction of an artefact releases tremendous power. Everyone within a 20 feet radius of the destruction must make a Reflex save (DC 10 + 4 per point of invested Aura). Those that fail must make a Fortitude save at the same DC or take 1d10 points of damage per point of Aura invested in the artefact. Those that succeed at either the Reflex or the Fortitude save take 1d4 points of damage per point of Aura invested in the artefact. A wall of force or other, similar power can contain this damage.

When an artefact is destroyed, the owning Immortal immediately receives his invested Aura. He loses access to the artefact gift until he can recreate the artefact by undertaking a challenge of creation. If he successfully completes this challenge he regains access to the artefact gift.

The Immortal who owns the artefact or his knowing agents cannot harm the artefact without instantly killing the Immortal.

Artefacts After Death

When an Immortal dies his artefacts retain their power. Those artefacts with sufficient intelligence to understand the situation will make every effort to resurrect their former master. If they cannot, the artefacts will continue to pursue the Immortal's personal agenda long after his name fades from history.

Recording Artefact Gifts

Attribute gifts take the following format on the Immortal's character sheet:

Name

Template Artefact Gift ((Power or Domain) (Victory Number), Covenant or Tap, Object Description)

Power Point Threshold/ Initial PP (1 Aura/5PP):
Initial bonuses

Channel (Result (Check Result), Power Point

Ratio, Invested Aura, Total PP): abilities and powers purchased

For example:

Blade of Valour

Weapon Artefact Gift (War 2, Covenant, Longsword)

Power Point Threshold (1 Aura, 5PP): +2 bonus, Automatic Infusion 60 feet

Channel (Result 24, 4/1, 3 Aura, 12 PP): +3 bonus, *shield of faith* (CL 18, 4/per day), dancing, flaming burst

The above entry describes a longsword weapon artefact gift the Immortal gained as part of his second victory associated with a god who granted him a war covenant.

Templates and Power Points for Artefacts

When an Immortal receives an artefact gift he immediately invests one point of Aura and selects one of the artefact templates. This investment gives the template five ‘power points’ the Immortal may use to buy his artefact’s powers.

Templates

All artefacts use one of the templates:

Template: The template’s name.

Corresponding Item Type: The type of standard magical object the artefact resembles.

Physical Manifestation: The artefact’s basic physical look. Without its powers the artefact functions as a masterwork item of the specified type. It does not possess the properties of any extraordinary or unusual materials used in its ‘construction’.

Armour: Artefact armour may be a single armour piece or a complete suit. It always provides an

armour bonus to AC equal to a suit of mundane armour of the same sort, regardless of how complete it seems. Thus, an artefact scale helmet provides the same protection as (and the penalties of) a full suit of scale mail.

Armour artefacts can possess any magical quality associated with armour or grant spell-like abilities. The latter ability costs +1 power point per spell-like ability granted by the artefact.

Codex (or Scroll): A codex or scroll contains information, whether it is spells or more mundane information. Both consist of scrawling, arcane writing scribed onto exotic papers. A codex has covers made of metal, wood or exotic leather while a scroll simply rolls up. Both are effectively infinite in terms of how much information they contain, they add pages and text as needed without outside intervention.

Codex artefacts grant bonuses to skills, store spells or contain spells the user may cast as if the codex were a normal magical scroll. They cannot use powers from the armour or weapon’s abilities list but may infuse them into other objects.

Ring: Artefact rings look like anything from a simple leather strap to an elaborately worked platinum ring set with unearthly gems. Regardless of their appearance each wields considerable power, both as a focus for the wielder and as independent entities in their own right.

Ring artefacts grant bonuses to skills and grant spell-like abilities. A ring may also grant the wielder’s weapons, armour or shield appropriate properties.

Shield: Artefact shields look like masterwork shields of various makes. These shields range from simple leather stretched over a wicker frame to embossed steel shields as large as a man is tall. Regardless of its other functions the shield performs as a masterwork shield of the appropriate type.

Artefact Templates

Template	Corresponding Item Type	Physical Manifestation
Armour	Magical Armour	Masterwork suit of armour
Codex or Scroll	Scroll	Book or scroll made of rare materials
Ring	Magical Ring	Ring or bracelet made of precious metal
Shield	Magical Shield	Masterwork shield of any type
Weapon	Magical Weapon	Masterwork weapon of any type
Wonder	Wondrous Items	Any masterwork item, gemstone or object d’ art

Shield artefacts may have any shield ability or grant spell-like abilities.

Weapon: Artefact weapons are masterwork weapons of any sort. They may appear to incorporate extraordinary materials but do not gain any bonus for doing so.

Weapon artefacts can possess any magical quality associated with a weapon or grant spell-like abilities. The latter ability costs +1 power point per spell-like ability granted by the artefact.

Wonder: Wonders are artefact objects of all sorts, from amulets to clockwork men. Each wonder is a unique item derived from an Immortal's imagination. As such, it does not have to obey any of the limits or logic of physical materials. However, since most Immortals come from relatively mundane worlds, wonders tend to assume relatively recognisable forms.

Wonders grant spell-like abilities, grant bonuses to various character attributes or give the character access to powers usually associated with categories of wondrous items. Many are highly intelligent but they may have trouble communicating with non-Immortal characters.

Power Points

Each artefact gift gives the character the opportunity to create a powerful magical item customised to his needs that grows as his power expands. Mechanically, this is represented by the concept of power points.

Each artefact starts with five power points. As the Immortal invests power points through the use of the channel skill the artefact gains additional power points the Immortal may spend to increase its powers.

Power Point Costs

Template	Artefact Attribute	Armour Attribute	Weapon Attribute	Spell-like Ability	Skill Bonus	Wondrous Item Ability
Armour	At Cost	1 per +1	NA	2 per level	NA	NA
Codex	At Cost	2 per +1	2 per +1	1 per level*	1 per +2	NA
Ring	At Cost	2 per +1	2 per +1	1 per level	1 per +1	1 per 2 CL
Shield	At Cost	1 per +1	NA	2 per level	NA	1 per CL
Weapon	At Cost	NA	1 per +1	2 per level	NA	1 per CL
Wonder	At Cost	1 per +1	3 per +1	1 per level	1 per +2	1 per 3 CL

*2 per level if it is any spell rather than a specific spell

The number of power points an artefact gains per point of Aura invested depends on the result of the Immortal's Channel or Infuse check.

Artefact Channel and Infuse

Like all gifts, artefact gifts allow the Immortal to use either the Channel or the Infuse skill to affect the game world. In the case of artefact gifts the Channel skill allows the Immortal to increase the power of the artefact itself, while the Infuse skill allows the Immortal to 'imbue' other similar objects with a fraction of his artefact's power.

Artefact Gift Results for Channel and Infuse

Skill Check Result	Channel	Infuse
0-9	<i>Failure</i>	<i>Failure</i>
10-20	2 points per Aura	<i>Infused</i>
21-30	4 points per Aura	1 point per Aura
31-40	6 points per Aura	2 points per Aura
41+	8 points per Aura	3 points per Aura

Channel: An Immortal uses the Channel skill to invest his Aura into an existing artefact. This Aura investment increases the available power points within the artefact. When the Immortal makes his Channel check and invests the Aura he must also decide which abilities he would like to purchase for the artefact. If the Immortal makes multiple Channel checks to grant his artefact additional powers he must maintain the information about which Aura points purchased which abilities.

Infuse: An Immortal uses the Infuse skill to imbue objects similar to his artefact with a portion of the artefact's power. The object to be imbued must remain in physical contact with the artefact throughout the infusion process. If the Immortal succeeds at his Infuse check he invests one point of Aura into the object. The object gains one ability possessed by the artefact. If the Infuse check

result exceeds 20 or more the Immortal may invest additional Aura into the object, granting it power points at the ratio defined above. He may only spend these power points on abilities his artefact also possesses.

What Power Points Buy

When an Immortal gains an artefact gift or invests Aura into an artefact he gains a specific number of 'power points' he can use to purchase abilities. The abilities available to an artefact depend on its template; the cost of these abilities is listed on the Power Point Costs table on page 142.

Artefact Attribute: All artefacts share equally in the ability to obtain the special artefact attributes listed below.

Armour Attribute: The artefact may possess any of the armour attributes (including simple AC bonus) from any magical item list. The Immortal must spend the specified number of power points per +1 or +1 equivalent to activate the ability in his artefact. For abilities without a bonus equivalent each 10,000 gp costs one power point (minimum one).

Weapon Attribute: The artefact may possess any of the weapon attributes (including simple attack and damage roll bonus) from any magic item list. The Immortal must spend the specified number of power points per +1 or +1 equivalent to activate the ability in his artefact. For abilities without a bonus equivalent each 10,000 gp costs one power point (minimum one).

Spell-like Ability: The artefact grants the wielder the ability to cast a spell at a caster level equal to the Immortal's total character level + his total number of victories associated with the power source granting the artefact gift (maximum 20). The character may use this spell-like ability three times a day. Each additional use of the spell-like ability per day costs one power point.

In the case of a codex the Immortal may specify this ability grants access to a specific number of spell levels per day. He may then cast either arcane or divine spells (selected at the time of the artefact's creation) spontaneously chosen at the time of casting whose levels do not total more than the total number of allowed spells per day.

Skill Bonus: The item's wielder gains a competence bonus to a skill equal to the amount purchased.

Wondrous Item Ability: The item gains a power from a wondrous item not covered under one of the other, above headings.

Artefact Intelligence

All artefacts are intelligent; most, however, rarely speak up. Artefacts gain intelligence as the Immortal invests his Aura into them, as described on the table below. An intelligent artefact can use its powers on its own but will always serve its master's best interest regardless of its ego. The 'intelligence' is simply an extension of the Immortal's own spirit; it cannot turn against him.

Artefacts do not gain intelligent item abilities, regardless of their Intelligence, Wisdom or Charisma attributes. They have skill points equal to their Intelligence modifier multiplied by five.

Artefacts can communicate with their wielder or others and have an awareness of the world around them based on their base attribute score. The artefact may communicate with any creature it is aware of (see the Artefact Communication table above).

Ego

Artefacts use the same rules for ego as other intelligent items.

Artefact Abilities

All Immortal artefacts may purchase one or more of the following abilities at the listed power point cost.

Intelligence/Wisdom/Charisma by Aura Investment for Artefacts

Aura	Armour	Codex	Ring	Shield	Weapon	Wonder
1-4	4	4	4	4	4	4
5-8	6	7	8	6	7	6
9-12	8	10	12	8	10	8
13-16	10	13	16	10	13	10
17-20	12	16	20	12	16	12
21+	14	19	24	14	19	14

Artefact Communication

Base Attributes	Communications Methods	Awareness
4	Empathy and whispers	Location of creator and current wielder
10	As above, Dreams and visions	As above, 60 feet dark vision
16	As above, Telepathic communication	As above, 120 feet dark vision
22	As above, Vocal conversation	As above, 240 feet tremorsense

These abilities represent the unique powers artefacts gain from their association with the Immortal.

Automatic Infusion: All objects similar to the artefact within 30 feet gain the abilities the Immortal purchased with the first five power points that came with the artefact template. The objects lose these abilities when they pass outside of the area of effect. This infusion does not cost the Immortal any additional Aura.

Automatic Infusion does not grant itself to any object it infuses. It does not infuse already magical objects within the area of effect, even if they would otherwise qualify for the infusion. The effect does not grant powers to objects wielded by individuals hostile to the Immortal.

Power Point Cost: 2 + 1 per additional 30 feet radius

Self Restoring: The artefact's basic template becomes part of the material plane itself. If the artefact is destroyed it automatically reforms without the Immortal's intervention within 2d4 days. The Immortal will have to seek out the newly reformed artefact.

Power Point Cost: 1

Sheltered: The artefact can only be destroyed at the wellspring of a specific primal power. At every other wellspring the artefact retains its immunity to mundane or magical damage.

Power Point Cost: 2

Tethered: If the artefact is stolen it returns to the wielder within 24 hours if the thief loses it or is killed. The artefact returns to the Immortal regardless of where he may be in the universe.

Power Point Cost: 3

Example Artefact Gifts

The following example artefact gifts show how a Games Master or player might use the rules above to create his own, unique artefact.

Blade of Valour

Weapon Artefact Gift (War 2, Covenant, Longsword)

Power Point Threshold/Initial PP (1 Aura/5PP): +2 bonus, Automatic Infusion 60 feet

Channel (Result 24, 4/1, 3 Aura, 12 PP): +3 bonus, *shield of faith* (CL 18, 4/per day), dancing, flaming burst

The Immortal smith and warrior Clrn Glynwdr, Champion of the Gods of Old, forged the Blade of Valour when he first set foot on the long path to immortality. This sturdy blade started out as a +2 longsword capable of granting a +2 bonus to his allies' longswords as well.

When Clrn ascended from Aspirant to Wielder he infused more of his Immortal Aura into the blade. Now it functions as a +5 *dancing flaming burst longsword*. It also allows him to cast *shield of faith* as an 18th level cleric four times per day. It still grants a +2 bonus to all mundane longswords wielded by his allies within a 60 foot radius.

Jewelled Owl

Wonder Artefact Gift (Magic 4, Tap, Gold and gems clockwork owl)

Power Point Threshold/Initial PP (1 Aura/5PP): *Serpentine Owl, identify* 3/per day

This clockwork owl with golden feathers and ruby eyes flew down to sit on Luinrilion's shoulder when he overcame the demon Ru'kis for dominion over Sargon's Stone. For now it acts as an able companion and advisor who knows much about magical items and little about anything else. The elusive elf has considered investing more of his own power into it, but has not yet taken that step.

Raven's Helm

Armour Artefact Gift (Animals 1, Covenant, Plate armour)

Power Point Threshold/Initial PP (1 Aura/5PP): +2 bonus, invulnerable

The Immortal Rahul earned the Raven's Helm when he slew the Great Raven in a barroom brawl. He now wears the Raven's skull as a helmet. This helm provides him with the protection of a suit of +2 invulnerable plate armour.

Sun's Golden Shield

Shield Artefact Gift (Protection 3, Covenant, Large shield)

Power Point Threshold/Initial PP (1 Aura/5PP): +5 bonus

Channel (Result 26, 4/1, 10 Aura, 40 PP): +2 bonus, *holy sword* (CL 20, 5/per day), *sunburst* (CL 20, 3/per day), resist acid/cold/electrical/fire/sonic 10

An unknown paladin of the sun god received this shield early on in his career. When he transcended to become a god of good he left his shield behind as a token of his compassion for mortals' plight. Any man who dares to wield this simple steel shield with a sun embossed on it gains a fearsome ally in his fight for right. The Sun's Golden Shield is a +7 large shield granting ten points of resistance to all forms of energy damage. It can cast *holy sword* as a 20th level paladin five times per day and *sunburst* as a 20th level cleric three times per day.

St. Aleric's Prayer Book

Codex Artefact Gift (Good 1, Tap, Tattered book)

Power Point Threshold/Initial PP (1 Aura/5PP): 2 levels of divine spells per day, *blessing* (CL 4, 3/per day)

When St. Aleric died he left behind a small, tattered prayer book. Any man of good heart or one capable of overwhelming the book's relatively weak ego can flip through it to find a prayer the gods will answer. The wielder can cast *bless* three times per day. Additionally, he can cast two levels of divine spells of his choice per day. This may be two 1st level spells, one 2nd level spell, four 0 level spells or some combination thereof.

The Ring of Souls

Ring Artefact Gift (Evil 4, Covenant, Plain gold ring)

Power Point Threshold/Initial PP (21 Aura, Result 41, 8/1, 165 PP): Sheltered, +11 to Spellcraft, +11 Knowledge (arcana); *Armour Attributes (granted to all armour the wielder wears):* invulnerability, improved resistance (acid, cold, electrical, fire, sonic), *Weapon attributes (granted to all weapons the wielder uses):* unholy, vorpal, wounding; *Spell-like abilities (CR 20, 5/per day):* greater invisibility, suggestion, dominate person, dominate monster, summon monster IX; *Wondrous Items:* amulet of planes, amulet of proof against detection and location, mirror of mental prowess, periapt of health and periapt of proof against poison

When the Dark Lord ascended to the Throne of Bone he crafted a ring of pure gold. They say so long as the ring sits on his finger he can never be defeated by any man or god.

The ring grants him remarkable powers. In addition to giving the Dark Lord DR 5/- it also makes him resistant to the first 20 points of damage from any kind of energy attack. Furthermore it enchants his weapons, causing them to act as though they were *unholy vorpal weapons of wounding*. The ring can cast a variety of dominating spells five times per day, usually on targets it identifies of its own volition. The ring also makes its bearer immune to detection spells, disease and poisons, acts as a scrying device, reveals the thoughts of those within 25 feet and allows the wielder to travel the planes as easily as most people walk through a door.

The ring is a highly intelligent servant of its lord. It rarely bothers to speak with lesser mortals, instead dominating them if they are foolish enough to come into contact with it.

ATTRIBUTES

When legends speak of Immortals they often mention their incredible strength, their agelessness and similar unusual powers. In these stories, ascension into Immortality caused the would-be god's fragile flesh to transform into something infinitely greater. This transformation, caused by the substitution of fragile mortality with infinitely stronger materials derived from the six elements, gives the Immortal abilities other creatures simply could not sustain.

Behind the Curtain: Attributes

Attributes permanently take one point of the Immortal's Aura. In return it grants a minor bonus of some sort. As the character channels more Aura into the attribute it becomes stronger, granting ever more impressive bonuses. The Immortal can manipulate his bonuses as required by shifting his Aura from one attribute to another. Each attribute has an associated and a forbidden power source: it gains a bonus if the Immortal takes it as the result of a victory associated with that power source, and cannot be taken as part of a victory associated with a forbidden source.

These abilities are called attributes. These attributes always function at a low level but can become truly impressive when the Immortal channels his Aura into his body to increase their effects. Some particularly skilled Immortals can infuse their Aura into mortal creatures, transforming their bodies slightly

Each attribute gift represents a unique alteration to the Immortal's body caused by his exposure to the universe's primal forces. As the Immortal grows in power he can reinforce these changes with his own remarkable powers, accentuating the change in order to grant himself even greater powers.

Associated and Forbidden Powers

Generally an Immortal may select any attribute listed below as a gift from any challenge. It is possible to rationalise just about any possible combination of abilities, barring a few obvious contradictions. Similarly, there exist obvious synergies between some of the power sources and the listed attributes.

In order to handle both the contradictions and the synergies the attributes listed below have both an associated and a forbidden power. If the Immortal selects an attribute as a gift related to its associated power he enhances the gift. Conversely he may not select an attribute as a gift for a victory related to the forbidden power.

When an Immortal chooses a gift associated with the power source he increases the bonus per Aura ration by +1. For example, if his Channel check resulted in a +4 per Aura point he gains +5 instead.

The flavour text associated with each attribute assumes the Immortal gained the gift from its associated power. This does not mean that the character cannot gain the gift from another power. Rather, it explains how the power most closely associated with the gift causes it to manifest in the character's body or soul.

Attribute: Channel and Infuse

An Immortal may use his Channel and Infuse skills to influence the bonuses and abilities granted by his attribute gifts. The Channel skill increases the bonuses the Immortal gains from the gift while the Infuse skill allows him to pass some level of his personal powers on to a mortal he comes into physical contact with.

Attribute Gift Results for Channel and Infuse

Skill Check Result	Channel	Infuse
0-9	<i>Failure</i>	<i>Failure</i>
10-20	+1 per Aura	<i>Failure</i>
21-30	+2 per Aura	<i>Infused</i>
31-40	+3 per Aura	+1 per Aura
41+	+4 per Aura	+2 per Aura

Channel: The Immortal channels his Aura into his own body. The result causes his physical form to alter to accommodate more metaphysical changes, thereby granting him one or more bonuses. These bonuses affect the attribute as it applies to the Immortal, not any of his infused targets.

Infuse: The Immortal channels his Aura through his attribute gift and into any mortal he can reach with a touch attack. If his check result exceeds 19 the Immortal infuses the target with the base version of the attribute. This invests one point of the Immortal's Aura. If the check result exceeds 30 the Immortal may invest additional Aura in the target mortal at the specified bonus ratio.

An Immortal cannot target another Immortal or a deity with this ability. Only mortal creatures have the ability to become infused with Immortal attributes.

If the Immortal dies the infused gift lasts until the mortal uses it one final time. In the case of bonuses this use occurs on the next occasion the bonus applies. In the case of powers that grant a pool

of abilities or bonuses for a day, the pool does not replenish; when the mortal finally expends the pool it vanishes forever.

An Infused mortal radiates a strong magical aura of indeterminate nature. The Immortal's alignment tinges the aura, allowing the mortal to appear to appropriate detection spells. This Aura does not overwhelm the mortal's original aura. Instead, it may look as though the mortal has two separate, distinct auras vying for control over the space he occupies.

Recording Attribute Gifts

Attribute gifts use the following format on the character sheet:

Name

Attribute Gift ((Power or Domain) (Victory Number), Covenant or Tap)

Current Investment: How many Aura points the character has invested in the attribute.

Base Bonus: The base bonus or ability the attribute grants.

Total Bonus: The current bonus or ability the attribute grants.

Additionally each attribute entry below contains the following additional information:

Associated Power: If this entry matches the power or term entry in the attribute's association, Channel efforts into the attribute gain a +1 bonus to their resulting bonus to Aura ratio.

Forbidden Power: The attribute cannot be taken as a gift for a victory associated with the listed power or covenant term.

Description: A textual description of the attribute, its in-game effects and its likely consequences.

All attribute gifts have a minimum Aura threshold of one.

Attribute Descriptions

Within the limits stated above any Immortal may freely select from the following list of attributes.

Binder's Secrets

Attribute Gift

Associated Power: Law Domain

Forbidden Power: Chaos Domain

Base Bonus: Cast 5 levels of enchantment spells per day from any spell list

Description: The lords of law hold the secret words and charms capable of binding any being to their will. They share this knowledge with their chosen servants, though some say the price for the knowledge is the servant's own soul. Once an Immortal learns these charms they change him forever, binding him ever closer to the service of law's lords.

When the Immortal gains this gift he develops the ability to spontaneously cast five levels of enchantment spells per day. He may cast any number of spells, of any level, so long as the total number of spell levels comes to five or less. Casting each spell is a standard action that provokes an attack of opportunity. The Immortal casts these spells with an effective caster level equal to his total number of victories plus his Intelligence modifier.

The Immortal may use metamagic feats to influence these spells using the normal rules for spontaneous casting and metamagic feats. If he possesses a gift affecting metamagic feats he may add that gift's modifiers to spells he casts using this gift

When the Immortal channels his Aura into this attribute the bonus increases his total number of available spell levels per day.

Born to Magic

Attribute Gift

Associated Power: Magic Domain

Forbidden Power: Knowledge Domain

Base Bonus: Gain the ability to apply one metamagic feat to 1st level spells

Description: An Immortal sworn to the lords of magic's service gains access to their scientific knowledge regarding the most mysterious of powers. This knowledge enables the Immortal to perform magical feats capable of astounding even the wisest archmage.

When an Immortal first receives this gift he may select one metamagic feat. He gains this feat and the ability to automatically apply it to any 1st level spell he casts. The feat applies to all of his 1st level spells automatically. He does not need to know the metamagic feat he selects for this spell.

When the Immortal channels his Aura into this gift he may use the bonus to add any of the following:

† *A new metamagic feat:* A new metamagic feat costs a number of bonus points equal to twice

GIFTS

Attributes

Name	Base Bonus
Binder's Secrets	Cast 5 levels of enchantment spells per day from any spell list
Born to Magic	Gain the ability to apply one metamagic feat to 1 st level spells
Bright Brow	Cast 5 levels of evocation spells per day from any spell list
Bringer of Changes	Cast 5 levels of transmutation spells per day from any spell list
Brother of the Wild	Transform into the form of one animal.
Champion's Wisdom	Gain proficiency with all simple and martial weapons or gain access to one feat from the fighter bonus list
Death's Right Hand	Cast 5 levels of necromancy spells per day from any spell list
Eternal Youth	Regress to the prime of youth
Eye on the Horizon	Add +5 feet to one of the character's movement rates
Eyes of the Stranger	Gain a +2 bonus to all Int-based skills
Fire in the Heart	Gain Energy Resistance 5 to the energy type of the Immortal's choice
Frozen Heart	Become undead
Golden Skin	Gain DR 1/-
Healer's Hand	Cast 5 levels of cure or restore spells per day from any spell list
Heart of Steel and Stone	Gain one item creation feat
Held in the Law	Cast 5 levels of abjuration spells per day from any spell list
Heroic Destiny	Gain one feat from the list
Lord of Chaos	Emanate a chaotic aura over a 10-foot per point of positive Cha modifier radius
Lord of Evil	Emanate an evil aura over a 10-foot per point of positive Cha modifier radius
Lord of Good	Emanate a good aura over a 10-foot per point of positive Cha modifier radius
Lord of the Green	Cast 5 levels of druid spells targeting or affecting plants each day
Lord of the Wild	Cast 5 levels of druid spells targeting or affecting animals each day
Mantle of the Wind	Gains a +2 bonus to all Dexterity-based skills
Moon's Silver Mirror	Cast 5 levels of illusion spells per day from any spell list
Mountains and Clouds	Successful save redirects effect into environment
On Eagles' Wings	Gain fly 30 ft (perfect)
Peoples' Champion	Gain a +1 bonus to AC and attack rolls when defending a specific nation
Rage's Red Flame	Gain the barbarian rage ability, usable up to Con modifier times per day
Reborn Champion	Spawn avatars when you Transcend who continue to act in your place
Rise from the Ashes	Gain the ability to return to life after dying
Roots Run Deep	Gain the plant type
Sage's Left Hand	Cast 5 levels of divination spells per day from any spell list
Shadowed Soul	Emanate a 10-foot radius aura that suppresses good-aligned creatures
Shield of Will	Gain a +1 bonus to all Con-based skills and a +1 bonus to Fortitude, Reflex and Will saving throws
Shining Soul	Emanate a 10-foot radius aura that suppresses evil-aligned creatures
Singer of Celestial Harmonies	Ability to use <i>plane shift</i> at will
Son of the Light	Emanate daylight in a 30-foot radius
Strength of Stone	Gains a +2 bonus to Str-based skills
The Lady's Favour	Gain +5 luck bonus the Immortal may spend on skill checks after the check is made but before resolution
The Power to Be	Gain Regeneration 1
Touch of Ash and Dust	Emanate a destructive aura covering a 10-foot per point of positive Cha modifier radius
Trickster's Laughter	Gain one feat from the list

Name	Base Bonus
Unbound from the Wheel	Gain the ability to take many forms after Transcending
Voice of the Champion	Gain a +2 bonus to Cha-based skills
Voice of the Flame	Gain the ability to transform into a fire elemental-like form
Voice of the Stranger	Gain a +2 bonus to Wis-based skills
Wave Walker	Gain the ability to transform into a water elemental-like form

the number of spell levels the metamagic feat normally adds to the spell.

† +1 level to the level of the spell effected by one of the feats: Adding +1 to the level of spells automatically affected by one of the gift's feats costs a number of bonus points equal to twice the number of spell levels the metamagic feat normally adds to the spell.

Example: Extend Spell (the metamagic feat) causes an affected spell to use up a spell slot one level higher than normal. It would cost two bonus points to add it and each level of spell affected past the first costs two additional bonus points.

Bright Brow

Attribute Gift

Associated Power: Sun Domain

Forbidden Power: Destruction Domain

Base Bonus: Cast 5 levels of evocation spells per day from any spell list

Description: The lord of the sun crowns his champions with golden light. This light, which manifests as a shining radiance around the Immortal's head, taps directly into the sun's power. An Immortal can shape the sun's light into a wide variety of energy related effects.

When the Immortal gains this gift he develops the ability to spontaneously cast five levels of evocation spells per day. He may cast any number of spells, of any level, so long as the total number of spell levels comes to five or less. Casting each spell is a standard action that provokes an attack of opportunity. The Immortal casts these spells with an effective caster level equal to his total number of victories plus his Intelligence modifier.

The Immortal may use metamagic feats to influence these spells using the normal rules for spontaneous casting and metamagic feats. If he possesses a gift affecting metamagic feats he may add that gift's modifiers to spells he casts using this gift

When the Immortal channels his Aura into this attribute the bonus increases his total number of available spell levels per day.

Bringer of Changes

Attribute Gift

Associated Power: Chaos Domain

Forbidden Power: Law Domain

Base Bonus: Cast 5 levels of transmutation spells per day from any spell list

Description: An Immortal who drinks deep at chaos' wellspring discovers that a subtle hand can direct even the most sudden of changes. Once his transformation completes he can sense the seeds of change in even the most stable objects. This sense leads him in turn to the ability to fan that change, causing seemingly magical transformations in his surroundings.

When the Immortal gains this gift he develops the ability to spontaneously cast five levels of transformation spells per day. He may cast any number of spells, of any level, so long as the total number of spell levels comes to five or less. Casting each spell is a standard action that provokes an attack of opportunity. The Immortal casts these spells with an effective caster level equal to his total number of victories plus his Intelligence modifier.

The Immortal may use metamagic feats to influence these spells using the normal rules for spontaneous casting and metamagic feats. If he possesses a gift affecting metamagic feats he may add that gift's modifiers to spells he casts using this gift

When the Immortal channels his Aura into this attribute the bonus increases his total number of available spell levels per day.

Brother of the Wild

Attribute Gift

Associated Power: Animals

Forbidden Power: Animal Domain

Base Bonus: Transform into the form of one animal

Description: When an Immortal associates himself with the collective power of animals he learns to unleash the beast within his own soul. When he does so he transforms into a beast himself, with all of the associated benefits and problems such a change entails.

When the Immortal gains this gift he may select one normal animal he wishes to transform into. Transforming is a free action that does not provoke an attack of opportunity. The Immortal gains all of the physical attributes of his new form but retains his mental abilities, skills, gifts and class abilities. Unlike a character under a *polymorph* effect the Immortal can communicate while in his altered form.

As an Immortal channels his Aura into this gift he develops the ability to transform into other creatures. He may select creatures from the animal, magical beast or vermin types. Each alternate form costs a number of bonus points equal to its Challenge Rating.

This gift does not allow the Immortal to transform himself into a unique creature.

Champion's Wisdom

Attribute Gift

Associated Power: War Domain

Forbidden Power: Protection Domain

Base Bonus: Gain proficiency with all simple and martial weapons or gain access to one feat from the fighter bonus list

Description: The lords of war may not know everything there is to know about the art of martial conflict but they certainly know more than any other mortal, Immortal or deity. If they attempted to share this knowledge with their servants it would take them centuries of individual instruction simply to get the former mortals to hold their swords correctly. To save time the lords of war imbue their knowledge directly into their servant's bodies. This imbuing transforms even a relatively unskilled warrior into a deadly killing machine; those with great innate talent for war can transcend every mortal limitation to become like unto their masters.

When an Immortal first receives this gift he becomes proficient with all simple and martial weapons. If he is already proficient with these weapons he gains one feat from the fighter bonus feat list. He must meet the feat's prerequisites normally.

When the Immortal channels his Aura into this gift he may spend the bonus points in two ways:

- † *Increase a fighter feat bonus by +1:* Add the bonus directly to the bonus granted by any feat from the fighter list. He may add this bonus to feats from his mortal career or from this gift
- † *Add a feat to the gift:* Adding a feat to the gift costs a number of bonus points equal to twice the total of the attribute modifier, base attack bonus and total number of other feats listed in the feat prerequisites (minimum one). The Immortal must meet the prerequisites in order to add the feat.

Example: Adding the Dodge feat costs 2 bonus points (Dex 13 gives a +1 bonus x2). Adding Spring Attack costs 14 bonus points (Dex 13 for 1, Dodge and Mobility for 2, base attack bonus +4 for a total of 7 x 2).

Death's Right Hand

Attribute Gift

Associated Power: Death Domain

Forbidden Power: Healing Domain

Base Bonus: Cast 5 levels of necromancy spells per day from any spell list

Description: The lords of death grant their servants tremendous lassitude when it comes to wielding their power so long as they bring ruin and woe into mortal lives. They also unlock the secrets of death itself, granting the Immortal the ability to cross the ultimate barrier as easily as mortals walk through an open door.

When the Immortal gains this gift he develops the ability to spontaneously cast five levels of necromancy spells per day. He may cast any number of spells, of any level, so long as the total number of spell levels comes to five or less. Casting each spell is a standard action that provokes an attack of opportunity. The Immortal casts these spells with an effective caster level equal to his total number of victories plus his Intelligence modifier.

The Immortal may use metamagic feats to influence these spells using the normal rules for spontaneous casting and metamagic feats. If he possesses a gift affecting metamagic feats he may add that gift's modifiers to spells he casts using this gift

When the Immortal channels his Aura into this attribute the bonus increases his total number of available spell levels per day.

Eternal Youth

*Attribute Gift***Associated Power:** Positive Energy**Forbidden Power:** Negative Energy**Base Bonus:** Regress to the prime of youth

Description: The power of positive energy floods the Immortal's body, clearing away the damage done by time and change. Moments after accepting this gift the Immortal returns to the prime of youth. He gains back any attribute loss from ageing but keeps any attribute bonuses he gained from time's steady march.

While the Immortal maintains this gift he cannot age through any means. If a spell requires the character to age as part of its casting cost the Immortal cannot use that spell under any circumstances. Furthermore, the Immortal can survive down to -40 hit points and his massive damage threshold rises to 80 hit points.

When the Immortal channels his Aura into this gift the bonus points add directly to either his negative hit point threshold or his massive damage threshold.

Eye on the Horizon*Attribute Gift***Associated Power:** Travel Domain**Forbidden Power:** Protection**Base Bonus:** Add +5 feet to one of the character's movement rates

Description: The lords of travel always urge their servants to find new, better and faster ways to move from one point to another. This constant quest leads the lord's servants to become some of the fastest beings in the world. Of course, speed is not everything – for these men, it is the only thing.

When the Immortal first receives this gift he gains a +5 foot bonus to any single movement rate (e.g. base, burrow, fly, swim). If he does not possess this movement rate normally the bonus hangs 'in reserve' for those occasions when he gains the movement rate through other means.

As the Immortal channels his Aura into this gift his speed improves dramatically. Each bonus point adds +5 feet to a single movement rate. Although there may be an upper limit to the character's speed only the gods know if an Immortal has ever achieved it.

Eyes of the Stranger*Attribute Gift***Associated Power:** Knowledge**Forbidden Power:** Magic**Base Bonus:** Gain a +2 bonus to all Intelligence-based skills

Description: When an Immortal taps into abstract knowledge he gains access not only to the static information contained in the lords of knowledge's dusty tomes but to the very process by which knowledge comes into being. This connection to the fundamental power of curiosity allows them to do more than just search for what others already know, it infuses them with the power to make, to seek, to discover and to dream.

When the Immortal first receives this gift he gains a +2 bonus to all Intelligence-based skills. Furthermore all Intelligence-based skills become class skills for the character when he advances in any mortal class.

As the Immortal channels his Aura into this gift he may allocate the bonus points as bonuses to specific Intelligence-based skills on a one for one basis. There is no upper limit to the bonus an Immortal may apply to a single skill. This bonus stacks with the generic +2 bonus granted by the gift's base function.

Fire in the Heart*Attribute Gift***Associated Power:** Fire**Forbidden Power:** Water**Base Bonus:** Gain Energy Resistance 5 to the energy type of the Immortal's choice

Description: As the Immortal drinks deep of elemental fire the power of unbinding infuses his being. This power prevents unstable forces (i.e. the various energy types) from remaining coherent enough to harm the Immortal. The more of this power the Immortal draws into himself the more protection he gains.

When the Immortal first receives this gift he gains Energy Resistance 5 against one energy type from the following list: acid, cold, fire, electrical or sonic. This ability prevents the first 5 points of damage dealt by an attack of the appropriate energy type.

As the Immortal invests his Aura into this gift he

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may spend the bonus points in two ways:

- † *Add an additional energy type:* The Immortal may add additional energy types by spending bonus points as indicated on the table below. Each time the Immortal adds an energy type he gains Energy Resistance 5 against that force type.

Bonus Point Cost	Energy Type
1	Acid, cold, fire, electrical and sonic
3	Positive and negative

- † *Increase resistance:* Each bonus point increases the Immortal's resistance to one kind of energy by one point.

Frozen Heart

Attribute Gift

Associated Power: Negative

Forbidden Power: Positive

Base Bonus: Become undead

Description: When an Immortal drinks too deeply of negative energy he attains a kind of half-life sometimes referred to as undeath. His body withers and dies while his spirit lives on. Within this animated shell the Immortal can exist for millennia, slowly grinding through eternity without ever tasting any of life's myriad joys.

When the Immortal first gains this gift he gains the undead type. He also takes 1d6 damage per round from exposure to sunlight and must make a Will save (DC 30) to be able to use his gifts, class abilities or spell-casting abilities while so exposed.

As the Immortal invests his Aura in this gift he may:

- † *Increase a base attribute:* Each +1 bonus to a specific attribute costs two bonus points.
- † *Reduce sun damage:* Each -1 to the d6 roll costs two bonus points.
- † *Reduce Will save DC:* Each -1 costs one bonus point.
- † *Place life in object:* The Immortal places his life into an object outside of his body. So long as the object exists the Immortal cannot die. If his body suffers complete destruction it reforms in 1d4 days. This costs four bonus points.

Golden Skin

Attribute Gift

Associated Power: Water

Forbidden Power: Fire

Base Bonus: Gain DR 1/-

Description: Drinking deeply of elemental water causes the Immortal's body to become extremely flexible and resistant. His skin resists damage done by mundane sources, granting him both passive protection from attack and tremendous resilience to various forms of damage. In many cases the Immortal's skin takes on a golden hue as if he were formed of polished bronze.

When the Immortal first gains this gift he receives DR 1/-. This Damage Resistance stacks with damage resistance the character possesses from other sources.

As the Immortal invests his Aura into this gift he gradually increases the protection it grants him. He may spend his bonus points in any one of the following ways:

- † *Increase Armour Class:* For two bonus points the Immortal may grant himself a +1 natural bonus to his Armour Class.
- † *Increase Damage Resistance:* For one bonus point the Immortal may add +1 to his Damage Resistance against one of the following damage types: bludgeoning, piercing or slashing. This DR stacks with the base DR provided by this gift and with other forms of Damage Resistance the Immortal may already possess.

Healer's Hand

Attribute Gift

Associated Power: Healing Domain

Forbidden Power: Death Domain

Base Bonus: Cast 5 levels of cure or restore spells per day from any spell list

Description: The lords of healing grant their servants both tremendous life and the ability to pass that life to others. So long as they remain conscious the lords' servants can heal any injury, even death itself.

When the Immortal gains this gift he develops the ability to spontaneously cast five levels of spells with the word cure or restore in their name per day. He may cast any number of spells, of any level, so long as the total number of spell levels comes to five or less. Casting each spell is a standard action that

provokes an attack of opportunity. The Immortal casts these spells with an effective caster level equal to his total number of victories plus his Intelligence modifier.

The Immortal may use metamagic feats to influence these spells using the normal rules for spontaneous casting and metamagic feats. If he possesses a gift affecting metamagic feats he may add that gift's modifiers to spells he casts using this gift

When the Immortal channels his Aura into this attribute the bonus increases his total number of available spell levels per day.

Heart of Steel and Stone

Attribute Gift

Associated Power: Earth Domain

Forbidden Power: Air Domain

Base Bonus: Gain one item creation feat

Description: The lords of earth hold the secrets of crafting and magical binding. They share these secrets with those of their servants who willingly take on the essence of earth into their own bodies. These secrets make the servants the craftsmen to the gods but can also be used to create objects of remarkable magical power for the servants' own use.

When the Immortal receives this gift he gains one item creation feat. He may use this feat normally and does not have to meet the feat's prerequisites to select it.

As the Immortal channels his Aura into this gift he may use the bonus points in one of two ways:

- † *Add a new item creation feat:* Adding a new item creation feat costs a number of bonus points equal to the feat's minimum level requirement.
- † *Reduce XP cost for the item:* Each bonus point reduces the XP cost for creating a magic item with one of the Immortal's item creation feats by 5%. The Immortal may apply this reduction to any item creation feat he knows.

Held in the Law

Attribute Gift

Associated Power: Law

Forbidden Power: Chaos

Base Bonus: Cast 5 levels of abjuration spells per day from any spell list

Description: When an Immortal drinks deeply of

mythic law his senses transform. He begins to see the stable order underlying even the most random events. This sense allows him to stabilise and shield that order thereby creating effects that mortals mistake for magical protections.

When the Immortal gains this gift he develops the ability to spontaneously cast five levels of abjuration spells per day. He may cast any number of spells, of any level, so long as the total number of spell levels comes to five or less. Casting each spell is a standard action that provokes an attack of opportunity. The Immortal casts these spells with an effective caster level equal to his total number of victories plus his Intelligence modifier.

The Immortal may use metamagic feats to influence these spells using the normal rules for spontaneous casting and metamagic feats. If he possesses a gift affecting metamagic feats he may add that gift's modifiers to spells he casts using this gift

When the Immortal channels his Aura into this attribute the bonus increases his total number of available spell levels per day.

Heroic Destiny

Attribute Gift

Associated Power: Strength Domain

Forbidden Power: Hate

Base Bonus: Gain one feat from the list

Description: The lords of strength revel in all things dealing with the mortal body and its infinite potential. Their love of contests and competition infects their servants as well. This joy expands their servant's abilities far beyond the mortal pale. Recognising this, the servants often organise games among themselves so that they continue to have some kind of challenge.

When an Immortal first gains this gift he receives one feat from the following list: Acrobatic, Agile, Alertness, Athletic, Die-Hard, Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Nimble Fingers, Run, Self-Sufficient, Stealth and Toughness. He must meet the prerequisite for this feat normally.

When the Immortal channels his Aura into this gift he may spend the bonus points in two ways:

- † *Increase a feat bonus by +1:* Add the bonus directly to one bonus granted by any feat from the above list. He may add this bonus to feats from

his mortal career or from this gift.

- † *Add a feat to the gift:* Adding a feat to the gift costs a number of bonus points equal to twice the total of the attribute modifier, base attack bonus and total number of other feats listed in the feat prerequisites (minimum one). The Immortal must meet the prerequisites in order to add the feat.

Lord of Chaos

Attribute Gift

Associated Power: Chaos Domain

Forbidden Power: Law Domain

Base Bonus: Emanate a chaotic aura over a 10-foot per point of positive Cha modifier radius

Description: The lords of chaos sometimes anoint one of their servants with a power that grows within them over time. This power infuses the servant with chaotic might. As this power leaks out of the servant's body it strengthens the forces of chaos around him, suppressing mythic law and inspiring those of chaotic alignment to greater heights.

When the Immortal first receives this gift he radiates an aura of chaos in a radius equal to ten feet for every point of his positive Charisma modifier (minimum ten feet). All chaotic creatures within the area of effect receive a +1 morale bonus to their Reflex saving throws and attack rolls.

As the Immortal invests his Aura into this gift this chaotic force grows stronger. He may spend bonus points associated with this gift to:

- † *Add effect:* Every bonus point spent allows the Immortal to add one of the following bonuses for chaotic creatures within the area of effect: damage, a skill or a saving throw.
- † *Increase effect:* Every bonus point spent increases one of the bonuses granted by the aura by +1.
- † *Increase radius:* Every bonus point spent to increase the radius increases the radius by +10 feet.

Lord of Evil

Attribute Gift

Associated Power: Evil Domain

Forbidden Power: Good Domain

Base Bonus: Emanate an evil aura over a 10-foot per point of positive Cha modifier radius

Description: The lords of evil will sometimes anoint one of their servants as a lesser lord of evil. This

'lord of evil' is little more than a puppet in the hands of the masters, but they will sometimes go so far as to set their plaything up with his own court. Of course, such a plan can backfire; a servant of evil could easily gather enough power to overthrow his masters to become a lord of evil in truth.

When the Immortal first receives this gift he radiates an aura of evil in a radius equal to ten feet for every point of his positive Charisma modifier (minimum ten feet). All evil creatures within the area of effect receive a +1 morale bonus to their attack and damage rolls.

As the Immortal invests his Aura into this gift this chaotic force grows stronger. He may spend bonus points associated with this gift to:

- † *Add effect:* Every bonus point spent allows the Immortal to add one of the following bonuses for evil creatures within the area of effect: damage, a skill or a saving throw.
- † *Increase effect:* Every bonus point spent increases one of the bonuses granted by the aura by +1.
- † *Increase radius:* Every bonus point spent to increase the radius increases the radius by +10 feet.

Lord of Good

Attribute Gift

Associated Power: Good

Forbidden Power: Evil

Base Bonus: Emanate a good aura over 10 feet per point of positive Cha modifier radius

Description: The lords of good anoint those of their servants who will sacrifice anything to attain the greatest good with their holy power. This power strengthens good creatures around the anointed servant, making him a living banner in the war for the world's souls.

When the Immortal first receives this gift he radiates an aura of good in a radius equal to ten feet for every point of his positive Charisma modifier (minimum ten feet). All good creatures within the area of effect receive a +1 morale bonus to their Armour Class and Fortitude saving throws.

As the Immortal invests his Aura into this gift this force grows stronger. He may spend bonus points associated with this gift to:

- † *Add effect:* Every bonus point spent allows the Immortal to add one of the following bonuses for

good creatures within the area of effect: attack, damage, a skill or a saving throw.

- † *Increase effect:* Every bonus point spent increases one of the bonuses granted by the aura by +1.
- † *Increase radius:* Every bonus point spent to increase the radius increases the radius by +10 feet.

Lord of the Green

Attribute Gift

Associated Power: Plant Domain

Forbidden Power: Plants

Base Bonus: Cast 5 levels of druid spells targeting or affecting plants each day

Description: The lords of the green often share the keys to their kingdom with their devoted servants. This gives the servant the power to command the plants directly, though the Green does not always obey those who claim dominion over it.

When the Immortal gains this gift he develops the ability to spontaneously cast five levels of spells per day from the druid list that target or affect plants. He may cast any number of spells, of any level, so long as the total number of spell levels comes to five or less. Casting each spell is a standard action that provokes an attack of opportunity. The Immortal casts these spells with an effective caster level equal to his total number of victories plus his Intelligence modifier.

The Immortal may use this gift to cast *summon nature's ally* spells but can only summon plants.

The Immortal may use metamagic feats to influence these spells using the normal rules for spontaneous casting and metamagic feats. If he possesses a gift affecting metamagic feats he may add that gift's modifiers to spells he casts using this gift

When the Immortal channels his Aura into this attribute the bonus increases his total number of available spell levels per day.

Lord of the Wild

Attribute Gift

Associated Power: Animal Domain

Forbidden Power: Animal

Base Bonus: Cast 5 levels of druid spells targeting or affecting animals each day

Description: At times the beast lords will entrust one of their servants with a portion of their dominion. In theory this gives the servant the authority to command a specific kind of beast. In reality it gives the Immortal some influence over all creatures big and small. A smart Immortal can parley this minor authority and influence into a variety of minor services every day from the world's creatures.

When the Immortal gains this gift he develops the ability to spontaneously cast five levels of spells per day from the druid spell list that target or affect animals in some way. He may cast any number of spells, of any level, so long as the total number of spell levels comes to five or less. Casting each spell is a standard action that provokes an attack of opportunity. The Immortal casts these spells with an effective caster level equal to his total number of



victories plus his Intelligence modifier.

The Immortal may use metamagic feats to influence these spells using the normal rules for spontaneous casting and metamagic feats. If he possesses a gift affecting metamagic feats he may add that gift's modifiers to spells he casts using this gift.

The Immortal may use this gift to cast *summon nature's ally* spells but can only summon animals and magical beasts.

When the Immortal channels his Aura into this attribute the bonus increases his total number of available spell levels per day.

Mantle of the Wind

Attribute Gift

Associated Power: Wind

Forbidden Power: Earth

Base Bonus: Gains a +2 bonus to all Dexterity-based skills

Description: An Immortal who drinks deeply of elemental wind finds his body transformed by the experience. His mortal flesh becomes lighter and more prone to motion. In time the wind within him moves the Immortal's physical form in accordance with his thoughts, granting him a grace unknowable by lesser beings.

When the Immortal first receives this gift he gains a +2 bonus to all Dexterity-based skills. Furthermore all Dexterity-based skills become class skills for the character when he advances in any mortal class.

As the Immortal channels his Aura into this gift he may allocate the bonus points as bonuses to specific Dexterity-based skills on a one for one basis. There is no upper limit to the bonus an Immortal may apply to a single skill. This bonus stacks with the generic +2 bonus granted by the gift's base function.

Moon's Silver Mirror

Attribute Gift

Associated Power: Moon

Forbidden Power: Sun

Base Bonus: Cast 5 levels of illusion spells per day from any spell list

Description: Although the moon may not be the source of all magic it does play an important role in the functioning of illusions and glammers. Its

servants, infused with its light, can channel that light to trick the eye and fool the mind of any mortal creature. Immortals are generally less susceptible to the moon's trickery but that does not mean they can blithely ignore its power.

When the Immortal gains this gift he develops the ability to spontaneously cast five levels of abjuration spells per day. He may cast any number of spells, of any level, so long as the total number of spell levels comes to five or less. Casting each spell is a standard action that provokes an attack of opportunity. The Immortal casts these spells with an effective caster level equal to his total number of victories plus his Intelligence modifier.

The Immortal may use metamagic feats to influence these spells using the normal rules for spontaneous casting and metamagic feats. If he possesses a gift affecting metamagic feats he may add that gift's modifiers to spells he casts using this gift

When the Immortal channels his Aura into this attribute the bonus increases his total number of available spell levels per day.

Mountains and Clouds

Attribute Gift

Associated Power: Protection Domain

Forbidden Power: Destruction Domain

Base Bonus: Successful save redirects effect into environment

Description: The lords of protection know the world wraps itself in layers of inertia and stasis in order to protect itself from harm. They teach this truth to their servants then alter their bodies so that each servant can redirect damaging effects from themselves into the environment around them.

When the Immortal first gains this gift he gains the ability to redirect damage dealt to him by a magical spell or Immortal power and redirect it into the environment. If he makes a successful saving throw against the effect he takes no damage but an object of his choice within a 40-foot radius suffers the full effect.

If the Immortal wishes to when he makes a saving throw he can make a free unmodified ranged touch attack against a character or an item held by a character within a 40-foot radius. This attack does not receive any bonuses from the character's base

attack bonus or his Dexterity modifier. If this attack succeeds the effect targeting the Immortal moves into the target instead. If it fails the Immortal suffers the full effect regardless of his saving throw.

As the Immortal channels his Aura into this gift he may spend the bonus points on the following:

- † *Increase attack bonus:* Each bonus point increases the attack bonus by +1.
- † *Increase aura radius:* Every bonus point increases the radius by +5 feet.
- † *Increase effect DC:* Each bonus point increases the channelled effect's DC by +1.

On Eagles' Wings

Attribute Gift

Associated Power: Air Domain

Forbidden Power: Earth Domain

Base Bonus: Gain fly 30 ft (perfect)

Description: The lords of air reward their faithful servants by unlocking the vault of the sky. There their servants can walk among the elementals, looking down at the mortal fields below. This kind of unfettered flight has long been a mortal dream. In truth, many Immortals swear allegiance to the lords of air simply to gain this ability.

When the Immortal first gains this gift he develops the ability to fly at 30 feet per round with perfect manoeuvrability.

As the Immortal invests his Aura into this gift he may purchase the following abilities:

- † *Become incorporeal:* Each bonus point gives the Immortal the ability to become incorporeal for one round. The Immortal can switch between corporeal and incorporeal states as a free action that does not provoke an attack of opportunity.
- † *Increased AC while flying:* Each bonus point gives the Immortal a +1 dodge bonus to his AC while in flight.
- † *Increased speed:* Each bonus point grants the character +5 feet to his base movement speed.

Peoples' Champion

Attribute Gift

Associated Power: Nation

Forbidden Power: Chaos Domain

Base Bonus: Gain a +1 bonus to AC and attack rolls when defending a specific nation

Description: When an Immortal signs a covenant with a nation its people entrust him with their well-being. They, in turn, entrust him with the sum total

of the power they wield. This relationship sparks a synergy between the two parties. The stronger the nation becomes the mightier its champion becomes.

When the Immortal first receives this gift he gains a +1 bonus to his Armour Class and attack rolls when defending his nation's interests. Most commonly this means when discharging the obligations associated with the Immortal's covenant and when acting as the nation's ruler. The Games Master has final say as to whether or not an action qualifies the Immortal for this gift's bonus.

As the Immortal grows in power he may invest his Aura into this gift. As he does so he may spend the resulting bonus points on the following:

- † *Add effect:* Every bonus point spent allows the Immortal to add one of the following bonuses: damage, a skill or a saving throw.
- † *Increase effect:* Every bonus point spent increases one of the bonuses granted by the aura by +1.

Rage's Red Flame

Attribute Gift

Associated Power: Destruction Domain

Forbidden Power: Protection Domain

Base Bonus: Gain the barbarian rage ability, usable up to Con modifier times per day

Description: The lords of destruction invest the Immortal with a small portion of their unending hate. He can feel it pulsing, whispering and pleading for release every time he encounters another living being or an obstacle barring his path. It writhes free of his control from time to time, causing the Immortal to fly into berserker frenzies that threaten even the gods themselves.

The base level of this gift grants the Immortal the ability to fly into a rage similar to the barbarian rage class ability a number of times per day equal to his Constitution modifier (minimum one). This gives him a +4 bonus to his Strength and Constitution scores as well as a +2 morale bonus to Will saves. He also suffers from a -2 penalty to his AC. The rage lasts for three rounds plus the Immortal's augmented Constitution modifier.

While raging the Immortal cannot use any Charisma, Dexterity or Intelligence-based skills (except for Balance, Escape Artist, Intimidate and Ride), the Concentration skill or any ability requiring patience or concentration. He cannot cast spells or use items

requiring spell completion or command words to function. He cannot use the Combat Expertise feat or metamagic feats not provided by an Immortal's gifts.

If the Immortal needs to make a Will save for any reason he files into a rage. This rage does not count against his total number of allowed rages in the day.

When an Immortal channels his Aura into this ability he may apply each bonus point individually. Each bonus adds +1 to one of the following: Strength attribute enhancement, Constitution attribute enhancement, Will save bonus, Armour Class or duration.

Reborn Champion

Attribute Gift

Associated Power: Healing Domain

Forbidden Power: Death Domain

Base Bonus: Spawn avatars when you Transcend who continue to act in your place

Description: An Immortal gains no benefit from this gift before he Transcends. When he completes his final Great Challenge his spirit transcends to a higher plane of existence. However, his Immortal power divides into a number of forms equal to his Intelligence modifier. These forms all share the same Aura and hit point pool, but otherwise act as separate individual's under the Immortal's player's control.

The avatars are functionally identical to the Immortal at the moment of his Transcendence. They have all of his equipment (barring artefacts and power effects) and mortal abilities. They also share all of his gifts except for this one.

Rise from the Ashes

Attribute Gift

Associated Power: Death Domain

Forbidden Power: Law Domain

Base Bonus: Gain the ability to return to life after dying

Description: When the Immortal's physical form dies his Aura retreats to a safe haven. There it begins to rebuild a body using previously prepared materials. For the cost of 1 Aura this ability allows the Immortal to return to life in an unblemished body within thirty days of his death. Each bonus point spent on this attribute reduces the number of days by one, to a minimum of zero.

The Immortal reappears naked and with no active gifts. He appears in the place he choose when he first activated this attribute, usually the place where he originally gained the gift.

Roots Run Deep

Attribute Gift

Associated Power: Plant

Forbidden Power: Plant Domain

Base Bonus: Gain the plant type

Description: When an Immortal enters into an agreement with the powers lurking in the green and growing things he must fundamentally change himself to communicate with them. This transformation radically alters the Immortal's physical form, crossing his fragile flesh with the more enduring materials comprising the green. As the Immortal grows in strength these alterations continue, eventually causing the Immortal to resemble an animated plant.

When the Immortal first receives this gift he gains the plant type. He gains all of the abilities and weaknesses of plant type creatures, including the ability to advance in HD rather than character levels.

As the Immortal invests his aura into this gift he may add the bonus points to his Strength, Dexterity, Constitution or Wisdom.

Sage's Left Hand

Attribute Gift

Associated Power: Knowledge Domain

Forbidden Power: Trickery Domain

Base Bonus: Cast 5 levels of divination spells per day from any spell list

Description: The lords of knowledge grant their servants access to the information contained in their infinite scrolls. This knowledge allows the servants to seek out any piece of knowledge they wish. As they grow in power the servants extend their reach, eventually learning to uncover information long lost to mortals.

When the Immortal gains this gift he develops the ability to spontaneously cast five levels of divination spells per day. He may cast any number of spells, of any level, so long as the total number of spell levels comes to five or less. Casting each spell is a standard

action that provokes an attack of opportunity. The Immortal casts these spells with an effective caster level equal to his total number of victories plus his Intelligence modifier.

The Immortal may use metamagic feats to influence these spells using the normal rules for spontaneous casting and metamagic feats. If he possesses a gift affecting metamagic feats he may add that gift's modifiers to spells he casts using this gift

When the Immortal channels his Aura into this attribute the bonus increases his total number of available spell levels per day.

Shadowed Soul

Attribute Gift

Associated Power: Evil

Forbidden Power: Good

Base Bonus: Emanate a 10-foot radius aura that suppresses good-aligned creatures

Description: When an Immortal drinks deeply of evil's might it seeps like tainted oil down into his bones. The more of it he draws in, the more builds up, until it finally begins to seep from the Immortal into the world around him. Eventually this seepage creates a spiritual miasma around the character. This miasma reaches into the hearts and lungs of good-aligned creatures, where it attempts to steal their breath with oily fingers.

When an Immortal first receives this gift he emanates a ten-foot radius aura of pure mythic evil. Any good creature within the area of effect must make a Will save (DC 10) or suffer a -2 morale penalty to his attack and damage rolls. Each good-aligned character only needs to make this saving throw once per day. If he succeeds he becomes immune to the effect for 24 hours. If he fails he suffers from the aura's effect without recourse to a saving throw for the same period of time.

This is a mind-affecting fear effect. It leaves an imprint on the world visible to anyone with the ability to detect evil. This imprint lingers for a number of days equal to the Immortal's total Aura attribute.

As the Immortal gains in strength he may channel his Aura into this gift. He may use the bonus points this generates in the following ways:

- † *Add penalty:* Each bonus point allows the Immortal to add one of the following penalties to his aura: Armour Class, one specific skill check or one saving throw. This penalty starts at -1 and can be increased with further Aura investment.
- † *Increase DC:* Each bonus point increases the DC of the Immortal's Aura by +1.
- † *Increase penalty:* Each bonus point increases one penalty inflicted by the Immortal's aura by -1.
- † *Increase radius:* Each bonus point adds a +10-foot bonus to the radius.

Shield of Will

Attribute Gift

Associated Power: Protection

Forbidden Power: Triumph

Base Bonus: Gain a +1 bonus to all Con-based skills and a +1 bonus to Fortitude, Reflex and Will saving throws

Description: An Immortal who taps into the primal power of protection fills himself with the stability inherent in the universe. He can rely on this stability to protect him from harm although it also makes it difficult for him to change to meet altering circumstances.

When the Immortal first receives this gift he gains a +1 bonus to all Constitution-based skills. Furthermore all Constitution-based skills become class skills for the character when he advances in any mortal class. He also gains a +1 bonus to his Fortitude, Reflex and Will saving throws.

As the Immortal channels his Aura into this gift he may allocate the bonus points as bonuses to specific Constitution-based skills or to one saving throw category on a one for one basis. There is no upper limit to the bonus an Immortal may apply to a single skill. This bonus stacks with the generic +1 bonus granted by the gift's base function.

Shining Soul

Attribute Gift

Associated Power: Good

Forbidden Power: Evil

Base Bonus: Emanate a 10-foot radius aura that suppresses evil-aligned creatures

Description: When an Immortal drinks deep of mythic good it illuminates his flesh like golden light. The more power he drinks in the brighter

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this light becomes. Eventually it bursts forth from the Immortal's body as an aura of spiritual light. This light does not illuminate the physical world. Instead, it shines brightly into the souls of everyone in the Immortal's immediate proximity. Everyone illuminated by the light must face the consequences of the evil lurking in their hearts.

When an Immortal first receives this gift he emanates a ten-foot radius aura of pure mythic good. Any evil creature within the area of effect must make a Will save (DC 10) or suffer a -2 morale penalty to his attack and damage rolls. Each evil-aligned character only needs to make this saving throw once per day. If he succeeds he becomes immune to the effect for 24 hours. If he fails he suffers from the aura's effect without recourse to a saving throw for the same period of time.

This aura leaves an imprint on the world visible to anyone with the ability to detect good. This imprint lingers for a number of days equal to the Immortal's total Aura attribute.

As the Immortal gains in strength he may channel his Aura into this gift. He may use the bonus points this



generates in the following ways:

- † *Add penalty:* Each bonus point allows the Immortal to add one of the following penalties to his aura: Armour Class, one specific skill check or one saving throw. This penalty starts at -1 and can be increased with further Aura investment.
- † *Increase DC:* Each bonus point increases the DC of the Immortal's Aura by +1.
- † *Increase penalty:* Each bonus point increases one penalty inflicted by the Immortal's aura by -1.
- † *Increase radius:* Each bonus point adds +10 feet to the radius.

Singer of Celestial Harmonies

Attribute Gift

Associated Power: Stars

Forbidden Power: Sun

Base Bonus: Ability to use *plane shift* at will

Description: The light of the stars shine on the myriad worlds. Those who serve the stars can use that light as a bridge, stepping from plane to plane, from world to world, as easily as a farmer walks to the local market. The star's servants can also draw on their masters' might to protect themselves from adverse environmental effects inherent in any world they find themselves on.

When an Immortal first receives this gift he gains the ability to cast the *plane shift* spell as a standard action as often as once per round. He may use this power from dusk until dawn.

As an Immortal increases in power he may invest his Aura to strengthen this gift. As he does so he may spend the resulting bonus points on the following abilities:

- † *Decreased distance from target:* Each bonus point reduces the distance from the intended destination by five miles.
- † *Environmental protection:* For five bonus points the Immortal develops immunity to the negative effects of one planar attribute.
- † *Increased carrying capacity:* Each bonus point increases the total number of characters the Immortal can transport by +1.

Son of the Light

Attribute Gift

Associated Power: Sun

Forbidden Power: Stars

Base Bonus: Emanate daylight in a 30-foot radius

Description: The spirit of the sun grants its favoured servants a small fragment of its radiance. This fragment lodges in the Immortal's heart where it

burns the eyes of any foolish enough to look directly upon the Immortal's countenance. So long as the Immortal faithfully serves the sun this radiance grows, until one day the Immortal becomes too bright for mortals to safely behold.

When an Immortal receives this gift he begins to emanate daylight in a 30-foot radius. This light dispels any form of arcane darkness. It inflicts the effects of normal daylight on creatures sensitive to such things. It also deals 1d6 fire damage to any undead within the area of effect. The undead receives no saving throw against this effect. However, the Immortal cannot use a gift, skill or spell to hide his presence.

As the Immortal becomes more powerful he may invest additional Aura into this gift. As he does so he may spend the resulting bonus points on the following:

- † *Increased Armour Class:* Each bonus point adds a +1 circumstance bonus to the Immortal's Armour Class.
- † *Increased damage:* Add +1d6 to damage dealt to undead by spending three bonus points.
- † *Increase radius:* Each bonus point adds +10 feet to the radius.

Strength of Stone

Attribute Gift

Associated Power: Earth

Forbidden Power: Wind

Base Bonus: Gains a +2 bonus to Str-based skills

Description: Drinking deeply of elemental earth causes the Immortal's body to undergo a number of radical changes. These changes make the Immortal considerably stronger but also make him seem far heavier than he truly is. As the Immortal channels more and more elemental earth into his body this effect becomes more pronounced, until his flesh feels like cold stone.

When the Immortal first receives this gift he gains a +2 bonus to all Strength-based skills. Furthermore all Strength-based skills become class skills for the character when he advances in any mortal class.

As the Immortal channels his Aura into this gift he may allocate the bonus points as bonuses to specific Strength-based skills on a one for one basis. There is no upper limit to the bonus an Immortal may apply to a single skill. This bonus stacks with the generic

+2 bonus granted by the gift's base function.

The Lady's Favour

Attribute Gift

Associated Power: Luck Domain

Forbidden Power: Law Domain

Base Bonus: Gain +5 luck bonus the Immortal may spend on skill checks after the check is made but before resolution

Description: The lords of luck extend great favour to their chosen servants. This favour allows their servants to rely as much on luck as on pluck, traipsing from one madcap situation to another with little regard for the consequences. Should their fortune ever run out these servants can still fall back on their tremendous Immortal power to resolve whatever pot of trouble they land in.

When the Immortal first receives this gift he gains a pool of five 'luck points' per day he can spend on any skill check. Each luck point grants him +1 to the check. He may spend points from this pool after making the d20 roll but before the skill check resolves.

As the Immortal grows in power he may invest his Aura in this gift. He may spend the resulting bonus points in the following ways:

- † *Add additional luck targets:* For the cost of three bonus points the Immortal may add one of the following additional targets for his luck pool: attack rolls, Fortitude saves or Reflex saves.
- † *Add fortuitous circumstance:* For the cost of three bonus points the Immortal may add the ability to invoke a fortuitous circumstance. Invoking this ability costs ten luck points. Once invoked, the circumstance allows the Immortal to state one seemingly impossible, outlandish event that will provide him with assistance in his current situation. There is a 50% chance this circumstance will occur within 1d4 rounds.
- † *Increase luck pool:* Each bonus point increases the luck pool by +1.

The Power to Be

Attribute Gift

Associated Power: Love

Forbidden Power: Hate

Base Bonus: Gain Regeneration 1

Description: For most mortals, the idea that love exists as a power outside the mortal heart seems insane. Yet exist it does. Immortals who drink

deeply of it infuse themselves with the courage driving a seed to sprout and the strength that allows a broken man to raise himself up from the ground one final time in defence of everything he holds dear. This strength permeates the Immortal's body, driving him to greater and greater heights.

When an Immortal first receives this gift he gains Regeneration 1.

As the Immortal grows in strength he may invest his Aura into this gift. Every four bonus points invested in this gift increases the Immortal's Regeneration ability by +1.

Touch of Ash and Dust

Attribute Gift

Associated Power: Hate

Forbidden Power: Love

Base Bonus: Emanate a destructive aura covering a 10-foot per point of positive Cha modifier radius

Description: When the Immortal drinks deep of hate's bitter brew it seeps down into his bones. Once it works its poisoned magic there, the power of hate reaches out beyond the Immortal's body in ever-growing waves of annihilation. The more of hate's power the Immortal wields the stronger these waves become until the Immortal cannot walk amongst mortals for fear of his presence bringing ruin.

When the Immortal first gains this gift he begins to emanate an aura covering a ten-foot radius per point of the character's positive Charisma modifier. All objects within this radius automatically take one hit point of damage each round. All living creatures (including plants) within the area of effect take one hit point of damage each round unless they make a Will saving throw (DC 10). A creature needs to make this Will saving throw once every day.

As an Immortal invests his Aura into this gift he may use it to increase any one of the following:

- † *Increase damage dealt:* Every bonus point increases the damage done by the Aura by +1.
- † *Increase DC:* Every bonus point increases the Will Save DC by +1.
- † *Increase aura radius:* Every bonus point increases the radius by +5 feet.

Trickster's Laughter

Attribute Gift

Associated Power: Trickery Domain

Forbidden Power: Moon

Base Bonus: Gain one feat from the list

Description: The lords of trickery delight in deceiving mortals, Immortals and deities in equal measure. No being is free from their constant teasing and torment. Whether this torment is good-natured or not depends entirely on the lord in question. Some have nothing but the best of intentions while others delight in elaborately destroying any being foolish enough to cross their path.

When the Immortal gains this gift he selects one feat from the following list: Alertness, Animal Affinity, Deceitful, Deft Hands, Diligent, Investigator, Leadership, Negotiator, Persuasive and Stealthy. He must meet the prerequisite for this feat normally.

When the Immortal channels his Aura into this gift he may spend the bonus points in two ways:

- † *Increase a feat bonus by +1:* Add the bonus directly to one bonus granted by any feat from the above list. He may add this bonus to feats from his mortal career or from this gift
- † *Add a feat to the gift:* Adding a feat to the gift costs a number of bonus points equal to twice the total of the attribute modifier, base attack bonus and total number of other feats listed in the feat prerequisites (minimum one). The Immortal must meet the prerequisites in order to add the feat.

Unbound from the Wheel

Attribute Gift

Associated Power: Magic

Forbidden Power: Knowledge

Base Bonus: Gain the ability to take many forms after Transcending

Description: When an Immortal gains this gift it does nothing for him. However, when he passes his final Great Challenge the Immortal does not reincarnate as a 1st level character. Instead he retains all of his abilities but loses his mortal form. He may now transform himself, as a free action, to appear as any creature in the universe. This transformation does not affect his abilities. No magical or metaphysical means can prove the Immortal is not what he pretends to be. An observant user of mortal skills like Sense Motive could detect something amiss by observing the Immortal's behaviour.

Voice of the Champion

Attribute Gift

Associated Power: Triumph

Forbidden Power: Protection

Base Bonus: Gain a +2 bonus to Cha-based skills

Description: When an Immortal first touches the power of triumph a small bit of its lustre rubs off on him. As he gains further understanding of triumph's power that lustre continues to grow until he glows with what mortals call charisma.

When the Immortal first receives this gift he gains a +2 bonus to all Charisma-based skills. Furthermore all Charisma-based skills become class skills for the character when he advances in any mortal class.

As the Immortal channels his Aura into this gift he may allocate the bonus points as bonuses to specific Charisma-based skills on a one for one basis. There is no upper limit to the bonus an Immortal may apply to a single skill. This bonus stacks with the generic +2 bonus granted by the gift's base function.

Voice of the Flame

Attribute Gift

Associated Power: Fire Domain

Forbidden Power: Water Domain

Base Bonus: Gain the ability to transform into a fire elemental-like form

Description: The lords of fire rarely turn over command of elemental fire to their servants. Instead, they grant their Immortal servants the ability transform their mortal flesh into pure flame. In this state the Immortal can slowly learn to use elemental fire without accidentally destroying everything in the universe.

When the Immortal first gains this gift he develops the ability to transform himself into a being of pure flame. While in this form the Immortal radiates light, gains the ability to fly with perfect manoeuvrability at the rate of ten feet per round and does 2d6 fire damage with an unarmed attack. Targets grappling with him take 2d6 fire damage per round in addition to any other damage dealt. He does not need to breathe, eat or sleep. All items the character carries (excluding his artefact gifts) disappear when he transforms.

Transforming is a free action that does not provoke an attack of opportunity.

As the Immortal gains power he may strengthen this gift with his Aura. He may spend bonus points in the following areas:

† *Gain fire-subtype:* For the cost of five bonus

points the Immortal gains the fire subtype. This makes him immune to fire damage but he takes double damage from cold attacks.

† *Increase natural armour:* Each bonus point adds a +1 natural bonus to the Immortal's Armour Class.

† *Increase attributes:* The Immortal may increase his Dexterity and Charisma while transformed at the rate of +1 per bonus point.

† *Increase flight speed:* Each bonus point adds +5 foot to the Immortal's flight speed while transformed.

† *Increase fire damage:* For three bonus points the Immortal may add +1d6 to his base fire damage.

† *Transform items:* Each item the Immortal wishes to retain access to in his transformed state costs one bonus point. Weapons transformed in this way deal +2d6 fire damage.

Voice of the Stranger

Attribute Gift

Associated Power: Magic

Forbidden Power: Knowledge

Base Bonus: Gain a +2 bonus to Wis-based skills

Description: By drinking deeply of primal magic the Immortal gains insights into the mysteries of the universe that do not obey rational rules. He sees how things fit together and how paradox drives the world forward towards an unimaginable future. This insight frees the Immortal's mind from the boundaries imposed by mortal thought patterns,

When the Immortal first receives this gift he gains a +2 bonus to all Wisdom-based skills. Furthermore all Wisdom-based skills become class skills for the character when he advances in any mortal class.

As the Immortal channels his Aura into this gift he may allocate the bonus points as bonuses to specific Wisdom-based skills on a one for one basis. There is no upper limit to the bonus an Immortal may apply to a single skill. This bonus stacks with the generic +2 bonus granted by the gift's base function.

Wave Walker

Attribute Gift

Associated Power: Water Domain

Forbidden Power: Fire Domain

Base Bonus: Gain the ability to transform into a water elemental-like form

Description: The lords of water do not trust their

servants with dominion over elemental water. Instead they grant their faithful servants the ability to transform themselves into watery forms approximating those of other water spirits. In this form the servants can learn the secrets of elemental water without threatening to throw the world out of balance.

When the Immortal first gains this gift he develops the ability to transform into a being of pure water. While in this form the Immortal gains a swim movement rate of 90 feet per round. He gains a +2 bonus to his Strength and Constitution and he also gains a +2 natural bonus to his Armour Class. So long as the Immortal remains in water elemental form he does not need to breathe, eat or sleep. Items the Immortal carries vanish when he transforms. The Immortal does 2d6 bludgeoning damage with an unarmed attack.

As the Immortal gains in power he may invest his Aura to strengthen this gift. He may allocate the resulting bonus points into the following areas:

- † *Increase natural armour:* Each bonus point adds a +1 natural bonus to the Immortal's Armour Class.
- † *Increase attributes:* The Immortal may increase his Strength and Constitution while transformed at the rate of +1 per bonus point.
- † *Increase flight speed:* Each bonus point adds +5 feet to the Immortal's swim speed while transformed.
- † *Increase slam damage:* For three bonus points the Immortal may add +d6 to his base bludgeoning damage.
- † *Transform items:* Each item the Immortal wishes to retain access to in his transformed state costs one bonus point. Weapons transformed in this way deal +2d6 bludgeoning damage.

NUMEN

Immortals wield legendary powers capable of destroying the world. As impressive as some of these abilities seem they only scratch the surface of what an Immortal can truly accomplish since they require the Immortal's presence and active involvement to manifest. Only those Immortals who transcend can be physically present in more than one place at once, limiting their ability to influence the world.

However, very few Immortals walk through the world alone. Most have one or more attendant spirits to do their bidding. A single spirit (also called a numen) can assist his master in many

ways. A host of spirits (called numina) can form an army capable of overwhelming even the grandest of mortal empires.

Each numen gift allows the Immortal to call up a single servant. This servant, specified when the Immortal selects the gift, uses his powers at the Immortal's behest. Why the servant accepts the Immortal's orders varies from situation to situation. In some cases both the servant and the Immortal serve the same lord; in others the servant wants something the Immortal possesses and serves in the hope of receiving it.

Numen: Channel and Infuse

An Immortal may use his Channel and Infuse skills to increase the strength of spirits he summons. He uses the Channel skill to strengthen spirits he summons into his own body. Conversely, he uses the Infuse skill to strengthen the spirits he calls for work in the mortal realm.

Channel: When an Immortal calls a spirit into his body he may feed it power from his Immortal Aura. Each Aura point the Immortal feeds the spirit grants the spirit +1 class level in the class of the Immortal's

Numen Gift Results for Channel and Infuse

Skill Check Result	Channel	Infuse
0-9	Failure	Failure
10-20	Max 2 Aura	Max 4 Aura
21-30	Max 4 Aura	Max 8 Aura
31-40	Max 6 Aura	Max 12 Aura
41+	Max 8 Aura	Max 16 Aura

choice. Alternately the spirit may increase by +2 HD, with all corresponding gains and side effects. The Aura points may also purchase powers for the spirit based on its numen duty.

Unlike the other gift categories numen use the Channel skill when the Immortal passes power to another person. The Immortal must touch the target he wishes to call the spirit into. When he does so he calls the spirit through his own body, channels his strength into it, then passes it into the target. The spirit does not obey the person it inhabits; instead it follows the orders given to it by its master.

Infuse: When an Immortal calls a spirit to act in the outside world he may infuse it with his own power. Each Aura point so infused increases grants the spirit +1 class level in the class of the Immortal's choice.

Example: Numen Gift in Action

Sebastian the Shadow Soul selects a numen gift after completing a challenge of power. He selects undead as the type and seneschal as the duty. This gives him the following gift:

Call Evil Undead Archon

Numen Gift

A century or so later, adventurers from a minor human town accidentally stumble into the lich's lair. After disposing of the pesky mortals, Sebastian decides to remind the locals why they should leave him alone. He invokes his Call Evil Undead Archon gift, choosing the Marshal command.

When he invokes his gift he makes a skill check using his total Infuse bonus of +16. The check result of 32 allows him to allocate up to 16 Aura in addition to the base amount required to summon the archon.

After some thought Sebastian calls a dread wraith (CR 11) to his service. This causes him to invest 11 Aura. The dread wraith can command up to 33 CR of creatures, none of which may have a CR over 5. This allows the dread wraith to command up to six additional wraiths.

Sebastian decides to invest a bit of additional Aura just to get his point across. He gives the dread wraith five levels of sorcerer and a +15 bonus to the total CR of his legion. This allows the dread wraith to command a satisfyingly symbolic nine wraiths.

The total investment required to activate this gift comes to 17 Aura. Sebastian's player makes the following notation under his Call Evil Undead Archon gift:

Dread Wraith: 16 Aura, 5 levels of sorcerer and +15 CR to legion, marshal a host to kill every firstborn male in Hartridge.

When the dread wraith finishes its task it returns to Sebastian then departs to the netherworld from which it originally came.

Alternately the spirit may increase its Hit Dice by +2. This increase carries with it all of the normal gains and side effects. The infused Aura points may also purchase powers for the spirit based on its numen duty.

Why do Numen Serve?

Each numen serves the Immortal for its own reasons. These reasons may make sense to the mortal mind. Alternately they may stem from desires only comprehensible to beings with an utterly alien mindset.

Despite the complexity associated with why numen serve, their reasons generally fall into one of four categories: the immortal has the power to command them, he is given the authority to do so by a higher power, he has influence over the spirit for some reason or the Immortal possesses something the numen desires. In each of these cases the numen serves only so long as the Immortal retains whatever

makes it serve.

As a rule of thumb numen gifts associated with covenants tend to call numen to service due to the Immortal's influence or authority. Conversely, numen gifts associated with taps call numen to service thanks to the Immortal's power or because the Immortal holds something the numen desires.

Recording Numen Gifts

When an Immortal selects a numen gift he chooses a specific type, subtype and alignment for the type of spirits he wishes to summon. He also selects a specific duty this numen will perform.

These selections result in a completed gift recorded in the following format:

Call Alignment, Type, Subtype Duty

Numen Gift

The available types are animal and magical beast,

elemental, fey, incorporeal undead, outsider or plant. If the type has a subtype the Immortal must specify one of the subtypes for summoning. If the Immortal chooses the elemental subtype he must specify one of the four physical elements (air, earth, fire or water).

When the Immortal activates this gift he summons the spirit to his side. He may then either infuse the spirit with his Aura or channel it into his body. This results in the following entry:

Spirit Name: Invocation cost, Aura invested; enhancements; task assigned

Using Numen Gifts

When the Immortal invokes a numen gift he summons a spirit of the type selected to fulfil the duties described. Each time he invokes the gift the Immortal must spend a number of Aura points equal to the CR of the spirit summoned. This invocation cost pays for a base version of the creature as described in *Core Rulebook III*. The cost is the 'minimum Aura threshold' required to maintain this application of the gift.

Once summoned the Immortal must choose one task from either the Channel or Infuse list associated with the numen's duty. This spirit will execute that task to the best of its ability. The Immortal may choose to channel or infuse additional Aura into the numen to assist it if he wishes to do so.

If the Immortal summons the numen for a 'closed' task (e.g. carry a person or destroy a village) then the numen returns home after completing the task. If he calls the numen for an 'open' task (e.g. defend this site or possess a particular target) the spirit remains until dismissed.

Dismissing a numen is a standard action that does not provoke an attack of opportunity. In order to receive the dismissal the numen must stand within line of sight and possess the ability to communicate with the Immortal.

When the numen completes its task or the Immortal dismisses it the Immortal regains access to the invested Aura. If the Immortal dies before the numen completes its task the numen permanently gains the

powers associated with its duty and all of the Aura the Immortal invested in it.

Summoning a numen counts as using a spell-like ability. Once called the numen can be banished or destroyed. A numen channelled into the Immortal's body may be banished but only suffers damage from attacks if the Immortal himself first dies.

The Immortal may use a single numen gift to summon multiple numen. He may continue to do so until he runs out of Aura to invest.

Names of the Numen

At the Games Master's option the Immortal may receive the services of a specific numen rather than the ability to call up a random spirit to perform assigned duties. In this case the Games Master gives the spirit a name and unique personality. If the spirit dies or is imprisoned the Immortal will have to seek out (through a challenge) another spirit to answer his call.

If the Games Master uses this option the Immortal can only use each numen gift once. If he wishes to change a numen's orders he may do so by using the Channel or Infuse skill to lower the gift below its minimum Aura threshold, thereby terminating it.

Duties of the Numen

When the Immortal gains a numen gift he must select one of the following duties he can call on a spirit to fulfil. All the spirits he calls with the gift will fulfil the same duty though he may issue a different command to each summoned spirit.

Numen gifts can call a spirit to one of duties from the table below.

Advisor

A numen assuming the advisor's duties places its knowledge and intelligence at its master's disposal. It will assist the Immortal to the best of its ability

Numen Duties

Duty	Description
Advisor	Spirit assists with information, problem solving and skills
Archon	Spirit marshals lesser spirits to battle in the Immortal's name
Champion	Spirit fights for the Immortal using all of its abilities
Companion	Spirit performs general duties for the Immortal
Seneschal	Spirit commands lesser spirits to aid the Immortal and his allies
Sentinel	Spirit protects an area or person when commanded to do so

until dismissed or banished.

Channel Command: Counsellor

Counsellor: The spirit possesses the Immortal, where it sits quietly in the Immortal's mind waiting to answer questions posed to it. The Immortal may ask the spirit one question per round as a move action. The spirit will answer this question to the best of its ability, using its own knowledge, skills and abilities to provide the answer. Once the Immortal poses the question the spirit takes 1d6 rounds to respond.

The form of the spirit's response depends on the spirit's type and personality. Many spirits converse directly with their Immortals. Others sing songs, pose riddles or project images into their host's mind. These answers must always provide the Immortal with direct and immediately applicable information.

A counsellor is not subject to direct attack until after the destruction of the Immortal's body.

Infuse Command: Mentor

Mentor: The spirit takes form outside of the Immortal's shell. It becomes an intangible (i.e. incorporeal) presence that speaks with the Immortal when he asks questions out loud. The spirit is subject to detection through the use of the Listen skill (DC 20) when in conversation with its Immortal. Otherwise it remains invisible and can use whatever skills it naturally possesses to hide its presence.

Asking a mentor for assistance or advice requires a move action. The mentor may take an aid another action to assist the character or use its own skills and powers to ferret out information. If the Immortal asks for an aid another action the mentor will provide it either in this round or in the round immediately subsequent to this.

A numen mentor does not use his feats or directly intervene in any way. He is subject to attack if detected.

Grants: When an Immortal summons an advisor he may invest his Aura (up to the maximum additional investment allowed) to increase the advisor's abilities in the following ways:

- † *Increase HD:* For the cost of one Aura the Immortal can increase the creature's HD by +2.
- † *Grant class level:* For the cost of one Aura the Immortal can add a class level of his choice to the summoned spirit. He may do this to spirits not

ordinarily capable of gaining class levels.

- † *Grant Skill Points:* For the cost of one Aura the Immortal can grant the numen +15 skill points.
- † *Increase aid another bonus:* For the cost of two Aura the Immortal can increase the bonus granted by the spirit's aid another action by +1.

Archon

An archon holds the proxy for the Immortal's right of command over a legion of spirits. It interprets the Immortal's orders, gathers minions to carry them out and then reports back to the Immortal when it completes the task.

All archons, regardless of the command given to them, gain the ability to command a legion of similar spirits. An unaugmented archon can command a force whose member's total CR is 3 x his CR before grants. No single spirit may have a CR more than ½ the archon's CR before grants.

If the legion loses members in battle the archon can replace them at the rate of ten CR per day.

An archon does not engage enemies directly unless personally attacked first. He directs his minions into battle and retreats if they suffer defeat.

Channel Command: Captain

Captain: The archon stands at the Immortal's right hand. From this privileged place he directs his legion in his master's defence. The captain may use any powers or spells he possesses to assist his legion or protect his master but cannot engage in direct combat. Captains spend the time they are not actively engaged in their master's defence increasing the defensive fortifications and negotiating with nearby creatures to improve the fastness' protective measures.

Infuse Command: Ally, Marshal

Ally: The Immortal commands the archon to muster his legion and move to aid a particular person or nation against a specific threat. He stands by the target's side until the specified danger passes. The archon commands his legion to use the most expedient means necessary to terminate the danger, even taking the battle to the foe if necessary. When commanded to play the ally role, the archon will engage in personal combat only to protect the person or the leader of the nation he was commanded to protect.

Marshal: The Immortal commands the archon to marshal his forces to assault a specific objective. The archon may use whatever means he feels necessary to destroy the target. He does not engage in the assault personally unless the target attacks him directly. The archon lays down his duty when the target falls.

Grants: When an Immortal summons an advisor he may invest his Aura (up to the maximum additional investment allowed) to increase the advisor's abilities in the following ways:

- † *Increase HD:* For the cost of one Aura the Immortal can increase the creature's HD by +2.
- † *Increase legion size:* For the cost of one Aura the Immortal can increase his archon's legion by +15 CR.
- † *Grant class level:* For the cost of one Aura the Immortal can add a class level of his choice to the summoned spirit. He may do this to spirits not ordinarily capable of gaining class levels.
- † *Increase maximum CR:* For the cost of one Aura the Immortal can increase his archon's legion's maximum single creature CR by +1.

Champion

A numen champion stands ready to throw himself between the Immortal and anything that might bring him harm. He may do this by channelling his strength and knowledge through the Immortal or by physically manifesting a body to take the fight forward. Numen champions tend to develop relatively paranoid personalities if forced to serve for any length of time.

Channel Command: Throne

Throne: A champion commanded into the role of a throne inhabits the Immortal's physical shell. It monitors the environment using all of its senses and abilities. When danger threatens, the champion and the throne both roll initiative; the Immortal may select the higher of the two results. Whenever the Immortal must make a Listen, Search or Spot check the Games Master makes a similar check for the throne as well. If the Immortal fails but the throne succeeds, the throne shares his success with his master.

In addition to these bonuses the throne may share one of the following with its master each round: base attack bonus, deflection or natural AC bonus, one attack, one physical attribute, one movement

rate, one special attack or one special quality. The Immortal may select what he wishes to share with his throne each round.

A throne defends the Immortal until banished or dismissed.

Infuse Command: Defender

Defender A champion commanded to take the role of defender stands at the Immortal's left hand. From this privileged place he strides forward to protect the Immortal from any danger. The defender does not typically wait for the Immortal's command before he acts. Instead, he assesses threats and sets about removing them with the greatest possible prejudice. A defender lays down his duty when the Immortal dies or dismisses him.

Grants: When an Immortal summons an advisor he may invest his Aura (up to the maximum additional investment allowed) to increase the advisor's abilities in the following ways:

- † *Grant ability bonus:* For the cost of one Aura the Immortal can increase one of the champion's attributes by +2.
- † *Grant armour or weapon bonuses:* For a cost equal to the total bonus equivalent (or one per 10,000 gp cost) the Immortal can grant the spirit an armour or weapon ability.
- † *Grant bonus feat:* For the cost of one Aura the Immortal can grant the champion a bonus feat.
- † *Grant class level:* For the cost of one Aura the Immortal can add a class level of his choice to the summoned spirit. He may do this to spirits not ordinarily capable of gaining class levels.
- † *Grant the power to share additional abilities:* For the cost of two Aura the Immortal can grant his throne the ability to share one extra ability each round.
- † *Increase HD:* For the cost of one Aura the Immortal can increase the creature's HD by +2.

Companion

A numen companion acts as the Immortal's loyal retainer. It acts in the Immortal's best interest but may flee if asked to lay down its existence on the Immortal's behalf. The numen acts in all ways as a normal spirit of its type and is subject to the same rules as other spirits.

A numen companion does not replace the cohort granted by the Leadership Feat.

Channel Commands: Shadow

Shadow: When an Immortal commands his companion to act as his shadow it sinks into his shell. From within it can use all of its skill and special attacks or qualities, but cannot take physical actions. It rolls Initiative in combat and acts on its own turn. When engaged in daily activities the Immortal may command his shadow as a free action, effectively allowing him to take one action using the shadow's skills, special attacks or special qualities and one using his normal abilities each round.

A shadow serves until the Immortal dies or dismisses it from service.

Infuse Commands: Cohort

Cohort: When an Immortal commands his companion to act as his cohort it assumes physical form. It will assist him in any way it can, although it will wait for orders before taking action.

A cohort serves until the Immortal dies or dismisses it from service.

Grants: When an Immortal summons an advisor he may invest his Aura (up to the maximum additional investment allowed) to increase the advisor's abilities in the following ways:

- † *Increase HD:* For the cost of one Aura the Immortal can increase the creature's HD by +2.
- † *Grant class level:* For the cost of one Aura the Immortal can add a class level of his choice to the summoned spirit. He may do this to spirits not ordinarily capable of gaining class levels.

Seneschal

A numen seneschal assumes responsibility for the myriad mundane tasks that occupy a household, fastness or kingdom. It carries out these duties with loyalty and speed far beyond the capabilities of mortal servants.

Each seneschal commands a group of lackeys: minor spirits possessing various highly important but mundane skills required for household maintenance. He commands a force with a total CR equal to his own, with a maximum CR no higher than 2. These servants will not fight but will clean up the mess after the Immortal deals with any unwanted visitors.

If the lackeys lose members for whatever reason the seneschal can replace the entire staff in less than one hour.

A seneschal serves until destroyed or dismissed.

Channel Commands: Body Servant

Body Servant: When an Immortal commands his seneschal to act as a body servant he surrounds himself with minor spirits who will happily carry out various mundane tasks. He can command these spirits to do anything from carrying his bathrobe to delivering a message on another plane. The servants will act to carry out the Immortal's orders to the best of their ability, although particularly foolish spirits need very careful instruction indeed.

Infuse Commands: Caretaker

Caretaker: When an Immortal commands his seneschal to become the caretaker of a place the seneschal sets up housekeeping in the target location. The seneschal will use his lackeys to build whatever structures the Immortal commands, maintain the structures that currently exist and create a thriving manor for its lord.

Grants: When an Immortal summons an advisor he may invest his Aura (up to the maximum additional investment allowed) to increase the advisor's abilities in the following ways:

- † *Grant additional lackeys:* For the cost of one Aura the Immortal can increase the total CR of lackeys the seneschal can control by the seneschal's CR.
- † *Grant class level:* For the cost of one Aura the Immortal can add a class level of his choice to the summoned spirit. He may do this to spirits not ordinarily capable of gaining class levels.
- † *Increase HD:* For the cost of one Aura the Immortal can increase the creature's HD by +2.
- † *Increase lackey CR:* For the cost of one Aura the Immortal can increase the maximum CR of the lackeys by +1.

Sentinel

A numen sentinel stands guard over a person, place, thing or concept. It uses its powers to defend its target while simultaneously sending a message to the master warning of danger. Numen sentinels will do whatever they must to prevent harm from visiting their charge, sometimes taking this defence to extents undreamed of by mortal minds.

A sentinel serves until destroyed or dismissed.

Channel Commands: Anima

Anima: When an Immortal commands his sentinel to act as an anima he binds it to both a specific person, place or thing and to his own spirit. The sentinel

can see the bound target as though he were standing beside it. On command the sentinel will report on the target's condition. In the event the target comes into danger it will interrupt the Immortal to inform him of the problem.

Anything near may detect the anima's attention using the normal means (magical or mundane) for detecting various forms of scrying.

An anima serves until dismissed or destroyed.

Infuse Commands: Animus

Animus: When an Immortal commands his sentinel to act as an animus he binds it to a specific person, place or object. So long as the bound target exists the sentinel must use whatever power it wields to defend it. If the animus encounters a force it cannot overcome it will, as a free action, alert the Immortal to its difficulty before proceeding with its defensive measures.

An animus serves until dismissed or destroyed.

Grants: When an Immortal summons an advisor he may invest his Aura (up to the maximum additional investment allowed) to increase the advisor's abilities in the following ways:

- † *Grant abstract bond (anima only):* For the cost of two Aura the Immortal can bond the sentinel to an abstract concept or action. For example, he may bond the sentinel so that it must respond every

time a being speaks the Immortal's name.

- † *Grant bond:* For the cost of one Aura the Immortal can bond the sentinel to an additional person, place or object.

- † *Grant class level:* For the cost of one Aura the Immortal can add a class level of his choice to the summoned spirit. He may do this to spirits not ordinarily capable of gaining class levels.

- † *Increase HD:* For the cost of one Aura the Immortal can increase the creature's HD by +2.

Example Numen Gifts

The following are examples of the kinds of numen gifts an Immortal might build as he advances towards apotheosis.

Call Evil Outsider Advisor

Numen Gift

Varella (succubus, CE): Aura 9, +4 Hit Dice, provide mentoring and companionship

The former apprentice wizard turned would-be god of darkness Lajos Suka gained the power to call up various evil spirits early in his career. When he finally became strong enough he commanded the succubus known to mortals as Varella to attend to his needs. She does so willingly enough, recognising that Lajos cannot hold onto his sanity forever. Right now she provides him with mentoring in the various arts she spent centuries perfecting. She also subtly twists her advice so that Lajos falls ever deeper into darkness.



Call Good Undead Seneschal

Numen Gift

Joseph of Athradan (ghost human expert 10, LG): 12 Aura, +7 CR additional lackeys, caretaker of the royal palace

A would-be god-king gained this gift just before he realised he could never achieve his goals. In despair he called up Joseph, his long dead chancellor and asked his old friend to run the kingdom while the king pondered his fate. The next day Joseph set up shop with the ghosts of various minor courtiers and the king vanished. Four centuries later the kingdom continues to run in an orderly fashion while the mortals wait for their king to return.

Call Neutral Earth Companion

Numen Gift

K'zkilka (salt mephit, N): Aura 3, shadow the dwarven cleric Alimanda

When the dwarven cleric Alimanda arrived at the Golden Hall, broken and near to death from his efforts, the Immortal Yi took pity on his plight. He commanded the mephit K'zkilka to shadow the mortal, providing what assistance he could. In the last two years the stout dwarf has grown somewhat accustomed to the presence of his shadowy friend but he still does not fully trust him.

Call Neutral Water Elemental Champion

Numen Gift

Hitaki (elder water elemental, N): 18 Aura, +1d6 cold damage to attacks and share up to 3 abilities, take up the role of throne for Rose

In her fourth century on the path to immortality Rose Gallagar discovered she needed additional protection thanks to the enmity of a demon lord. When she essayed the Challenge of the Golden Roses (associated with a water tap) she chose the ability to call up a throne to enhance her combat abilities. Hitaki has remained with her ever sense, watching the world while she sleeps and lending his strength when Rose needs raw physical power.

Call Neutral Plant Archon

Numen Gift

Rowan (treant, NG): 15 Aura, +6 levels of druid and +1 to maximum CR, ally with the druids of Ashlin's Ferry to defeat the were-rats

Called up by the former archdruid Tiberius Forestwalker, Rowan leads a small group of animated trees (4 Huge animated objects, one Large animated object) in the defence of the ancient grove at Ashlin's Ferry. He will return to Tiberius when the were-rats no longer threaten this sacred space.

POWERS

Many Immortals content themselves with baubles, personal changes and servile creatures dedicated to inflating their egos. These trivial abilities awe the masses and keep those of little imagination amused for countless centuries. Others, either more intrepid or less cautious, boldly seize the reigns of power left unattended by the gods. They master the words used to unchain elemental wind, the evocations required to call forth mythic evil or the careful measures

required to safely harness positive energy.

Those who wish to master these mighty forces must first gain a power gift. As an Immortal adds greater knowledge and skill he may gain access to additional tools. Some mighty Immortals claim to have mastered all six of the elemental forces, a feat that would in theory grant them the ability to create life itself.

Regardless of their belief in their own ability most Immortals never learn to use creation's tools in anything but the crudest fashion. Even these fumbling attempts can be dangerous if the Immortal musters too much of his own energy to create an effect. The elements are unpredictable servants; the mythic forces, even more so. If the Immortal hesitates or makes a single mistake he can accidentally level mountain ranges or crack open the world to let the seas empty into the endless darkness between worlds.

Power: Channel and Infuse

Immortals must use their Channel and Infuse skills to carefully unlock the bonds placed on the elemental and mythic powers. They then use their own Aura to hold those bonds open long enough to accomplish their personal goals. Each time an Immortal draws these powers into the world he runs the risk of casting a 'shadow' into the world that may someday arise to challenge him for dominance.

Channel: When an Immortal unlocks one of the elemental or mythic powers in or around his physical form he uses this skill to contain it within his Aura. The more effectively he channels the more primal

Power Gift Results for Channel and Infuse

Skill Check Result	Channel	Infuse
0-9	Failure	Failure
10-20	+1 per Aura	+1 die per Aura
21-30	+2 per Aura	+2 dice per Aura
31-40	+3 per Aura	+3 dice per Aura

power he can unleash. The Channel check result determines how effectively the Immortal contains the power; the higher the result, the more points he can add to the effect per Aura point.

Infuse: When an Immortal unlocks one of the elemental or mythic powers and unleashes it into an area he uses this skill to manipulate the raw power with his Aura. The more effectively he uses his

Aura the more raw power he can control. The Infuse check result determines how much power (in dice) the Immortal releases and successfully controls. The Immortal may allocate the dice as indicated in the power's description.

Created Items Bonus Point

Costs

When an Immortal uses a power gift to create an item using the channel skill he uses the following table to convert armour or weapon ability bonus equivalence to the cost in bonus points he must pay to invest an item with that power.

Shadows on the Wall

When an Immortal unleashes primal power he runs the risk of accidentally altering the fundamental

Created Item Bonus Point Costs

Magic Item Bonus	Bonus Gold Cost	Bonus Point Cost
+1	20,000	1
+2	40,000	3
+3	60,000	6
+4	80,000	10
+5	100,000	15

balance of reality. The gods locked the raw powers away for a reason – playing with them for personal gain can result in the destruction of everything in existence. Of course, that sobering truth does not stop the gods from breaking their own rules, nor does it prevent mortals from doing as they wish.

Each time an Immortal withdraws his Aura from an effect generated using a power gift he must make a Will saving throw with a DC equal to the maximum number of Aura points used to power the effect. If he fails he creates a minor shadow. This minor shadow flits through his dreams, mocking him with his own voice and desires.

When the Immortal fails this Will save three times he creates a 'shadow'. This shadow is a 1st level character with one Aura and the last power gift the Immortal failed his Will save on. The shadow has all of the Immortal's memories and shares many of the same physical features. The shadow assumes the Immortal's alignment. It is driven by an undying hatred of the Immortal even though it shares his goals and worldview.

The shadow works against the Immortal and his interests. It advances normally as a mortal character but cannot take challenges to progress along the path to immortality. Instead, each time the Immortal fails three Will saves the shadow gains a victory. Every fourth victory gained counts as a great challenge, pushing the shadow up an apotheosis step. If left unchecked the shadow will eventually progress to the point where it has as many victories as the Immortal.

The Immortal suffers no consequences if his shadow dies. Conversely, if the Immortal dies his shadow gains the ability to take challenges. Many shadows, realising this, make it their life goal to see their creator's death.

Once an Immortal's shadow reaches the same number of victories the Immortal possesses, the cycle starts over again with a new shadow.

Recording Power Gifts

An Immortal records his power gifts using the following format:

Power Gift Name

Power Gift

Created Effect (target or location): Aura investment, effect

An active entry on an Immortal's character sheet might read as follows:

Mastery of Mythic Law

Power Gift

Law's Guiding Hand (Avia the Lewd): 1 Aura, Avia must make a Will save (DC 25) to perform a non-lawful act

The Ten Powers

Most Immortals wield no more than one or two of the so-called 'Ten Powers'. Each power places into the Immortal's hands one of the primary tools used to create the world. They take centuries to master and millennia to understand. The Ten Powers are listed on the table on page 173.

Mastery of Mythic Chaos

Scholars debate whether the power of mythic chaos exists simply as a force in the world or as a conscious entity capable of making informed decisions. As

Powers

Name	Effect
Mastery of Mythic Chaos	Bring chaos into an area thereby causing catastrophic change
Dominion over Elemental Earth	Tip the balance towards elemental earth causing the world to become brittle and heavy
Mastery of Mythic Evil	Bring evil into an area thereby accentuating the fear, misery and despair inherent in the mortal condition
Dominion over Elemental Fire	Unleash the pure flame that consumes the bonds holding the world in balance
Mastery of Mythic Good	Bring good into an area thereby accentuating the hope, love and courage inherent in the mortal condition
Mastery of Mythic Law	Bring law into the area thereby accentuating the need for and strength of stability.
Dominion over Elemental Negative Energy	Unleash the power of endings and silence into the world
Dominion over Elemental Positive Energy	Cause the strength that animates all life to flow freely within an area or person
Dominion over Elemental Water	Tip the balance towards elemental water causing the world to become without stable form
Dominion over Elemental Wind	Unchain the primal wind, thereby allowing it to lift the whole world into motion

with all the mythic powers the truth probably lies somewhere between the two extremes. Mythic chaos is an idea given form and power during the world's creation; as such it is both an unthinking force and a being capable of some level of reason. Whether mortals could understand that reasoning or bargain with it remains a mystery even to those Immortals who tap into its powers.

When an Immortal receives mastery of mythic chaos he learns to bring raw chaos into the world. He can, to some extent, shape this chaos so that it does his bidding. However, chaos always proves itself an unreliable servant; it will slip free of the bonds placed on it at the first opportunity.

To mortal eyes raw chaos looks like flaring rainbow light. A mortal who looks deeply into the light will see shapes and random patterns coalesce then vanish. Many mortals claim to see both the past and the future in such light but in truth these shapes and patterns contain no meaning but what mortals put into them.

An Immortal with this mastery can use it to perform the following three acts: create a moment in time, invoke the rainbow lights or reveal the shape of things to come.

A Moment in Time: When an Immortal creates a moment in time he freezes raw chaos into whatever form it currently holds. The resulting object has the properties of raw chaos, shaped ever so slightly by the Immortal's will and intention.

Objects created through the use of this power do not have hit points or hardness. They cannot suffer damage from any known physical or magical attack. However, they are subject to the same rules for dispelling that govern all Immortal gifts.

Channel: When an Immortal channels mythic chaos through his body he can shape it with his Aura into various objects for personal use. For a cost of one Aura the Immortal can create any suit of armour, piece of personal equipment or weapon his mind can imagine. If he creates a weapon that uses ammunition (e.g. a bow or sling) the weapon creates what it needs as it is used.

When the Immortal invests additional Aura points into the equipment he creates he can grant it powers from the armour and weapon's abilities table by doubling the cost presented in the chart above. He may grant the items any ability from an appropriate table, subject to the limitations stated within those abilities. Unlike the other forces, chaos can turn against itself and can mimic the power of the six elements and the three other mythic powers.

Objects made using this ability cannot be traded to other characters.

Infuse: When an Immortal uses his Aura to carve out a moment in time from a large field of chaos

GIFTS

he can create extraordinarily large physical and energy effects. These effects remain, frozen in the moment, for as long as the Immortal leaves his Aura in place.

Chaos can take the form of a physical object, pure force or any one of the five energy types. When the Immortal first activates this power he must spend at least one Aura, which creates an effect/object that engulfs a five-foot square. If it is an object the Strength check DC to move it, regardless of what it looks like, is five. If it is a field of force the Strength check DC to push through it is five. If it is a field of energy it does 1d6 damage of the appropriate energy type.



Each die expended can increase the radius of the effect by five feet, add +5 to the DC to move the object/push through the field or add +1d6 damage done to those who pass through the field.

The Immortal can create this effect within line of sight or up to a range of 400 feet, whichever is less. If he uses the field/object as an attack against a target (or group of targets) he must make a ranged touch attack to properly target the effect.

Targets caught within the area of effect or who walk into it must make a Reflex save (DC 10 + Immortal's Charisma modifier + Immortal's total number of victories) to take half damage. Chaotic creatures who make the Reflex save take no damage. Targets caught within an object must make a Strength check with the appropriate DC in order to move through/out of it.

Objects formed with this power are only 'solid' if they require a Strength check with a DC over 20 to move.

Invoke the Rainbow Lights

Raw chaos appears to the mortal eye as blazing light of indescribable, shifting colours. Anyone staring into the light for too long will see visions of heaven and hell conjured entirely from his own mind.

An Immortal with mastery of mythic chaos can call this light into the world. The light neither illuminates nor casts shadows; it exists wholly in and of itself. It is a metaphor, a thought and an illusion created by mortal minds to encompass something wholly alien to their own existence.

The Immortal can use this power in one of two ways:

Channel: The Immortal binds the light of chaos around himself. Doing this costs one Aura. This light gives him a +1 deflection bonus to his armour class and a +1 resistance bonus to his saves. It also grants him SR 15 against lawful spells. The Immortal may spend bonus points on a one for one basis to increase any of these bonuses.

Infuse: The Immortal unleashes chaos' light into the area around him. This light fills a five-foot square that must be within 30 feet of the Immortal's current position. If a creature is within the target area the Immortal must make a ranged touch attack to properly place the light.

A creature or object caught within the light must make a Will save (DC 10 + the Immortal's Cha modifier + the Immortal's total number of victories) or be subject to a random shape change. When the target leaves the area of effect it reverts to its

normal form within 1d4 hours. The Games Master determines the exact effect of this change.

The Immortal may spend dice to increase the radius by +10 feet per die expended or to increase the DC by +3 per die.

Shape of Things to Come

Chaos breeds change. In truth, change is why it came into being in the first place. When an Immortal embraces this truth he may manifest change directly in the world without relying on any intermediary forces or transitional stages. He can cause things to become what they might have been, without all of the bothersome trouble of actual evolution.

Channel: An Immortal who channels the shape of things to come through his own body develops the ability to shape change (as the spell) as a free action. By investing one Aura the Immortal gains the ability to transform a number of times equal to his Charisma modifier, minimum one, before he has to channel in more chaos. By spending more Aura the Immortal may add a number of transformations equal to the total number of bonus points available.

If a mortal or Immortal somehow cancels this power the Immortal loses all of his remaining free transformations.

Infuse: When an Immortal infuses the shape of things to come he may either target a number of people within line of sight equal to the total number of dice he has available or establish a field of change around himself with a radius equal to five-feet for each die expended.

Characters targeted by or in the area affected by this power may not make a saving throw to avoid it. When they wish to take an action they must make a Will save (DC 10 + the Immortal's Charisma modifier + the Immortal's total number of victories). If they fail they must act as though they had a chaotic alignment, regardless of their true alignment.

Creatures infected with the shape of things to come count as chaotic outsiders for the purpose of items damaging chaotic creatures and the *detect chaos* spell.

This effect ends when the target character makes a number of Will saves equal to the total number of dice purchased by the Immortal. If this power inflicts its effect on everyone within an area a creature that leaves the area escapes the effect.

Dominion over Elemental Earth

When the gods decided to make the world they used elemental earth to give their creation substance and weight. They also used earth in its raw form to build the bones of the world, the mountains and the stable places from which mortals would launch their explorations.

In its raw form earth looks much like the stone and soil mortals see every day. However, this resemblance is only surface deep. Pure elemental earth shares in the fathomless strength and weight that grounds the universe. Even the smallest portion of it is beyond mortal strength to move; a 'stone' shaped of it can no more be chipped by a mortal mallet than a mountain can be harmed by an ant.

When an Immortal gains dominion over elemental earth he brings the raw element into a world formed of all six elements in some balanced combination. He must simultaneously use his Aura to maintain the elemental effect and to prevent the world from absorbing it into itself.

An Immortal with dominion over elemental earth may use it to create the following effects: place the weight of mountains, raise the bones of the earth and reaffirm the faith of stone.

Place the Weight of the Mountains

Earth and stone represent the simplest physical manifestation of elemental earth. In truth almost all objects within the universe contain a measure of this potent substance. It gives them both weight and rigidity, allowing them to both grow tall and to be broken down.

Channel: When an Immortal channels pure elemental earth into his own body he can use it to either grant himself temporary hit points or to increase his effective Strength when resisting bull rushes or other attempts to move him from his feet. By spending one Aura he gains 1d8 temporary hit points and a +1 bonus to his Strength for purposes of resisting bull rushes.

An Immortal may invest his Aura to increase either his temporary hit point bonus or his Strength modifier on a one for one ratio.

Infuse: When an Immortal calls pure elemental earth into an area he can cause all objects within a five-foot radius to either gain or lose one point of hardness for a cost of one Aura. Objects held or worn by an intelligent creature can make a Fortitude

save (DC 10 + the Immortal's Charisma modifier + the Immortal's total number of victories) to resist the effect.

An Immortal may invest his Aura to increase either the radius or the effect. Each die spent increases the radius by 10 feet or adds 1d4 to the hardness increase/decrease effect. This power cannot reduce objects' hardness below zero.

Raise the Bones of the Earth

The first and simplest manifestation of an Immortal's dominion over elemental earth allows him to create objects of pure earth. These creations are extremely heavy, crudely formed and look like carvings made of stone, soil or sand.

Objects created through the use of this power do not have hit points or hardness. They cannot suffer damage from any known physical or magical attack. However, they are subject to the same rules for dispelling that govern all Immortal gifts.

The Immortal can use this power in one of two ways:



Channel: The Immortal can cause objects of earth and stone to erupt out of his skin. For a cost of one Aura the Immortal can create any suit of armour, piece of personal equipment or weapon his mind can imagine. If he creates a weapon that uses ammunition (e.g. a bow or sling) the weapon creates what it needs as it is used.

When the Immortal invests additional Aura into weapons or armour he may grant these items appropriate abilities using the costs presented in the chart above. The Immortal cannot add any version of the following abilities: anarchic, axiomatic, brilliant energy, dancing, flaming burst, flaming, glamoured, holy, icy burst, returning, shadow, shock, shocking burst, silent moves, slick, speed, throwing, thundering, undead controlling, unholy or wild.

Infuse: The Immortal can cause huge amounts of elemental earth to appear within line of sight up to a maximum range of 400 feet. By spending one Aura the Immortal can fill a five-foot cube with pure elemental earth. Moving this earth requires a Strength check (DC 30). Each additional die adds a five-foot radius around the centre cube. Each cube must be moved separately.

If the Immortal wishes to use this power to attack a target he must make a ranged touch attack. If he succeeds the target takes 1d8 bludgeoning damage and is knocked back to the edge of the effect. If the Immortal attacks a radius he must use the grenade rules and everyone with the area of effect may make a Reflex save (DC 10 + the Immortal's Charisma modifier + the Immortal's total number of victories) to negate the damage and the knock back.

Reaffirm the Faith of Stone

When the power of elemental earth touches positive energy it becomes animated. These elemental spirits embody the stability of earth while developing awareness wholly unlike anything mortals possess. Many Immortals, especially those with dominion over elemental earth, rely on these steady creatures as bodyguards and defenders.

When an Immortal draws elemental earth and places it into these spirits he can greatly increase their strength, durability and effectiveness. He also gains, to one degree or another, the ability to command these creatures as if they were his

Combining the Six Elements

Immortals will, inevitably, try to combine more than one elemental power in an attempt to directly create complex objects. Until the Immortal transcends, this effort will fail; a mind still tied to mortal concepts cannot encompass the interrelationships and patterns required to make direct creation possible.

personal servants.

Channel: When an Immortal channels the power of elemental earth into his soul he gains dominion over earth elementals. By spending one Aura he gains the ability to, as a free action, look at one elemental creature with the earth subtype within line of sight and enter into a contest of wills with it. Both parties roll a Will save, if the Immortal's saving throw has a higher result than the elementals the elemental must obey one command issued by the Immortal within the next round.

An Immortal may invest his Aura to increase the number of free actions he may take before this power dissipates. Each bonus point gives the Immortal an additional free action.

If a mortal or Immortal somehow cancels this power the Immortal loses all of his remaining free actions.

Infuse: When an Immortal draws elemental earth and feeds it directly into elemental creatures with the earth subtype he can greatly increase their strength and durability. By spending one Aura he gains the ability to, as a free action, heal 1d8 hit points of damage to an earth elemental or increase one of its abilities by +2 for ten rounds.

An Immortal may invest his Aura to increase the number of free action he may take before this power dissipates. However, these additional actions take the form of bonus dice rather than bonus points. Each bonus die adds 1d8 temporary hit points or 1d4 to a specific attribute. Both of these effects last for one hour. Alternately he may spend three dice to increase the elemental's size category by one category.

Mastery of Mythic Evil

Although scholars debate the existence of a pure evil in the universe, less sophisticated men do not

doubt its existence. Many, in fact, yearn for it; they feel its existence explains the dark longings of their hearts. Were they ever to encounter it face to face, to feel its taint on their skin and its almost living intelligence pressing down on their souls, those same mortals who blame it for their own free choice would discover a sobering truth. As horrible, as black, as corrupting as mythic evil and the fear it embodies may be the mortal soul can encompass shadows even darker.

When an Immortal receives mastery of mythic evil he gains the ability to channel embodied fear and greed into the world. He can offer his Aura to this power, sacrificing parts of himself in order to make it take whatever shape he desires. This evil can even take on physical form, becoming seemingly normal items that bear with them a faint taint of malice.

Mortal eyes see pure evil as a kind of augmentation of the shadows. Everything touched by it becomes darker, less distinct and somehow more ominous. Common things caught up in the evil take on sinister meaning and import.

An Immortal with this mastery can perform three actions: call cold shadows, command to bear bitter fruit and corrupt like ink in water.

Call Cold Shadows: When an Immortal calls cold shadows he weaves mythic evil into a solid physical form. These objects always look like they lie in shadows even if subjected to direct sunlight. Individuals picking them up can also feel cold, baleful hate from the object.

Channel: When an Immortal channels mythic chaos through his body he can shape it with his Aura into various objects for personal use. For a cost of one Aura the Immortal can create any suit of armour, piece of personal equipment or weapon his mind can imagine. If he creates a weapon that uses ammunition (e.g. a bow or sling) the weapon creates ammunition as it is used.

When an Immortal invests additional Aura into an evil item he may use the costs on the chart above to purchase armour or weapon abilities as appropriate. He cannot buy the weapon abilities axiomatic, anarchic or holy.

Items made of mythic evil have one hardness and one hit point regardless of how sturdy they look. If the item is destroyed the Immortal may, as a free

action, make a new Channel check and invest the appropriate amount of Aura to instantly recreate it.

Objects created in this fashion can be traded to other characters.

Infuse: When an Immortal infuses mythic evil into the air he can concentrate it into various physical objects. This uses the same rules as the Channel power described above, substituting dice for bonus points. However, the Immortal can give these objects to other characters.

Any good aligned character holding one of these objects immediately gains one negative level. Any character holding the object must make a Will save (DC 10 + the Immortal's Cha modifier) or become evilly aligned while it remains in his possession.

Command to Bear Bitter Fruit: There is evil in mortal's hearts, evil the likes of which would make even the most demented demon think twice. When an Immortal commands that evil to bear bitter fruit, even the strongest, purest of mortal men must struggle to resist the siren's call. Evil's path is simple, easy and seductive; one need only stretch forth one's hand to take what one needs in order to fall onto it.

Channel: When the Immortal commands his own heart to bear bitter fruit he fans the flames of evil within himself. As he infuses his fear and greed with supernatural power he becomes both more charismatic and less trustworthy. By spending one point of Aura he gathers up enough evil to grant himself a +1 bonus to any skill check or attack roll targeting a good creature.

When the Immortal channels additional Aura into this ability he may spend the bonus points to affect either his bonus to skill checks or his attack roll.

Infuse: When the Immortal commands others' hearts to bear bitter fruit he shows them the evil in their own souls. Good creatures who face this power often will themselves to death rather than accept the truth shown to them.

The Immortal may target one good creature within line of sight with this ability. He must make a ranged touch attack. If he succeeds he spends one Aura and the target must make a Will save. If the target fails it takes 1d8 damage, ignoring all damage reduction or

energy resistance.

The Immortal can increase this damage by investing Aura and making an Infuse check.

Unlike most power uses this one has an instant duration.

Corrupt Like Ink in Water: The power of evil is as insidious as it is subtle. In fact, mortals often find they cannot take an action that does not, in one way or another, strengthen mythic evil. This truth makes evil difficult to fight. Wherever the crusader turns he finds it lurking in the shadows. It also drives some great men to madness, a state in which they easily fall into evil's service.

Channel: When an Immortal channels evil into the air around him it creates a mantle of evil held in place by his Aura. Doing this costs one Aura. This light gives him a +1 deflection bonus to his armour class and a +1 resistance bonus to his saves. It also grants him SR 15 against good spells. The Immortal may spend bonus points on a one for one basis to increase any of these bonuses.

Infuse: The Immortal unleashes evil into the area around him. This light fills a five-foot square that must be within 30 feet of the Immortal's current position. If a creature is within the target area the Immortal must make a ranged touch attack to properly place the light.

Characters targeted by, or in the area affected by, this power may not make a saving throw to avoid it. When they wish to take an action they must make a Will save (DC 10 + the Immortal's Charisma modifier + the Immortal's total number of victories). If they fail they must act as though they had an evil alignment, regardless of their true alignment.

Creatures infected by corrupt like ink in water count as evil outsiders for the purpose of items damaging evil creatures and the *detect evil* spell.

This effect ends when the target character makes a number of Will saves equal to the total number of dice purchased by the Immortal. If this power inflicts its effect on everyone within an area a creature that leaves the area escapes the effect.

Dominion over Elemental Fire

When the gods wove the world they knew they would need some mechanism to both rectify their

mistakes and to allow for future growth. To that end they created elemental fire, the racing force of transformation and destruction that can unbind the other five elements. They bound a bit of fire into everything they made, so that it could respond to both the call of positive energy and the restful touch of negative power.

In its raw form elemental fire resembles the flame mortals commonly encounter in their hearths and forges. The primary visible difference between these tame flames and elemental fire rests in their colours. Mortal flames generally draw their colour from whatever sustains them. Elemental fire burns with a thousand colours, most of them with no names in mortal languages. Mortals sometimes collectively call these colours 'clear' or 'colourless' but that just reveals both their lack of imagination and their inability to describe the truth.

When an Immortal gains dominion over elemental fire he tries to bind the tool of both transformation and destruction to his will. This is at best a tricky business. At worst the elemental fire will rage out of the Immortal's control, casting shadows capable of destroying the entire world.

When an Immortal uses his dominion over elemental fire he may use it to create one of the following effects: bind with words like cobwebs, unleash flame's red wrath or cool with silver flames.

Bind with Words like Cobwebs: In order to gain dominion over elemental fire the Immortal must first learn the charms and words of power used by the gods to bind fire in the first place. By using these charms the Immortal can create an aura of flame or forge items out of pure fire.

Channel: The Immortal can cause objects of flame to erupt out of his skin. For a cost of one Aura the Immortal can create any suit of armour, piece of personal equipment or weapon his mind can imagine. If he creates a weapon that uses ammunition (e.g. a bow or sling) the weapon creates what it needs as it is used.

When the Immortal invests additional Aura into weapons or armour he may grant these items appropriate abilities using the costs presented in the chart above. The Immortal cannot add any version of the following abilities: anarchic, axiomatic, shock, shocking burst, silent moves, speed, throwing,

thundering, undead controlling, unholy or wild.

These items have one hardness and one hit point. The Immortal can share these items with others, but any character holding the object will take 1d8 fire damage each round.

Infuse: The Immortal can channel pure elemental fire into an area. By spending one Aura the Immortal may target one empty five-foot square within line of sight. That square erupts into flame capable of dealing 1d8 fire damage on anyone passing through it. If the Immortal wishes to target an occupied square he must make a ranged touch attack. The square's occupant may make a Reflex save (DC 10 + the Immortal's Charisma modifier + the Immortal's total number of victories) to take half damage.

When an Immortal makes an Infuse check he may gain additional dice to use with this power. Each die either increases the radius of the effect by ten feet or increases the damage done by 1d8. When the Immortal targets an area with this ability he does not have to make a ranged touch attack to affect targets within the effect's radius.

Cool with Silver Flames: Elemental fire does not always rage out of control. The gods built into it words and charms capable of soothing it to more complex uses, although getting it to listen to these bonds requires considerable acts of will. Nor will fire listen for long; almost as soon as it hits a quiet moment the elemental flames will surge back into frenzied life.

Channel: When an Immortal binds cool flame into a mantle around him he appears to be surrounded by an aura of silver flames. For the cost of one Aura these flames dance lazily around the character, consuming anything that attempts to come into contact with him. Any creature making a melee attack or coming into direct physical contact with the character in a grapple takes 1d8 fire damage in addition to his normal damage. Furthermore, the Immortal gains a +2 bonus to his Escape Artist checks.

When an Immortal invests his Aura he may add the bonus points either to the skill bonus or to the fire damage dealt by the Aura.

Infuse: An Immortal can use momentarily quieted flames to create strikingly detailed illusions. By spending one Aura the Immortal can effectively cast

permanent image as a 1st level wizard. The DC to resist this spell-like ability is 10 + the Immortal's Cha modifier. Each additional die invested in this effect increases the character's caster level by +1 or increases the DC by +1.

Unleash Flame's Red Wrath: Although flame can be quieted it naturally prefers to rage out of control. When it does so an Immortal with dominion over it can use his own Aura to contain it, but just barely. Unleashed elemental fire represents one of the most dangerous forces ever created by gods or men.

Channel: When an Immortal channels unleashed elemental fire through his body he emits pulsing waves of flame capable of destroying even the heartiest objects. By spending one Aura he deals 1 point of fire damage to everything within a five-foot radius. Each bonus point invested in this ability increases either the damage by 1 point or the radius by five feet.

Infuse: When an Immortal unleashes elemental fire into an area it consumes everything it comes into contact with. By spending one Aura the Immortal can target an unoccupied five-foot square. Everything within the square takes 1 point of damage per round to its hardness. After its hardness drops to zero the elemental fire deals 1d8 damage to any objects in the area of effect. The Immortal can target an occupied square; in this case he must make a ranged touch attack and the target does not gain a saving throw.

Living creatures caught in the area of effect take 1d6 damage per round.

Each die of damage adds +5 feet to the radius or increases the damage done per round by +1 die.

Master of Mythic Good

Both scholars and common men doubt whether mythic good exists at all. They see, or think they see, the effects of pure evil in the world every day in the hanging gallows and the raven's triumphant call after a bloody battle. Yet they somehow blind themselves to the signs of evil's opposite or even worse assume that a mother's touch or a friend's gentle laugh carry less portent than the ills done unto them. Such thinking, naturally, weakens mythic good's position in the universe while strengthening evil. Good relies on people reaching out to one another; when they deliberately close themselves off they strangle it before it can take root.

When an Immortal receives mastery over mythic good he gains both the right and the responsibility to bring pure good directly into the world. The power of good is a willing servant when called to assist others but it rarely, if ever, allows itself to cause permanent harm. The only time it yearns for direct conflict comes when it encounters mythic evil directly. Then it casts aside its reservations to grapple fully with its nemesis.

Mortal eyes see mythic good as a shining, source-less white light that casts no shadows. This light ignites an inner glow in everything it touches, accentuating how it fits into the wonder and hope carrying mortals to their glorious future. When the Immortal shapes good into physical form it always seems pure and shining, never sullied or flawed.

An Immortal with mastery of mythic good can use it to perform the following actions: forge light, ignite hope's fire and light hope's shining beacon

Forge Light: When an Immortal master of mythic good draws the slender threads of good together he creates fields or objects that shine with holy light. Creatures of evil who come near them find they burn when they make the mistake of touching them.

Channel: An Immortal who channels mythic good into himself can use his Aura to shape it into armour, objects of personal equipment or weapons. For a cost of one Aura the Immortal can create such items as his mind can imagine. If he creates a weapon that uses ammunition (e.g. a bow or sling) the weapon creates what it needs as it is used.

When the Immortal invests additional Aura into weapons or armour he may grant these items appropriate abilities using the costs presented in the chart above. The Immortal cannot add any version of the following abilities: anarchic, axiomatic, undead controlling, unholy or wild.

These items have one hardness and one hit point. The Immortal can share these items with others, but any evil character touching the object gains a negative level and takes 1d4 points of damage each round.

Infuse: An Immortal who infuses holy light into an area can select any five-foot square within line of sight as his target. If an evil creature is within

the space the Immortal must make a ranged touch attack to hit the target. Any evil creature moving into or through the target space must make Will save (DC 10 + the Immortal's Charisma modifier + the Immortal's total number of victories) or be checked for the round.

When an Immortal channels his aura into this effect he may either convert each die into an additional +5-foot radius to the area of effect or give the field the ability to deal 1d4 damage per round per die spent to evil characters. In an area of effect the evil character must make a Will save each time he enters an affected square.

Ignite Heart's Fire: When an Immortal ignites heart's fire he reaches deep into the hearts of good men and women to bolster their strength. This power can inspire armies and drive mortals to extremes unimagined by those creatures who consider themselves 'purely good'. Just as mortals are the only ones who can truly sink into evil's depths they are also the only ones who can freely scale to the heights of pure good.

Channel: When an Immortal channels mythic good into his own heart he grants himself a bonus to his attack and damage rolls. For one Aura he gains a +1 morale bonus to attack and damage rolls. When he invests further Aura he may increase this bonus with his bonus points at a one to one ratio.

Infuse: When an Immortal infuses mythic good into the hearts of others he creates a field around himself with a 5-foot radius. Every good character within the area of effect excluding the Immortal receives a +1 bonus to attack and damage rolls.

When the Immortal infuses additional Aura into this effect he can increase radius or add new effects. Each die invested increases the radius by +5-feet. The Immortal can also add the bonus dice directly to the damage dealt by creatures of good alignment with their melee weapons (at a rate of +1d4 per die) or grant creatures within the area of effect 'second chance' saving throws if they fail their initial saving throw to resist a magical effect cast by an evil caster. Each 'second chance' effect drains one die from the



number of dice allocated to this effect. When it reaches zero the field vanishes.

This field does not move with the Immortal.

Light Hope's Shining Beacon: When an Immortal master of mythic good reaches into the hearts of mortals or Immortals to inspire the good he finds there, it is said that he 'lights hope's shining beacon' in the target's soul. This light infuses the target, driving him to do good even if he does not know why.

Channel: When an Immortal channels goodness into the air around him it creates a mantle of good held in place by his Aura. Doing this costs one Aura. This light gives him a +1 deflection bonus to his armour class and a +1 resistance bonus to his saves. It also grants him SR 15 against evil spells. The Immortal may spend bonus points on a one for one basis to increase any of these bonuses.

Infuse: An Immortal with this power may target either a specific person within line of sight or emanate holy light in a 5-foot radius around himself. In either case activating this ability costs one Aura. Each additional die invested allows the Immortal to target one additional person or increase the radius by five feet.

Characters targeted by or in the area affected by this power may not make a saving throw to avoid it. When they wish to take an action they must make a Will save (DC 10 + the Immortal's Charisma modifier + the Immortal's total number of victories). If they fail they must act as though they had a good alignment, regardless of their true alignment.

Creatures infected with the shape of things to come count as good outsiders for the purpose of items damaging good creatures and the *detect good* spell.

This effect ends when the target character makes a number of Will saves equal to the total number of dice purchased by the Immortal. If this power inflicts its effect on everyone within an area a creature that leaves the area escapes the effect.

Master of Mythic Law

Of the four mythic powers scholars understand the least about mythic law. They can see the order and

structure inherent in the universe but cannot imagine this order represents more than just evidence of the great gear-maker's intent. That the gods might have accidentally imbued the world's structure with volition of its own, backed by an awareness encompassing everything that is, was or ever could be simply eludes them. Yet, regardless of their desire for their views to shape the world, this force not only exists; it thrives.

When an Immortal receives mastery of mythic law he gains the ability to magnify law's power to such a magnitude even the most myopic of scholars must admit its existence. This is the same power that holds events to their proper course and maintains the order of the heavens. With it, an Immortal can set aright all things that have gone awry through any random happenstance.

Mortal eyes see mythic law as a trembling in the air not unlike a very faint, perfectly faceted crystal. They feel it as a cool steady breeze on their skin and a tingling in their bones telling them which way to go and what to do. Those who resist it sense its oppressive weight all around them, blocking their motion at every possible turn. Objects formed from mythic law always have a crystalline appearance, as if their structure boasts such perfect patterning that they cannot help but gleam.

Immortals with mastery of mythic law may use it to create the following effects: draw a path to the sky, guide with law's hand and order the seasons.

Draw a Path to the Sky: When an Immortal exerts his mastery over mythic law to draw a path to the sky he uses pure law to build patterns capable of containing magic and energy. Once the Immortal traps a force within this pattern he can unleash it at his whim.

Channel: The Immortal builds a trap of pattern and power in his heart. When a magical effect or energy attack touches that trap it becomes enfolded within it. By spending one Aura the Immortal builds a trap capable of absorbing 10 points of energy damage or 1 level of spells. Each bonus point spent increases either of these effects on a one to one ratio.

Once something enters the trap the Immortal may, as a free action, release the trapped energy or spell. The energy becomes a ray touch attack extending up to

60 feet away. A spell can be released normally, but has a caster level equal to the Immortal's Charisma modifier plus his total number of victories.

Infuse: The Immortal builds a trapping pattern of power in the air. This trap absorbs dice of energy damage or magical spells cast into the area of effect. The Immortal can then unleash them or draw them by drawing them into a previously established channel use of this power.

For the cost of one Aura the Immortal creates a field in a 5-foot square. This field can absorb up to ten dice of energy attacks or ten levels of spells. Each additional die infused increases the number of dice of damage or the number of spell levels the field can absorb before becoming full.

The Immortal can fill his channelled pattern with power from an infused one he created from anywhere in the universe. Doing this takes a standard action. However, the Immortal does not have any way of knowing what a field contains unless he witnessed the energy or spell being absorbed.

Guide with Law's Hand: When an Immortal tries to guide the world with law's hand he subtly strengthens the patterns that keep the world in balance. This reinforcement alters the behaviour of those caught within the area of effect, making it less likely they will stray from destiny's narrow path.

Channel: When an Immortal channels law into the air around him it creates a mantle of law held in place by his Aura. Doing this costs one Aura. This light gives him a +1 deflection bonus to his armour class and a +1 resistance bonus to his saves. It also grants him SR 15 against chaotic spells. The Immortal may spend bonus points on a one for one basis to increase any of these bonuses.

Infuse: An Immortal with this power may target either a specific person within line of sight or reinforce law's pattern in a five-foot radius around himself. In either case activating this ability costs one Aura. Each additional die invested allows the Immortal to target one additional person or increase the radius by five feet.

Characters targeted by or in the area affected by this power may not make a saving throw to avoid it. When they wish to take an action they must make a Will save (DC 10 + the Immortal's Charisma modifier + the Immortal's total number of victories).

If they fail they must act as though they had a lawful alignment, regardless of their true alignment.

Creatures infected by guide with law's hand count as lawful outsiders for the purpose of items damaging lawful creatures and the *detect law* spell.

This effect ends when the target character makes a number of Will saves equal to the total number of dice purchased by the Immortal. If this power inflicts its effect on everyone within an area a creature that leaves the area escapes the effect.

Order the Seasons: When an Immortal uses this function of his mastery of mythic law he reaches out into objects and people to reverse the damage done to them by things that seek to cause unlawful change. This power resembles the healing magic of less powerful creatures, but can reverse the effects of nearly anything that occurred in a random or magical fashion.

Channel: When an Immortal prepares this power for himself he creates a pool of healing that invokes when he gets below zero hit points. If the attack that took the Immortal below zero came from a magical weapon, spell or effect the healing power flows through him. For an investment of one Aura the Immortal creates a healing pool of 10 hit points. Every bonus point invested increases this pool at a one to one ratio.

Infuse: When an Immortal gently soothes the tattered patterns imposed by mythic law that bind mortal creature's life to their bodies he can heal almost any injury caused by a chaotic creature or a magical spell. The Immortal must touch the target to use this ability. By spending one Aura he heals 1d8 damage or one point of attribute damage.

Each bonus die gained from an Infusion check increases this healing by 1d8 or one point of attribute damage. This power can heal a 'dead' body if it is applied within one minute. If the body is raised to full hit points the creature returns to life. It can also heal objects, constructs and undead.

Aura invested in this use of the power remains invested for 24 hours as it soothes and maintains the patterns in the target creature's body.

Dominion over Elemental Negative Energy

When the gods wove the world they knew they

would need a way to bring things back to quiet and stillness as well as a way to hedge in the other five elements. To this end they created negative energy, a shadowy force with which they wove the element's boundaries. They bound a bit of negative energy into everything, so that it could eventually come to a natural and logical end.

In its raw form elemental negative energy looks like a seething mass of sharp-edged, broken shadows gathered into a constantly writhing clump. Despite its constant motion it radiates a coldness and a kind of waiting stillness most mortals associate with predators like spiders and tigers. Its presence in an area leaves even the hardiest mortal trembling with the certain knowledge he stands close to death's open door.

When an Immortal gains dominion over negative energy he binds it with his Aura's strength. He hedges it in with his own spirit so that it does not consume everything it comes into contact with. The elemental force will resist this constraint; the resulting conflict has spelled the end of more than one god and Immortal.

An Immortal exerting his dominion over negative energy may use it to grasp with shadows, invoke the end of all things or speak with the voice of ash and dust.

Grasp with Shadows: This is the simplest of the uses of negative energy, simply infusing an object or area with it and allowing it to run rampant. Once unleashed negative energy seeps hungrily lashes about, seeking to absorb everything it can touch. It also brings chill and cold to an area, coating everything with a thin layer of frost no matter how hot the day becomes.

Channel: The Immortal uses his Aura to entrap small bits of negative energy with which he can imbue the items he touches. For the cost of one Aura the Immortal gains the ability to add a +1 deflection bonus to one suit of armour he wears and a +1 damage bonus to any one weapon he holds. Each additional point of Aura infused into this effect allows him to increase either bonus using bonus points at a one to one ratio.

Infuse: The Immortal reaches out with negative energy and snuffs out energy effects. This effect can target any energy generating effect or any force

effect within line of sight. For a cost of one Aura the Immortal removes one die (or four points) from the effect. A force effect that does not deal damage is considered to have a number of dice of effect equal to its spell level.

When the Immortal infuses this effect with additional Aura he can reduce the target effect by a corresponding number of dice.

If this effect targets a permanent energy source (i.e. a magical sword) the Immortal must maintain the Aura investment to repress the target's energy generation abilities. Temporary effects (i.e. a bonfire or *fireball* spell) lose the affected number of dice as soon as the Immortal unleashes the effect and dissipate fully within one round.

Invoke the End of All Things: The power of negative energy exists to bring the universe's end. By bringing large amounts of raw negative energy into contact with the negative energy bound into all things the Immortal can cause terrible damage or inflict negative levels on living creatures.

Channel: The Immortal channels pure negative energy through his body in order to end any effect, magical or mundane, currently affecting him. For a cost of one Aura he can establish the ability to, as a free action, negate any one condition, disease or poison that could potentially cause him harm excluding ability drain. When the Immortal channels additional Aura into this effect he gains an additional number of identical free actions equal to the total number of bonus points available from the Channel check.

Infuse: The Immortal infuses negative energy into other objects or creatures, thereby bringing about their end. The Immortal may target one non-undead creature or one object within line of sight. By spending one Aura and making a touch attack the Immortal deals 1d4 damage on an object (ignoring hardness) and inflicts one negative level on a living creature. The creature may make a Will save (DC 10 + the Immortal's Charisma modifier + the Immortal's total number of victories) to avoid this effect.

When an Immortal infuses the target with additional negative energy objects take an additional 1d4 damage per die inflicted and living creatures suffer from an additional negative level. If the Immortal so desires he may 'spread' the dice/negative levels

among adjacent objects or creatures. Each targeted creature may make a Will save to resist the effect.

If a creature is reduced below 0 level by negative energy it rises from the dead as a wraith under the Immortal's personal control within 1d4 days.

Speak with the Voice of Ash and Dust: Of all the creatures in the universe only undead have achieved any level of animation by flooding themselves with negative energy. Even the gods do not know how this came about, although some of them do use it to their own advantage. Dominion over negative energy implies, by default, mastery over the creatures that some scholars think of as 'negative energy elementals' as well.

Channel: When an Immortal channels the power of negative energy into his voice he gains the ability to rebuke undead as if he were an evil cleric. He has an effective cleric level equal to his total number of victories. Rebuking undead using this ability is a free action. When the Immortal invests one Aura into this ability to activate it he gains one rebuke attempt. Once the attempt is expended he must invoke the power again.

When the Immortal channels additional Aura into this ability he gains a number of free actions equal to the total number of bonus points generated.

Infuse: When an Immortal draws elemental negative energy and feeds it directly into undead he greatly increases their strength and durability. By spending one Aura he gains the ability to, as a free action, heal 1d8 hit points of damage to an undead or increase one of its abilities by +2 for 10 rounds.

An Immortal may invest his Aura to increase the number of free actions he may take before this power dissipates. However, these additional actions take the form of bonus dice rather than bonus points. Each bonus die adds 1d8 temporary hit points or 1d4 to a specific attribute. Both of these effects last for one hour. Alternately he may spend three dice to increase the undead's size by one category.

Dominion over Elemental Positive Energy

When the gods wove the world they realised they

needed a way to bring animation and spirit into things, so as to separate creatures from objects. In order to do so they created the elemental power known as positive energy. With this power they gave life to all of the myriad creatures and plants. It also combined with their intentions to create the mythic powers and with raw leakages of elemental forces to form the myriad of celestial, elemental and infernal spirits.

In its raw form elemental positive energy resembles shining, liquid silver and gold light. It both radiates warmth and reflects images of the things surrounding it back to its viewer's eyes. Everything touched by its light seems to quiver, as though it were just a moment from bowing before entering a great dance.

When an Immortal gains dominion over elemental positive energy he uses his Aura to contain a bit of the spark of life. He can then either feed this spark with additional power or unleash it into the world. Like all of the elemental powers, handling raw positive energy carries with it the risk of considerable unintentional side effects. Things in the world were made in such a way as to handle only as much positive energy as they need to continue. Exceeding that threshold can cause more harm than good, or even bring animation to things meant to remain still.

An Immortal exerting his dominion over elemental positive energy may invoke the following effects: call the measure from days long past, call the moment before the dawn and voice the thunder in the morning.

Call the Measure from Days Long Past: The Immortal ignites the sparks of positive energy within all objects he comes into contact with. This causes the affected object to animate, entering into the dance of life regardless of its original role. Some Immortals can use this ability to create elementals or even outsiders if they can bring enough positive energy into contact with raw elemental or mythic power.

Channel: When an Immortal uses this ability he can animate any object of Large size or less that he touches. This animated object acts as an animated object creature (as described in *Core Rulebook III*). Invoking this power costs one Aura.

When an Immortal invests additional Aura into this

effect he can use the bonus points to increase the animated creature's hit dice on a one for one basis. Alternately, he can increase the size of an object he animates by +1 category for each bonus point.

Infuse: An Immortal only uses this function of his dominion when he has access to large amounts of raw elemental power or mythic energy. He can use this ability on any field or expression of power within line of sight.

When the Immortal activates this power he funnels pure positive energy into the opposing force. This takes a full-round action. Immediately thereafter the force animates into a creature of the appropriate type, negating whatever effect it originally created. Mythic forces animate into outsiders of the appropriate alignment. Elemental powers animate into elementals. Negative and positive energy simply vanish.

For the cost of one Aura the spirit thus animated has three HD, a normal attribute array and is of Medium size. Each additional bonus die channelled into the creature's HD increases the HD by two. Bonus dice channelled into an ability increase that ability by 1d4. The creature has other abilities appropriate to its base creature type.

A spirit formed by this power will obey the animating Immortal without question. If the Immortal withdraws his Aura the spirit vanishes, taking whatever raw power it contained with it.

Call the Moment Before the Dawn: The Immortal uses this effect to infuse objects or create fields of positive energy without causing everything within the area to animate. Doing this requires remarkably careful manipulation of the Immortal's Aura, as he uses it to simultaneously channel the positive energy and buffer every object the energy comes into contact with.

Channel: The Immortal uses his Aura to entrap small bits of positive energy with which he can imbue the items he touches. For the cost of one Aura the Immortal gains the ability to add a +1 deflection bonus to one suit of armour he wears and a +1 damage bonus to any one weapon he holds. Each additional point of Aura infused into this effect allows him to increase either bonus using bonus points at a one to one ratio.

Infuse: When an Immortal infuses positive energy in the world he creates a field around himself with a five-foot radius. Every non-undead creature entering this area immediately begins healing at a rate of one hit point per round. Undead within the area of effect take 1 point of damage each round.

As the Immortal invests more Aura into this effect he may use bonus dice to increase the effect radius or to add additional effects. Each die adds one of the following: +5 feet radius, +1d4 damage to undead or +1d4 healing per round. This field does not move with the Immortal.

Voice the Thunder in the Morning: When an Immortal floods himself or the area around him with waves of positive energy it is said that he 'gives voice to the thunder in the morning' because of the strange, thunderous hum he emits while engaged in this activity. The vast floods of positive energy coming through the Immortal's Aura can either heal the Immortal himself or cause items not in contact with the character to become animated as if they were living beings.

Channel: The Immortal unleashes a wave of positive energy through his body. This positive energy knits the damage done to him and helps him to resist disease and other degenerative effects. By spending one Aura the Immortal instantly heals d4 hit points and gains a +1 bonus to his saving throws against disease or poison until he releases the effect. As the Immortal channels additional Aura into bonus points he can spend these points to either increase the amount of healing or the value of the saving throw bonus on a one to one basis.

Infuse: The Immortal unleashes a wave of positive energy into a specific area. For the cost of one Aura this power unleashes a 30-foot cone of positive energy each round. Animals, humanoids, magical beasts and vermin caught in this cone must make a Reflex save (DC 10 + the Immortal's Charisma + the Immortal's total number of victories) or become blind for one round. Undead caught in the cone must make a similar save or take 1d8 damage. A successful save negates either effect.

As the Immortal channels additional power into this effect he may use each bonus die to increase the blindness effect's duration by one round, increase the cone width by 5-feet or increase the damage

done to undead by 1d8. He may also use two bonus dice to add another 90-degree arc to the cone. In this case two bonus dice create a half-circle effect, three a 270-degree arc around the Immortal and six a full circle. If the Immortal expends eight bonus dice he creates a full sphere around himself.

The Immortal must unleash a pulse of positive energy each round he maintains this power. Doing so counts as a move action.

Dominion over Elemental Water

When the gods wove the world they realised they would need something to counteract earth's rigidity as well as a force capable of binding things together. To that end they created elemental water, a force capable of both fluid motion and stability under pressure. They placed a bit of water into all things, from the mountains to the seas, so that nothing would ever break under its own weight.

In its pure form elemental water looks like pure, crystal-clear water. Light does not refract within it nor does anything live within it, so it has neither colour nor flavour. Any mortal who drinks elemental water will feel his thirst quenched but draws no refreshment from it as the pure element does not provide any positive energy to the mortal's flagging body. If forced into a 'solid' form elemental water looks a great deal like ice or glass.

When an Immortal gains dominion over elemental water he draws a tiny bit of this substance from the fathomless deeps the gods created at the beginning of time. He can then shape this water into forms meeting his needs.

When exerting his dominion the Immortal can cause one of the following effects: call from the distant shore, forge the iron beneath the waves or unleash pounding waves.

Call from the Distant Shores: This represents the simplest possible effect an Immortal can invoke with his dominion over elemental water. With it he creates a wave of rolling water that carries him to his desired destination. This wave does not fly, but can move along either water or earth with equal ease.

Channel: The Immortal creates a wave of water under his feet that carries him toward whatever destination he desires. This wave moves at a rate of 90 feet per round and never tires. It can move straight up walls

and at full speed over any terrain but cannot fly. Each bonus point the Immortal invests in this wave increases its movement speed by +1 foot.

Infuse: The Immortal uses a wave of water to pick up and move an object within line of sight. This wave can strike an unwilling target by making a touch attack. It has an effective Strength ability of 30. It does no damage to living creatures, but can pick up any creature or object of less than Huge size, effectively immobilising it. Once held the creature can grapple with the wave; if the creature wins the grapple check it may escape using the grappling rules.

The wave itself counts as a Huge creature and has a base movement rate of five feet. It does not take damage from physical, magical or Immortal attacks.

As the Immortal channels additional Aura into the wave he can do one of the following: increase its Strength by 1d4, increase its size (and its corresponding maximum lift size) by +1 size category per die or increase its movement speed by +5 feet.

Forge the Iron Beneath the Waves: When an Immortal invokes this effect he uses his Aura to provide elemental water with enough stability to form reasonably solid objects. These objects look like nothing so much as shards of ice held together by wispy webs of frost and pure light.

Channel: The Immortal can cause objects of water to ooze from his skin. For a cost of one Aura the Immortal can create any suit of armour, piece of personal equipment or weapon his mind can imagine. If he creates a weapon that uses ammunition, (e.g. a bow or sling) the weapon creates ammunition as it is used.

When the Immortal invests additional Aura into weapons or armour he may grant these items appropriate abilities using the costs presented in the chart above. The Immortal cannot add any version of the following abilities: anarchic, axiomatic, holy, shock, shocking burst, silent moves, speed, throwing, thundering, undead controlling, unholy or wild.

These items have 1 hardness and 1 hit point. The Immortal can share these items with others, but any character holding the object will take 1d8 damage each round.

Infuse: The Immortal can cause huge amounts of elemental water to appear within a line of sight up to a maximum range of 400 feet. By spending one Aura the Immortal can fill a 5-foot cube with pure elemental water. The cube cannot be moved by any force, but can be moved through at the rate of one 5-foot cube per round. Each additional die creates adds a 5-foot radius around the centre cube.

If the Immortal wishes to use this power to attack a target he must make a ranged touch attack. If he succeeds the target takes 1d8 bludgeoning damage and is entrapped in the cube. If the Immortal attacks a radius he must use the grenade rules and everyone within the area of effect may make a Reflex save (DC 10 + the Immortal's Charisma modifier + the Immortal's total number of victories) to negate the damage. An entrapped creature must hold his breath or begin to take suffocation damage.

Unleash Pounding Waves: Elemental water, like all of the elemental powers, is more than just a physical material. It is the substance responsible for things' flexibility and their ability to retain their shape under pressure. When the Immortal invokes this effect he takes advantage of this to cause the world to tremble and shake around him.

Channel: When the Immortal channels elemental water into his own Aura it can cause objects to slide off him. He gains the ability use *freedom of movement*, as the spell, for one round per day. As the Immortal invests additional Aura into this effect he may add the bonus points directly to the number of rounds this ability is available per day.

Infuse: The Immortal unleashes a wave of elemental water into a specific area. For the cost of one Aura this power unleashes a 30-foot cone of elemental water each round. Any unanchored object of Medium size or less caught in the cone is swept to the end of the cone's range. Any creature in the area of effect may make a Reflex save (DC 10 + the Immortal's Charisma modifier + the Immortal's total number of victories) to avoid being swept back. Anchored objects and creatures not swept back take 1d4 bludgeoning damage.

As the Immortal channels additional power into this effect he may use each bonus die to increase the cone width by +5 feet or increase the damage done 1d4. He may also use two bonus dice to add another

90-degree arc to the cone. In this case two bonus dice create a half-circle effect, three a 270-degree arc around the Immortal and six a full circle. If the Immortal expends eight bonus dice he creates a full sphere around himself.

The Immortal must unleash a pulse of elemental water each round he maintains this power. Doing so counts as a move action.

Dominion over Wind

When the gods wove the world they realised they needed a force to provide motion to all things. In order to meet this need they created elemental wind and bound a bit of it into all things. They then chained the wind, allowing small bits of its true strength to slip free from their prison in order to refresh the world's motion. These elemental slippages became the foundation not only of the weather but also of travel, navigation and – some mortals claim – civilisation itself.

In its raw form mortals cannot see elemental wind but they can feel its presence like a gentle pressure on their skin. They can also see its effects in the world around them: trees bend, the grasses rustle and clouds carve stately progress through the sky. Wind bound into 'solid' form looks like clouds or mist; just barely solid enough to touch but not solid enough to really feel.

When an Immortal gains dominion over elemental wind he can command the force of motion itself. He can leash a small bit of it with his aura or unleash it, thereby allowing it to run freely over the world's surface. Wind used in this fashion tends to resist being bound with disastrous consequences.

An Immortal exerting his dominion over elemental air can invoke the following effects: spark the racing wind, take up with the wind and trap within the chains of will.

Spark the Racing Wind: When the Immortal invokes this power he awakens the wind inherent in physical objects. This causes the object to spring into motion, whether it wills to or not. The Immortal has some control over this motion but may discover too late that this control is not as firm as he thinks.

Channel: The simplest use of this power occurs when the Immortal lifts himself off the ground by unleashing the wind stored in his physical form. This grants him the ability to fly up to 20 feet per round

with poor manoeuvrability for the cost of one point of Aura. The Immortal may improve this base speed by +5 feet per round per bonus point expended.

Infuse: When an Immortal exerts his dominion over the elemental wind in an object outside of himself it has an effect similar to the *telekinesis* spell cast at a level equal to the Immortal's total number of victories. This effect costs the Immortal one Aura and it affects one object within line of sight.

As the Immortal invests more Aura into this effect he may use the bonus dice to do the following: increase the number of targets effected by +1, increase the maximum weight affected by +200 pounds or increase the total movement speed by +5 feet per round.

Take up with the Wind: When an Immortal truly unleashes the wind bound in every object it can cause the object to vanish and reappear, almost as if it were teleported to its new location. In effect, this allows the Immortal to teleport himself, an object or an unwilling target to whatever location he desires

Channel: By channelling this effect into his body the Immortal grants himself the ability to *teleport* (as the spell) as a free action. By spending one Aura the Immortal gains the ability to take one free teleport action before he must reset this power. As he channels more Aura into this effect he may add the total amount of bonus points gained to the number of free teleport actions he may take.

Infuse: By infusing the wind contained in objects with his Aura and as much elemental wind as they can sustain the Immortal causes an object or person he can touch to teleport to the destination of his choosing. The Immortal must make a touch attack to teleport an unwilling target. The target may make a Will save (DC 10 + the Immortal's Charisma modifier + the Immortal's total number of victories) to negate the effect. This effect works in all other ways like a *teleport* spell.

Each bonus die spent on this effect can increase the range at which the Immortal can 'touch' the target by +5 feet, allow the Immortal to include another target in the effect or deal 1d10 damage on a *teleport* mishap.

When an Immortal uses this power on a target he does not get the Aura invested back for 24 hours.

Trap Within the Chains of Will: When the Immortal invokes this effect he binds elemental wind into shapes resembling things mortals usually see: arms and armour, storms and the great winds that scour the lands bare.

Channel: The Immortal can cause objects of wind to form in his hands or around his body. For a cost of one Aura the Immortal can create any suit of armour, piece of personal equipment or weapon his mind can imagine. If he creates a weapon that uses ammunition, (e.g. a bow or sling) the weapon creates ammunition as it is used.

Weapons made of wind always deal nonlethal damage. Armour made of wind always grants a deflection bonus.

When the Immortal invests additional Aura into weapons or armour he may grant these items appropriate abilities using the costs presented in the chart above. The Immortal cannot add any version of the following abilities: anarchic, axiomatic, holy, undead controlling, unholy or wild.

These items have 1 hardness and 1 hit point. The Immortal can share these items with others, but any character holding the object will take 1d8 nonlethal damage each round.

Infuse: The Immortal can unleash vast environmental effects by unleashing the untamed power of the wind. By spending one Aura he can create any normal environmental effect he desires in a one mile radius. This effect remains in place until dispelled or the Immortal removes it.

By investing additional Aura the Immortal can use bonus dice to increase the radius of the area effected by one mile per die or cause the damage done by the environmental effect (if any) to increase by +1 die.

CHALLENGES

The previous five chapters cover the system mechanics and world details required to play an Immortal character. They outlined the powers Immortals serve and the abilities they gain in that service. However, all of this information leaves one cornerstone of the system in an ambiguous state: the challenges constantly referred to in all five chapters.

Mechanically, a challenge, as described below, represents a set of interconnected tasks leading to a single epic goal. As the character succeeds or fails in completing these tasks the difficulty of the goal changes correspondingly. Although multiple characters may participate in the preparatory tasks only one takes the responsibility for the final action.

In a game sense each challenge represents one of the great 'mythic' quest archetypes. These quests repeat themselves, in various forms, throughout the campaign world's history. Why situations continue to demand these quests, indeed why the world constantly calls up heroes and villains to perform them, is a matter of great debate in learned halls. Every generation of scholars suggests a hundred new reasons, only to find their ideas do not truly match the world as it unfolds. That, naturally, does nothing to stop the next generation from engaging in the debate.

Despite this repetition, not all of the quests opening before the characters will merit the title or structure of a challenge. Only those quests most closely associated with the mythic archetypes bringing the participants into direct contact with the universe's fundamental powers can guide the character to apotheosis.

CHALLENGES, QUESTS, TESTS AND TRIALS

In terms of game mechanics quests, tests and trials all represent variations on the standard challenge structure. These three terms may be used interchangeably with challenge in the text below.

In world and story terms quests, tests and trials each represent a specific narrative structure in which a mechanical challenge occurs. The Games Master should feel free to incorporate all three of these

structures into the game world, as well as creating variations on them with which to shock and surprise characters.

Classically a quest involves seeking out one or more things with which to address a particular challenge in the character's world. Each stage of the quest forces the questers into an emotional, physical, psychological or spiritual journey. During the journey the questers may grow or transform into something more capable of facing the final challenge. When the quest nears completion the questers array themselves to deal with the final challenge using all of the resources they gathered during the quest journeys.

Unless otherwise stated each stage of a quest subjects the challenger and his group to roughly five times their average level in CR worth of encounters, with a maximum CR of no more than their average level +4.

Conversely a test forces the characters to address a specific issue or set of tasks before they can gain passage to the next stage of their journey. A quest might involve one or more tests; alternately a test may exist in order to bar passage to a specific state of being or plane of existence. For the characters the test exists within a specific moment. They may spend months or years preparing for it but the actual action takes place during a very short period of time.

In a trial the characters must overcome a number of progressively more difficult tests in order to achieve their goal. A trial may be a quest; however, the trial stages do not necessarily involve the element of transformation that distinguishes each stage of a quest. Progression through the trial as a whole transforms the character; each test just acts as a barrier rather than a means of personal enlightenment.

Seeking Out a Challenge to Face

A worthy hero, a legend in his own time, might never come close to a challenge archetypal enough to bring him to immortality, while a cowherd might step off his field and be swept up into a challenge that shakes

the heavens before he knocks the dung off his boots. This unfortunate state of affairs, well documented in legend and literature, leads many who consciously seek out Immortality to despair.

However, the circumstances described above account only for random chance, not for the power of mortals' free will. The aforementioned hero may not have sought out ascension. The cowherd is obviously a slave to his own destiny. In neither case did the individual bend his will to seeking out immortality.

Those mortals who choose to walk the path to immortality may use their knowledge of the world to seek out opportunities to do so. These opportunities routinely occur at or near wellsprings, places where the world's primal powers concentrate into a pure form. In these places even the simplest action becomes significant. The repetition of ancient deeds and heroic actions become even more so, invoking powers in existence since the world's creation.

In practical terms characters encounter challenges worthy of immortality in the following ways: recreate one at a wellspring, stumble into one by blind luck or undertake one sponsored to one by a god. Of the three one appeals to those who serve a higher cause, one appeals to those who wish to become gods and one could honestly happen to nearly anyone. Only one, though, lies within mortals' direct control.

Recreate a Challenge at a Wellspring

Calling the one means of finding a challenge under mortal control 'recreating a challenge at a wellspring' does not accurately describe the process. Rather, it describes a complex process by which mortals can re-enact a previous challenge at the time their choosing. These re-enactments form the basis of ritual magic within the campaign world, whether they have an effect in the game beyond starting characters on the path to immortality or not.

In order to 'recreate' a challenge the would-be Immortal will have to engage in quite a bit of research to discover the exact structure of the challenge, the wellspring that will best resonate with it and any tools he will need to meet the challenge's requirements.

Discovering the challenge's structure is, perversely, the easiest of the three requirements. This particular

activity takes more time than difficult research. For each week of research the character may make one Knowledge (history) check (DC 25). If he succeeds he learns about one of the challenge's steps. Once he knows about all of the appropriate steps he must succeed at one last Knowledge (history) check to learn the proper order in which to undertake them.

Working out which of the world's myriad wellsprings will best resonate with a particular challenge takes considerably more effort. Anyone with access to the right musty old tomes can work out a challenge. Finding a place in the world capable of translating the ritual into something more powerful, though, requires the researcher to leave scholarship's hallowed halls. Out in the world of dust and mire he must seek out the locations mentioned in the ancient legends he used to piece together the challenge structure. One of them, determined by the Games Master, will be the appropriate wellspring. Recognising it requires the researcher to cast a legend lore spell, make a Knowledge (history) check (DC 30) or make a bardic knowledge check (DC 20).

Once the character knows the structure and the place he must array himself to take the challenge. When he enters the wellspring he must make a Perform (act) check (DC 25) as he moves through the steps of the challenge. Others may assist him using the aid another action. If he succeeds the powers of the universe take notice, slowly building up around the character as he moves forward. At some point the re-enactment transforms from a play into something far more deadly and real. The character becomes engaged in a true challenge, wrestling with the powers of the universe for his chance at immortality.

Once the character activates the forces involved with a challenge he must carry it through. If he fails or backs down, the power will focus into his body, annihilating him. If a mortal fails during a re-enactment he vanishes in a flash of bright blue light. If an Immortal fails he loses access to his Aura and gifts for a number of months equal to his total number of victories.

Stumble onto a Challenge through Fate or Luck

Although neither gods nor mortals like to admit it, luck has as much to do with who ascends to Immortality as does planning and the will of the gods. The world abides by specific rules; one does

not have to know what they are to follow them properly. Indeed, more than one hero has become an Immortal simply by being at the right place at the right time.

Stumbling into a challenge generally requires one of three things: blind luck, completing a fallen hero's challenge or finding a challenge that repeats itself. Of the three, blind luck results in the most deaths, though none present the hapless character with much chance of success.

Mortals often mistake blind luck for courage and steadfastness in the face of danger. In reality most of those who stumble blindly into a challenge have no business being involved with it; their survival is a miracle in and of itself. These people just blunder their way through the challenge, barely noticing the passage from stage to stage.

Sometimes a mortal hero's failure during a challenge stage results in his sudden demise. In some cases this allows the challenge antagonist to achieve whatever goal he desired. In others, it simply leaves the challenge open to whatever hero desires to take it up. These challenges can become legends in the game world, surrounded by rumours of all the heroes who have tried and failed to resolve them.

Some rare challenges do not resolve when the hero completes them. These challenges may be repeating trials that reoccur every few years, games built into the universe for many heroes to resolve or even inherent in the construction of a specific wellspring. Each mortal or Immortal can only essay a specific recurring challenge once in his life; if he fails and survives the challenge is barred to him for the remainder of his lifetime.

Undertake a God's Challenge

When a god wishes or is forced to place a challenge before a mortal, he does so using a very specific set of rules and limitations. These rules include, but are not limited to: his chosen champion (or target) must have an opportunity to learn of the challenge before he becomes involved, the god must inform the other deities of his decision to sponsor the challenge and the difficulties presented must follow the established format.

A god might sponsor a challenge for myriad complex and varied reasons. Sometimes they simply wish to see whether a specific mortal has enough grit to survive, or to wile away the endless ages of their

own immortality until the next great happening. However, most often a god sponsors a challenge when he wishes to make a change in the world.

Gods, regardless of their power, suffer from the same limits as other beings of power. They must obey the laws established at the beginning of time. They must play out their roles, regardless of their personal feelings on the matter. Only mortals, who act with free will and in defiance of the laws established long ago, can change the world for good or ill. Therefore, when a god wishes to make a change of whatever sort he must find a mortal willing to sacrifice his life, his future or his free will in order to initiate that change.

The endless progression of sameness, rigidly constrained by the bounds of creation, does nothing to ease the boredom accompanying true immortality. Many gods want a diversion almost as much as they desire some kind, any kind, of change. In order to create such a diversion they pervert the mechanisms of heroic action built into the universe for their own ends. They place complex problems in front of mortals, watch the protagonists struggle and die, as though it were little more than an elaborate game of chess.

This game sometimes turns vicious when the gods find a specific mortal particularly vexing. Perhaps they are jealous of the mortal or he uses his freedom to oppose the things the god holds dear. Whatever the reason, in these cases the god takes momentary joy in issuing challenges of such fiendish complexity and lethality. Gods engaged in this sort of play tend to ignore the unspoken rules about appropriate challenges, instead placing whatever seems available at the moment before the erstwhile heroes.

Once the god decides to sponsor a challenge he must take suitable steps to ensure the mortals chosen to undertake it know of their plight. The exact form this notification comes in varies depending on the god and his personal style. Some gods like to unleash omen after omen until even the blind old village women finally take notice. Others subtly place complex prophecies into the world decades, even centuries, before the mortals they wish to challenge come to life in their mother's wombs. Whatever methods the god chooses the mortal must have a reasonable chance to learn about the challenge before it comes about. However, the strictures require nothing beyond that. Mortals, as beings with free will, can remain as ignorant of the universe's condition as they wish.

The sponsoring god may take few liberties when it comes to the challenge structure itself. Each challenge presents an ideal archetype the sponsor cannot deviate from if he wishes to accomplish his desired outcome. He must follow the challenge format rigidly, even if the mortals involved manage to somehow turn it against him.

IMMORTAL ROLES ESTABLISHING A CHALLENGE

Immortals and gods find themselves involved with challenges whether mortals take the challenge or not. Sometimes this occurs because of their personal desires and whims. More often, though, the being is bound to act in a specific way by the cosmic forces granting him power.

These 'specific ways of acting' cluster into a variety of specific quest roles. An Immortal bound to

act within these roles must obey the rules of the challenge and the limits of his role, regardless of his personal inclinations. If he violates either set of strictures he defaults on the covenant with his sponsoring power, potentially losing his place in the Immortal hierarchy.

An Immortal usually gains his bond to a quest role through a covenant with a specific god. In this case the god issues the command to the Immortal for him to assume his role. The god also monitors the Immortal's progress and behaviour to ensure it does not deviate from the accepted norm.

The roles are: antagonist, advocate, assistant, impediment, guide or resource.

Antagonist

An Immortal in the antagonist role is, himself, the challenge's target. More precisely, he becomes responsible for establishing the conditions under which the challenge takes place. He must use all of the gifts, resources and skills at his disposal to arrange for the conflict, even if it puts him in personal danger.

Oddly enough, the Immortal does not have to know who will answer his challenge. Once he establishes the conditions under which the challenge occurs, the world calls up mortal heroes to defeat the Immortal's grand schemes. The Immortal must maintain the challenge until someone successfully overcomes it; this can lead to the Immortal spending centuries maintaining the challenge before finally being free of his obligation.

By the rules of the challenge the Immortal cannot use his gifts or Aura to overwhelm the challengers even if they directly attack him. He must present them with the difficulties assigned by the challenge structure, not with a raging Immortal out for their blood. If the Immortal is considerably more powerful than the challengers the Immortal may even have to work through relatively weak proxies in order to ensure a fair contest.



Advocate

An Immortal in the advocate role acts on behalf of the challengers in the Immortal and divine courts. He works tirelessly to champion their cause, expending his own influence and placing his reputation on the line in order to ease opposition.

An advocate can assist the challengers in one of the following ways: bringing resources to them, removing impediments placed in their way by other Immortals and providing council in the form of dreams or visions. In a quest challenge he may assist the challengers once per quest stage. In tests or trials he can provide assistance once during the entire challenge.

The advocate cannot simply overcome the challenge stage for the challengers.

Assistant

An Immortal in the assistant role aids the challengers through their task. Unlike an advocate, who acts indirectly, the assistant may physically interact with the challengers. They may use any resource at their disposal to ease the challenger's path, short of resolving the challenge stage through their own actions.

An Immortal assistant rarely appears to the challengers in his true form. Most integrate themselves into the challenger's company as lowly servants or simple, but insightful, townsfolk. In some cases the assistant may introduce himself to the challenger years, even decades, before the challenger rises to meet the challenge.

The most common way for an Immortal to help his challengers is with the aid another action. If the challengers find themselves overwhelmed by a force outside of the challenge (i.e. a random encounter with an orc warband or a sudden flood) the Immortal may use his powers to protect them. However, once he reveals himself he must withdraw from this role and is considered in violation of his covenant.

Impediment

An Immortal taking the role of impediment makes life difficult for the challengers. He may also support the challenge antagonist. Once the impediment begins his work an advocate can persuade him (through the use of the Diplomacy skill or by offering him something he needs) to withdraw his opposition.

Unlike the antagonist, the impediment cannot directly oppose the challengers for any reason. Instead he may either provide assistance to the antagonist in an indirect fashion or he may alter the world using his full powers so that the challengers have a more difficult time.

For example, an Immortal with power over the spirits of wind and water could not just send them to kill the challengers. However, he could channel elemental power into a monstrous storm then unleash that storm on the challengers as part of their quest's challenges.

Guide

An Immortal in the role of guide provides the challengers with information and directions intended to help them understand the challenge placed before them. Depending on the Immortal's attitude towards the challengers this information may be cryptic, obscure or quite plainly spoken.

Even a guide with the best intentions finds his words bound by the so-called 'law of riddles'. The guide must always coach his advice or suggestions in code, though the difficulty of this code depends entirely on his desires. Once the mortal receives this advice he must make an Intelligence check with a DC set by the Immortal's attitude:

Attitude	Int DC
Hostile	26
Unfriendly	23
Indifferent	20
Friendly	17
Helpful	14

Oddly enough the Immortal's own intellectual and verbal skills do not affect the DC. While offering this advice the Immortal acts as a representative of the processes that maintain the world. Any abilities he lacks or choices he might make beyond his personal attitude are negated by the necessity he serves.

The guide may only speak to the challengers once during each challenge stage. After delivering his information he must wait for the mortals to complete the next stage before interacting with them again.

Resource

An Immortal in the resource role cannot interact with the challengers until they complete a specific stage in their quest. The deity or granting power responsible for the Immortal's involvement specifies the stage when it calls the Immortal to service.

When the challengers complete the challenge stage the Immortal appears before them bearing gifts and words of good cheer. These gifts must meet the challenger's immediate needs; handing a starving man a bag full of golden coins does not discharge the Immortal's duties.

The gifts may take any form: advice, equipment, magical items, mundane treasures, spiritual guides or nearly anything else the Immortal can imagine. These gifts must remain with the challenger through the remaining stages of the challenge. If the challenger expends the gift (i.e. drinks a potion or uses a scroll) thereby not keeping the gift until the challenge finale, the Immortal's obligation is still fulfilled.

ROLES WITHIN A CHALLENGE

Generically, Immortals and gods refer to everyone participating in a challenge's steps, as opposed to those providing assistance, as challengers. However, this terminology obscures an important difference between the individual taking the challenge and those who participate in the challenge with him.

In order to remove this obstruction the system outlined below places characters into one of two roles: challenger and participant. The two roles interact with the challenge structure differently and receive different rewards for that participation.

The challenger is the primary actor in the challenge. He must make the final check for the majority ($\frac{1}{2}$ rounded down +1) of the challenge steps. He does not gain experience for any action taken during the challenge, regardless of whether or not he successfully completes it. However, if he succeeds in the challenge he receives one victory associated with one of the great power sources. This victory comes with a gift and adds to the Immortal's overall Aura.

All other characters involved with the challenge act as participants. The participants, as a group, cannot directly address more than a minority ($\frac{1}{2}$ rounded up -1) of the final checks without causing the challenger to fail the challenge. They may, however, assist him in any other way he requires. Participants gain experience points for all actions taken during a challenge and may advance mortal levels as a result of their activities. Unlike challengers, participants do not receive a victory or a gift for successfully completing a challenge. The challenger may – and probably should if he wants to keep his friends – find another way to reward the participants as well.

THE CHALLENGES IMMORTALS FACE

The challenge structures listed below present the most common challenges Immortals face in the adventure fantasy games common to the epic rules. These challenges represent only a small fraction of the challenges characters face in other kinds of games but the Games Master can use them as models for those other challenges.

Setting the Stage

Although the challenges presented consist primarily of mechanics the actual challenge experience itself takes place not in a generic setting but at a specific, epic time and place. In order to meet the terms of the challenge the characters do not just roll dice. Instead they step into the primal stage, pitting their strength against creatures and powers born at the dawn of time. If a situation ever called for melodrama, playing out a challenge is it.

When setting the stage for challenges pull out all of the stops. Look at the wellsprings presented in the Wellsprings chapter for inspiration on settings. Look at the descriptions given below for ideas on how to wrap a narrative structure around the challenge events. Read myths and legends from any culture to find cool and interesting ways to frame the challenge's events so that it amounts to more than just 'walk here, do this and this, get a victory, rinse, repeat'.

Challenge Descriptions

The challenge descriptions below use the following format:

CHALLENGES

Name (Alternates): The challenge name. Alternate names for the challenge structure appear between the parentheses.

Challenge Structure: Information about the stages and the required checks to successfully pass each one.

Structural Variations: How the structure varies depending on the Games Master's needs and the challenge type.

Challenge Information Table: A table containing the DCs for the checks and other variable information based on the challenger's total number of victories.

Example Challenge: An example of how to use the challenge structure in a campaign. The example's described apotheosis level is a suggestion used to provide information for it, not an absolute statement of the appropriate level to run the challenge.

List of Challenges

The eighteen challenges are listed in the following table :

Challenge of Creation (The Crafter's Challenge)

When a challenger steps up to answer a challenge of creation he agrees to make an object with his own

hands. He may rely on the help of others to secure the necessary components or provide him with a safe workspace, but the actual work involved with the creation must come from his sweat and blood. The object the challenger creates may be used in a wide variety of ways, ranging from a judgement by the gods to becoming the character's personal artefact.

Challenge Structure

Challenges of creation always involve the following stages:

Identification of Object and Place (Stage One):

In the first stage the Immortal must successfully identify what he must create, its components and where the universe demands his actions take place. The challenger or the participants must make the following skill checks:

- † Knowledge (arcana) check to deduce what he must create.
- † Knowledge (arcana) check to determine what components he will need.
- † Knowledge (geography) or Knowledge (religion) check to determine which wellspring he must use as the creation place.

If the challenger or the participants fail one of the above skill checks they may spend a week in research and retry. A bard who fails one skill check may make a second check immediately by substituting his bardic knowledge class ability for the failed check.

Challenge of:	The challenger must:
Creation	Create something, be it an artefact or a stone
Conversion	Convert an opposite
Destruction	Destroy a specific object
Endurance	Endure, and through enduring grow strong
Faith	Cling to ones beliefs through a harrowing experience
Free Will	Violate his determined alignment (outsiders only)
Grace	Prove ones control, grace and speed
The Hunt	Search out and destroy a specific target
Insight	Overcome an obstacle of thought, often a riddle game
Leadership	Guide people through a troubling time
Life	Save or create life
Judgement	Decide between right and wrong in a difficult case
Power	Demonstrate ones magical power in some remarkable manner
Steel	Demonstrate ones martial prowess by defeating an enemy
Strength	Demonstrate ones physical power through some Herculean task or test
The Mirror	Overcome aspects of ones personality
Will	Sacrifice oneself to overcome all obstacles
Wit	Outwit or trick a target

If the challenger personally succeeds on one or more of the skill checks he gains a +1 bonus to all skill checks required in later stages.

Once the challenger gains all three pieces of information he must make an Intelligence check to integrate them into a roadmap for the coming challenge. If he fails he does not get credit for this step and one of the participants may attempt to assist him.

An Immortal in the role of a guide may provide the challenger with one of the three required pieces of information. The antagonist may attempt to hide this information using whatever means are at his disposal.

Gathering Components (Stage Two): Each challenge of creation requires between one and five exotic components in addition to any mundane components needed to create the item. Identifying the location of each of these items and then retrieving them allows the challenger to complete this step.

In order to identify the location of a component the challenger must make a Knowledge (nature) check. He must then go retrieve it, facing whatever obstacles stand between him and his objective. An Immortal in the resource role may provide a second component in addition to the one the challenger sought when the challenger successfully overcomes these obstacles. An Immortal in the antagonist or impediment role may increase the difficulty level of the obstacles standing in the challenger's way.

When the challenger gathers all of the components he must make a Craft check to work out how to integrate them into the finished product. If he fails this check he may not try again, although other participants may step in to fill the gap.

For each required component gathered the challenger receives one free re-roll on a failed Craft check during The Forging.

Preparation of the Place (Stage Three): Once the challenger overcomes the first two stages he must journey to the appropriate wellspring and prepare it for the coming challenge. Before he can begin preparations he needs to overcome or enlist whatever defenders protect the wellspring. Once he does so, he can engage in the rituals he discovered in the first step.

Preparing the site requires a Spellcraft check. If the challenger fails a participant may step in to fulfil this step.

An Immortal in the advocate role may intercede with the wellspring's guardians. One in the antagonist or impediment role may strengthen/place additional guardians or hide the wellspring. If one Immortal hides the wellspring an advocate or guide might assist the challenger's efforts to locate it.

The Forging (Stage Four): Once the challenger overcomes the three previous stages he moves into the crafting proper. Unlike mortal crafting, which can take months or even years, the challenge of creation forging process takes between five or nine days.

Each day the challenger must make a Craft check, using the craft skill appropriate to the item created. Participants may not make this skill check for the challenger although they may use the aid another action to assist his progress. The challenger must make a majority of these skill checks in order to pass this stage.

If the challenger passes this stage without assistance he receives a +4 bonus to the skill checks called for by the Judgement stage.

Judgement (Stage Five): If the challenger completes all of the previous stages he holds the created object in his hands and submits it for use. He must then make a skill check, depending on the item's intended purpose, in order for it to be accepted.

- † For presentation to a god or power as a gift: Bluff or Diplomacy.
- † For personal use as an artefact: Will save.
- † For use as part of an Immortal ritual: Spellcraft.

Structural Variations

Quests, tests and trials may require the following variations:

In a quest each part of the trial requires a long, hazardous journey in addition to the normal obstacles. Double the total CR of the dangers guarding each component.

In a test the Gathering Components stage is protected by traps and riddles rather than creatures. The components themselves are close at hand but

Challenge of Creation Information Table

Apotheosis Level	Skill Check DC	Number of Components	CR Per Component/Max CR of encounter	Forging Days	Will Save for Personal Artefact
Mortal	38	1	50/20	5	24
Aspirant	42	2	100/25	5	27
Wielder	46	3	150/30	7	30
Illuminated	50	4	200/35	7	33
Immortal	54	5	250/40	9	36

the challenger or a participant must overcome the protections in order to access them.

In a trial, the Gathering Components stage represents a number of separate craft activities. The Games Master selects between one and five Craft skills (as appropriate) and requires the challenger or the participants to make the skills at the appropriate DC.

Creation of the Star Sword

Type: Quest

Described Apotheosis Level: Aspirant

Forging Days: 5

Judgement Skill Check: Spellcraft

Max CR of Encounters for Gathering Components Stage: 25

Number of Components: 2 (the heart of a fallen star, pure water from the heart of the highest mountain)

Required Craft Skill: Weaponsmithing

Stage DC: 42

Total CR of Encounters for each component Gathering Components Stage: 200

Wellspring: Hall of Stars (positive energy wellspring)

An Immortal Aspirant seeking further communion with the power of the stars must undertake the creation of a star sword, a weapon forged in the light of the sun, the moon and the stars simultaneously. In order to accomplish this task he must gain access to the Hall of Stars, where all three lights mingle as one.

Once within the Hall of Stars the challenger must forge a blade from the heart of a fallen star, then quench the white hot metal in pure water from the heart of one of the four highest mountains in the world. Once forged, he must then present it to the stars for inclusion in the celestial armoury. Other Immortals, further along the path to immortality, draw these blades to inscribe the mystic symbols required by the monthly rite of the spheres.

Challenge of Conversion

When a challenger steps up to answer the challenge of conversion he agrees make every effort to convert a creature from one alignment to another. A simple challenge of this sort deals with creatures who have no racial alignment or are usually of one particular alignment. More complex challenges involve converting pure spirits who have ‘always’ in their alignment description. The total number of stages required by the challenge depends on how powerful the Immortal is and how many alignment steps the Immortal must bring his target.

An Immortal antagonist rarely participates directly in a conversion challenge. Instead, he must send a trusted minion to face the target.

Challenge Structure

A challenge of conversion always involves the following stages:

The Initial Encounter (Stage One): When a challenger accepts a challenge of conversion the world presents him with his target within 2d4 weeks. The challenger may or may not recognise the target; the target might or might not recognise the character. In some cases, especially when a god sets this challenge, the challenger may not even be aware that he is engaged in a challenge with the target.

However, the challenger will, if he makes a successful Sense Motive check, realise something ‘draws’ him into the target’s presence. A similar Sense Motive check on the target’s part will reveal to him his connection with the character although it does not explain it.

The challenger may attempt this skill check three times before the bond breaks and the challenge ends. The first time he must make the skill check alone. The other two times participants in the challenge may assist him or make the skill check for him.

If the challenger and/or the target succeed in the Sense Motive check without assistance the successful party receives a +1 bonus to all skill checks taken in the next challenge stage.

An Immortal assistant or guide can bring the challenger and the target together. Conversely an Immortal in the role of impediment can work to keep the two apart. An Immortal acting as an advocate could intercede with the impediment to lift his opposition.

Opening the Channel (Stage Two): Once the two parties recognise one another they must establish a deep rapport. This rapport allows them to explore one another's souls, a process by which one party or the other may come to understand the error of his ways.

In order to establish rapport the challenger and his participants must move the target from its current attitude to friendly using whatever means seem prudent other than magical persuasion. This can include giving gifts, using the Diplomacy skill or other non-mechanical methods like romancing the target.

Once the target gains a friendly attitude the challenger and the target both make a Bluff or Diplomacy check. The combined result of both skill checks must equal or exceed 15 times the total number of alignment steps separating them. Participants may assist on both sides by using the aid another action or through less mechanical means such as acting as intermediaries or even making the skill check for the challenger/target.

Example: A lawful good paladin takes a challenge of conversion. His target is a chaotic evil succubus. The succubus is four alignment steps removed from him (lawful to chaotic, good to evil). Their total Bluff or Diplomacy checks must equal or exceed 60.

If the challenger and target succeed at this stage the challenger does not have to break the target's always alignment modifier as part of a Move One Step Closer stage.

Move One Step Closer (Stage Three): Once the challenger identifies his target and opens the channel between the two the real work of the challenge begins. Each week the two spend in one another's company the challenger and the target must make

Challenge of Conversion Information Table

Apotheosis Level	Skill Check DC	Alignment Steps Removed	Quest Total CR
Mortal	38	2 to 4	25
Aspirant	42	2 to 4	50
Wielder	46	3 to 4	75
Illuminated	50	3 to 4	100
Immortal	54	4	125

contested Wisdom checks. If the challenger overcomes the target's check he moves the target one step closer to his own alignment. If the target beats the challenger's check he records the success. After three target successes the challenge ends.

The Games Master determines which of the target's alignment axis (law to chaos, good to evil) moves for each success. The challenger wins the contest if he moves the target's alignment to the target alignment specified in the initial challenge declaration.

If the target has the always modifier in their alignment entry the first challenger success goes to negate it. The final alignment 'step' for a target with the always modifier must always take place at a wellspring.

Structural Variations

Quests, tests and trials may require the following variations. Also, stage three may be considerably more dangerous than the one described above.

During a quest the challenger and the target must move from one place to another while simultaneously overcoming one difficulty per movement. The characters must move once per attempt at stage three until reaching the goal or failing.

During a test the challenger and the target must make a third stage attempt every day rather than every week. They cannot sleep or rest for the duration of the test. This activity uses the normal rules for exhaustion.

During a trial the challenger must face a variety of targets. He does not get the bonus for the first two stages even if he succeeds at them.

A variation on the third stage involves the challenger and the target affecting one another's alignment equally. This places a high level of risk on each of the stage three Wisdom checks; a single failure could result in a character with strict alignment

CHALLENGES

requirements losing his mortal classes or even covenants. When the Games Master invokes this variation he should give the challenger a Will save (DC equal to the target's Wisdom check result) to resist the alignment change.

Conversion of Ice to Flame

Type: Test

Described Apotheosis Level: Aspirant

Skill Check DC: 42

Target Alignment: Lawful to Chaotic (two steps)

Wellspring: None

Immortals who serve the lords of chaos often find the Conversion of Ice to Flame laid before them. If they accept it they must seek out a lawful character to convert to the ways of chaos. The Immortal must actively search for the challenge but his gods will often hide the target from him for 2d4 weeks.

The target is always lawful. For the other half of the target's alignment the challenger rolls 1d4. On a result of one or two the other half of the target's alignment matches the Immortal's. On a three the target is neutral and on a four the target is of opposite alignment.

Once the Immortal meets his target his gods check on his progress daily. If he fails to report some kind of progress their punishment will stop short of preventing him from taking back up his responsibilities. Just.

Challenge of Destruction

When a challenger steps forward to meet the challenge of destruction he accepts responsibility for destroying something held dear by one of the world's great

powers. In doing so the challenger places himself in harm's way. Not only do such things usually have their own defences, but also the power in question will not sit idly by while its favourite thing falls into the fire.

Artefacts are the most common targets for these challenges. However, the challenge may target a nation, a people, a place or even a single creature. Challenges to destroy a single creature can be more easily handled using the rules either for a challenge of the hunt or a challenge of steel.

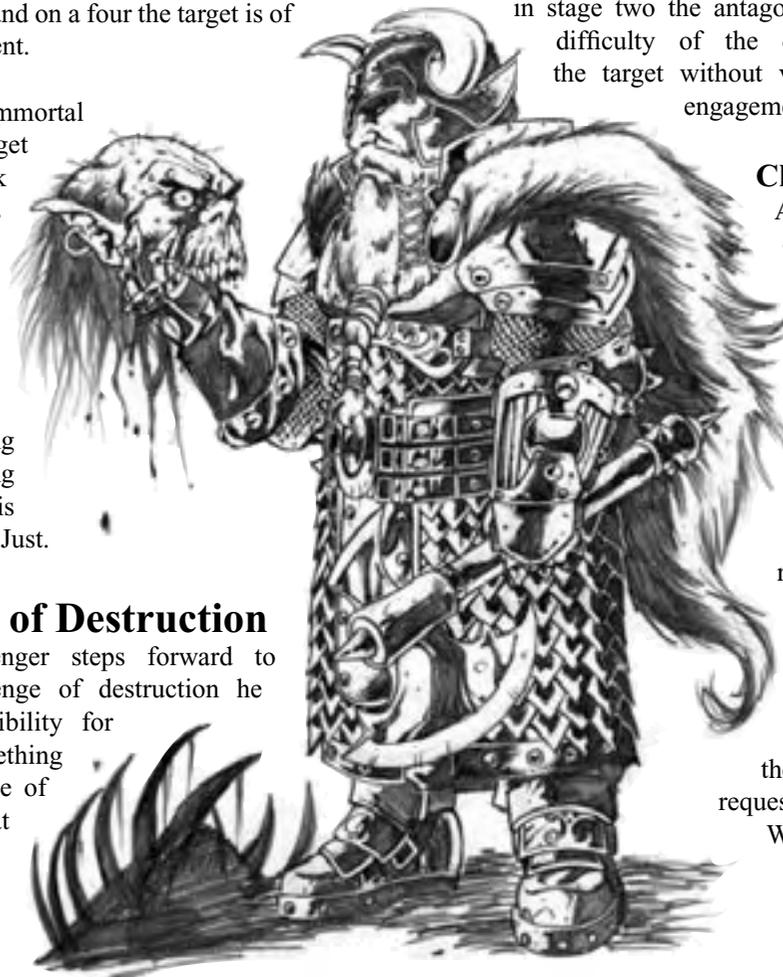
An Immortal antagonist in a challenge of destruction created, defends or possesses the challenger's target. An advocate or guide knows where the object is held, while impediments work to prevent the challenger from discovering the information he needs or lock away the tools required.

In the challenge of destruction the challenger and participants may essay stages two and three either in order or out of sequence. However, if the challenger attempts stage three without first securing the target in stage two the antagonist may increase the difficulty of the defences surrounding the target without violating the rules of engagement.

Challenge Structure

A challenge of destruction always involves the following stages:

Assignment of the Target (Stage One): When the challenger accepts the challenge of destruction he receives a formal commission from a patron Immortal, granting power or other entity. This commission may take the form of a command, a request or even a proposition. Whatever the case, the



challenger or one of the other participants must accept the commission. If he follows the proper formats and rituals for such acceptance by making a Knowledge (religion) check (or Knowledge (nobility and royalty) for mundane patrons) the challenger receives a +1 bonus to all skill checks for the remainder of the challenge.

During the formal declaration the challenger receives detailed information about the challenge target. This information usually, but does not always, include where to find the target and what might guard it.

Acquire the Target (Stage Two): The challenger and the participants must work their way through whatever obstacles the world presents in order to acquire the target. The obstacles present will total to at least the CR given in the table below for the challenger's apotheosis step.

The challenger does not have to destroy the obstacles, but he does have to neutralise them in some way. A strong warrior may hack his way through the obstacles while a cunning rogue will try to sneak past them. So long as the challenger (or a participant) overcomes the obstacles and emerges with the object he succeeds.

Customarily the antagonist or impediment will group the obstacles into steps, allowing the challenger a brief respite between confrontations. However, this custom does not carry the force of law. Nothing stops the antagonist from, for example, placing all of the obstacles in the tower containing the mystic dingus the challenger seeks.

If the challenger must destroy an artefact or other intelligent magical item the item may use any means at its disposal to prevent the challenger's actions. Most such items use their ego to dominate the target while simultaneously exerting whatever abilities they possess to call for aid.

Challenge of Destruction Information

Apotheosis Level	Skill Check DC	Stage Two/Three: CR/ Recommended CR per Situation	Tools Required
Mortal	38	120/40	0
Aspirant	42	150/50	1
Wielder	46	200/60	2
Illuminated	50	250/70	3
Immortal	54	300/80	3

Seeking the Tools (Stage Three): Once the challenger and other participants secure the target they need to acquire the tools needed to destroy it. Each tool is guarded by obstacles similar to those presented by stage two. The challenger must overcome the obstacles using whatever means are at his disposal.

Immortals in the impediment role create tools specifically for the challenge. Each tool symbolically represents a specific aspect of the antagonist's power or personality. The tools themselves do not usually possess any magical or artefact qualities. Instead, they derive whatever powers they seem to have from the challenge itself. Once the challenge is complete the tool becomes a normal item, unless an assistant or advocate enchants it to present as a reward to the participants.

The challenger and participants must acquire the majority of the tools to complete this stage.

Each tool gives the challenger a free re-roll during stage four.

The Moment of Destruction (Stage Four): When the Immortal enters the chosen wellspring he must make a Craft check to completely destroy the object. If he fails he may use each tool he acquired in succession to make additional re-rolls. Furthermore, the participants may assist him or even overcome the challenge themselves if the challenger has already completed a majority of the previous stages himself.

Structural Variations

Quests, tests and trials may require the following variations. Challenges to destroy a people, place or single creature involve some slight variations from the structures described above.

During a quest the place of assignment, target, tools and wellspring lie in places far separated from one another. Each journey will involve at least one hostile environmental effect such as a flood, landslide or wildfire.

During a test the challenger and participants must address all of the normal stages, but must do so at speed. They have 24 hours to destroy the target. This kind of challenge usually requires the challengers to split into small groups, or even to face their foes alone.

During a trial the challenger and participants must first take both the target and the tools to a succession of wellsprings. At each wellspring the challenger must perform a specific ritual by making a Spellcraft check. Failure removes the tool's effectiveness during stage four.

When a challenge of destruction focuses on a place or a single creature the antagonist traditionally gathers all of his defences around the target. The challenger must first visit the chosen wellspring with the gathered tools and there perform a ritual by making a Spellcraft check. He can then proceed to the target, remove the defences and make the Craft check to destroy it.

A challenge of destruction targeting a people rarely involves killing every member of the target group. Instead the challenger must destroy an important symbol associated with the target like their ruler or their most sacred temple. When this symbol dies the people begin to scatter, eventually resulting in their 'destruction' as a cohesive entity.

Destruction of the Sun's Great Shield

Type: Quest

Described Apotheosis Level: Aspirant

Skill Check DC: 42

Stage Two/Three CR: 150

Recommended CR per Encounter: 50

Tools Required: 1

Wellspring: The Well of Bile (hatred)

Immortals who serve the lord of destruction will, in time, find themselves sworn to destroy an artefact of an Immortal sworn to the sun. Although traditionally called the 'Destruction of the Sun's Great Shield' the artefact could take the form of anything from a golden bauble to a shining sword.

In order to complete the challenge the challenger must gather a bit of the well's waters then take that water to the Shadowed Vale of Ancient Sorrow. There the spirits will turn the water into an icy cage the Immortal can use to keep the artefact within the well during its destruction. If the challenger cannot secure the cage he can still just throw the thing in but his odds of success become dramatically lower.

Challenge of Endurance

When a challenger takes up a challenge of endurance he pits his physical and mental grit against the gods themselves. He places himself in their hands, agrees

to suffer whatever punishments they can dream up and must somehow endure in order to become strong. These torments may consist of physical, emotional or psychological abuse but will always strike at the challenger's personal weaknesses.

An Immortal antagonist takes the challenger into his power. The antagonist will usually have an alignment opposite the character's, but not always. History and mythology are replete with examples of individuals suffering greatly at the hands of their erstwhile allies.

Challenge Structure

A challenge of endurance progresses through the following stages:

The Surrender (Stage One): The first thing the challenger must endure is the loss of his dignity. Once the antagonist has the challenger in his power he will offer the challenger a choice. He may walk away from the experience about to befall him if he allows it to fall on innocent heads, often a small child or some of the challenger's friends and family. The antagonist will present the challenger with one innocent or uninvolved party per day of the challenge; each person the challenger sacrifices shaves a day off what he must endure.

For evil challengers, these 'innocents' come from the pool of people pivotal to his personal power and plans. Each person he loses must dramatically set him back in terms of his overall goals.

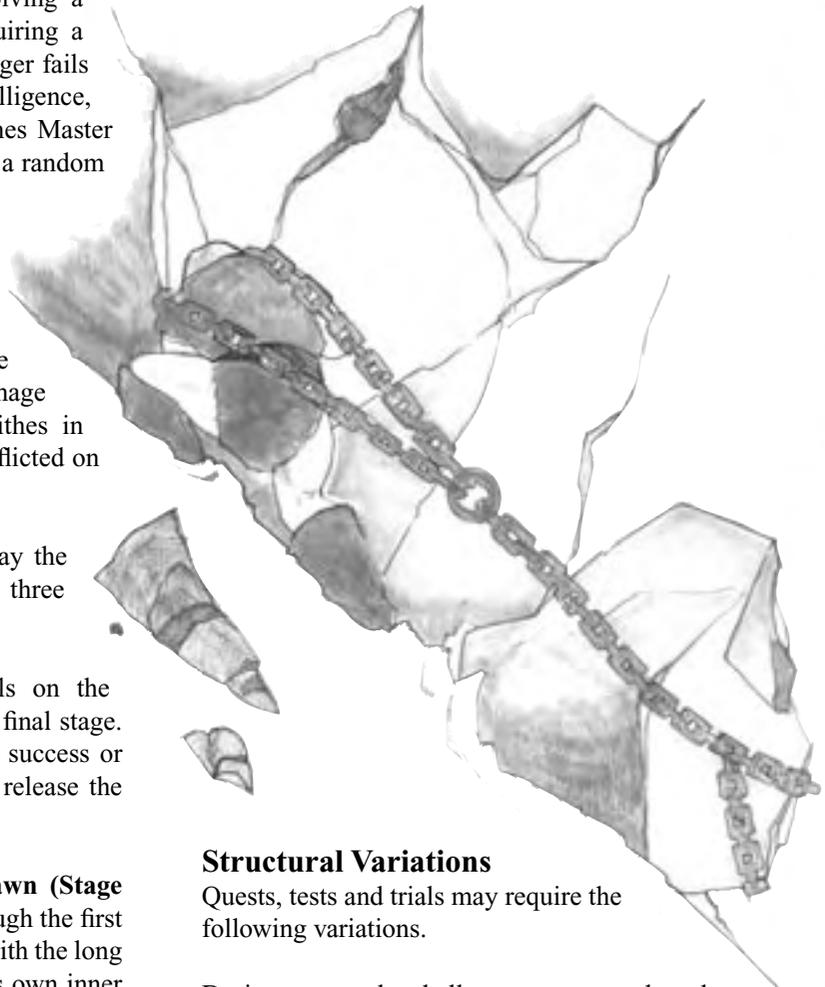
Each person the challenger 'saves' by accepting their fate grants him a free re-roll on a failed saving throw or Concentration check.

Day of Pain, Night of Doubt (Stage Two): After finishing the negotiation the challenger must undergo the agreed-upon days and nights of pain. During this time the antagonist may inflict physical, emotional and psychological torments on the challenger as he sees fit. The participants and Immortal advocates/assistants may help the character by providing moral support and physical comfort between sessions.

Each session involves each of the following:

1. A physical torment requiring a Fortitude saving throw. If the challenger fails he takes 1d4 damage to his Strength, Dexterity or Constitution. The Games Master chooses the damaged attribute in a random manner.

2. A mental torment (usually involving a false choice of some kind) requiring a Will saving throw. If the challenger fails he takes 1d4 damage to his Intelligence, Wisdom or Charisma. The Games Master chooses the damaged attribute in a random manner.
3. A personal emotional torment dredged up from the depths of the challenger's soul. The challenger must make a Concentration check. If he fails he suffers one point of attribute damage to all attributes as his soul writhes in agony far worse than anything inflicted on his body.



In order to successfully complete the day the challenger must succeed at two of the three checks.

When the challenger succeeds or fails on the majority of the days he passes on to the final stage. The torment continues regardless of his success or failure; the antagonist does not have to release the challenger until after the appointed time.

The Long Dark Night Before the Dawn (Stage Three): Once the challenger passes through the first two stages he finds himself face to face with the long dark night of the soul. He must face his own inner demons, personified by the voices of the antagonist and the other participants, as they berate him for his failure to live up to his own dreams. These voices point out every failure, every mistake and every lost opportunity along the challenger's life path.

The voices continue until the challenger makes three consecutive Concentration checks. If the challenger ever fails three of these checks in a row he fails this stage. Each failure inflicts a -1 penalty on the challenger's Will save. When his Will save reaches zero he dies due to despair. If he succeeds the Will penalty vanishes after the challenge completes.

Structural Variations

Quests, tests and trials may require the following variations.

During a quest the challenger must travel, under his own mortal power, from one site of testing to another. At each site the challenger must endure at least one day of stage two punishment before moving on to the next site. Ordinarily the challenger cannot use magical healing between sites to remove attribute damage: however, advocates and resources occasionally break this rule.

During a test the challenger receives no chance to rest between sessions. After the second session he becomes exhausted and begins to take nonlethal damage as described in *Core Rulebook II*.

During a trial the DC of the checks increases by +1 per day.

Challenge of Endurance Information Table

Apotheosis Level	Skill Check DC	Minimum Number of Days	Maximum Number of Days	Fortitude and Will Saves
Mortal	38	1	5	24
Aspirant	42	2	7	27
Wielder	46	3	7	30
Illuminated	50	4	7	33
Immortal	54	5	9	36

Seven Sleepless

Nights

Type: Test

Described Apotheosis

Level: Aspirant

A challenger who must undertake the seven sleepless nights agrees to allow his lord to hang him from a tree without food, sleep or water for the traditional week. As each day passes the challenger falls further and further into the delirium brought on by exposure, fatigue and pain. Each day his lord may offer him the opportunity to stand down; if he accepts he automatically fails the challenge.

This challenge rarely involves outside tormentors other than the elements. However, particularly sadistic impediments may send various creatures to peck on or eat from the challenger as he hangs helpless in the wind. His friends, advocates and assistants may freely intercede to prevent these creatures from accomplishing their chosen mission.

Challenge of Faith

When a challenger takes up the challenge of faith he places his own convictions on the line. He must hold true to his convictions even in the face of overwhelming opposition and temptation. Each time he succeeds his faith feeds his soul's strength. Each time he fails he must face even more strenuous demons of the mind until he finally falls into despair and then the quiet peace of eternal death.

An Immortal antagonist participating in this challenge takes on the role of the tempter. He works with the challenger to clearly articulate the failings of his beliefs. Conversely, advocates, assistants and guides all strive to provide the challenger with examples of how and why his faith can sustain him.

Challenge Structure

A challenge of faith involves the following stages:

Entering the Valley (Stage One): The saying goes that a man of unchallenged faith can never really know what he believes. The challenge of faith seems to prove this; it is the only challenge starting when the challenger fails to resist temptation.

When the challenger accepts the challenge of faith he accepts that the antagonist will begin by presenting him with temptations tailored to satisfy his deepest desires at the expense of his ideals. Each temptation forces the challenger to make a Will save; he can only progress to the second stage after

failing. If he succeeds at a number of Will saves equal to his apotheosis step +3 he automatically fails the challenge.

Each time the challenger succeeds he gains one free re-roll of a failed check during the second stage. If the challenger makes a number of will saves equal to his apotheosis step he may count this stage as a success.

Debating with Shadows (Stage Two): Once the challenger fails to resist a temptation the antagonist immediately centres in on it as a point of weakness. He attempts to convince the challenger to do the thing he finds tempting, whether it be taking over the world or finally having a physical romance with the woman of his dreams.

The challenger and the antagonist engage in a set of contested skill checks. The antagonist may use Bluff, Diplomacy or Intimidate to make his points. The challenger may use Concentration, Knowledge (religion) or Sense Motive to resist the antagonist's advances. The first represents meeting the antagonist with stoic silence, the second with carefully reasoned theology and the last with deep understanding of the antagonist's own motives.

The two must make a number of opposed skill checks based on the challenger's apotheosis step. If the challenger wins the majority and has already succeeded at the first stage the challenge ends. Otherwise, the challenger and antagonist enter this stage.

Dark Before the Dawn (Stage Three): At this time the challenger and antagonist enter into a battle of wills, with the challenger struggling to remain pure while the antagonist tempts him to a new path. The challenger must make a number of opposed Concentration checks equal to the number of failures he accrued during the second stage +1. If he wins the majority of these checks he overcomes

Challenge of Faith Information

Apotheosis Level	Will Save	Stage One: Maximum Allowed Successes	Stage Two: Opposed Checks
Mortal	24	3	3
Aspirant	27	4	3
Wielder	30	5	5
Illuminated	33	6	5
Immortal	36	7	7

the final stage. Each one he fails randomly deals 1d4 points of ability drain to his Intelligence, Wisdom or Charisma.

Structural Variations

Quests, tests and trials may require the following variations.

During a quest the challenger undertakes a journey through various historical places and legendary locations. At each of these stations he encounters the antagonist, who offers him a temptation in order to sway him from the appointed path.

During a test the challenger must overcome the antagonist in a short period of time. Unlike a standard challenge of faith, which can take as long as a year, a test takes place in a single night. These tests usually occur after some great but unavoidable tragedy, often right before the challenger must undergo another painful challenge of some sort.

Trials of faith are unsuitable for normal challenges. However a sequential trial of faith, in which the challenger faces his both inner and outer antagonists, makes an excellent Great Challenge.

Temptation to Freedom

Type: Test

Described Apotheosis Level: Immortal

This test typically occurs just before the Immortal's final Great Challenge. The Immortal's greatest enemy is sent to speak with him. The antagonist offers him the pleasures of the world, the wonders of magic and the right of dominion in order to dissuade the Immortal from proceeding on his chosen path. In extremes situations the antagonist may even offer

his own life and power to prevent the Immortal from Transcending.

Ironically, overcoming this test usually grants the Immortal his last victory needed to Transcend.

Challenge of Free Will

When an outsider takes up the challenge of free will he places his own existence on the line. Throughout the challenge he must repudiate his essential nature, seizing for himself the right of choice usually reserved for mortals. Once

he performs enough minor deviations he faces a final choice between what he is now and what he might become. If he chooses the former he must pay for his deviations, while the latter places him firmly on the path to mortality and perhaps beyond to immortality as well.

If a challenge of free will has an Immortal antagonist he acts as the voice of the challenger's essential nature. Conversely, advocates and assistants may berate or torment the challenger while driving him to recognise his ability to change. Impediments work to draw the challenger back into his

old lifestyle, while guides and resources offer him new opportunities to explore alternate ways of life.

Challenge Structure

A challenge of free will always involves the following stages:

The Dawn's Siren Call (Stage One): The challenge of free will always begins when the challenger, who may or may not realise he is about to enter the challenge, first encounters a mortal creature of great purity. This purity may align the mortal with any of the four mythic powers; the point is the mortal, using



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his gift of freedom, chooses to live a particular way rather than being forced into it.

This encounter profoundly changes the outsider's perception of reality. At the moment of meeting he must make a Will save (DC 25). If he succeeds he shakes off the conditioning programming his behaviour. For the first time he understands that choice, in and of itself, requires an act of will as powerful as any miracle the gods can manage. If he fails then he must wait until his next encounter with a creature of great purity.

Advocates, assistants and participants can help the outsider to see the path's choice open before him.

Steps Down the Road of the Heart (Stage Two):

Once the outsider passes stage one he must begin to explore the possibilities open to him. Guided by his imagination and his 'friends' he must imagine and undertake actions progressively less and less in keeping with his former self. These actions may come back to haunt him later, as they may not necessarily correspond with his final alignment choice.

The number of actions he must take depends on the outsider's initial alignment. Each action requires the outsider to make an additional Will save to overcome his intrinsic conditioning. The DC of this Will save starts at 20. Each step of the action's alignment (i.e. from lawful to neutral to chaotic) from the outsider's initial alignment increases the Will save by +2. This counts on both the law-chaos and good-evil axis, creating a maximum bonus of +8 (i.e. a chaotic evil outsider performing a lawful good act).

For this purpose outsiders fall into the following categories: committed, polarised and pure. These categories include outsiders of the following types:

Committed outsiders possess no non-neutral aspects to their alignment. These outsiders must take three actions, at least one of which must align with two mythic forces.

Polarised outsiders possess two non-neutral alignments. They must take five actions, each successively further away from their initial alignment. At least one of these actions must be of opposite alignment.

Pure outsiders possess one neutral and one aligned aspect in their alignments. These creatures represent 'pure' animated mythic force. They must take four actions, each successively further away from their initial alignment.

In order to pass this stage the outsider must succeed at the majority of his Will saves. If he succeeds at both stage one and this stage he successfully completes the challenge. Otherwise, he moves on to stage three.

Awaken to a New Life (Stage Three): If the challenger successfully hears the siren call of freedom but cannot bring himself to abandon his old way of life he may still spontaneously awaken to the wonders posed by making his own choices. This third stage involves a single skill check: the outsider's Knowledge (religion) against the antagonist's Diplomacy. If the outsider succeeds he remains an outsider, forever committed to his way of life. If, however, the antagonist overcomes him he may make a final Will save (DC 25) to shake free of his constraints.

Structural Variations

The challenge of free will is always a test, never a trial or a quest.

Challenge of Free Will Information Table

The challenge of free will always occurs before the outsider begins to walk the path to immortality. As such, it does not have variable information in the standard challenge sense.

The Fall

Type: Test

Described Apotheosis Level: N/A

Wellspring: None

The Fall occurs when a good outsider encounters mortals who choose, of their own free will, to follow mythic good or evil. They see the power a mortal wields by simply choosing, rather than being forced to choose, a truth in fitting with what he really believes. This forces the outsider to, in turn, face whether he truly believes in good or simply follows its dictates because he has no other choice like any other good slave.

Challenge of Grace (The Great Race, Marathon)

When the challenger takes up the challenge of grace he faces a physical challenge demanding the utmost from his agility, grace and speed. At each stage of the test he must overcome not only his target but also his personal bests. If he fails to overcome himself but nevertheless overcomes his goal he might still succeed but must always live with the shame of not being able to live up to his own accomplishments.

An Immortal antagonist can both establish the obstacles and environment for the challenge and compete directly with the challenger. An advocate lowers obstacles placed in the challenger's path by the impediment; said Immortal must work diligently to prevent the challenger from reaching one of the challenge stages. Guides assist the challenger by making sure he knows what difficulty he will face next, while aids provide alternately gentle and harsh coaching as the situation demands.

Challenge Structure

A challenge of grace involves the following three stages:

Set the Course (Stage One): When the challenger first takes up a challenge of grace he has the opportunity to negotiate the course obstacles with the antagonist. This negotiation can take one day or several, depending on the environment surrounding the event. A 'spontaneous' decision to race might necessitate no more than a handshake, while a race that commemorates an event at time's beginning could call for weeks or even months of discussion.

Regardless of the amount of time invested the stage one mechanics involve a contested Diplomacy vs. Diplomacy check. For every 5 points by which the challenger's check exceeds the antagonist's he may either reduce the difficulty of a challenge by 2 points or select the check required for one of the challenges.

Challenge of Grace Information Table

Apotheosis Level	Skill Check DC	Number of Course Obstacles	Base Speed
Mortal	38	5	40 ft.
Aspirant	42	5	60 ft.
Wielder	46	5	100 ft.
Illuminated	50	7	120 ft.
Immortal	54	9	140 ft.

Race the Course (Stage Two): Once the challenger and the antagonist agree on the course the challenger sets off. He must overcome a number of obstacles based on his apotheosis level. Each obstacle requires the challenger to make a single check depending on what aspect of grace it addresses:

Agility (Dexterity check): The obstacle involves flexibility, reflexes and quick thinking. Typical examples include keeping footing on treacherous surfaces, controlling how much pressure is placed on a fragile object and other examples of physical control.

Balance (Balance check): The obstacle involves maintaining centre despite almost overwhelming difficulties. Typical examples include walking on a narrow ledge during a windstorm, hopping from pillar to pillar over a raging fire or not falling into a pool of acid while walking across a rolling stone cylinder.

Control (Tumble check): The obstacle involves absolute control over the challenger's body. Typical examples include sudden stops to avoid dropping into a bottomless chasm, twisting and leaping up a sheer surface or controlling a fall with tension and relaxation across the palms.

Flexibility (Escape Artist check): The obstacle involves contortion. Typical examples include slipping through a very tight crack, grasping an object and removing it by contorting the arm and fitting into a box lower and narrower than the distance from the challenger's knees to the ground.

Grace (Move Silently check): The obstacle involves careful, controlled motion. Typical examples include carrying a pot of water on the head over a rough surface without spilling a drop, performing a dance without jingling a bell the performer carries or walking over rice paper without leaving a footprint.

Speed (Run feat and base movement): the obstacle involves raw, outright speed. The challenger must sprint his target, whether it be a rolling ball or an avatar of the wind.

If he overcomes a majority of the obstacles he successfully completes this stage. Failure results in whatever appropriate penalties the Games Master assesses based on the environmental factors the challenger failed to overcome.

The Final Push (Stage Three): When the challenger overcomes (or fails to overcome) the last obstacle in the course he faces one final confrontation: a race against the antagonist himself. The antagonist may select any one of the above forms in which to compete. This is a single roll, with the challenger completing this stage if he wins.

Structural Variations

Quests, tests and trials may require the following variations.

Quests force the challenger to overcome one obstacle per location. At the end of each successfully completed obstacle the challenger's assistants, guides and resources may provide him with aid as appropriate.

In a test the challenger must take each obstacle one after another in a specific order and in a set amount of time. This is the most traditional form of this challenge; a race or obstacle course the challenger must complete in a short timeframe. Very traditional antagonists will usually make this challenge from dawn to dusk, in honour of the first challenge of grace ever attempted.

In a trial the challenger faces progressively more talented opposition at each race obstacle. This means he does not know how hard the obstacle will be, although 'difficult' would undoubtedly be a good assessment.

Race against the Wind

Type: Test

Described Apotheosis Level: Wielder

Number of Course Obstacles: 7

Order of Obstacles: agility, balance, control, flexibility, grace, speed and speed

Skill Check DC: 46

When an Immortal swears to serve the lords of strength they will test his resolve and his worthiness by re-enacting the first challenge of grace. This race, run between the first wind elemental and the lord of strength himself, took place from dawn to dusk after the second dawn to light the world.

The race traditionally uses the following obstacles: agility, balance, control, flexibility, grace, speed and speed. The course runs up and over the mountain at the heart of the world. During the negotiation process the challenger may be able to ask for slight

variations on the traditional form if he can present a sufficiently persuasive argument. If the Immortals and gods learn of the challenge before it occurs they usually line the race path to watch the challenger

Challenge of the Hunt

When the challenger takes up the challenge of the hunt he sets out in search of a legendary beast with nothing but his skills and a simple weapon. The two spend the next few weeks circling one another until they meet in a final, desperate battle. In accordance with the ancient rules governing the hunt the challenger may not use any magical or Immortal powers he possesses. A hunter who can defeat his foe without killing it, either by domesticating it or by running it to exhaustion, gains fame as a true hunter rather than a butcher.

An Immortal antagonist may either send out the beast or transform himself into the creature the challenger must hunt. In the latter case the rules of the hunt forbid the antagonist from using his Immortal powers, though he may still use whatever mortal skills he possesses.

Immortal advocates, guides and resources all work behind the scenes during a hunt. The challenger does not have to work alone but he does have to succeed mostly on his own skills. This stipulation causes Immortals bound to his assistance to work in subtle ways: leaving trail-markers, redirecting game into his path, sending omens about the weather or similar activities all fall within this scope.

Challenge Structure

A challenge of the hunt progresses through the following stages:

Finding the Trail (Stage One): When the challenger first takes up this challenge the antagonist or challenge sponsor sends him into the wilds with a simple weapon and whatever clothing he needs to keep the water off. From there he must find his target's trail by making a Survival check. If he finds the trail, he may make a Knowledge (nature) check to identify the target creature.

The challenger can take up to three days to find the target's trail. If he cannot find the trail in the appointed time the target will reveal itself to him then run off. If the target must reveal itself the challenger fails this stage but may progress to stage two.

Close the Gap (Stage Two): After the challenger finds the trail he must close the gap between the target and himself. The gap starts at a number of days based on the challenger's apotheosis step. Each day the challenger and the target make an opposed Survival check. By the end of the total number of days allocated the challenger must have more successes than the target or the target presents himself to the challenger and the challenger loses this stage.

Facing Nature's Wrath (Stage Three): Every night the challenger must face an environmental condition (heat, cold, etc) appropriate to the setting. If he suffers no negative effects from the majority of these environmental conditions he succeeds at this stage.

The DC of any skill check required to resist this condition is raised to the DC specified for the challenge. The DC of any saving throw is likewise increased in order to provide the challenger with a suitable threat.

The Final Confrontation (Stage Four): Regardless of how the challenger comes to it, when he finally meets up with the target he must somehow overcome



Challenge of the Hunt Information Table

Apotheosis Level	Skill Check DC	Days Apart	Will Save
Mortal	38	2	24
Aspirant	42	3	27
Wielder	46	4	30
Illuminated	50	5	33
Immortal	54	6	36

the creature. In order to do this he has three options: chasing it down, engaging it in combat or using wild empathy.

If he chooses to chase the target down the two enter into a foot race. Every ten rounds they both must make a Fortitude save. Each one that fails takes 1d4 Constitution damage. If the challenger fails three times before the target does the target gets away. If the target fails three times before the challenger does the challenger catches it just as it falls to the earth.

The challenger may, if he wishes, engage the target in personal combat using his simple weapon and his mortal skills. This is resolved as a normal combat, with the challenger forced to avoid using both his magical abilities and his Immortal gifts. If he violates this rule he fails this stage even if he defeats the target.

As a final option the challenger may choose to use wild empathy, if he possesses it, to commune with the creature. If he succeeds he tames the creature and wins the stage.

Structural Variations

Quests, tests and trials may require the following variations.

The challenge of the hunt typically takes the form of a quest. As the challenger endures nature's wrath he is expected to overcome not only the elements but also the flaws in his personality that could lead to his defeat.

During a test version of this challenge the challenger and the target start off hours rather than days apart. The challenger has from dusk until dawn to hunt down and best the target. If he fails to complete the majority of the quest stages by that time he automatically fails the challenge.

During a trial each step during stage two becomes fraught with peril. The forces of the world act to

protect the target, sending dire and legendary animal opposition equal with CR equal to the challenger's mortal levels plus his total victories against him each day. The challenger may use any of the powers at his disposal to answer these threats without violating the challenge rules.

The Great Hunt

Type: Quest

Described Apotheosis Level: Aspirant

In order for an aspirant to prove his worth to the animal spirits he must demonstrate his mastery over the environment. So that he has this opportunity the animal spirits awaken one of their number, asleep since the time of legends, to walk the earth once more. The challenger must hunt this beast down and defeat it before the animals will trust him with their greater secrets.

Challenge of Insight

When a challenger takes up a challenge of insight he pits his mind against the world's infinite wonders. If he can tease out the answer to ancient riddles and articulate them so that other, lesser minds can understand them, then he passes through the challenge unscathed. If he fails, then the mysteries behind the challenge remain forever barred.

An Immortal playing the antagonist's role in this kind of challenge may pose the riddles in an aggressive fashion or take on a more subtle role acting as a mentor or even a guide. In the latter case the Immortal's intentions and interactions with the challenger do not have the benign interest marking a true guide. Instead, he acts to draw the challenger's attention to things 'far outside the grasp of his small mind and limited imagination'.

Immortals acting in the impediment role take on a unique importance in a challenge of insight. They may ask the challenger riddles, act to confuse the challenger while he ponders his options or even try to talk the challenger out of the right answer.

Challenge Structure

A challenge of insight progresses through the following stages:

Set the Stage (Stage One): When the challenger first takes up a challenge of insight he and the antagonist must agree to the challenge terms. This negotiation

takes no more than a few minutes as the two sides agree to variations on the ancient format.

Once the negotiations begin the two parties make a contested Diplomacy vs. Diplomacy check. For every five points by which the challenger's check exceeds the antagonists he may either reduce the difficulty of a challenge by two points or select the check required for one of the challenges.

The Great Debate (Stage Two): Once the negotiations finish the antagonist and the challenger move into the challenge proper. The antagonist poses problems or riddles to the challenger, who must then use a skill or attribute to resolve it successfully.

The challenger must answer each question by making a Knowledge check. Each question must address a different area of Knowledge, unless the challenger used his ability to set the check from stage one in order to make two or more of the checks the same.

The challenger must answer a number of questions determined by his apotheosis level. He wins the stage if he successfully resolves the majority of the questions.

A Final Riddle (Stage Three): When the challenger finishes answering the questions posed above he enters the final challenge stage. At this point he and the antagonist fall into a riddle game resolved by a single Intelligence vs. Intelligence attribute check. If the challenger wins this check he succeeds at this stage.

Structural Variations

Quests, tests and trials may require the following variations.

During a quest the challenger must travel, usually to a wellspring, before being allowed to answer a question. Once he answers the question he must travel to another wellspring before taking up the next. Each time the challenger journeys he lays himself open to the dangers of the roads and anything the antagonist or impediments have in store for him.

Traditionally the challenge of intellect takes the form of a test. The antagonist and the challenger sit face to face, with the antagonist asking questions and the challenger firing back answers based on his extensive knowledge of the world. The antagonist does his level best to intimidate the challenger into

Challenge of Insight Information

Apotheosis Level	Skill Check DC	Number of Questions
Mortal	38	5
Aspirant	42	6
Wielder	46	7
Illuminated	50	8
Immortal	54	9

making enough mistakes for him to fail. In an interesting variation on the traditional test format the antagonist and challenger may trade riddles and questions. In this variation the first person to not answer a question fails and the person who asked the question succeeds during the stage.

When this challenge takes the form of a trial each impediment may ask the challenger a question before he faces the antagonist in the third stage. In this case the Immortal must answer at least double the usual number of questions but he succeeds in the stage even if the participants answer the majority.

Understanding the Seven Spheres

Type: Quest

Described Apotheosis Level: Wielder

Number of Questions: 7

Order of Questions: Knowledge (history), Knowledge (nature), Knowledge (religion), Knowledge (planes), Knowledge (arcana), Knowledge (geography), Knowledge (architecture and engineering)

Skill Check DC: 46

Wellspring: Sargon's Stone

When an Immortal wishes to progress in his relationship with the power of the stars he must demonstrate his knowledge not only of what is but of what might come to pass. In order to do this he must stand on Sargon's Stone and demand that the world send him a guide. When this guide appears the two must, by tradition and law, agree on what questions will be asked.

Once the two come to a clear agreement the guide (really an antagonist) walks the challenger through space and time. Each time they stop the antagonist shows the challenger a false truth; it is up to the challenger to discover what is wrong and correct the antagonist's version before moving forward.

Challenge of Leadership

When a challenger steps forward to answer a challenge of leadership he engages with the most difficult of creatures; mortals suffering from the effects of being in a large group. He must rally their spirit to meet whatever circumstances the world presents. If he fails he forfeits the challenge and the mortal's lives. Should he succeed, however, he may go down in legend as the founder of a nation or the father of a great people.

When taking the antagonist's role the Immortal must find and persecute a target the challenger can then come to save. The antagonist's alignment does not affect his target selection; a good Immortal can find himself wreaking havoc on a ostensibly good nation while discharging his covenant obligations. Similarly, Immortals in the impediment role may find themselves working, at least in a simple sense, against the very goals they wish to support.

Immortal advocates and assistants both find challenges of leadership incredibly difficult to deal with. Charismatic mortals rarely need direct assistance. They do, however, often require quite a lot of support in order to maintain their fragile self-images. This kind of mollycoddling does not come easily to Immortals used to spending hundreds of years before acting with absolute certainty in the rightness of their cause.

Challenge Structure

A challenge of leadership progresses through the following stages:

Hear the Call (Stage One): Once the challenger sets out on the challenge of leadership he must wait for the world to present his target. This presentation usually takes a relatively simple form: an overheard rumour, a chance encounter or a bit of untruth that reaches the challenger's ears before it spreads to the rest of the world. In order to recognise this call the challenger must make a bardic knowledge, Gather Information or Knowledge (local) check.

The challenger gets three chances to hear the call. If he fails on all three the world provides him with enough information to identify his target without such subtle means: invasions, natural disasters and even worse calamities almost always attract the attention of even the densest challenger.

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If the challenger succeeds at this stage he gains a +1 bonus to his skill checks for the rest of the challenge.

Come Unto Them as the Blaze of Dawn (Stage Two): Once the challenger identifies his target people he must take actions bringing himself to their attention. These actions must match their need, provide them with some relief and be impressive enough to leave a lasting impression.

The challenger must overcome a number of calamities based on his apotheosis step. The antagonist must provide the challenger with sufficient calamities, although he does not have to guide the challenger to them by the nose. The challenger or a participant may make a Gather Information or Knowledge (local) check to identify these calamities as they arise. Traditional calamities include bandits, fires, floods and torrential rains that destroy a kingdom's crops.

If the challenger successfully resolves the majority of the opportunities in a way that helps rather than hurts the target people he succeeds at this stage of the challenge. Once all of the opportunities pass the challenger passes into stage three whether he wants to or not.

Raise the Hearts (Stage Three): In the third stage the challenger takes decisive action to deal with the target people's issues. This action involves either removing impediments or bringing advocates into the fray on the people's side. The challenger may pass one or both in order to meet the stage requirements as established by the antagonist.

When the challenger removes an impediment he can either defeat the impediment in battle or negotiate with him to end his persecution. In either case if he fails to remove the impediment he is unsuccessful at this stage.

Challenge of Leadership Information

Apotheosis Level	Skill Check DC	Stage Two: Number of Calamities	Stage Three: Impediments and Advocates	Will Save
Mortal	38	3	1	24
Aspirant	42	3	3	27
Wielder	46	5	5	30
Illuminated	50	5	7	33
Immortal	54	7	9	36

When the challenger brings advocates in to assist the people he must make a Diplomacy check to convince them to provide aid. If he fails this skill check he fails this stage task.

If the challenger succeeds at the majority of the stage portions he succeeds at the stage. Otherwise he fails the stage. In either case, after having essayed all of the tasks, he must progress to the fourth and final stage.

Control the Raging Fire (Stage Four): Once the challenger deals with the calamities, removes impediments and draws advocates into the fray he can directly confront the antagonist or the antagonist's proxy. The two have 24 hours to resolve the dispute; if the challenger cannot make the antagonist flee or stop he loses this stage.

Structural Variations

Quests, tests and trials may require the following variations.

When this challenge takes the form of a quest the challenger must journey far outside of the people's land to find advocates willing to assist them. Each advocate requires a separate journey; each journey forces the challenger to overcome whatever obstacles the antagonist feels fit to put into his way.

Conversely, a test of leadership takes place in a very limited space of time. The challenger has one week to do what others accomplish in a lifetime. These highly compressed tests force the challenger to overcome not only the opposition but time and space itself as he races from one end of the multiverse to the other.

A trial combines the worst aspects of a quest and a test. The challenger must fight his way through ever-growing hordes of opposition while dealing with calamity after calamity. Every time he successfully overcomes one difficulty he accidentally spawns two more. Trials are wonderful opportunities for large groups of participants to step forward, dividing the seemingly enormous number of problems among themselves then scattering to deal with them.

Alliance of Light

Type: Quest

Described Apotheosis Level: Aspirant

Impediments and Advocates: 2 Impediments, 1 Advocate

Number of Calamities: 3 (A great flood, a plague and a wild fire engulfing the farm lands)

Skill Check DC: 42

When the leader of a good people wishes the best for them he will dare to attempt the alliance of light. In so doing he makes his people a target for one of the great demon princes. This prince sends destruction and woe into the land, unleashing not only natural phenomena but also at least two of his strongest lieutenants. The challenger must stave off the resulting destruction while simultaneously pleading with the celestial host to come to his people's aid. If he is successful he may eventually cross blades with the demon prince himself.

Challenge of Life

When a challenger takes up the challenge of life he faces one of the greatest struggles a mortal or Immortal can undertake. He must somehow spark life. Mortals engage in this act without thought or control, but he must do it in a specific time, fashion and using methods designed to bring life to a particular thing. This challenge involves either creating a new kind of life for a particular purpose or rekindling the life within an already broken shell. Both acts require the utmost patience and determination on the challenger's part.

Challenge Structure

A challenge of life progresses through the following stages:

Life Calls to Life (Stage One): When a challenger embarks on a challenge of life he must wait for the world to present him a target. This typically happens within 1d4 days of the challenger issuing his challenge, but it could take longer at the Games Master's discretion. When the challenger encounters his target he must make either a Healing

or Knowledge (nature) check to identify it. If the character needs to spark the target's life he must make a Healing check; if it involves the creation of a new form of life he must make a Knowledge (nature) check to realise no existing life can fill the need.

If the challenger succeeds at this stage he receives a +1 bonus to all further skill checks. Should he fail the target makes it clear he needs the challenger's assistance in some fashion.

Two Lives Together (Stage Two): When the challenger finds his target he must make a Healing check to bind their spirits together. If he succeeds he takes 1d10 damage and the target stabilises. If he fails, he takes 2d10 damage and the target stabilises.

Each round the challenger makes either Healing (to spark life) or a Knowledge (nature) (to create life) check. Each time he succeeds he marks one success and takes 1d10 damage. Each time he fails he takes 2d10 damage. Advocates, assistants and participants may not heal him between or during skill checks but may provide him with advice and counsel.

The challenger may quit this stage at any time. If he has not yet achieved the number of successes required then he fails this challenge stage. In the case of Heal checks this means the creature the challenger tends will die. For Knowledge (nature) checks it means the challenger did not create the new life and the creature that needed it to live will die shortly thereafter.

Two Lives, Two Beats (Stage Three): Regardless of the challenger's success or failure in stage two he must break the bond between the target's life and his own or suffer its fate forever. The challenger does this by, each round, making both a Will and a Fortitude save. He must attempt a number of these saves based on his apotheosis step.

Each save carries its own price for failure. When the challenger fails his Will save he suffers a -1 penalty to all future saving throws in the challenge. When he fails the Fortitude save he takes 1d6 damage to each of the following abilities: Strength, Dexterity and Constitution.

Challenge of Life Information

Apotheosis Level	Skill Check DC	Stage Two: Number of Successes Required	Stage Three: Number of Saves Required	Save DC
Mortal	38	3	1	24
Aspirant	42	5	3	27
Wielder	46	8	3	30
Illuminated	50	11	5	33
Immortal	54	14	5	36

What is the difference between sparking life and creating something new?

An astute reader will notice that in both of these proposed cases the character needs to save a 'target' and invests a random amount of hit points into doing so. What then, exactly, distinguishes the two?

When a challenger sparks life he lays hands on a living or recently dead creature and pours his life force into it in order to bring it back to life. This resurrection takes a great deal out of the challenger but allows him to prove his dedication to the healing arts. Conversely, when a challenger creates life he creates a plant or animal with the ability to heal an injured or dead target. This creation exists only long enough to fulfil its purpose then vanishes back into the netherworld from which it came.

In short, it is a matter of effect and style rather than mechanics.

Structural Variations

Quests, tests and trials may require the following variations.

In a quest of life the challenger must seek out his target rather than waiting for the world to present it to him. Once he finds it he must come up with a way to keep it alive while he journeys to 1d4 wellsprings in preparation for the upcoming challenge. At each wellspring he learns a new secret intended to assist him in his final endeavour.

The test represents the traditional format for a challenge of life. In this case the Immortal struggles to save a life against overwhelming odds using the resources at his disposal.

Trials of life force the Immortal to assist multiple targets. He must bond with each one, but only needs to make two successes to move on to the next. These become particularly gruelling at higher apotheosis steps.

Creation of the Universal Balm

Type: Quest

Described Apotheosis Level: Aspirant

Number of Successes Required: 5

Number of Saves Required: 3

Skill Required: Creation (Knowledge (nature))

Skill Check DC: 42

When a challenger takes up the challenge to create a universal balm he does not really have to create a plant capable of curing all ills. Instead, the universe guides him to a person who suffers from an otherwise incurable disease in a highly advanced stage. The challenger must then create, out of his own life force, a spark of life strong enough to drive back death's shadow. The resulting 'plant' is sterile but beautiful and yields enough medicine for one dose.

Challenge of Judgement

When a challenger takes up the challenge of judgement he accepts responsibility for coming to a decision, just or not, in a dispute between two or more parties. However, these parties are not just local farmers; they are all powers in the world; kings and princes, gods and demons, each with sufficient power to alter the shape of nations. The challenger's decision will affect not just those who sit waiting for his wisdom but also everything those beings touch.

Immortals in all roles take the part of parties awaiting judgement. The antagonist will usually, but not always, be the most demanding and hostile party; other roles display more tolerance for the challenger's responsibility to render a careful judgement.

Challenge Structure

A challenge of judgement progresses through the following steps:

The Stage of Court (Stage One): When a challenger embarks on a test of judgement he may either receive words from a higher power or simply find himself in a situation where he must come to a judgement between various parties about the dispensation of a thing. In either case, when the challenger arrives on the scene he may seize the opportunity to establish his place as the judge, thereby establishing both his power over the parties and the time he needs to successfully arbitrate the case.

He can establish his place in any number of fashions. However, mechanically he may make a number of skill checks equal to his Wisdom modifier using skills from the following list: Diplomacy, Intimidate, Knowledge (nobility and royalty), Perform (acting), Perform (oratory) or Sense Motive. Each successful

skill check gives the challenger a re-roll he may use during any of the next three stages. He may only make a skill check once with a given skill.

If the challenger fails the majority of these rolls he fails this challenge stage.

Hearing the Case (Stage Two): When the challenger finishes establishing his credentials he must then hear the various arguments presented in the case. Each side will make a presentation taking 1d4 days at the end of which time the challenger must make a contested Sense Motive vs. either the presenter's Bluff or Diplomacy check. If the presenter wins the challenger believes everything he presented to be, if not the facts, at least correct from the presenter's point of view. If the challenger wins he can identify areas (1d4 per presenter) where the presenter introduced a problem into his argument. The Games Master determines the type of problem from the following list: problems of argument, divine law, fact and perception.

Each time the challenger wins he gains another area he can investigate during stage three. If he wins the majority of these contests he emerges victorious from this challenge stage.

If the challenger fails all of these checks he fails to pass into stage three and must proceed directly to stage four.

Weighing the Truth (Stage Three): When the challenger hears the last arguments he may deliberate on the truth for one day. During this time he may investigate the areas where the various presenters failed to completely elucidate their points or loosely interpreted the law. The skills or abilities used to determine the truth in these matters depends on the type of problem presented:

Problems of argument, in which the presenter introduced logical fallacies in order to bolster his case, require a Perform (oratory) check to identify and correct.

Problems of divine law, in which the presenter ignored divine laws or traditions, require the challenger to make a Knowledge (religion) check. A successful skill check permits the challenger to uncover the proper interpretation of the law in question.

Challenge of Judgement Information

Apotheosis		
Level	Skill Check DC	Number of Sides
Mortal	38	2
Aspirant	42	3
Wielder	46	4
Illuminated	50	5
Immortal	54	6

Problems of fact, in which the presenter misstated a point of information, require the challenger to make an appropriate Knowledge check or to spend 20 levels of divination spells determining the truth. Success allows the challenger access to the correct factual information regardless of any attempts made to obscure it.

Problems of perception, in which the presenter spoke about the political ramifications of the case, require the challenger to make a Gather Information check. A successful skill check gives the challenger clear understanding of the referenced point.

If the challenger succeeds at the majority of these skill checks he successfully negotiates this stage. If he or his fellow participants instead fail the majority they fail the stage.

Cast a Verdict (Stage Four): Once the challenger finishes weighing the truth he must issue a verdict based on his best judgement. The Games Master then weighs whether or not the judgement's results match up with the challenger's stated alignment and his covenant agreements.

If the challenger wishes he may make a Knowledge (history) check before issuing his judgement. If he is successful he may ask the Games Master a number of questions about the judgement's ramifications equal to his Intelligence modifier.

If the Games Master feels the judgement favours the challenger's alignment and covenants, as well as the truth of the case and divine law, the challenger succeeds at this stage of the challenge.

Structural Variations

Quests, tests and trials may require the following variations.

A quest of judgement requires the challenger to travel to meet with the various parties. Each of

the journeys opens the challenger up to possible interference, ranging from seduction to outright murder.

A test of judgement plays out like a normal challenge only quite a bit faster. The challenger only listens to the arguments for hours rather than days. Furthermore, he can only address a number of problems with those arguments equal to his total Intelligence modifier plus one for each participant willing to help with the search.

The challenge of judgement typically takes the form of a trial. The younger and less skilled presenters step forward first, while the hoary old Immortals and outsiders with millennia of experience arguing their points reserve the pride of place in the rear. This causes the challenger's contested skill checks to become progressively harder as the challenge moves forward.

Rebirth of the Wrongfully Slain

Type: Trial

Described Apotheosis Level: Aspirant

Number of Sides: 3

Skill Check DC: 42

Wellspring: None

It happens that sometimes, in the course of normal events, a life ends before its appointed time. When this comes about due to the actions of free will the lords of healing must simply stand back and accept it. However, at times the great celestial machinery claims a life out of sequence. In these cases the lords of healing may demand a full hearing, in which the servants of the lords of death, the lords of destruction and the lords of knowledge must come to argue why the mortal's death does not deserve to be revoked.

The lords of death, predictably, argue that death should never be reversed whatever the cause. Meanwhile the lords of destruction must answer for whatever caused the foul up in the first place and the lords of knowledge lay out the ramifications of the mortal's death. Once all the arguments are heard the challenger must come to a decision in keeping with the rights of the mortal, his own alignment and the lords of healing's needs to preserve the balance of power in the universe.

Challenge of Power

When a challenger takes up the challenge of power he pits his magical might against the greatest challenges the world can offer. These challenges force the magician to do more than just sling spells around with abandon as he normally would in a so-called adventure. Instead, he must carefully calibrate his spells into exact sequences of power in order to lock or unlock the magical barriers holding back the world's doom.

In this kind of challenge Immortal antagonists create the situation in which the magician must display his powers. The other roles fall by the wayside as the two great powers, one representing primal forces and the other the power of wonder, square off to prove once again who, or what, reigns supreme.

A challenge of power always takes place at a wellspring.

Challenge Structure

A challenge of power progresses through the following stages:

Raise the Pale (Stage One): When the challenger first essays a challenge of power he must make a Spellcraft check and cast a number of spells sufficient to meet the spell level requirement listed in the table below. These spells must all be of the abjuration or necromancy schools. Once cast these spells form the 'pale', a magical ward around the area where the challenger will conduct the rest of this challenge. Mortals, even those with incredible power, simply cannot cross the pale without the challenger's permission. Immortals may pass through it freely, but doing so causes the challenge to end and the challenger to fail.

The challenger may deliberately include a number of participants in the pale equal to his Intelligence modifier. These participants may assist him in meeting the spell level/school requirements for the later stages.

If the challenger cannot meet this requirement or fails the Spellcraft check he may move into the second stage. However, any interruption will immediately cause him to fail.

Weaving Power on the World's Loom (Stage Two): Once the challenger raises the pale he can begin the body of his work. This work consists

Challenge of Power Information

Apotheosis Level	Skill Check DC	Spell Levels	Schools	Points	Saves
Mortal	38	30	2	5	21
Aspirant	42	40	3	5	24
Wielder	46	50	4	7	27
Illuminated	50	60	5	7	30
Immortal	54	70	6	9	33

of determining the correct sequence of spells and spell levels required to overcome a portion of the imbalance that drew the challenger, then casting those spells in sequence.

In order to determine the sequence the challenger must make a Spellcraft check. If he succeeds he discovers the schools and the number of spell levels required to reach the next point. At each point he must make another Spellcraft check to work out the required spells and schools.

The Games Master determines the schools required by either random selection or in keeping with the theme of the power challenge. A challenge to cap a wellspring of mythic evil might require considerable amounts of invocation and abjuration, while a challenge to rebalance the world's magic will require all of the schools at one point or another.

If the challenger succeeds at the majority of these challenges he wins through this stage. If he succeeds and can apply enough magical power to overcome them all, then he gains a bonus equal to the number of points overcome to his saving throws in the final stage.

The Final Draw (Step Three):

When the challenger finishes weaving his power he suffers a backlash as all of the previously invoked power channels back through his body. He must make a number of Fortitude and Reflex saves equal to the total number of schools required by the weavings. Each time he fails a Fortitude save he takes 1d6 damage to his highest ability that granted bonus spells cast during the second stage. Each time he fails a Reflex save he takes 4d10 hit points of damage.

Structural Variations

Quests, tests and trials may require the following variations.

During a quest of power the challenger must move from wellspring to wellspring during stage two. Each time he achieves a point he 'seals' the wellspring, preventing Immortals tapped into it from using their associated tap gifts and Aura. This makes the challenger extremely unpopular among the Immortals so affected. During a quest the challenger must raise the pale at each wellspring but he only receives credit for the first pale he raises

Traditionally a challenge of power takes the form of a test. The challenger and whatever participants he can muster weave power as quickly as he possibly can.

A trial of power follows the same format as a standard challenge. However, the challenger must also fend off successive waves of assailants while



he weaves power. A trial of power usually provides the challenger's friends and fellow participants with an incredible opportunity to prove their worth; while their friend does his duty they stand against all the forces of heaven and hell.

Closing the Gates of Time

Type: Trial

Described Apotheosis Level: Immortal

Skill Check DC: 54

Spell Levels Required Per Point: 70

Schools Required Per Point: 5 (abjuration, conjuration, invocation, illusion and transformation)

Points in Stage Two: 9

Saving Throw DC: 33

Wellspring: The Darkness Under the Mountain (evil)

Long ago an Immortal who drank deeply of mythic evil discovered a way to overthrow the balance of power supporting the universe. He worked out a way to open a portal back into the beginning of time, to the moment just before the gods wove the world. With this knowledge he opened this portal within one of the deepest pits of darkness, with the intent of allowing mythic evil to decide the world's form. Only the quick action of several gods and the great Yi itself stops this gate from opening. Now, once every century the forces of evil attempt to open the gate and the lords of magic must send a representative to prevent that from happening.

Once the challenger steps into the Darkness Under the Mountain he and his friends come under increasing waves of infernal assault. The first few waves of attackers do not include Immortals among their number; however, as the challenger progresses through the points and rebuilds the seals Immortals bound to mythic evil put in an appearance. Fortunately for the world the challenger does not have to reset all of the seals; a majority will keep the gate sealed for another century.

Challenge of the Mirror

When a challenger essays the challenge of the mirror he agrees to face his past, his present and potentially his future. In facing himself the challenger must not only explore his own destiny, but also deep questions about what he wants and where he comes from. Unfortunately for more aggressively minded challengers, the mirror does not create separate realities; each image of himself is the challenger and anything that happens to it happens to him as

well. No matter how confusing things become the challenger must keep his head or lose everything, including his current life.

Immortals have little to do in the challenge of the mirror. Once the challenger begins to face himself nothing else really matters. They may speak to him before or during his experiences with his reflected life, but in the end it is the challenger's personal strength that wins through.

Challenge Structure

The challenge of the mirror forces the challenger to go through a number of the following stages. These stages do not follow the same, structured sequence presented with most challenges. Instead, the Games Master may mix and match them to create the desired effect.

In all cases the character and his reflections share the same hit points, even if they have radically different abilities. Any damage done to the challenger appears in the reflection and vice versa.

All of the variant stages in a challenge of the mirror use the same mechanics. Regardless of what the challenger encounters or what he sees he must make a Spot check at intervals determined by the Games Master. If he succeeds he sees a doorway leading out of the challenge and into the unknown. He must turn his back on whatever aspect of himself he faces and step through. If he fails the Spot check or allows the environment to distract him he loses that chance to step through. Ordinarily a challenger receives two or three chances to continue. Only after refusing each opportunity does the challenger fail.

Failure to pass a stage in the challenge of the mirror typically results in the challenger's immediate death or his reincarnation as someone totally different from what he once was. The Games Master and the player should feel free to imagine exactly what this new incarnation looks like and how it differs from the original. The world itself does not change; the

Participants and the Mirror

This is one of the few challenges where the challenger must enter and face the challenge completely alone. However, the other players can wile away the time by playing variations on their own characters introduced into the challenger's reflected lives.

character's friends and foes all remember him as he once was rather than how he now believes himself to be.

The variant stages are:

Facing an Altered Self: In this stage the challenger faces a version of himself with opposed alignment (one or more) and a radically different background. This altered self berates the challenger over the foolish decisions that lead the challenger to this impasse. If the two have opposite alignments he may also attack. The challenger must deal with his altered self and its actions while searching for the way forward.

In some cases the challenger must also prevent the altered self from stepping through the portal out without killing them both.

Facing the Past: In this stage the challenger enters a recreation of one of the most embarrassing, humiliating or just outright foolish moments of his life. He has the abilities, levels and powers he possessed at that moment, but all of the knowledge and skill he currently wields. As the scene unfolds the portals to the next challenge stage open, forcing him to choose between correcting his past and moving into the future.

Games Masters are encouraged to record particularly foolish moments in the character's chequered history in order to use them during these stages.

Facing the Future: In this stage the challenger faces a troublesome or seductive future as his future self. Troublesome futures engage the challenger in problems he wants to solve (with the attendant perks) while seductive futures give him everything he ever dreamed of. The challenge presents the challenger with problems he could solve as his future self while simultaneously opening the portal back into the challenge proper. Each time the challenger ignores the portal out he gains more knowledge and power from his future self. Once he leaves the stage he loses that knowledge and power, although he retains the memory of possessing it.

Structural Variations

Quests, tests and trials may require the following variations.

Challenge of the Mirror Information Table

Apotheosis Level	Skill Check DC	Number of Stages	Chances
Mortal	38	3	3
Aspirant	42	3	2
Wielder	46	5	2
Illuminated	50	5	1
Immortal	54	7	1

Quests of the mirror force the challenger to travel in order to meet his various selves. He is vulnerable to attack or distraction while on the road. These distractions rarely amount to much; the challenge of the mirror is dangerous enough without posing additional problems.

The challenge of the mirror traditionally takes the form of a test, but it could be a trial as well. A trial of the mirror always involves successively more dangerous versions of the challenger who would like nothing better than to supplant the challenger in the 'real' world.

Three Rings of Mastery

Type: Test

Described Apotheosis Level: Mortal

Chances: 3

Number of Stages: 3

Stages: Facing the Past, Facing the Future, Facing an Alternate Self (fighter)

Skill Check DC: 38

Wellspring: The Tree of Yu (magic)

When an elfin lord wishes to start down the Steps from Grove to Grove he must first walk into the Tree of Yu. There, the Tree presents him three visions of what he is: one from his past, one from his future and one that embodies his life if he gave in to the rage simmering in every elven heart. If he can shake free of the past, avoid the seduction of the future and avoid death at his own angry hands he emerges as an Aspirant Immortal, ready to walk the path into legends.

Challenge of Steel

After participating in the intricate subtleties of some challenges many once-mortal challengers find the straightforward action involved with the challenge of steel a refreshing change of pace. Unlike the other challenges, where one faces ambiguous powers and deadly shadows, the challenge of steel involves facing opponents in the light of day with a blade in hand and red blood on the ground.

CHALLENGES

This does not mean that a challenge of steel lacks complications though. Immortal antagonists and impediments delight in throwing odd twists at the would-be champion. Nothing delights them so much as forcing the warrior to make moral decisions before he enters his fights. In particular, many Immortals invest common people (and sometimes the challenger's loved ones), with amazing powers just to see if the challenger will strike them down in his personal quest for glory.

Advocates, assistants and guides must stay out of the direct fighting but may work with their challengers in between rounds. Resources may grant boons between the rounds as well, helping the challengers prepare themselves for the next wave of opposition.

This challenge scales well to large, combat-ready groups. Participants can face various opponents while clearing the way for the challenger to face the antagonist.

Challenge Structure

A challenge of steel progresses through the following stages:

Enter the Arena (Stage One): When the challenger steps forward to meet a challenge of steel he must do so in keeping with the ancient traditions and laws of the god's contests. In order to successfully follow this ritual each of the participants must make a Knowledge (religion) skill check followed by a Concentration skill check. If the challenger fails either check he fails the stage. If he succeeds at both checks the challenger gains a +1 bonus to attack and damage rolls throughout the challenge.

Meet the Challenge (Stage Two): In the second stage the challenger and the other participants engage in one-on-one conflicts with a variety of foes. Each foe is at least equal to the character he faces. If the challenger and the participants overcome the majority of their foes they can move on to the next stage. If, conversely, they do not defeat the majority

Challenge of Steel Information

Apotheosis Level	Number of Opponents	Challenger Level
Mortal	5	Same Level
Aspirant	7	Level +2 Aspirant
Wielder	9	Level +2 Wielder
Illuminated	11	Level +4 Illuminated
Immortal	14	Level +4 Immortal

of their opponents those who did win can face off with the remaining opponents in a single battle.

So long as the challenger survives he can move on to stage three. However, he only succeeds at this stage if he and his friends achieve a clear majority of wins during the first pass.

The Final Conflict (Stage Three): In the third challenge the challenger and antagonist finally meet in a battle royal. The antagonist may pull out all of the stops and receives additional powers from the world if he needs them to match the challenger's strength. If the challenger wins this combat he succeeds at this stage.

Structural Variations

Quests, tests and trials may require the following variations.

Quests involve the challenger and his fellow participants journeying through the world to various places of renown. At each place they encounter another opponent. Either the challenger or one of the participants must step forward to meet the opponent in single combat.

In a test of steel the challenger and his friends have no pause for breath between conflicts. Fortunately, the same holds true of the various opponents. As the two sides wear one another out the challenge becomes as much a test of wills and resources as it is of martial and magical might.

Traditionally this challenge takes the form of a trial; the weaker opponents step forward to test the challenger then the antagonist unveils his full might in order to break him.

The Tournament of Champions

Type: Quest

Described Apotheosis Level: Aspirant

Number of Opponents: 7

Wellspring: The Coliseum (victory)

When an Immortal takes up a challenge of steel he often enters the Tournament of Champions. Seven or more other Immortals enter the Tournament to fight and if need be to die in order to place their hand on the sacred stone and receive a laurel crown. The final combat is always against the Tournament's organiser, a wise old being who may be an outsider, a god or something else entirely.

Challenge of Strength

When a challenger steps forward to meet the challenge of strength he pits his physical might against the worst the world can offer. Each challenge requires at least one feat of legendary strength or endurance, usually both, before the challenger can declare himself the victor. Storytellers particularly love these challenges, as they make great fodder for campfire tales and ballads about the ‘manly men of old’ who once strode the world like gods.

Immortal antagonists establish the conditions required for the challenge to proceed, a state of affairs that can necessitate the destruction of entire nations. Impediments work to prevent the challenger from reaching the challenge site or vex him during the long hours of his trial. More helpful Immortals take on the role of angels in this challenge, ensuring the challenger has adequate inner resources to overcome the obstacles presented.

Challenge Structure

A challenge of strength progresses through the following stages:

Step up to the Stone (Stage One): When a challenger essays the challenge of strength he must first confront and then begin to move whatever weight he faces. This weight may be the dung in a stable, the vault of heaven or a stone as large as a mountain. Whatever the case, he must make a number of Strength checks based off his apotheosis step. Each successful check allows him to lift the object and secure his grip, granting him a re-roll in later stages.

In order to pass this challenge the challenger must succeed at the majority of his Strength checks.

Hour-by-Hour (Stage Two): Once the challenger lifts the weight he must hold it in place for a number of hours based on his apotheosis step. Each hour the challenger must make a Will and a Fortitude save. If he fails the Will save he suffers a -1 cumulative penalty to all subsequent hours. If he fails the Fortitude save he must make a Dexterity check to catch the object before it falls. This sudden lack of balance and the resulting strain inflicts 1d6 Con damage to the challenger. If the object falls he fails this stage.

The Final Throw (Stage Three): After the challenger passes through the second stage he enters into the challenge’s final hour. The weight of the object seems to double, then increase exponentially. He must make another Str check and then hold the object while taking steady attribute damage to his Strength, Dexterity or Constitution (choose randomly). He may reduce this damage by his Strength modifier by making a Fortitude save. This damage is dealt a number of times based on the challenger’s apotheosis step.

Structural Variations

Quests, tests and trials may require the following variations.

The challenge of strength is unsuitable for use as a quest. The danger of the challenge comes from pushing the challenger’s body through and past his ordinary limits; allowing him time to rest between the checks belies the point.

As structured the challenge of strength is a test. It could be transformed into a trial if the weight slowly increased, either through natural events or because of the actions of the antagonist and impediments. Similarly, during a trial the challenger may come under attack by hostile forces. Whatever happens he cannot afford to drop the weight or he will lose the challenge outright.

Raising the Stone Gates of Tamarkan

Type: Test

Described Apotheosis Level: Aspirant

Dex and Str Check DC: 25

Save DC: 24

Stage Two: Hours: 5

Stage Three: Damage: 1d4

Stage Four: Rounds of Damage: 4

Wellspring: None

The ancient gates of Tamarkan, carved from the stone at the heart of the Cold Mountains, long ago fell into the desert sands. The great chains that once

Challenge of Strength Information

Apotheosis Level	Stage Three Damage/Rounds	Stage Two: Hours	Dex And Str Check DC	Save DC
Mortal	1d4/4	3	20	24
Aspirant	1d4/4	5	25	27
Wielder	1d6/5	7	30	30
Illuminated	1d6/5	9	35	33
Immortal	1d8/7	11	40	36

bound them to the gate frame still hang from the 100-foot tall posts, awaiting a mortal or Immortal daring enough to draw them up once more.

When an Immortal wishes to prove his worth to the lords of strength he must stand between these two posts and draw the gates from their sandy resting place. There he must hold them up for a space of no less than five hours, enduring whatever punishments come his way.

Challenge of Will

When a challenger steps forward to engage in a challenge of will he pits his mental strength and force of will against the worst the world can offer. If he can maintain his focus regardless of what happens around him he can overcome the challenge and claim the prize. Should he fail he might forfeit his body, mind, life or soul to the powers arrayed against him. When faced with such a high price only the most daring or the most determined of challengers takes up the gauntlet.

Immortal antagonists engaged in a challenge of will may invent the most elaborate torments so long as they obey the rules and restrictions established for the various stages. These torments usually stop short of outright torture, as physically violating the target can result in terrible consequences for all involved. However, when faced with the opportunity to break the will of a particularly hated opponent more than one Immortal has forsaken his vows for the momentary joy provided by revenge.

Challenge Structure

A challenge of will progresses through the following stages:

Establish the Mantra (Stage One): When the challenger begins to essay the challenge of will he has a few moments to gather his concentration. He may make a Concentration check and Knowledge (religion) check. If he succeeds at both checks he gains a number of re-rolls he may use in the following stages equal to his Wisdom modifier.

This stage is a simple pass/fail condition; therefore participants may not make this skill check for the challenger but they may assist him with their own Concentration checks or through the use of the Perform skill.

The Torments of the Soul (Stage Two): Once the challenger establishes his concentration he must wait for the antagonist to begin his torments. These torments usually take the form of visions, but may also include physical or psychological torments as well. For each torment the challenger must make both a Will save (to maintain his focus) and a Reflex save (to avoid allowing his vision to be pulled from his point of focus). If he fails the Reflex save he suffers a -2 penalty to his next Will save.

Character must make the majority of saves or fail.

The Hour Before the Dawn (Stage Three): Once the challenger passes through the second stage the antagonist comes to speak with the challenger. What the two speak about does not really matter. The antagonist's goal is to force the challenger to break concentration and speak, not to offer him any deals or accomplish anything substantial. The antagonist uses Bluff, Diplomacy and Intimidation to try to trick the challenger into responding. The challenger may resist by making Sense Motive checks and Will saves if the Sense Motive check fails.

The challenger must resist the majority of the taunts in order to pass this stage successfully. Even if the challenger succeeds before he reaches the end the antagonist must unleash all of the taunts required by the stage before retiring.

Structural Variations

Quests, tests and trials may require the following variations.

A challenge of will makes an excellent quest. The challenger must travel to various stations where he meditates upon the challenge's mysteries. At each station the challenge impediments send torments to distract him, trying to prevent him from learning whatever truth the station holds.

Most challenges of will are tests; they take place within the space of a single afternoon or evening.

Challenge of Will

Apotheosis Level	Skill Check DC	Number of Torments	Number of Taunts
Mortal	38	3	3
Aspirant	42	3	5
Wielder	46	5	7
Illuminated	50	5	9
Immortal	54	7	11

However, they can also easily become trials if the impediments and antagonist decide that the best way to prevent the challenger from succeeding is simply to remove him. The challenger must break his concentration to respond to the attack; if he does not wish to fail he must have defenders who will prevent the antagonist from killing him outright.

Five Long Breaths

Type: Quest

Described Apotheosis Level: Aspirant

Skill Check DC: 42

Number of Torments: 3

Number of Taunts: 5

Wellspring: None

The so-called ‘Five Long Breaths’ is a challenge established in the shadows of the first few days by the lords of magic. It is said that before they would engage in great acts of power they took five long breaths, during which they spawned avatars of themselves to argue the case against using their powers. If the avatar could not break their concentration or convince them not to act they put forth their full power.

Immortals who essay this challenge must call on other Immortals and various spirits to take the place of the lord’s avatars, but it still serves much the same purpose. The challenger must focus on a single thought or plan; the tormentors attempt to break his concentration and prove to him that it is not a worthy goal. If he can maintain his focus he learns a great deal both about himself and about the thing he would accomplish.

Challenge of Wit

The final challenge, the challenge of wit, requires more than just grim determination on the part of the challenger. No, a challenge of wit demands the challenger demonstrate his style, talent and panache in front of the entire universe. Any challenger, with sufficient preparation, can overcome the simple tasks. Only a true wit, one armed with an ironic appreciation for the universe and everything it contains, can possibly do so with enough flare to truly complete the challenge.

In a challenge of wit the challenger receives a mission to steal something, usually

a very personal something, from one of the great powers of the world. This power, called the mark, is usually an opponent of the challengers. By tradition the challenger must not only humiliate the mark, he must also take something of great value from him. This final step is not strictly speaking necessary, but it does amuse the gods. Even the antagonist will most likely crack a grin about it in a few centuries time. Of course, for those few centuries he harbours a deep seated and long lasting hate for the person who humiliated him, but such things just form part of the wit’s life.

Challenge Structure

A challenge of wit progresses through the following structure:

Making the Mark (Stage One): When a challenger first begins the challenge of wit he must find his ‘mark’, the target he will set up for the fall. Once he finds him, the challenger must perform a number of preparation steps based off his apotheosis step.

Mechanically, he must make a number of skill checks equal to the required number of preparation steps. He may only use each skill once, but he may use them in any order. The list of appropriate skills includes Bluff, Diplomacy, Disable Device, Intimidate, Listen, Move Silently, Open Lock, Perform, Search, Sleight of Hand and Use Rope.

Each success gives the challenger a chance to re-roll a failed skill check in the second stage. If the challenger succeeds at the majority of these skill checks he succeeds at this challenge stage.

As the challenger makes his skill checks he must describe exactly what he is setting up. These descriptions feed into stage two, giving the challenger resources to work with as he enacts his plan.

Hitting the Mark (Stage Two): Once the challenger completes his plan from stage one he must execute it. As he moves forward towards his goal he encounters

Challenge of Wit

Apotheosis Level	Stage One: Required Preparation Steps	Stage Two: Number of Complications	Skill Check DC
Mortal	5	1	38
Aspirant	5	2	42
Wielder	7	3	46
Illuminated	7	4	50
Immortal	9	5	54

a number of complications (usually Immortals in the impediment role) sabotaging his efforts. He must overcome these complications in order to continue. If he overcomes the majority of these obstacles he succeeds at this stage even if he fails to reach his mark.

The Final Flourish (Stage Three): The challenger enacts a final, elaborate prank on his way out the door with whatever bauble, artefact or sacred treasure he makes off with. This is entirely a style thing; the rest of the party judges the event from one to ten aiming for a total score over seven.

Structural Variations

This challenge does not require any special rules or modifications to function as a quest, test or trial. It is more about style than mechanics.

Snatching the Heart of Dawn

Type: Quest

Described Apotheosis Level: Illuminated

Skill Check DC: 50

Stage One: Required Preparation Steps: 7

Stage Two: Number of Complications: 4

In this traditional challenge of the lords of trickery the Immortal must enter the Hall of the Sun, slip deep inside it, snatch up one of the golden baubles that light some uninhabited world, then escape. The lords are considerably more amused if the Immortal can snatch the lord of the sun’s pants on the way out.

FACING A GREAT CHALLENGE

When an Immortal achieves enough victories by overcoming standard challenges he can essay a Great Challenge. This Great Challenge does not provide the character with a victory, but does allow him to progress to the next apotheosis stage. However, if the challenger fails a Great Challenge he does not simply fail to get a victory. Instead he loses his grip on apotheosis, returning to a mortal life.

Qualifying for a Great Challenge

As discussed in The Path of Immortality, an Immortal receives one victory for each successful challenge. When he accumulates three victories at his current step he qualifies for a Great Challenge. If he overcomes this Great Challenge he advances to the next apotheosis step.

Apotheosis Step

Title/Step of Apotheosis	Victories	Great Challenges	Aura
Aspirant	1-3	0	0 + 1 per Victory
Wielder	3-6	1	5 + 1 per Victory
Illuminated	6-9	2	10 + 2 per Victory
Immortal	9-12	3	15 + 2 per Victory
Transcendent	12	4	30 + 3 per Victory

This table can be somewhat complex to read. A narrative description of it reads as follows:

An Aspirant must have three victories to qualify to essay a Great Challenge. If he successfully completes the Great Challenge he becomes a Wielder.

Similarly, when a Wielder gains six victories he may essay a Great Challenge. Should he successfully complete it he becomes one of the Illuminated.

The Illuminated may essay a great challenge after they gain nine victories. Once he successfully completes it he becomes one of the Immortals, a being just a hair’s breadth removed from godhead.

An Immortal may essay a final Great Challenge after he achieves twelve victories. If he completes this final Great Challenge he Transcends into godhood.

Results of a Great Challenge

Immediately upon the successful completion of the Great Challenge the challenger advances to the next apotheosis step. His Aura increases appropriately, increasing the resources he can invest in his powers. He may also become eligible for more complex duties within the Immortal hierarchy, as described in The Immortal World.

If the challenger fails to successfully complete the Great Challenge he becomes a mortal, losing all covenants, gifts, taps and other Immortal abilities. He retains his mortal class levels and his magical or mundane equipment. An Immortal stripped of his

powers will usually find old crows coming home to roost as his enemies step in to deal with their suddenly weakened foe.

Requesting a Great Challenge

Once an Immortal reaches the appropriate number of victories he may request a Great Challenge from the gods. If he does not request a Great Challenge the gods will likely not give him one, although they may place one in his path if they find him particularly worthy.

Once the Immortal requests a Great Challenge the gods have one year to respond. They must arrange the challenge within that year's time, although they do not have to inform the Immortal of their intentions. The Immortal will immediately recognise the opening stage of the

Great Challenge, without making a skill check, by the omens and portents surrounding the event.

Many Immortals, especially those of Illuminated or true Immortal stature, will not issue a request for a Great Challenge. Over the centuries or millennia of their existence they have become content with their place and their power. To risk everything on the chance for greater power simply does not occur to them. Younger Immortals, especially those with adventuring backgrounds, tend to display a more reckless attitude during their first few centuries but then settle down into the conservative approach so favoured by those with an infinite amount of time on their hands.

Constructing a Great Challenge

When the Immortal requests a Great Challenge the Games Master may build one by taking three to five of the challenge structures presented above and stringing them together into a quest or trial of interlaced challenges. The beginning stage of the first challenge informs the Immortal of the difficulties he will face, while the end stage of each challenge leads the Immortal to the next difficulty.

Immortal roles invoked for the Great Challenge persist across all of the component challenges. Thus, an antagonist called to service by the gods for a Great Challenge acts as the Immortal's antagonist for the duration of the Great Challenge. He must expend considerable resources establishing the conditions for the challenge while also putting himself in danger multiple times in order to satisfy his lord's whims. Advocates, assistants and all of the other roles find themselves in a similar position: they must expend their own resources and time in order to act out their parts.



Players, Characters and Immortal Roles

Even if a character is not bound by a covenant quest term to perform a role in a challenge he may still have to fill such a role at the request of his granting powers. Although failure to execute this role does not technically count as a violation of the Immortal's covenant terms it does annoy the granting powers, making them less likely to assist the Immortal in the future.

An interesting set of adventures could take place when one or more characters in an adventuring party find themselves called to take part in a challenge for one of their enemies. A particularly sadistic Games Master could introduce even more complications by forcing some of the Immortals into helpful roles while allowing the rest of the party to act as impediments. One lucky adventurer, usually the one with the greatest grudge, could become the antagonist. In this latter case the character must decide if he will break the challenge terms (which does technically violate his covenant once he accepts the role) to get back at his hated enemy.

Competing in the Great Challenge

As the challenger moves through the Great Challenge he accumulates success and failures. The advantages provided by a one of the challenge steps in the Great Challenge persist throughout the Great Challenge as well.

Passing a Great Challenge

If the challenger succeeds at the majority of the Great Challenge steps (half the total number rounded down +1) he passes the challenge. Even if he will pass the Great Challenge he still must complete all of the steps, ignoring any statements in the individual challenge steps stating otherwise.

Once the challenger completes the last Great Challenge step he ascends to his new apotheosis step.

Failing a Great Challenge

If the challenger fails to complete the majority of the Great Challenge steps (half the total number rounded up +1) he fails the Great Challenge. At this point the following things happen to the former Immortal:

- † He loses all gifts and all abilities or items related to his gifts.
- † He loses his Immortal Aura.
- † He is reset to zero victories.
- † He returns to his original creature type if he possessed a gift changing that type.

He does not lose his abilities, class levels, feats, racial abilities or skill points.

There is a 50% chance that the former Immortal loses his memories but not his character class levels or class abilities. In this case the shock of transitioning back into a mortal form drives the character temporarily insane. He will regain his memories over the next 1d4 months.

Abandoning a Great Challenge

If a challenger realises he cannot successfully complete a Great Challenge he may attempt to escape from it. In order to do so he must die during one of the encounters. When he restores himself to life (or is restored by his friends) he suffers the following additional problems:

- † He has zero Aura. His Aura returns at a rate of one point per month.
- † He has one Hit Point. This damage cannot be restored through magical means or the use of Immortal gifts.
- † He cannot cast spells.
- † His Strength, Dexterity and Constitution are all reduced to eight. He cannot restore them through magical means or Immortal gifts but will heal naturally given enough time.

Where are the example Great Challenges?

Each of the paths described in From Aspiration to Transcendence has one example Great Challenge associated with it.

THE IMMORTAL WORLD

The previous six chapters lay out the powers a character draws, how they affect him, what abilities they give him and the process by which he becomes Immortal. However, in a world past its first age of mortality, the would-be Immortal does not walk alone. Hundreds, perhaps thousands of heroes and villains have come before him, all seeking eternal life and the power of the gods. These men and women form a society of power separate from that of mortals and gods, as they stand somewhere in between the two.

These Immortals present the would-be Immortal with both his greatest threats and his greatest source of assistance. They already know the path to immortality, its pitfalls and its risks. At the same time, over the thousands of years of their existence, the Immortals have created their own societies, alliances, rivalries and petty jealousies matching anything found in the mortal world.

This idea of a separate society, however, does not address the open questions about how Immortals interface with the so-called 'mortal world'. A single Immortal of Wielder or higher level can turn the fate of a nation if he so chooses. Therefore, are all of the kingdoms ruled by Immortals? If not, why not? What forces, rules and groups prevent the Immortals from simply dominating the universe?

Along the same line of thought, although Immortals pose the greatest threat they are not the only one. Mortals, armed with free will and considerable magical power, can be just as dangerous to an unwary Immortal. For every power the Immortals take up there stands a mortal ready to exploit the situation for his own gain. These mortals, referred to by Immortals as predators, use the rites woven into the world in its youth to gain Immortal powers by draining them from true Immortals, thereby avoiding the loss of their own free will.

IMMORTAL ORGANISATION

The very first Immortals entered into their altered state facing a blank slate. They had to cope with their covenants and the limitations placed on them by their taps, but could act as they wished outside of that scope. As others followed them on the path to immortality, though, they quickly found they needed to establish some kind of hierarchy. Chaos is both an excellent concept and a powerful mythic force, but the powers Immortals wield force them to find some kind of balance among their different viewpoints or they could destroy both themselves and the world.

These first Immortals, whoever they were within the campaign world, established the basic rules by which Immortals engage with one another. They also built the organisations and alliances that both keep Immortals in check and provide them with the resources they need to survive.

Traditions of the Immortals

These shadowy first Immortals established traditions intended to keep their kind from tearing the world apart. These traditions do not carry the force of law but do have the respect of even the most corrupt Immortal creature. An Immortal who ignores them will quickly find that he cannot get support from his own kind, a dangerous position to be in when the world turns against him.

The traditions are:

Respect those who came before: Immortals who walk a path to immortality should offer respect and in some cases service, to the Immortals of higher apotheosis steps. These Immortals not only hold considerably more power than the youngsters but they also have radically different understandings of the world. They, quite literally, see things the younger Immortals cannot see and know things they cannot know. This respect does not have to extend to obedience although it often will when the Immortals swear service to the lords of law or tap into mythic law for their own ends.

Help your brothers who come after you:

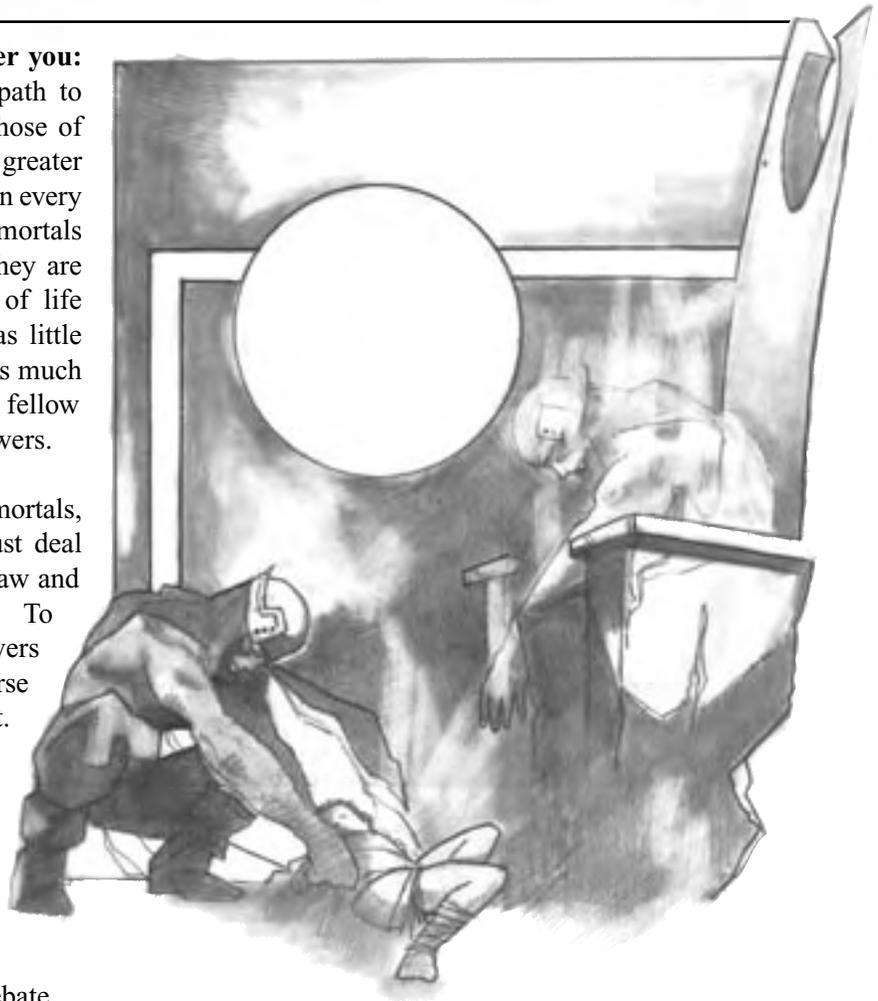
Immortals who walk a traditional path to immortality are expected to assist those of lesser rank when and as they can. A greater Immortal does not have to intercede in every petty little problem the younger Immortals get themselves involved with, but they are expected to help them in matters of life and death. This help could mean as little as offering a bit of wise counsel to as much as marshalling a force to assist a fellow Immortal in claiming his rightful powers.

Oppose but do not destroy: Immortals, much like the gods themselves, must deal with the reality that good and evil, law and chaos, exist as part of the universe. To destroy one of the great mythic powers would, in the end, unravel the universe and destroy everything within it. Whether Immortals like it or not they cannot engage in an effort to totally stamp out one of the great mythic forces. Of course, given that most Immortals can ignore the death of their mortal shells, what exactly counts as ‘opposition’ rather than destruction remains open to lively debate.

Obey the hierarchy of being: Mortals, other than mortal heroes, rarely consort with Immortals. Immortals encourage this separation by avoiding situations where mortals might accidentally discover their presence. They do this for several reasons, but the most pressing is simply that mortals cannot understand what Immortals see and encounter every day. Even the greatest mystic in the world remains mortal. He therefore retains a freedom of choice unimaginable to an Immortal of any standing.

Immortal Rank and Titles

Immortals, much like mortals and gods, put great store on rank and title. However, unlike mortals, Immortals have clearly defined ranks at which they can physically and spiritually experience the differences between one another: apotheosis. Each stage of apotheosis is not just a transition in terms of the character’s power but also a profound



transformation of the self involving expanded perceptions and altered states of being lesser creatures cannot comprehend.

As described in *The Path to Immortality* each apotheosis step has its own title. These titles are Aspirant, Wielder, Illuminated, Immortal and Transcendent. These titles combine with any role titles the Immortal picks up from his covenant and with descriptive adjectives associated with the Immortal’s taps drawn from the tap descriptions.

These titles generally follow the format: *(Step) (Role)*, with adjectives inserted as necessary to make the title unique to the character.

Example: an Illuminated Immortal named Jerald who has a covenant with the lords of war and good might call himself: Jerald the Illuminated General of the Shining Hosts. Other similar combinations are possible.

Immortals use their title and the implied rank, much the same way mortals do: to impress and to overawe an individual they interact with. These titles become particularly important when the Immortal deals with other Immortals on the same path as himself; they establish where the Immortal stands on his path and therefore the behaviour he can expect from others.

Immortal Hosts

Immortals, like both gods and mortals, organise themselves into social groups. However, unlike mortal or deific social groups, an Immortal associates himself with a particular organisation when he chooses his path to immortality. The moment he sets foot onto the path he selects himself into a group of Immortals and gains access to not only their resources but responsibility for dealing with their enemies.

Types of Immortal Hosts

The Immortal hosts tend to fall into the following categories:

Army: The immortal host is organised to battle an enemy of some sort. Armies are generally aligned with one or two of the four great mythic powers. Worlds exist where there are eight paths to Immortality and eight armies of Immortals standing guard over those paths. Armies generally support other armies of the same or similar alignments but organise strikes against the others.

An Immortal army will provide new members with a great deal of assistance in terms of information, logistics and resources. In return, it expects the new Immortals to stand on the front lines, waging a war that may stretch back to the dawn of time. If the Immortal does not do as his elders 'ask' he may find further challenges, and the wellsprings he needs access to in order to advance barred to him.

Collation: The immortal host is a loose affiliation with disparate interests, bound together only by their interest in Immortality. A collation of Immortals usually forms around a path to Immortality dealing exclusively with taps into

abstract or elemental powers. Collations rarely if ever meet; members are therefore expected to fend for themselves.

Many collations meet once a decade in a great convocation in order to exchange information and ideas. Some invite mortal magicians to speak at their convocations. Others hold them in secret so as to avoid any possibility of danger. Regardless of the Immortal's decision a convocation within an area generally attracts a great deal of attention from mortal magicians and various other powers.

Court: The Immortal host is organised like a feudal court, with a single great Immortal (usually a Transcendent who used a gift to remain behind) granting access to wellsprings and further challenges to advance the lesser members. These courts generally stretch back into the misty prehistory of the world, when the gods still worked day and night to ensure the stability of the weave.

An Immortal court, especially one with a rival court, operates much like a mortal nation. It jealously guards its resources (wellsprings) and organises treaties between itself and other similar groups. All of the Immortals who walk the court's source path must participate in it. If they choose not to they will never gain access to the court's wellsprings or receive their assistance in finding challenges.

Community: The Immortal host is a town or village of Immortals with their own needs and wants. These communities usually exist on planar boundaries or in extremely remote parts of the mortal world. The Immortals who live there each invest a small portion of their power to prevent anyone from trespassing. Mortal trespassers are usually dealt with harshly; Immortals or gods will face the full wrath of a roused group of Immortals.

Immortal communities tend towards a quiet, contemplative existence. The Immortals who live there have chosen to opt out of both mortal and Immortal society and do not look favourably on those who would try to drag them back into either.

Immortals and the Grant of Power

Underlying the structure of Immortal society is a simple, harsh truth: the stronger an Immortal becomes the more responsibilities he gains and the more powers he has to discharge these responsibilities, but his personal power will rarely be enough to meet his needs. In order to discharge his responsibilities the Immortal needs help from others of his kind, both in simple logistical terms and in terms of loans of metaphysical power.

Mechanically, each member of a group of Immortals can freely give to another a number of Aura points equal to their total number of victories. The Immortal must give this gift of Aura to an Immortal he can physically touch. He must also touch the target character to retrieve it. There is no limit to the number of Immortals who can gift an Immortal with a portion of their power.

This ability has a profound impact on the organisation of Immortal society. For example, Immortal armies and courts often force their members to give at least one point of Aura per apotheosis step to the commander or ruler. Collations do not require any such thing, but do expect that Immortals share their Aura in order to attain things of interest to both parties. Communities will usually request that any Immortal wishing to stay in the area for more than a few decades give a 'gift of the self' to the community defender in the form of at least ¼ of their Aura.

Groups of Immortals working to achieve specific goals can use this ability to appoint a 'champion' from among their number who carries a great portion of their power. This champion, though, needs to possess that most dangerous of qualities: trustworthiness. More than one group of Immortals has fallen prey to an elder Immortal who agreed to help them, took their Aura and then ran into the deepest voids never to be seen or heard on that plane of existence again.



Immortal Hosts and Deific Courts

Immortals who sign covenants with the gods are, by default, members of the deific courts. In a young world this means very little as the gods have not yet established their rivalries and incestuous allegiances. However, in older worlds with highly established pantheons an Immortal involved in a covenant relationship can spend almost all of his time dealing with politics involving outsiders, gods and the intricate entanglements linking both to the mortal world.

When an Immortal belongs to an Immortal Host the complexity of these situations increases exponentially. Armies and courts in particular do not always align themselves with a particular god or gods. In fact, they may directly oppose gods that some of their members are sworn to serve. In this case the Immortal will have to make a decision about whether or not he wishes to risk his covenant relationships or anger an organised and very aggressive group of Immortals, who could hunt him down and hang his undying body from chains over a fathomless pit.

IMMORTALS, CHALLENGES AND THE MORTAL WORLD

Games Masters, especially those with established campaigns, who wish to use these rules need to come up with a way to introduce them without completely breaking established continuity. The sudden appearance of wellsprings, gods who grant covenants, allegiances where clerics or the ill can call up Immortal assistance, not to mention the Immortals themselves, can easily upset anything remotely resembling world balance.

Challenges give the Games Master a powerful, effective tool to introduce all of these elements one at a time. When a would-be Immortal gets involved with his first challenge he may not have any idea what is going on. The epic scope and feel of the challenge does not have to hit the characters all at once. They can start on the challenge just as they would any adventure, perhaps with just a

bit more emphasis on one of the characters than normal. Only after the characters become deeply involved with the challenge, fighting their way to a long-forgotten wellspring of holy power, does it become obvious that things were not, in fact, what they seemed. In that moment, as the challenge comes to its shattering climax, the new Immortal comes face to face with his destiny.

That destiny carries with it a host of new information and dangers. Characters used to considering their actions just within the scope of the mortal realm become part of the intricate alliances binding the mortal, Immortal and celestial/infernal worlds together. Their first tentative steps into this world mirror the confusion and uncertainty present in the players; both are taking the opportunity to learn a radically new and different world.

The challenge structures also give the Games Master a chance to foreshadow his intention to include Immortality in his game. A little work can quickly create a half-dozen 'legends' for a game world out of a handful of challenges. These stories, given to the players in bits through the course of five or eight sessions, can establish a sense of recognition in the players when they find themselves on their first challenge.

Similarly, the characters' first encounter with an Immortal does not have to be with one of the great Illuminated or Immortals. An Aspirant is not that different from any mortal. If one of the characters' campaign-level enemies were to become an Aspirant with the Rise from the Ashes gift he would become, in effect, an unkillable thorn in the characters' side. Their investigation into why this individual would not stay dead could, in turn, lead them to a desire to gather Immortal power to themselves.

PREDATORS

As described in the Gifts chapter, there exist groups of mortals who, unlike the standard character, have considerable knowledge of the Immortals and their ways. However, these mortals do not worship the Immortals or wish to help them. Instead they work to capture

Immortals and drain their powers for mortal use. These groups are not necessarily evil, although most lack a certain morality or the 'weakness' of mercy.

These groups are: consumers, drinkers, sycophants and thieves. The fifth kind of Immortal predator, shadows, occur when the Immortal abuses his power gifts, and are fully described in the Gifts chapter (pg. 172).

Consumers

Immortals use the term consumers to refer to all of those people who have learned how to consume a ritually prepared portion of Immortal flesh in order to share in the Immortal's powers. Unlike when an Immortal uses his Infusion skill to grant a mortal his powers, the process of consumption is not a willing one. The consumers do not ask the Immortal for his permission or beg him for a boon. Instead they steal into the Immortal's chambers in the dead of night, lay an ambush for

him or in some other way trick him into giving himself into their power. Then they treat him like some kind of superior form of animal, carving out hunks of his flesh in order to grant themselves greater powers.

Immortals like to think that consumers are a by-gone product of a long-forgotten age. However, in truth consumer cults continue to entrap Immortals even in the world's 'modern age'. After all, a consumer cult promises all mortals something they desire: great power without the need for sacrifice.

Consumer cults are generally led by powerful, evil magicians who have little regard for mortal or Immortal life. They are not, however, willing to risk their own lives on the path to immortality. Most capture no more than one or two Immortals, though rumours persist of a cult that has captured at least two Transcendent beings. If this latter group exists they may well wield powers far beyond anything imaginable in the mortal world.



Drinkers

As mortals' understanding of the arcane arts evolved they developed means of draining an Immortal more sophisticated than simply cooking and eating his flesh. The pinnacle of these methods, the rites of drinking deep of another's soul allows a magician or group of magicians to bind an Immortal in a specific place (usually a magical circle or glass orb) and draw his Aura forth. This Aura then strengthens the magician's magic, effectively catapulting his magical power to a whole new level.

Drinkers, like their less sophisticated consumer cousins, organise themselves into cults. These cults focus on increasing their members' power in a wide variety of ways including social manipulation, the sacrifice of

others to various dark powers and, of course, drinking in Immortal's souls. The cult will rarely attempt this latter activity without careful preparation. After all, if they try and fail to capture a powerful Immortal they have both exposed themselves and made a very dangerous enemy.

Drinker cults are extremely common in magical academies and universities across all worlds. It is a short step from studying the world of magic to the hubris required to bind another being to your eternal service.

Sycophants

Although the first two groups – consumers and drinkers – appear in packs, sycophants can afford a more subtle approach. In fact, they look much like any other outsider or other creature an Immortal might call as part of a numen gift. They act just like normal numen for the duration of their service, even laying down their lives if called upon to do so. However, all the while the sycophant works his devilish magic in preparation for that fateful day when the Immortal attempts to release him.

Each sycophant has learned, usually from a mentor, the not-so-subtle art of holding an Immortal's Aura within himself once the Immortal grants it. No matter how hard the Immortal tries, he cannot retrieve his Aura through any means short of killing the sycophant. Unfortunately this act will pose more complications than the Immortal might like, as the spirit now not only has its own strength but all of the strength the Immortal lent it. Furthermore the creature will, quite happily, flee to the furthest corners of the universe rather than give up the fragments of power it now wields.

Immortals not affected by one of these traitorous spirits can sometimes appreciate the guiding irony of their lives. These creatures steal power from an Immortal in order to set themselves up as minor gods among their own kind. However, in so doing they earn the enmity of powers that could drive them far from the fields they know and into the vast chaos of the planes. Whether

the power truly justifies the price depends on the spirit and his ability to achieve his goals before the inevitable end.

Thieves

Thieves, like sycophants, usually work alone. However, a thief does not have to learn esoteric secrets passed on from time out of mind. Instead, he relies on that simplest of methods for gaining something he wants, first developed by mortals shortly after they learned how to use their hands – he steals it. Artefacts of all kinds can be easily dominated, tricked and bamboozled by a talented mortal mind. By the time the artefact understands what is really going on the thief could be several planes away from its master, laughing as he trades or wields it for his own nefarious ends.

Stealing from an Immortal, especially one of any stature, carries with it a host of risks. These risks, unfortunately, just seem to drive thieves on. Nothing excites them quite as much as knowing that their mark could destroy them at a moment's notice. If the Immortal makes a particular display of his powers it just makes the final pay off all the sweeter.

Thieves generally fall into two categories: those looking for power and those looking for a thrill. If an Immortal falls prey to the latter type he may see his stolen property again in relatively short order. After the moment of the theft the thrill-seeker quickly loses interest in the object. However, the first kind of thief will do everything in his power to maintain his illicit possession of the stolen artefact. Unless the artefact itself can find its way back to the Immortal he may not see it again for a mortal lifetime or two. In some cases this loss matters little. In others, when the Immortal has invested half or more of his Aura into the artefact, it can represent a devastating loss leaving him vulnerable to his enemies and his erstwhile friends alike.

ASPIRATION TO TRANSCENDENCE

This chapter lays out six potential paths to immortality. Each path contains a short story about the path, a recommended sequence of challenges and an example great challenge for a character walking along it. Some of these paths model a particular sequence in literature or world mythology while others cover standard d20 tropes.

The six paths presented here include:

- † **Damnation:** A path including both taps into mythic evil and covenants with dark gods in which the Immortal becomes an avatar of darkness in return for power and eternal life.
- † **Path of the God King:** A path in which the Immortal makes a covenant with the people of his land. In return for their power and immortality he agrees to protect them from all ills.
- † **Path of the Darkest Night:** A path allowing a mortal to gain eternal life by infusing his body with negative energy.
- † **Path of Flame and Fortune:** A path dedicated to the draconic progression from adulthood into Immortality.
- † **Steps from Grove To Grove:** The elfin path of power, in which an elven magician steps up to become an Immortal avatar of his people.
- † **Way of Harmony:** A druidic path in which the would-be Immortal places his life and power in the hands of the world's spirits.

The Games Master should feel free to alter the story information provided with each path to fit his existing game world. If he would prefer a different take and 'feel' for a path, he can change specific challenges and even the entire progressive structure.

Aspiration to Transcendence in a Paragraph

Immortals tend to fall into various traditional archetypes, closely related to the alignments, classes and races presented in standard d20. The six paths presented here demonstrate how to 'encode' all three of these standard categories into path structures creating legendary Immortals.

DAMNATION

For some mortals, the allure of personal power outweighs all other considerations. They will do anything, say anything and slay anyone in order to meet their craving. They may claim more benevolent motives like a desire to help their families or a need to prove their worth in the world, but in truth their need for power borders on addiction. Regardless of what they accomplish and whom they slay they can never have enough.

This addiction leads some mortals to the path of damnation, a way to Immortality born out of mortals' right to choose evil as well as good. Established during the first days by the beings that would become the demon lords, it seems to lead to great power and personal satisfaction. However, in the end it does not lead to apotheosis but instead to eternal slavery at the hands of evil's erstwhile masters.

Some of the Damned, as the Immortals who walk this path call themselves, realise their plight before it becomes too late. They drink deeply of powers outside of damnation's scope then turn those powers back on their lords. When they fully break free they can become like the gods themselves, only seeped in corruption far deeper than anything demons or deities could imagine.

Challenges on the Path

The path of damnation moves through the following challenges:

Description

A mortal's damnation and his service to the demon gods of old, begins when he slaughters his family and closest relatives despite the opposition presented by the forces of good. If he dedicates this heinous deed to the powers of evil they will reward him with eternal youth.

As he asks for more power they, in their infinite wisdom, offer him further opportunities to prove his worth to their cause. The Immortal, though, has long since passed the point where they ask for little things. For example, their fifth challenge to the Immortal's worth, the Demonstration of Loyalty, forces the

Damnation

Challenge Step	Name	Challenge of:	Result	Recommended Gift
1	A Sacrifice of Things Held Dear	Destruction (family), Quest, Sponsored	Covenant: Evil 1	Eternal Youth
2	Led Into Temptation	Conversion (good to evil), Test, Sponsored	Covenant: Evil 2	Wonder Artefact
3	Only the Strongest May Pass	Steel, Trial, Sponsored	Covenant: Chaos 1	Champion's Wisdom
<i>Great Challenge 1 Designed by Games Master for character</i>				
4	Corruption of the Truth	Judgement, Quest, Sponsored	Covenant: Evil 3	Call Evil Outsider Advisor
5	Demonstration of Loyalty	Endurance, Test, Sponsored	Covenant: Chaos 2	Call Evil Outsider Champion
6	Commander of the Lost	Leadership, Quest, Sponsored	Covenant: Evil 4	Shadowed Soul
<i>Great Challenge 2 Designed by Games Master for character</i>				
7	Confirmed in Evil	The Mirror, Sponsored	Covenant: Evil 5	Lord of Evil

Immortal to stand in a cage of iron bars, with spikes pointed at his body, while demons take the form of his former lovers and family in order to inflict a thousand unimaginable degradations upon him.

During each test the Damned Immortal takes on further responsibility for maintaining evil's reign. For example, during the fourth challenge, the Corruption of the Truth, the Immortal must remove a judge and corrupt the steady progress of justice so that it causes the most harm. By the time the Immortal completes this path he will not only be a corrupt spirit but his name will be cursed for a thousand generations because of the deeds he has wrought in the world.

Despite his great power, no single demon lord wields sufficient power to lead a mortal to apotheosis. Once he leads the Immortal through a challenge in which he faces and rejects his hope of salvation, the demon lord can carry his servant no further. However, he may attempt to trick the Immortal into believing he has further powers to grant; after all, an Immortal slave is a useful thing when one wishes to dominate the world.

An Aspirant's Great Challenge

After surviving his third challenge, the high priest Lajos is ready to challenge for a higher place in the Hierarchy of the Damned. After considering the character's background and the player's abilities the Games Master poses the following Great Challenge:

Challenge Order: Challenge of Conversion (neutral good to chaotic evil, virgin humanoid), Challenge of Creation (spear of virgin's bones), Challenge of the Hunt (targeting an evil Wielder in the Damned's hierarchy)

Lajos must hunt down and kill one of the Damned ahead of him in the hierarchy (challenge of the hunt, targeting a Wielder with four victories). For the duration of the hunt both Immortals will not be able to harm one another except with spears made from the bones of virgins (challenge of creation for the Aspirant, gifted to the Wielder target). In order to insure the spear's proper creation the Aspirant must first corrupt the virgin's heart by leading her to the edge of a wanton life then slaying her with his own hands (challenge of conversion).

PATH OF THE GOD-KING

Over the centuries many kings, not all of them evil, have attempted to convince their people of their divinity. They do this for a wide variety of reasons: a desire for stability, a need for personal power and the knowledge that a god can unify a people where a man cannot. In a world full of magic it takes very little to impress the uneducated masses though scholars and demons will almost certainly know better.

Sometimes, through luck and happenstance, a king becomes the focal point for his people's collective belief and power. In a single moment he becomes more than mortal: he becomes a god-king in truth.

The problem with being a god-king, though, is that the people come to expect his assistance. A mortal king pretending through the use of magic to wield divine powers retains his free will. A god-king, having begun the transition from mortality to something greater, cannot refuse the people's call. His essential nature demands that he lay down his life in their cause; fortunately their belief will raise him up from the ashes should he fall.

Most god-kings eventually supplement their powers with taps into the mythic powers their people hold dear. This growing relationship with primal forces can lead the god-king to Transcendence, after which he becomes his nation's patron god. If this happens often enough the nation may, in time, establish its own national pantheon of powers dedicated to its expanding fortunes.

Description

In many worlds the ruler of a kingdom claims his position through 'divine right'. That is, he claims the gods have anointed his rule and that therefore he has both the right and the responsibility to rule the people. The ruler goes on to claim a special relationship with the gods, a relationship that allows him to intercede with the gods for his people's good.

In some worlds this is true; the gods really do lend their strength to their chosen rulers. In others, the ruler is simply a magician or has access to charlatans capable of awing the uneducated with dazzling displays of engineering skill. However, in worlds with both magic and gods there arises another

possibility. The possibility that a ruler might so capture the imagination of his people that they make him a larger-than-life symbol, fed by the magic of their souls and the power of their own imaginations.

When this happens the ruler begins to walk down the path of the god-king. His first hesitant step down this road almost always comes by blind luck as fortune manoeuvres the appropriate events into play. Once he becomes an Immortal, though, the gods begin to take a hand. Each step down the path from then on becomes a torturous journey through the sadistic minds of bored divine beings who sometimes, but not always, have the ruler's best interests at heart. That their efforts lead to the ruler's deeper bond with the national spirit is an irony not lost on the divinities in question.

Eventually the god-king will reach the end of the power his nation can give him. At that time he has a choice: to continue on the path to immortality through other means or to rule his kingdom forever. What choice he makes and how he lives with the ramifications, can change the fate of mortal nations forever.

A Wielder's Great Challenge

Tara, the god-queen ruling the mountain nation of Kusinstan, has finally completed the proof of ancient right by standing under the great waterfall and lifting the cask of the ancient kings in her arms. As she recovers from her ordeal she also issues a call for a Great Challenge. The Games Master then prepares the following for her:

The Path of the God King

Challenge Step	Name	Challenge of:	Result	Recommended Gift
1	Raise up the People	Leadership, Luck	Covenant: Nation 1	Rise from the Ashes
2	Proof of Conviction	Faith, Sponsored	Covenant: Nation 2	Heroic Destiny
3	Meditations Upon the Throne	Will, Sponsored	Covenant: Nation 3	People's Champion
<i>Great Challenge 1 Designed by Games Master for character</i>				
4	Forging the Destiny of a Nation	Creation, Sponsored	Covenant: Nation 4	Weapon Artefact
5	A Day of History	Judgement, Sponsored	Covenant: Nation 5	Eternal Youth
6	Proof of an Ancient Right	Strength, Sponsored	Covenant: Nation 6	Call Neutral Undead Companion
<i>Great Challenge 2 Designed by Games Master for character</i>				
7	Assumption of the Mantle of Truth	Leadership, Sponsored	Covenant: Nation 7	Golden Skin

Challenge Order: Challenge of Leadership (overcome an invasion from the plane of fire), Challenge of Conversion (evil fire elemental enemy into good aligned friend), Challenge of Steel (overcome the champions of the king of the plane of elemental fire)

In her early days Tara interfered with the plans laid by the salamander king. Now, her people will have to pay the price for her hubris. The king launches an offensive into her kingdom through portals buried deep under her lands. She must first fend them off (challenge of leadership) then turn one of his war-chiefs into her ally (challenge of conversion). Once she does that, she can issue a challenge to the king, so that they settle their disputes in tournament rather than open war (challenge of steel). If she can overcome the salamander king in open combat she will ascend to the next stage of apotheosis.

PATH OF DARKEST NIGHT

Some men, driven by a need for personal power, swear their souls into the service of dark gods and even darker causes. However, when they do so they must swear their loyalty and service to beings whose motivations do not always match up with their own. Those mortals of more independent spirit, unwilling to sacrifice so much of their freedom in return for power, often seek out a darker, more dangerous road.

This road, called the Path of Darkest Night, forces the would-be Immortal to unlock the bonds placed on creation's tools at the dawn of time. With these tools the Immortal can transform his body and the world around him to meet his personal needs. With each transformation he becomes less and less mortal and more like the gods themselves.

The Path of Darkest Night

Challenge Step	Name	Challenge of:	Result	Recommended Gift
1	Creation of the Dark Heart	Creation, Recreation	Tap: Negative Energy 1	Frozen Heart
2	Binding the Soul to Shadow	Power, Recreation	Tap: Negative Energy 2	N/A
3	Master the Five Dark Moons	Insight, Established Challenge	Tap: Negative Energy 3	N/A
<i>Great Challenge 1 Designed by Games Master for character</i>				
4	Demonstration of Mastery	Power, Established Challenge	Tap: Negative Energy 4	N/A
5	Holding to the Centre	Will, Quest, Recreation	Tap: Negative Energy 5	N/A
6	Master the Seven Bright Stars	Insight, Established Challenge	Tap: Negative Energy 6	N/A
<i>Great Challenge 2 Designed by Games Master for character</i>				
7	Take up the Shadow's Call	Steel, Quest, Recreation	Tap: Negative Energy 7	N/A
8	Shatter the Bonds of the Law	Destruction, Test, Recreation	Tap: Negative Energy 8	N/A
9	Gathering the Great Darkness	Creation, Recreation	Tap: Negative Energy 9	N/A
<i>Great Challenge 3 Designed by Games Master for character</i>				
10	Walk the Path of the Stars	Mirror, Recreation	Tap: Negative Energy 10	N/A
11	Demonstration of Lordly Might	Power, Recreation	Tap: Negative Energy 11	N/A
12	Master the Nine Charms	Insight, Established Challenge	Tap: Negative Energy 12	N/A
<i>Great Challenge 4 Designed by Games Master for character</i>				

Unlike those paths dominated by a single lord, an Immortal walking the Path of Darkest Night can use creation's tools to transform himself into a god. Doing so, however, requires the Immortal to give up everything that once bound him to the mortal plane. Very few creatures, even those driven by insanity or greed, can push themselves so far. Most cling to the vestiges of their mortal lives with as much strength they possibly can, continuing to sample what pleasures the world still offers.

Description

It was not the gods' intent that mortal men take up creation's tools for their own advantage. In fact, the gods worked hard to expressly forbid such hubris. However, the power of free will is such that if a mortal knows that a thing can be done, he will in time find a way to do it.

The Path of Darkest Night represents one such deviation from the accepted structures. Mortal magicians discovered early in history that not only could they re-enact the god's acts at wellsprings to create tremendous power but that specific challenges existed already within the world and by taking them they could even further increase their already substantial abilities. A few hundred years of research later mortals had created a book called 'The Shining Art of Darkness' detailing how to transform oneself from a mortal man into an immortal creature with power drawn from the force of endings and boundaries – negative energy itself.

The first act of a mortal on this path is to drink a potion made from the souls of damned creatures then cut out his own heart, in keeping with how one of the lords of evil created a vortex of negative energy within his own body at the dawn of time. Each further step along the path involves similarly gruesome rituals, each one modelled on a legendary activity performed by one of the gods long before mortals walked the earth. To this day some of the gods wish to know who among their number revealed so many of the ancient details to mortals, a desire that will never be satisfied.

Some mortals call Immortals on this path 'liches', though in truth a lich could also be a much simpler undead creature with far less power. For themselves, those who walk this path do not call themselves anything other than Immortals. They care little for their brothers on the path and nothing at all for the mortality they left behind.

An Illuminated's Great Challenge

Hassan, a Wielder of Shadows, spent a decade recovering from the effort required to create a prison capable of holding a fragment of the primal darkness that existed before the gods made the world (Gathering the Great Darkness, a challenge of creation). With this tool in hand he invokes a Great Challenge, hoping for a chance to unleash the hunger at the heart of the universe.

Challenge Order: Challenge of Power (attain mastery over the demons of the end), Challenge of Will (retain control over the demons during the resulting storm), Challenge of Destruction (destroy the wellspring in which the gods imprisoned the elder darkness)

Hassan has long been a casual follower of the Cult of the End and knows many of their mysteries. Taking his power and his knowledge he sets out to unseal the bindings holding back the demons whose job it is to destroy the world during the end days (challenge



of power). Once he gains control of them he will gather them around himself and move to the hidden wellspring where the gods chained the lord of the elder darkness (challenge of will). There he can unleash them into the wellspring, releasing his god and hopefully bringing about the destruction of the world (challenge of destruction).

PATH OF FLAME AND FORTUNE

Of all the creatures born to the mortal world only dragons and elves know, without a shadow of a doubt, they can become gods if they so choose. When the gods wove the world they deliberately established a way into the heavens for the elves; the dragons simply forged one for themselves using their arcane might and incredible prowess.

The Path of Flame and Fortune is open to all dragons, regardless of alignment. By ancient agreement between Nancarus and Yi the two great draconic courts hold the wellsprings it requires in common. Guardianship of each wellspring passes from court to court every century, but anyone with draconic blood may tap the wellspring so long as they can pass its challenges.

Most dragons do not essay the first challenge until they become adults. A few, in fact, choose never to

essay the challenges at all. These dragons live out their mortal years then pass into history while their Immortal kin survive forever unchanged.

If a sorcerer or a kobold has draconic blood in his veins he may demand the right to walk this path in either of the draconic courts. If he can prove his case then the dragons will stand aside, allowing him to take up his place in the flames if he so wishes.

Description

When the gods wove the worlds they intended for dragons to represent the pinnacle of mortal power. They gifted them with intelligence, magical might and the physical strength to rend mountains. However, their creations did not obey the role given to them. Taking their incredible power the dragons set out on their own path, eventually discovering the secrets of immortality for themselves.

The path they eventually codified guides a dragon of whatever species from his adulthood into eternity. The oldest dragons, Nancarus and Yi, followed a different and considerably harder path toward their goal. Now, young dragons can confidently look forward to finding advice and counsel as they advance towards their inevitable divinity.

Each step along the path of flame and fortune allows the young dragon to duplicate not only the actions

The Path of Flame and Fortune

Challenge Step	Name	Challenge of:	Result	Recommended Gift
1	Exposure to the First Flame	Endurance, Recreation	Tap: Fire 1	NA
2	Holding to the Centre	Will, Recreation	Tap: Magic 1	NA
3	Passage Through the Wind	Grace, Recreation	Tap: Fire 2	NA
<i>Great Challenge 1 Designed by Games Master for character</i>				
4	Holding Coil on Coil	Strength, Recreation	Tap: Magic 2	NA
5	Master the Riddles of Fire and Shadow	Insight, Recreation	Tap: Fire 3	NA
6	Display of Draconic Might	Power, Recreation	Tap: Magic 3	NA
<i>Great Challenge 2 Designed by Games Master for character</i>				
7	Proof of the Ancient Truth	Faith, Recreation	Tap: Fire 4	NA
8	Blood the Talons	Hunt, Recreation	Tap: Fire 5	NA
9	One Against the Strength of Many	Steel, Recreation	Tap: Fire 6	NA
<i>Great Challenge 3 Designed by Games Master for character</i>				
10	Hold up the World	Strength, Recreation	Tap: Magic 4	NA
11	Race Against the Winds	Grace, Recreation	Tap: Magic 5	NA
12	Make the World that Could Be	Will, Recreation	Tap: Magic 6	NA
<i>Great Challenge 4 Designed by Games Master for character</i>				

of the gods, but also the actions of the great dragons who became gods themselves. As they emulate these ancestral heroes the dragons give homage to their gods in the only way they know how: through blood and fire.

An Aspirant's Great Challenge

After recovering from his Passage Through the Wind (challenge of grace) the bronze dragon Deiga issues a Great Challenge. The dragons that came before respond by sending him the following task:

Challenge Order: Challenge of Strength (hollow out a mountain), Challenge of Leadership (dominate a kobold people), Challenge of Power (set the bounds of the new kingdom)

Deiga must go to the great mountains in the heart of his desert home. There, he must carve out of the mountain's heart a cave suitable for his own lair, hauling the stones away one by one (challenge of strength). He must then become the leader of the kobold tribes, unifying them against the great threats coming up from the darkness below the world (challenge of leadership). Once he does so, he may lay down the bounds of his new kingdom, forging patterns of power other dragons must both fear and respect (challenge of power).

Steps from Grove to Grove

Challenge Step	Name	Challenge Of:	Result	Recommended Gift
1	Three Rings of Mastery	Mirror, Established	Magic 1	NA
2	A Race Through Dark Places	Grace, Established	Magic 2	NA
3	Forging the Blade of Dawn	Creation, Established	Magic 3	NA
<i>Great Challenge 1 Designed by Games Master for character</i>				
4	Petition the Old Lord	Power, Established	Immortal's choice of covenant term	Born to Magic
5	Answering the Ancient Sayings	Insight, Established	Magic 4	NA
6	Proof of Elfin Power	Life, Established	Magic 5	NA
<i>Great Challenge 2 Designed by Games Master for character</i>				
7	Four Rings of Mastery	Mirror, Established	Magic 6	NA
8	Bring Forth the Light	Grace, Established	Magic 7	NA
9	Proof of Red Blood's Price	Steel, Established	Immortal's choice of covenant term	Bright Brow
<i>Great Challenge 3 Designed by Games Master for character</i>				
10	Five Rings of Mastery	Mirror, Established	Magic 8	NA
11	The Weaving of Stars	Power, Established	Magic 9	NA
12	Proof of the Future	Faith, Established	Immortal's choice of covenant term	Eyes of the Stranger
<i>Great Challenge 4 Designed by Games Master for Character</i>				

STEPS FROM GROVE TO GROVE

When the gods wove the world they granted their favoured people, the elves, a way to physically ascend into the purity of divine essence. This path, called in literature the Steps from Grove to Grove, leads the once-mortal elf into a deeper understanding both of magic's place and of its limits in the world. Each step along the path forces the elf to shed his mortal limitations while he gains further knowledge.

The split in the elven race between the surface dwellers and those who fled deep beneath the earth created a dangerous imbalance within the slowly ascending elvish pantheon. The gods intended for the elves to remain in balance as a pure representation of how mortals choose to live. Instead, only a handful of elves who do not serve chaos and good have risen to become gods in the last three thousand years.

Each elf walking the steps must decide for himself what powers he will serve. The elves that came before will provide him with guidance and counsel, but cannot and will not interfere with his choice.

Description

The greatest and most powerful individuals among the elven people have an opportunity not given to other mortals. They can, by following a path approved by the gods, become gods themselves. This spiritual transformation requires great determination and ingenuity on their part, as well as an absolute faith in their place in the universe. This truth, more so than all of the other reasons combined, helps to explain elves' so-called 'arrogance' when dealing with other mortals. They know, because the gods told them so, that they truly are superior beings.

The Steps from Grove to Grove follow a set, quest-like format extending back to the dawn of time. The elven nations guard the wellsprings involved jealously, to the point of destroying any mortal not of elven blood who dares to approach them. They will willingly give up (and in many worlds have given up) everything except the territory surrounding these places.

Elves who wish to walk the steps must first visit the ancient Tree of Yu. There, the Immortals of the elven people test them for their worthiness and ability. Those



that pass these initial tests may step into the tree itself, where they will face the Three Rings of Mastery. Should the elf survive he emerges as an Aspirant Immortal.

Further progress along the path to immortality is made as the elf journeys along the 'Great Path', travelling from one elven land to another. Within each land he stops to speak with the elven Immortals and face the challenge built around the wellspring they guard.

When an elf begins this journey he must set aside his friendships with non-elves. Other mortals are not welcome along this path. Even their presence as travelling companions may prove problematic, as the elves have long since given up their willingness to trust their greatest secrets into the hands of other creatures.

A Wielder's Great Challenge

Long ago Luinrilion, once a great king among the elves and now protector of the Tree of Yu, finished his Proof of Elfin Power (challenge of life) by weaving a plant capable of restoring life to a man whose heart was cut out by a wraith's knife. After centuries of waiting, he finally issues a call for a Great Challenge. Powerful deities, mostly elfin gods of minor stature, consult with one another and then send forth the following:

Challenge Order: Challenge of Wit (secure an orcish Immortals' artefact axe), Challenge of Destruction (sneak into the orc's most holy wellspring and there destroy the axe), Challenge of Creation (use the shards of the axe to make a new sword for the elven lord)

His long idle over, Luinrilion must now steal into the fortress of an orcish Immortal of great age and stature. There he must not only steal this brute's axe, but he must also humiliate him in front of his court. Once he escapes Luinrilion must destroy the axe in the Hall of the Spear Bearer, where the orc's god once took on physical form. From there, he must retreat to a wellspring of elemental earth, where he can fend off the angry orcs and make a new sword to replace the one the great lord of the elven gods lost in battle a few years back.

WAY OF HARMONY

The ancient, secret oral lore of the druidic order contains whispers and fragments suggesting that some druids walked the long road of apotheosis by swearing their service to the great spirits who came into being when the world was made. An able scholar can put these whispers together well enough to set his feet on a similar road, a way of harmony with life leading the druid to become not just a mortal man but, in time, a god.

Each druid who takes up this path discovers anew one of the world's great truths: the powers of magic are nothing compared to the strength inherent in a single seed. For every creature dedicated to death, for every mortal who strives only for his own good, there exist a million things struggling to bring forth life. Even if every mortal were to die tomorrow the great cycle of life would continue and in time bring forth further intelligent mortals to appreciate its grandeur.

Once a druid sets his feet on the way of harmony he quickly becomes something both more and less than mortal. He walks in a world filled with spirits, but has trouble seeing simple things like a laughing child

or a home-cooked meal. Each time he becomes more enmeshed in the world of spirits he loses a small piece of what once bound him to mortality. In time he becomes a god, not unlike the lords of the beasts and the lords of the green who came before him.

Description

When the first mortals walked among the animals and the plants they wondered at what they saw. The world seemed filled with spirits and magic, with possibilities unbound by the laws limiting mortal actions. As they developed more sophisticated views of the world, mortals came to realise they held dominion over the things of this world and so lost that sense of wonder.

However, the handful of followers who serve in the old faith still remember what it was like to experience the wonder of the dawn and the joy of watching a flower burst into bloom. These mortals continue to celebrate the ancient mysteries despite the progress of intellectual knowledge. When modern magicians laugh at them for their 'archaic' beliefs they simply nod and retreat even further into quiet mysticism.

Way of Harmony

Challenge Step	Name	Challenge Of:	Result	Recommended Gift
1	Return to the Past	Hunt, Sponsored	Animal 1	Brother of the Wild
2	Breaking the Walls of Stone and Clay	Destruction, Sponsored	Plant 1	Roots Run Deep
3	Raise up the Broken Soul	Life, Sponsored	Animal 2	Call Neutral Magical Beast Champion
<i>Great Challenge 1 Designed by Games Master for character</i>				
4	Shatter the Bonds of Silence	Hunt, Sponsored	Plant 2	Shield of the Will
5	Hold to the Mountain's Heart	Endurance, Sponsored	Tap: Elemental Earth 1	N/A
6	Create the Golden Seed	Life, Sponsored	Plant 3	Wonder Artefact
<i>Great Challenge 2 Designed by Games Master for character</i>				
7	Stand Strong over What Once Was	Hunt, Sponsored	Animal 3	Weapon Artefact
8	Listen to the Voice of the Wind	Mirror, Sponsored	Tap: Elemental Wind 1	NA
9	Reach up to the Sky with Green Fingers	Life, Sponsored	Plant 4	Rise from the Ashes
<i>Great Challenge 3 Designed by Games Master for character</i>				
10	Return the Fire to its Home	Hunt, Sponsored	Tap: Elemental Fire 1	NA
11	Forge a Heart of Ice and Light	Creation, Sponsored	Tap: Elemental Water 1	NA
12	Unleash the Soul Within	Life, Sponsored	Animal 4	Mountains and Clouds
<i>Great Challenge 4 Designed by Games Master for Character</i>				

Within contemplation's silent shroud these mystics can hear the voices long since drowned out by mortal minds. They can hear the quiet breath of the great animal spirits and the growing song of the plants as they race their way towards the sun. These voices guide them down a path to immortality as old as the mountains, one never intended for mortals but available to them nevertheless.

In time, these great spirits go so far as to actively sponsor the Immortal on his path to godhood. They believe, wrongly as it has proven time and time again, that one day a mortal will take their cause up before the gods once again. Instead, so far all of the mortals to Transcend along this path have become lords of the beasts and the green, treating their former mentors no better than any other tool.

Yet still the spirits hope and still they wait for a mortal to champion them.

An Immortal's Great Challenge of Transcendence

Astley, once a druid priest and now an Immortal for almost two thousand years, finally sets about issuing a Great Challenge to Transcend. The great spirits answer his call with the hope that he will rise high to take their needs before the gods. Keeping this in mind the Games Master designs the following Great Challenge:

Challenge Order: Challenge of Endurance (hanging upon the First Tree), Challenge of Will (retaining focus in the darkness before the dawn), Challenge of Faith (holding true to the druidic creed)

In one month's time, on the first day of the new moon, Astley must submit to be bound and nailed to the First Tree by his fellow Immortals. Once bound there he will hang for nine days and nine nights. If he survives, the animals will let him down into a



hollow formed by the First Tree's roots. There he may meditate upon the truths he believes in while the animals and plants slowly rebuild his body. Once they do so, an Immortal dedicated to the abstract power of knowledge will come to question him on his beliefs. If, despite his adversary's best efforts, he can hold to them, Astley will finally Transcend the mortal coil to become a god in truth as well as power.

IMMORTAL CHARACTERS

The following characters illustrate a few of the myriad Immortals characters might encounter as they adventure through the world. These Immortals stand at three separate stages of the Immortal journey: one has just begun to explore the Immortal world, one has found a comfortable place for himself and the other long ago transcended the mortal coil.

NANCARUS — TRANSCENDENT GREAT WYRM RED DRAGON

Colossal Dragon (Fire)

Hit Dice: 40d12+400 (660hp)

Initiative: +4

Speed: 40 ft. (8 squares), fly 200 ft. (clumsy)

Armour Class: 41 (-8 size, +39 natural) touch 2, flat-footed 41

Base Attack/Grapple: +40/+73

Attack: +49 melee (bite 4d8+17)

Full Attack: +49 melee (bite 4d8+17), +44 melee (4d6+8, 2 claws), +44 melee (2d8+8, 2 wings), +44 melee (4d6+25, 1 tail slap)

Space/Reach: 30 ft./20 ft. (30 ft. with bite)

Special Attacks: Breath weapon, crush, frightful presence, snatch, spell-like abilities, tail sweep

Special Qualities: Damage reduction 20/magic, immunity to fire, *sleep* and paralysis, immortal gifts, low-light vision, spell resistance 32, vulnerability to cold

Saves: Fort +32, Ref +22, Will +30

Abilities: Str 45, Dex 10, Con 31, Int 26, Wis 27, Cha 26

Skills: Appraise +33, Bluff +51, Channel +28, Concentration +53, Diplomacy +23, Escape Artist +23, Infuse +28, Intimidate +51, Jump +40, Knowledge (arcana) +44, Knowledge (geography) +32, Knowledge (history) +32, Knowledge (nature) +29, Knowledge (planes) +42, Knowledge (religion) +31, Listen +43, Search +43, Sense Motive +51, Spot +53, Use Magic Device +51

Feats: Alertness, Bane Spell, Cleave, Empower Spell, Extend Spell, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Maximise Spell, Power Attack, Widen Spell, Wingover

Challenge Rating: 40

Alignment: Chaotic Evil

From the darkness you hear rasping laughter that races along your bones. Two lamp-like eyes, golden with such malice even the gods would tremble, cast a lazy gaze down upon you...

Nancarus has reigned over the Court of Shadows for ten thousand years. He is a god-emperor, the alpha and omega of the chromatic dragon world. His wise old face shows ancient evil and equally ancient wit, honed through the years into weapons capable of challenging the gods.

Although ageless, time has weathered this ancient great wyrm a bit. He is lean rather than muscular and his neck in particular looks extremely bony. His once glossy red scales long ago sunk to the colour of a burning ember.

The Immortal Lord of the Court of Shadows long ago burned away anything mortal from his spirit. He wields absolute power over his followers and will not hesitate to destroy anything that threatens him, them or his plans for the inevitable ascension of chromatic dragon-kind.

His only true foe, Yi the Immortal Dragon of the Sun and Stars, rarely puts in an appearance in the mortal realms. She would rather spend her time floating high above the clouds, watching mortals toil through their terrible troubles, rather than get down into the mud and muck.

Combat

Nancarus does not engage in combat with weak mortal creatures. However, if forced into combat by one of his peers he can use the following abilities:

Breath Weapon (Ex): 70 ft. cone, damage 24d10 fire, Reflex save DC 40 half.

Crush (Ex): Area 20 feet by 20 feet; Large or smaller opponents take 4d6+25 bludgeoning damage and must succeed on a DC 40 Reflex save or be pinned; grapple bonus +73.

Frightful Presence (Ex): 360 ft. radius, HD 40 or less, Will DC 38 negates.

Spell-Like Abilities: 12/day – locate object; 3/day – suggestion; 1/day – discern location, find path.

Spells: As a 19th level sorcerer

Sorcerer Spells Known: (6/8/8/8/8/7/7/7/5); save DC 18 + spell level); 0 – arcane mark, dancing lights, detect magic, ghost sound, guidance, mage hand, prestidigitation, read magic, resistance; 1st – alarm, chill touch, divine favour, magic missile, shield; 2nd – cat's grace, cure moderate wounds, darkness, detect thoughts, invisibility; 3rd – deeper darkness, dispel magic, haste, protection from elements; 4th – charm monster, emotion, restoration, spell immunity; 5th – circle of doom, feeblemind, shadow evocation, 6th – acid fog, forbiddance, heal; 7th – blaspheme, word of chaos,

firestorm; 8th – create greater undead, greater spell immunity, incendiary cloud; 9th – elemental swarm, implosion.

Tail Sweep (Ex): 40 ft. half circle, 2d8+25 bludgeoning damage to Medium or smaller opponents, Reflex save DC 40 for half damage.

Immortal Abilities

In addition to his fearsome draconic abilities Nancarus also wields the power of a Transcendent Immortal. In many ways these powers make him even more fearsome than the other great wyrms; they can destroy a nation while he could destroy the world if the whim struck him.



Apotheosis Step: Transcendent

Title: Transcendent Soul of Crystal Fire and Wonder

Total Victories: 12 (Tap: Abstract Magic 4, Tap: Elemental Fire 6, Tap: Elemental Earth 2)

Great Challenges: 4

Aura: 66 (15 invested)

Banes: Poet's Folly, Slow Speech

Blessings: Mantle of Fire, Path of Stone, Spellweaver

Tap into Abstract Magic (4 Victories)

Channel Bonus: +4 (+32 total)

Infuse Bonus: +8 (+36 total)

Wellsprings: God's Drums 2, Sargon's Stone 2

Call Fire Elemental Commander

Numen Gift

Rise from the Ashes

Attribute Gift

Base Bonus: Rise from the dead in 30 days.

Total Bonus: Aura 5, 4/1, 20: Rise from the dead in 10 days.

Unbound from the Wheel

Attribute Gift

Base Bonus: Gain the ability to take many forms after Transcending

Voice of the Stranger

Attribute Gift

Base Bonus: +2 to all abilities

Tap into Elemental Earth (2 Victories)

Channel Bonus: +4 (+32 total)

Infuse Bonus: +2 (+30 total)

Wellspring: Nancarus' Cave (2)

Eternal Youth

Attribute Gift

Base Bonus: Regress to the prime of youth

Call Earth Elemental Seneschal

Numen Gift

Tap into Elemental Fire (6 Victories)

Channel Bonus: +6 (+34 total)

Infuse Bonus: +12 (+40 total)

Wellsprings: Heart of the Unknown Fire (6)

Born to Magic

Attribute Gift

Base bonus: Automatically apply empower spell to 1st level spells

Total Bonus: Aura10, 4/1, 40 bonus empower spell to 9th level (18 bonus), widen spell to 7th level (21 bonus), extended spell to 1st level (1 bonus)

Dominion over Elemental Earth

Power Gift

Dominion over Elemental Fire

Power Gift

Dominion over Elemental Wind

Power Gift

Dominion over Mythic Chaos

Power Gift

Dominion over Mythic Evil

Power Gift

SEBASTIAN THE SHADOW SOULED

Medium Undead Wizard 20

Hit Dice: 20d12 (135hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armour Class: 23, touch 23, flatfooted 20

Base Attack/Grapple: +10/+10

Attack: Touch +10 melee (negative energy pulse), or ray +13 ranged (negative energy invest)

Full Attack: Touch +10 melee (negative energy pulse), or ray +13 ranged (negative energy invest)

Special Qualities: Immortal abilities, undead qualities

Saves: Fort: +6, Ref: +9, Will: +13

Abilities: Str 10, Dex 14 (16), Con -, Int 20 (26), Wis 12, Cha 8

Skills*: Channel +11, Concentration +20, Craft (alchemy) +15, Craft (gemcutting) +10, Decipher Script +18, Infuse +19, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (planes) +15, Spellcraft +18

Feats: Brew Potion, Craft Wondrous Item, Forge Ring, Heighten Spell, Maximise Spell, Quickened Spell, Scribe Scroll, Silent Spell, Spell Master (3x), Still Spell

Challenge Rating: 27

Alignment: Neutral Evil

*Sebastian speaks and reads 24 languages. The Games Master can assume he can converse in the native language of any creature he encounters.

Possessions: *Amulet of natural armour* +2, *bracers of armour* +6, *ring of protection* +2, *gloves of Dexterity* +2, *headband of intellect* +6.

The shadows solidify around you as crushing cold causes mist to fall from the air. Through the darkness you can make out the form of a tall, thin man clutching an ironshod staff with bony hands...

Sebastian took his place among the Immortals so long ago only Nancarus (and potentially Yi) can remember a time without him. His power is sufficient to keep most troublemakers off his doorstep, while attracting those who might be of use to him. More than one would-be hero has disturbed his tomb only to become fodder for the next experiment.

Sebastian was an old man, old enough to have lost most of his muscle to the wasting of age, before he became Immortal. He wears soiled robes and a broken/mended rope belt. As he has transitioned into lich-hood his eyes have been replaced with burning red embers, while his flesh continues to shrink down to his bones. Magic manifests in his every motion as little shards of shadows falling from his fingers as they move through the air.

Although no one else remembers his history, Sebastian still feels the driving fear of death that led him to sacrifice his kingdom, his people and his own new-born son to the powers of darkness

in return for eternal life. He will deal summarily with anything he perceives as a threat. He also spends enormous amounts of arcane and Immortal energy securing his domain from trespassers. Anyone, mortal, Immortal or god, walking on his lands without permission will suffer his wrath.

Combat

Wizard Spells Known: (4/6/6/6/6/5/5/5/4; Save DC 16 + spell level): Sebastian has access to all wizard/sorcerer spells from *Core Rulebook I*, he will prepare spells in accordance with his needs of the moment.



Immortal Attributes

In addition to his impressive magical abilities Sebastian wields the power of a true Immortal. He has focused on the dominion over elemental forces and the development of a handful of powerful servants.

Apotheosis Step: Immortal

Title: Immortal Shadowed Soul of Power

Total Victories: 10 (Tap: Elemental Negative Energy 10)

Great Challenges: 3

Aura: 35 (21 invested)

Banes: Ebon eyes, eternal cold, touched by shadow

Blessings: Draw in the light, night's soothing hand, path to midnight

Tap into Negative Energy (10 Victories)

Channel Bonus: +10 (+21 total)

Infuse Bonus: +20 (+39 total)

Wellsprings: The Grasping Pool of Kork'klaz (4), Hall of Eternal Night (2), Vale of Midnight Crystals (4)

Call Evil Infernal Advisor

Numen Gift

Call Evil Infernal Champion

Numen Gift

Call Evil Undead Commander

Numen Gift

Dread Wraith: 16 Aura, 5 levels of sorcerer and +15 CR to legion, marshal a host to kill every firstborn male in Hartridge

Call Evil Undead Sentinel

Numen Gift

Dominion over Elemental Negative Energy

Power Gift

Dominion over Elemental Wind

Power Gift

Frozen Heart

Attribute Gift

Base Bonus: undead type

Total Bonus: 4 Aura, 20 bonus points: 1d6-6 (min 0) damage from the sun per round, Will save 22 to use gifts in sunlight

Mastery of Mythic Evil

Power Gift

Mastery of Mythic Law

Power Gift

Mountains and Clouds

Attribute Gift

Base Bonus: Successful save redirects effect into the environment

**WALTHER – ASPIRANT
SWORDSMAN**

Medium Human Paladin 15

Hit Dice: 15d10+15 (102hp)

Initiative: -1

Speed: 20 ft. (4 squares)

Armour Class: 26, touch 10, flat-footed 26

Base Attack/Grapple: +15/+17

Attack: +3 *longsword* +21 melee (1d8+5 plus 2d6 to evil creatures/17-20) or +1 *composite longbow* (+2 Str bonus) +15 ranged (1d8+3/x3)

Full Attack: +21/+16/+11 melee (1d8+5 plus 2d6 to evil creatures/17-20, +3 *longsword*) or +15/+10/+5 ranged (1d8+3/x3, +1 *composite longbow* (+2 Str bonus))

Special Attacks: Smite evil 4/day, turn undead 11/day

Special Qualities: Aura of courage, aura of good, *detect evil*, divine grace, divine health, empathic link with mount, *heavy warhorse mount*, lay on hands, *remove disease* 4/week, share spells with mount

Saves: Fort +14, Ref +10, Will +13

Abilities: Str 14, Dex 8, Con 12, Int 10, Wis 14, Cha 19

Skills: Concentration +19, Heal +20, Ride +17

Feats: Extra Turning, Improved Critical (*longsword*), Iron Will, Lightning Reflexes, Mounted Combat, Ride-By Attack, Weapon Focus (*longsword*)

Challenge Rating: 17

Alignment: Lawful Good

Possessions: +3 *full plate*, +3 *heavy steel shield*, *ring of protection* +1, +3 *longsword*, +1 *composite longbow*, 10 normal arrows, 10 +2 arrows, 10 cold iron arrows, 10 silvered arrows, 8 adamantine arrows, *cloak of Charisma* +2, 2 potions of *cure moderate wounds*, 2 potions of *cure serious wounds*

Tall, strong, clad in shining plate mail and riding a charger so white it gleams in the sun – none could mistake the man before you for anything other than a paladin on a mission from his gods. Or at least, a paladin who thinks his gods have demanded his service...

When he was young, Walther sat on his father's knee listening to tales of glory and wonder. He thrilled to the stories of the great battles of yore, when mighty men did glorious deeds in the name of right and worthy causes. During those long dreamy nights he swore he would restore the age of legend to this fallen world.

When the time came Walther chose to follow his god-heroes' footsteps, taking on the greatest enemies of his age one by one in his quest to become just like the stories say a man should be. He is a tall, muscular young man armed with exceptional self-confidence and an absolute belief in his own destiny. Long, blonde hair, a handsome face and broad shoulders accent his 'place' as the hero of every tale.



He has just passed through his first two challenges and has not yet realised the dangers he faces. His sword (an artefact gift) and armour (another artefact gift) shine with his intense confidence. As he moves towards his next conflict, Walther prepares himself for what will come by singing tales of his own glory to himself.

Combat

Paladin Spells Prepared (3/2/1/1: save DC 14 + spell level); 1st – bless weapon (2), divine favour; 2nd – bull's strength, shield other; 3rd – heal mount; 4th – holy sword.

Immortal Abilities

Walther is young as Immortals go; he has not yet even passed his mortal maturity. There are those in the Immortal Hosts who worry that such a young man could come so far, so quickly.

Apotheosis Step: Aspirant

Title: Aspirant to the Blade

Total Victories: 2 (Covenant with the Hero God (War 2))

Great Challenges: 0

Aura: 2 (2 invested)

Banes: None

Blessings: None

Covenant with the Hero God (War 2)

Channel: +4, +6 for attribute gifts

Infuse: +6, +8 for attribute gifts

Covenant Manifestation: None

Holy Blade of the Hero God

Weapon Artefact Gift (War 1, Covenant, Longsword)

Power Point Threshold/Initial PP (1

Aura/5PP): +3 bonus, holy

Holy Armour of the Hero God

Armour Artefact Gift (War 2, Covenant, Full Plate armour)

Power Point Threshold/Initial PP (1

Aura/5PP): +3 bonus, spell resistance 13

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DESIGNER'S NOTES

The Book of Immortals did not turn out as I planned. Mind you, books of this size never turn out as the writer planned, we just have to accept that as part of the job. Things change, life continues and we move on. In this case though, *The Book of Immortals* really did not turn out like I planned. So much so that it barely looks like the book I set out to write.

The original mandate for the book asked the Mongoose writers to create a d20 supplement to enable epic-level play without treading over the same old 'epic' rules. We needed to create something bigger, grander and more involving than the 'fight another monster, get another feat' structure inherent in d20.

From the resulting slew of ideas grew a pile of manuscripts that, in time, ended up on my desk. Within a week I entered the final throes of buying a house, then moving and then finally assisting with the delivery of my firstborn child. As you skim through the book you can probably tell exactly what I had to do while writing each section: contemplations on the joys of life go with pre-childbirth activities, while angry polemics against the power elites match up to any time I had to deal with a bank.

As these elements slowly came together I also realised this book created a completely separate game that ran alongside, but did not interfere with, the progression of mortal characters. It, in effect, adds a whole new layer of reality to existing games. This structure both helps and hurts the book. It helps in that the Games Master can easily introduce the elements without greatly disturbing an existing game. However, the linkages between the two 'game worlds' can make said introduction extremely difficult.

Once I realised exactly what the book wanted to become I restructured the contents. The complicated game of Immortal Politics went by the wayside, perhaps to appear in a later supplement. Its page count went to enhance the character-focused aspects of the game, specifically the tap and covenant descriptions as well as adding additional gifts for players to muck around with.

This restructuring affected more than just the proportion of the contents. For example, the original draft of the rules for numen looked a great deal like an enhanced version of the *summon monster* spells. Over time they evolved into an entirely new kind of

action, allowing the character to do everything from summon a 'riding' spirit a la voodoo or call up a sorcerer wraith and his nine minions.

The 'wacky' rules for Channel and Infuse, as well as the highly complex alignment of skills, taps, covenants and gifts, grew in a similar fashion. The original rules used a unified bonus structure with a highly regimented effect set based on the power source. However, it read more like a war-game or a stereo manual, so I started to break it down. The result is the highly interconnected mass you have in your hands: a deliberately complex system designed to, dare I say it, amuse a player for hours as he builds a perfectly optimised character.

This idea leads us to the division between mortal heroes and Immortals. Mortal heroes, despite their power, remain a part of the world. They fight, live, love and die in actions writ large by their personal power and the choices they make. Immortals, on the other hand, exist in a much more constrained fashion. Their power may resemble that of gods, rather than mortal men, but so too do their limits.

Those limits force Immortals to rely on their mortal hero friends. An Immortal, hedged in with primal powers and ancient restrictions, cannot just turn his back on his responsibilities. These responsibilities trap him, forcing him to act in specific ways in order to avoid the disastrous consequences following a loss of power. A mortal hero, though, owes his power only to himself. If he angers a god or breaks an ancient law or two on the way to doing something that needs doing, well these things happen.

So, where to now? Do your characters want to become the heroes of legend, men and women who help and hinder the gods in equal measure? Do they want to set aside the limits of mortal power for the infinite reaches of divinity? Do they want to cheat death forever or accept it as part of the price they pay for the freedom to do as they wish?

Whatever your characters choose, we hope it makes for a great game. That, after all, is what we set out to write.

Good luck and good gaming!

Shannon

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The Book of IMMORTALS

The greatest challenge awaits you...

Do you dare to take up the reins of power? Do you dare to challenge the forces of the universe and take your place amongst the stars?

Through *The Book of Immortals*, characters will face tests and trials deemed impossible by mortals as they work their way towards ultimate power. They begin to deal with the gods as equals, interacting with good and evil, law and chaos, in their primal forms. They make bargains with celestial beings, play devils off against one another and may even develop a cult dedicated to their deification.

The Book of Immortals contains :

An introduction to the rules, covering terminology and differences between an Immortal and a high-level character.

Wellsprings, which details the effects of tapping into the universe's hidden power sources.

Covenants addresses those Immortals who derive their powers through agreements with other creatures.

Gifts allow the Immortal to use the might derived from powerful artefacts for his own ends.

Challenges outlines the various tests and trials Players face along their path toward transcendence.

The Immortal World, provides details about the complex world of Immortal politics.

Aspiration to Transcendence presents six established paths of immortality.

Immortal Characters gives complete statistics for three Immortals at varying stages of immortality.

RECOMMENDED FOR PLAYERS & GAMES MASTERS ALIKE

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