

HIGHLANDER



THE IMMORTALS



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This game supplement requires the use of the **DUNGEONS & DRAGONS®** Player's Handbook, Third Edition, published by Wizards of the Coast®.

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The official **DUNGEONS & DRAGONS®** web site can be found at the following address.
<http://www.wizards.com/dnd/>

The official **HIGHLANDER®** web site can be found at the following address.
<http://www.highlander-official.com>

To understand the campaign and its universe, you will want to see the Highlander movies and the television series. They are the following.

- Highlander: The Directors Cut
- Highlander II: The Renegade Version
- Highlander III: The Final Dimension
- Highlander IV: Endgame
- Highlander the Television Series
- Highlander the Raven

To understand the game system and its world you will need a copy of the following books.

- D&D 3rd Edition Player's Handbook
- D&D 3rd Edition Dungeon Master Guide
- D&D 3rd Edition Monster Manual
- D&D 3rd Edition Player Character Sheets

There are various other books and material on Immortals and D&D. A good review of these other materials can be very helpful in constructing your campaign world.

Any search engine can help you locate various information on the Highlander universe, as well as the Dungeons & Dragons game system.

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THE WATCHERS

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INTRODUCTION

*From the Dawn of time we came.
Moving silently down through the centuries,
living many secret lives.
Struggling to reach the time of the Gathering;
when the few who remain will battle to the last.
No one has ever known we were among you...
until now.*

Juan Sanchez Villa-Lobos Ramirez

She likes to watch. She calls it "Ride the Lighting", and she gets a weird kick from our little light show.

Well I guess I should introduce myself, my name is Kelarus DaGadon and this is my little night angel "Deborah DaBruah". I was born in 1105 in Paris France and like you, I am Immortal. Deborah is also immortal but she is nothing like you or myself, she is a child of the night.

This little war has made the game so much easier for me. We just follow along the engagements and eventually find one of our kind. May are usually like yourself, having just received their first death, with no idea what you or they are. It makes for an easy kill. We usually find them lying in a pool of their own blood and carnage. Deborah drains away what remains of their life and then I finish them off with a quick flash of the blade. And as the Quickening sparks through me, Deborah tends to get a bit too close and it gives her a burn. She seems to like it. I think sometimes she likes pain too much. I don't know, she says that it makes her feel alive again.

Well, to be honest, I have grown a bit tired of the easy kills. There is just no thrill in it for me anymore. Just one quick slice and it's all over, but in turn, it does give Deborah such great pleasure. You understand don't you? It's the same principle as your army has done here. You have gone from town to town, taking what you want and burning all the rest. And after awhile, the towns and the people all look the same and you get bored. So you have to think of all new and exciting ways to kill people and destroy their property.

I have to hand it to your General Sherman, he is right, war is hell; and he is the devil himself. This grand carnage you Yanks have left is unbelievable. Only someone of pure evil could

have taken the very soul from a land and burn it in the pits of hell. Congratulations. I believe your northern empire has brought this southern nation to its knees. Very impressive work I must say.

Well it really doesn't matter much to me anyway. The works of mortal man is little concern to Deborah and to myself. It is you whelp, which we have come for. You see our souls are infused with an ancient power call the Quickening. This power gives us the gift of immortality. Well, that is until someone like myself comes along and cuts off your head. It's nothing personal; it's just all part of the game. Oh yes, I almost forgot that you don't have any idea what I'm talking about do you. Well then, I shall give you a little history lesson and if you can follow what I'm trying to tell you. Well I might just spare you and let you play in the game, for a while.

Immortality is as much of a curse as it is a blessing. You don't age anymore, but everyone and everything you once loved will wither and die. You are nothing more a pawn in this "Game". You will become a hunter and slayer of men. And in turn you will also become the hunted. You will never know peace again. You are always at odds with another Immortal. You see, in the end there can only be one Immortal left. Only one of us can win the prize. So you must kill friend and foe alike. You will have the blood of the innocent, as well as the guilty, on your blade. Do you understand? You, and all that you loved will die today and you will become something else.

So what do wish? Do you want to know the truth and start a new life that is based on blood and fire? Where your only true and trusted friend is the cold steel of your blade. Or maybe, I should have pity on you and let Deborah finish toying with her food, and then I will spare you from this nightmare.

Oh I see, you wish to live and learn to play the game. Well there is much to learn whelp. We can talk over there, in that lovely church that you and your troops so easily put to the torch. To think you actually thought they were hiding something in here. Well now you know. I think you will do well with eternal damnation. Just remember the most important rule.

In the end, there can only be one.

THE GAME

Welcome to the "Game", where you play an Immortal character that lives in a world of swashbuckling fantasy and romance. A world where you can live and love forever, that is, until the time of the "Gathering".

This game supplement is a "generic" set of rules; in other words, it can be used in any campaign world as you see fit. A "fantasy Earth" setting works best, but it is totally up to you. A list of reference material is listed in the back of this book; it should help you create your game world.

I have been asked, "What is the best way to run a game like this"? Well, I have always started in the past and the player characters as mortal. As the game progresses, they receive their "first death" and we begin to move forward in time. This seems to work best and is easiest to play.

Your opponents don't always have to be another "Immortal". I have used every monster imaginable against the players. One character even received her first death due to a bite from a vampire. So the "bad guys" can be anybody and/or anything. Remember Immortals are rare, so you will have to challenge your players with many different obstacles and opponents. It's a big game world out there; the only limit is your imagination.

So I hope you enjoy your adventures as an Immortal, but beware of the blade and remember,
"There can be only one!"

THE IMMORTAL TEMPLATE

Where do I come from?

Where do I come from?!

Where do I come FROM!!!

Duncan Macleod

TEMPLATE TRAITS

“Immortal” is an acquired template that can be added to any humanoid, or monstrous humanoid (referred to hereafter as the base creature). The creature’s type changes to Immortal. It uses all the base creature’s statistics and special abilities except as noted in this book.

Challenge Rating: Same as the base creature +2.

Hit Dice: Same as the base creature

Speed: Same as the base creature.

Defense: Same as the base creature.

Attacks: Same as the base creature.

Special Qualities: The following qualities are basic abilities for all Immortals. These powers first appear after the character receives his “First Death.”

First Death: is the date the Immortal dies from his mortal self and is reborn into immortality. First Death can only happen as a violent death. This could come from an accident, combat, or any other form of trauma. If a pre-Immortal dies from old age or disease, (a non-trauma death), then the pre-Immortal, dies a mortal death, and is not reborn as an Immortal. The date of the characters first death should be recorded on the Player Character’s sheet along with the place and how.

Age Freeze: The Immortal’s age freezes at the time of First Death. The Immortal physical appears to remain at this age, and will not age again, until the Prize is won.

Immortals can be magically aged, (with all the effects of normal aging applying), but they will re-grow younger at a rate of 1 year per day, if a successful Quickening save is made at a DC of 12. If the save is not made the Immortal must wait to try again the following day at the same DC.

Quickening Powers: Immortals all have a stored pool of Quickening that can be used for various Quickening Powers. Immortals receive one Quickening Power at first death, then again after every 250 years of age. See chapter on “Quickening” for further details.

Regeneration: Immortals regenerate at 1 Hit Point per every 20 combat rounds, (2 minutes).

This rate increases with Immortals age, at a rate of 1 Hit Point per 100 years of age. Thus, an Immortal who is at the age of 2000 would regenerate 1 hit point every combat round.

If a limb, or any other body part other than the head, is cut off or lost in some other way, it will re-grow back, eventually. Any limbs that are severed will re-grow in HP x 1 year.

Example: Liam cuts Claris arm off, causing 25 Hit Points of damage. It will take 25 years to re-grow a new arm.

If the detached limb can be found before the stump heals up, it will then re-attach normally. But it will take twice as long to regenerate the lost hit points.

Sense Quickening: This allows the Immortal to sense other Immortals at a radius of 1 foot x 10 years of age. Thus an Immortal, who was 250 years old, could be able to sense another Immortal within a 25-foot radius of him.

This ability also allows an Immortal to senses Holy Ground with the same range.

This ability will not let the Immortal pinpoint the other Immortal in a crowd of people.

Once an Immortal enters the range of another Immortal, nether can be surprised, although they can be caught “flat footed” if they do not make a successful Quickening save at a DC of 10.

Newborn Immortals will become nauseated from the feeling. The feeling of nausea will remain until another Immortal explains what he is feeling and the rules of the game to him or her.

Weapon Bond: This is the only trait that appears after his mentor trains the Immortal. This trait cannot be utilized until after the proper training and time is acquired, (six months is a good rule of thumb),

At the end of the training period, the Immortal must make a successful Quickening save at a DC or 12 to empower his first weapon. If the save fails, then the Immortal must spend another month in training before he can retry to bond with his weapon.

The Immortal becomes bonded to a particular weapon of his choice. Through this weapon, the Immortal is able to evoke various other Quickening Powers (Empower weapon, Hide weapon, Weapon Breech, etc).

Only one weapon may be bonded at one time. If a second weapon is bonded, the first weapon loses the ability to channel Quickening powers.

The cost to bond to a new weapon is a permanent loses of ¼ the Immortal’s Quickening Points.

This lose can be avoided altogether, if the player

makes a successful Quickening save at a DC of 20.

Advancement: By character class.

Alignment or Allegiances: Same as the base creature

Saves: Quickening Save: This is a new saving throw category. To find the Immortal's total save modifier you add the Immortal's Honor ability score modifier, plus 1 point for every 250 years of life.

Action Point If used, same as the base creature

Reputation Bonus If used, same as the base creature

Ability Scores: Immortal Characters should use the method of rolling ability scores as determined by the game world and the Dungeon Master.

Honor: Honor is a new ability score, and uses the same ability modifiers as the other normal abilities. A player's Honor Score represents how well your character can follow the rules of the "Game". You apply your character's Honor modifier to: Quickening saves, Quickening Powers, Age related abilities, and various other Immortal related skills.

Players begin with an Honor Score between 3 - 18. Alignment does play a factor in your character's Honor score. The following are modifiers added to your final Honor score.

- Lawful add a +1
- Good adds a +1
- Chaotic subtracts a -1
- Evil subtracts a -1
- Neutral has no modifiers.

Optionally the DM can determine the player's Honor score based on the Immortal's alignment.

Average Honor Scores based on Alignment:

- A chaotic alignment should start between 12 and 13.
- A neutral alignment should start between 14 and 16.
- A lawful alignment should start between 17 and 18.

A DM's review of the Immortal's Honor score can be at anytime it seems necessary; but a good rule of thumb is to check it after the end of an adventure or story line.

Remember that is harder to gain honor than too loss honor. Honor is a set of rules that a person

lives and dies by. It is much easier not having a code to live by, then it is to live up to one.

A player's Honor score can be increased or decreased based on the DM's judgment on how well the Immortal plays the Game. This based on the DM judgment, but some violations of the "Game" have some set loses.

Some examples are as follows:

Exposing the Game to mortals, is a lose of 1 point, of honor. This lose can be prevented if the mortal can be trusted not to expose the Game.

The Immortal then must make a successful Quickening save at a DC of 20.

Attacking on Holy Ground is a lose of ½ of the Honor ability, by the attacking Immortal, and ¼ points of the defending Immortal. The defending Immortal can make a Quickening save at a DC of 30 to avoid the lose of Honor.

Teaming up against another Immortal (i.e. two on one) is a lose of 6 points.

These are but a few examples to be used as guide lines, the final judgment is up to the DM.

Skills: Age of the Immortal has an effect on skills he has learned. Every 100 years, an Immortal can increase his known skills by his Honor score bonus. For each point of a skill, the Immortal must make a Quickening save at a DC of 15 to increase the skill. This can only be attempted once every 100 years.

Feats: Immortals begin play with the "Basic Dueling Feat" once their training is completed. From then on, the Dueling Feats can be acquired, as you would normally gain feats.

CHARACTER RACE

*Here we are. Born to be kings.
We're the Princes of the universe.
Here we belong. Fighting to survive.
In a world, with the darkest powers.*

Queen - Princes of the Universe

NON-HUMANS

Immortal Humans are very rare and non-human Immortals are extremely rare. The game world you decide to use will dictate the usage of the playable non-human races allowed. In any case Immortals, human and/or non-human, are extremely rare.

In a fantasy earth setting, the demi-human will have to be able to pass in human society unnoticed. The demi-human must at least have a minimum Charisma score of 12.

Non-human Immortal powers change at a slower rate due to their slower metabolism. They have to wait longer to receive some benefits that come with age.

The following factors will be used to adjust the age requirement for some Immortal powers. Multiply the race factor by the standard ability age requirement, this is the new minimum age needed for that race to receive that ability.

Race	Modifier
Elf	x 6
Dwarf	x 4
Gnome	x 3
Half-Elf	x 2
Halfling	x 2
Half-Orc	x 1

Example: A gnomish Immortal will have to wait 300 years to regenerate 1 extra Hit Point, while a human Immortal only has to wait 100 years.

The appearance of Immortal demi-humans is up to the DM and his game world you are adventuring in. In a fantasy Earth setting, the demi-human has to be able to pass in human society. This will require a minimum Charisma score of 10 or higher.

NATIONALITY OR CULTURE

All Immortal Characters also need to choose a nationality or a culture. This can have special benefits for the character. This is determined by the game world and at character creation.

One culture advantage is the if a character comes from a region or culture that a specific weapon is based from. The weapon is considered a martial weapon and not an exotic weapon.

If a various class, item and/or spell are not allowed in the player's starting culture or time period, then he is unable to begin playing with it. The player may in the future be able to acquire it, but until then, he will be unable to start with it.

IMMORTAL SKILLS

*Remember Highlander,
Live, grow stronger.
Live another day.*

Methodos

The following skills can be bought by any Immortal after their first death, but they are forbidden to mortals unless otherwise stated in the skill description, (i.e. Watchers receive “Immortal Lore” as a free skill). The skills are considered to be a class skill regardless of the Immortal’s class, but none can be used as an untrained ability.

An Immortal can learn these skills from another Immortal, who has this skill as well as the Mentor skill. Immortals can also gain these skills from a defeated Immortal’s release of Quickening.

Age of the Immortal has an effect on skills he has learned. Every 100 years, an Immortal can increase his known skills by his Honor score bonus. For each point of a skill, the Immortal must make a Quickening save at a DC of 15 to increase the skill. This can only be attempted once every 100 years.

IMMORTAL SKILLS

Knowledge: Immortal Lore

Intelligence, Trained Only

This skill is knowledge of the “Game” and personal information of Immortals. This skill is given free to all Watchers, but it can also be bought by Immortals.

Check:

The skill is checked whenever you wish to know a piece of information on Immortals, their powers, history and the “Game”. A simple information is at a DC of 10. If specific personal information on an Immortal is needed, it has a DC of 25.

Retry:

There is no retry for this skill until the user increases the “Skill Rank” of this skill.

Special:

This skill can be specialized in a specific Immortal. The skill can be bought again for a specific Immortal and given a +4 bonus. This will give very specific knowledge of that Immortal.

Mentor

Charisma, Trained Only

Check:

This skill allows an Immortal to become a mentor or teacher to another Immortal. This skill is most commonly used when a new Immortal has just received his “First Death”. This skill can be used for training older Immortals as well. If an Immortal wishes to train another, he or she must have this skill also. To train someone in a power or skill the mentor must train with the student for one week per 1 Skill Rank of the skill. The student must have these points to spend. To learn the new skill a Quickening Save has to be made at a DC of 16.

Retry:

Only one retry can be attempted. The Immortal must again spend the same amount of time and make another Quickening save at the same DC. If this fails, the character will have to gain another level before attempting again.

Special:

Mentors are very selective in choosing their students; often they require the student to pass a test (or a series of tests), before training them. If the mentor is teaching a new Immortal it will take 6 months to completely train him in the basic ways of immortality and “The Game”.

Quickening Meditation

Wisdom, Trained Only

Check:

This proficiency allows the Immortal to recover Quickening Points at a faster rate. This will double the rate of recovery of lost points. In five hours the Immortal will have recovered all lost Quickening Points.

Retry:

This is a trance-like state and the Immortal must not be disturbed during this time. If the Immortal is interrupted during the trance, a Quickening save must be made at a DC of 14 for each interruption.

Special:

If this skill is used on “Holy Ground”, it doubles in rate again. In 2 1/2 hours the Immortal will have recovered all lost Quickening Points.

Society Blending

Intelligence, Trained Only

Check:

This skill allows the Immortal to move thought out time in mortal society and not be recognized. The Immortal has learned to change his identity and pass though the ages unnoticed to mortals.

Retry:

This skill can only be retried if the Immortal changes location and moves.

Special:

Immortals with this skill have an effect on the skill “Knowledge: Immortal Lore”. If information on an Immortal with this skill is need, the knowledge score adds a +10 to the DC score.

Knowledge: Watcher Lore

Intelligence, Trained Only

Check:

This gives basic knowledge of Watcher society. A Watcher’s identity, and possibly his location, can be found out with a Quickening save at a DC of 20.

Retry:

There is no retry for this skill until the user increases the “Skill Rank” of this skill.

Special:

This skill should be actively “role-played” to increase the skill. Just to increase this skill could be an adventure in itself.

IMMORTAL FEATS

*The smell of resined leather, the steely iron mask
As you cut and thrust and parried at the fencing
master's call
He taught you all he ever knew, to fear no mortal
man
And now you'll wreak your vengeance in the
screams of evil men*

Iron Maiden: Flash Of The Blade

DUELING FEATS

To enhance the dueling of Immortals and the danger of the battle, the following Dueling Feats have been developed.

Immortals begin play with the "Basic Dueling Feat" once their training is completed. From then on, the Dueling Feats can be acquired, as you would normally gain feats.

Using Dueling Feats

Dueling Feats are difficult to use and take great concentration to employ them. This means the Immortal cannot move, and it takes a "Full-Round Action" to complete. Using a dueling feat does not open the Immortal to an "Attack of Opportunity".

The effects of a Dueling Feat are always in addition to any damage, unless otherwise stated in the Dueling Feats. The Immortal's bonded weapon is the most appropriate weapon for the use of these Feats, but any type of bladed weapon will suffice.

Dueling Feats Attack Modifiers

Attack Roll Must Succeed By		
Style	Bonded	Other
Basic Feat	5	6
Difficult Feat	7	9
Master Feat	9	12
Death Feat	11	15

Basic Dueling Feat

The Immortal is free to choose any one of the following feats during a combat round. The basic Dueling Feat can be used as often as the Immortal sees fit.

Prerequisites: First Death and train by an Immortal mentor for 6 months.

Benefit: See below.

Duelist Step

This attack automatically puts the opponent off balance until the end of the following round; he has a -2 AC penalty (AC 20 becomes AC 18). This attack inflicts no damage.

Cloak and Dagger

This attack lets the Immortal swirl an object to confuse his enemy and/or entangling his opponent's weapon. This will cause him to automatically miss his next attack.

Dancing Blade

The Immortal can cut any single non-living object that can normally be cut by a blade, within a 5-foot radius. This attack inflicts no damage.

Blade of Havoc

This attack inflicts a wound to the opponent's limb. The enemy suffers a cumulative -2 penalty to initiative rolls.

Force of the Blade

The Immortal unbalances his enemy and forces him backward 1d20 feet. Opponent must make a successful Reflex save at a 14 or be knocked to the ground.

Difficult Dueling Feat

The Immortal is free to choose any one of the following feats during a combat round. To use a Difficult Dueling Feat, more than once a duel, the Immortal must make a Quickening save at a DC of 14.

Prerequisites: Basic Dueling Feat

Benefit: See below.

Duel Blade Block and Strike

This attack must be made on the first attack in the round. The first weapon inflicts no damage, but the second weapon does maximum damage if it hits.

Masquerade of Steel

The Immortal tumbles around his opponent and adds additional 1d6 points of damage to his attack.

Mentor Mark

The Immortal carves a mark into the opponent's person or personal effects. The mark will heal through regeneration at a rate of 1 point a day for every 1 point of damaged received.

Slip of the Fang

The Immortal skillfully steps around an enemy blocking him off, automatically gaining initiative in the next round and a +2 bonus on his next attack roll.

Standoff of Blades

The Immortal locks swords with the opponent. Effectively prevents any attacks by either of them until someone steps away.

The opponent can attempt a Strength check to push the Immortal away; if he succeeds, the Immortal automatically gains an "Attack of Opportunity."

Master Dueling Feat

The Immortal is free to choose any one of the following feats during a combat round. To use a Master Dueling Feat, more than once a duel, the Immortal must make a Quickening save at a DC of 18.

Prerequisites: Difficult Dueling Feat

Benefit: See below.

Winds of Change

Immortal creates an "Attack of Opportunity", on his opponent.

Flash of the Blade

The Immortal swirls his blade so quickly that the opponent is confused, missing all attacks for 1 round.

Crimson Sting

The Immortal slashes the opponent on the forehead, inflicting maximum damage and temporarily blinding enemy for the next 1d4 rounds.

Fencer Furry

The Immortal inflicts maximum damage this round.

Night Call

This attack inflicts a hard blow to the side of the opponent's head. The opponent must make a successful Fortitude Save check at DC of 8 + 1 per level of the Immortal, or become stunned for 1d4 rounds.

Death Dueling Feat

The Immortal is free to choose any one of the following feats during a combat round. To use a Death Dueling Feat, more than once a duel, the Immortal must make a Quickening save at a DC of 24.

Prerequisites: Master Dueling Feat

Benefit: See below.

The follow material uses the Critical Hits chart in the **AD&D 2nd Edition Player's Option: Combat & Tactics**.

Kiss of the Long Tooth

The Immortal strikes at the enemy's legs and will cause a critical hit to that region. Increase the weapon size by one larger.

Vengeance of the Blade

The Immortal hits the opponent's arms and will cause a critical hit to that region. Increase the weapon size by one larger.

The Red Death

The Immortal will cause a critical hit to the abdomen region. Increase the weapon size by one larger.

Beast of War

The Immortal pierces the enemy in the chest, and will cause a critical hit to that region. Increase the weapon size by one larger.

Final Judgment

The Immortal slices at the opponent's head and will cause a critical hit to that region. Increase the weapon size by one larger.

Note: This style should not be allowed to sever the Immortal head.

QUICKENING FEATS

These feats act and used the same as “meta magic” feats. They are used to enhance the Immortals Quickening Powers. These feats can be bought at anytime the Immortal gets a free opening.

Empower Quickening

Benefit: All variable, numeric effects of a Quickening Power are increased by one-half. An Empower Quickening Power deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, etc., as appropriate. Saving throws and opposed rolls are not affected. Quickening Powers without random variables are not affected. An Empower Quickening Power uses double the amount of Quickening Points to use and maintain.

Enlarge Quickening

Benefit: The Immortal can double his Quickening Sense Range. An Enlarged Quickening Power has its range doubled. Powers whose ranges are not defined by distance do not have their ranges increased. A Power whose area or effect is determined by its range has the dimensions of its area or effect increased proportionally. An Enlarged Quickening Power uses one-half the amount of Quickening Points to use and maintain.

Extend Quickening

Benefit: An Extended Quickening Power lasts twice as long as normal. Powers with a concentration, instantaneous, or permanent duration are not affected by this feat. An Extended Quickening Power uses one-half the amount of Quickening Points to use and maintain.

Lace Quickening

Benefit: An Immortal can lace any Quickening Power any allowable magical effect. This can be electricity, fire, ice, holy, unholy and/or whatever the DM will allow for his game world. The cost to Lace Quickening uses double the amount of Quickening Points to use and maintain.

Maximized Quickening

Benefit: All variable, numeric effects of a Maximized Quickening Power are maximized. A maximized power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, etc., as appropriate. Powers without random variables are not affected. A Maximized Quickening Power uses triple the amount of Quickening Points to use and maintain.

An empowered, maximized power gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result. But the cost is five times the normal amount.

Quickening Delay

This allows the Immortal to empower himself with a Quickening Power to activate automatically anytime he wishes.

An example: The Immortal can use this power to have his "Quickening Healing" activate automatically if his hit points drop below zero. The Immortal makes a Quickening Save at a DC 10 + the power cost of the Quickening Power, whenever the Immortal wishes to activate the power. This power can stack powers, but the Immortal must reserve the Quickening Points need for the power.

QUICKENING

The sensation you are feeling is the Quickening!

Juan Sanchez Villa-Lobos Ramirez

Quickening is the magical life essences of Immortals. It is an ancient and powerful form of mystical energy. It has the combines the forces of arcane and divine power, into one pure form.

The Quickening is only released when an Immortals head has been severed from his/her body.

The release of Quickening from a beheaded Immortal can be viewed as a fantastic display of electricity and raw power.

This release of power will cause some damage to the surrounding area. The extent of damage is as follows:

Each remaining Quickening Point that wasn't absorbed by the winner of the duel will cause 1 point of damage to the surrounding area, with a radius that is equal to the fallen Immortal's "Sense Quickening Range".

This damage includes the winner of the duel and everyone with in its range. There is a Quickening saving throw save at a DC of 18 for ½ damage.

The winner of the duel is considered to be "fatigued". This based on how much Quickening was absorbed from the defeated Immortal. For every 3 points of Quickening absorbed, the Immortal will have a -1 to all rolls for an equal number of combat rounds.

GAINING QUICKENING

Quickening is gained through age and combat.

Age

Immortals Receive 1 Quickening Point (plus the Immortal's Honor score bonus), for every 100 years of life.

After a character's "First Death", use the table below for the Immortals initial amount of Quickening Points, (adding the Honor score bonus), and starting with a base score of 10 Quickening points.

Immortal's Age	Quickening Gained
Pre-Immortal	1-2
0 - 500 years	1-4
501 - 1000 years	1-6
1001 - 1500 years	1-8
1501 - 2000 years	1-10
2001 - 2500 years	1-12
2501 - 3000 years	1-20
3000 + years	2-30 + 1 for every 500

Combat

When an Immortal loses his head, the nearest Immortal within the dead Immortal's Sense Quickening range will gain the fallen Immortal's Quickening.

Use the same chart above to determine the amount of Quickening that will be received by the nearest Immortal to the beheading.

If the roll is a maximum for that dice, the player gets to roll again and add the results together.

This can continue for as long as the player rolls the maximum number of that dice.

Afterward, add the Immortal's Honor Score bonus to that total, and this is the total amount of Quickening the Immortal adds to his Quickening Points total.

PURCHASING & USING QUICKENING

Quickening Points can be use in several ways. They may be either spent or used.

Purchasing

If a Quickening Point is used to purchases an ability or power, then these points are spent and do not count toward the Quickening Points total.

Hit Points

Quickening Points can also be spent to increase the Immortal's Hit Points. This cost 5

Quickening Points to buy 1 Hit Point. The Immortal cannot increase past the appropriate Hit Dice for his Class; (i.e. a Fighter cannot increase past 10 hit points per level).

Power Stealing

Quickening can be spent to steal another Immortal's "Quickening Powers".

This can only be accomplished right after an Immortal has received another's Quickening.

The cost is equal to the Power's Base cost x2. The Immortal must make a Quickening save at a DC of 16 to gain the power.

The amount of times an Immortal can use this ability in his entire life span, is equal to his Honor score bonus modifier.

Using Quickening Points

Quickening Points are also used to invoke the Quickening Powers; these points are recovered through rest.

The Immortal must be at rest for 1 hour to regain 1/10th of his lost Quickening Points total.

When the Immortal reaches "zero" Quickening Points, the Immortal falls unconscious for at least 1 hour.

Quickening Powers

Immortals all have a stored pool of Quickening that can be used for various Quickening Powers. Immortals receive one Quickening Power at first death, then again after every 250 years of age. These powers all have a temporary cost and a Quickening save to initiate the power. Each power also has a base cost and an upkeep costs. Base cost is the amount of Quickening Points needed to invoke the power. Upkeep cost is the amount needed to keep the power active per one combat round or as specified.

All temporary powers are to be treated like a supernatural ability. This is a "Free Action", the Immortal can move and will not be open for an "Attack of Opportunity" when invoking or using a Quickening Power. Quickening Powers can be used as much as the player wishes, provided he has enough Quickening Points to pay for the ability.

Breathe without Air

Quickening Save DC: 10

Base Cost: 6 points

Upkeep Cost: 3 points per round

This allows the Immortal the ability to breathe without air. If the Immortal is underwater, then

movement is still penalized. Any actions taken receive the appropriate modifiers, as per the rules for "Underwater Combat" found in the Dungeons Masters Guide.

Creature Bond

Quickening Save DC: 14

Base Cost: 8 per animal

Upkeep Cost: 4 points per round

This allows the Immortal to borrow a natural ability from a normal creature, (i.e. movement rate of a deer).

The creature must be within the Immortal's Sense Quickening range.

Note: Flight cannot be gained from this ability.

Empower Bonded Weapon

Quickening Save DC: 10

Base Cost: 5 points per increase

Upkeep Cost: 2 points per increase

This ability can only be applied to the Immortal's bonded weapon. This empowers his blade with Quickening, to an increase to hit or damage.

For every 5 Quickening Points used, the Immortal adds a magical +1 bonus to hit or damage, with a maximum of +5.

Empower Abilities

Quickening Save DC: 20

Base Cost: 10 points per increase

Upkeep Cost: 5 points per increase

This allows the Immortal to increase any ability by empowering himself with Quickening. For every 10 Quickening Points used; the Immortal can raise any ability score 1 point for 1 combat round.

Fear Radius

Quickening Save DC: 13

Base Cost: 7 points

Upkeep Cost: 4 points per round

An Immortal can use this ability to cause fear in others at the same radius equal to his Sense Quickening range. Everyone within range, must make a Fortitude save at a DC of 13, or fall under the effects of a Fear spell.

Lace Bonded Weapon

Quickening Save DC: 20

Base Cost: 10 points per +1 Special Ability's Market Price Modifier

Upkeep Cost: 4 points per +1 Special Ability's Market Price Modifier

An Immortal can lace Bonded Weapon with any allowable Magical Special Ability. This can be electricity, fire, ice, holy, unholy and/or whatever the DM will allow for his game world.

The +1 increase is equal to the Special Ability's Market Price Modifier, found in the Core Rules under magic items. Any effects have to be approved by the DM.

Quickening Fate

Quickening Save DC: 11

Base Cost: 3 points

Upkeep Cost: 2 points per round

This allows the Immortal to have a limited form of ESP and to pinpoint another Immortal that is within his Quickening Sense range.

The Immortal can know any various information on another Immortal within his sense range. A Quickening Save, (but not the Base Cost), must be made for each type of information wanted. (i.e. another Immortal's name or that there is a gun in a desk drawer).

Quickening Fortification

Quickening Save DC: 20

Base Cost: 25 points per increase

Upkeep Cost: 1 points per increase

This protects the Immortal from a critical hit or sneak attack. It gives a base chance of 10% and can be increased 1% for 1 Quickening Point. This power will stay in effect in the same number of rounds equal to the Immortal's Quickening save bonus.

Quickening Heal

Quickening Save DC: See Chart

Base Cost: See Chart

Upkeep Cost: None

This will give the Immortal the ability to rapidly heal himself using his stored Quickening. The amount of Hit Points healed is based on the Immortal's class. The Quickening save DC and the Base cost are the same depending on the

Immortal's class. To determine what dice to roll, follow the chart below. The Immortal may use as many Quickening Points to increase the amount of healing as he wishes.

Immortal's Class or Hit Dice	DC & Base Cost	Points Healed
Barbarian (or 12 HD)	12	1 d12
Fighter, Paladin, Ranger (or 10 HD)	10	1 d10
Cleric, Druid, Monk (or 8 HD)	8	1d8
Rogue, Bard (or 6 HD)	6	1d6
Wizard, Sorcerer (or 4 HD)	4	1d4

Quickening Luck

Quickening Save DC: 13

Base Cost: 10 points per roll

Upkeep Cost: None

Quickening can be used to help a player that is having a "bad day".

A player can re-roll a dice score for any reason that he feels his character has failed accomplish, (i.e. failed a saving throw or did not roll high enough to hit). This Quickening Power will allow a second roll to be made.

This power can only be used once per roll and only once per round.

Quickening Magic

Quickening Save DC: 15 + 1 per spell level

Base Cost: 10 points x Spell Level

Upkeep Cost: 10 points x Spell Level

This is a very rare and powerful Quickening power. This allows the Immortal to mimic any one divine or arcane spell. This power cannot be learned and the only way to acquire it is to "Power Steal" it from another Immortal.

The spell that the power mimics cannot be changed, but this ability can be taken multiple times to gain many different spell like powers.

Quickening Pain

Quickening Save DC: 15

Base Cost: 12 points

Upkeep Cost: None

An Immortal can use Quickening to inflict mental pain on another Immortal. The range is

equal to the Immortal's Sense Quickening Range and the damage is 1d4 per 100 years of age. This power is a "Full Round Action", the Immortal cannot move and he is open to "Attacks of Opportunity".

Quickening Self Empowerment

Quickening Save DC: 25

Base Cost: 45 points

Upkeep Cost: None

This allows the Immortal to empower himself with any of his Quickening Powers to activate automatically anytime he wishes. An example: The Immortal can use this power to have his "Quickening Healing" activate automatically if his hit points drop below zero.

Quickening Weapon Empowerment

Quickening Save DC: 20

Base Cost: 20 points per increase

Upkeep Cost: 10 points per round

This empowers the Immortal's bonded weapon with one of the following abilities. The description of these powers can be found in the DMG under Melee Weapon Special Abilities, (pages 185-187). The Immortal can only choose one of the following abilities. If the Immortal wishes more than one power, it must be bought again.

- ❖ Chaotic
- ❖ Holy
- ❖ Keen
- ❖ Lawful
- ❖ Mighty Cleaving
- ❖ Unholy
- ❖ Wounding

Suppress Quickening

Quickening Save DC: 10

Base Cost: 2

Upkeep Cost: 1 points per round

This allows Immortals to freely practice and train with each other without grounding their Quickening, as if engaged in a real duel. If an Immortal loses his head while this ability is up, then there will be a "-5" modifier to any Quickening received.

The Beast

Quickening Save DC: 13

Base Cost: 666

Upkeep Cost: 18

This is a very costly, rare and dangerous Quickening Power. This power allows the Immortal to break the rules of the game. An Immortal of an evil alignment and an Honor score of 6 or less, are allowed to take this power.

While this power is up, the Immortal can freely break any or all the rules of the game. The drawback is that none of the other Quickening powers and/or any other Immortal ability will work.

The Power of One

Quickening Save DC: 20

Base Cost: 200 points

Upkeep Cost: 50

The Immortal can bring forth the Quickening essence of an Immortal that he had absorbed. The Immortal will have the body and mental powers of the previous Immortal. This includes all class, race, Quickening powers and any other skills or feats the past Immortal possessed.

Weapon Hide

Quickening Save DC: 11

Base Cost: 8 points

Upkeep Cost: per weapon size / per hour

This allows the Immortal to hide his bonded weapon on his person, as if in a "Bag of Holding".

The Immortal may pull out his weapon as if it was drawing it from a sheath. If the weapon is searched for before it is drawn, nothing will be found.

Weapon Size	Upkeep Cost
Small	3 QP
Medium	6 QP
Large	9 QP
Extra Large	12 QP

QUICKENING ADVANTAGES & DISADVANTAGES

Advantages are bought with Quickening Points and Disadvantages increase an Immortal's Quickening Points. These skills are completely optional and a player does not have to buy any of these abilities or take any disadvantages. These skills can be used as a role playing aid to individualize your character. Once one of these skills are bought or taken, they are permanent and they do not require any additional cost or upkeep.

These skills can be bought after the character has received his "First Death", or also through game play, or through the Quickening of a fallen Immortal.

Disadvantages can be bought off for double the "Quickening Points Added".

Advantages

Flashback

Quickening Point Cost: 4

This allows the Immortal to have a memory flashback to remember a past time, place, name and/or event from his or her lifetime.

Lighter Quickening

Quickening Point Cost: 6

This lowers the damage caused by the release of the Quickening after a beheading by ½ damage.

Power over Death's Door

Quickening Point Cost: 15

This gives the Immortal the ability to do actions at ½ while at death's door (0 to -10 hit points). He may do any action at 1/2 speed (i.e. an attack for half damage, move at half speed). Past -10, an Immortal can only remain conscious for 1 round per every 2 points of constitution, but no actions can be taken.

Sense Beginning Quickening

Quickening Point Cost: 4

This allows an Immortal to sense the Quickening in someone who has not yet received his or her "First Death."

Soft Quickening

Quickening Point Cost: 10

This allows the Immortal to suppress his own Quickening so that he can't be detected by another Immortal. The Immortal can move into half/range of the other Immortal's sensing range without being detected. This skill is very useful to thieves and other who may wish to conceal themselves.

Watcher Ally

Quickening Point Cost: 12

This gives the Immortal a Watcher ally that has befriended him. This can be very dangerous for both the Immortal and the Watcher.

The Immortal's Watcher Ally may be able to train the Immortal in the skill "Watcher Lore", if he has a teaching skill also.

Disadvantages

Addicted to Quickening

Quickening Points Added: 8

The Immortal is addicted to the power of the Quickening. He will go out of his way to make "the kill", regardless of what the situation is.

Allergic Quickening

Quickening Points Added: 12

Immortal is allergic to the sensing of other Immortal's Quickening. The Immortal will suffer a -1 to all rolls and abilities, (hit, damage, movement, sensing, etc), while he stays within his sensing range.

Body Scar

Quickening Points Added: 20

The Immortal's body will retain a scar from regeneration if an Immortal received a wound that was very severe. (i.e. mass burns, limbs removed and reattached, etc.)

This will give a -1 to one Ability score of the Dungeon Master's choice. Intelligence or Wisdom for a head wound; and/or Dexterity, Strength, or Charisma for a body wound.

Magic will not heal this scar. This is a permanent scar.

Immortal Fanaticism

Quickening Points Added: 8

The Immortal enjoys defining death, doing painful stunts, or any other dangerous stunt. This could very easily bring unwanted attention to the Immortal from any number of sources.

Neck Scar

Quickening Points Added: 16

The Immortal has a large scar on his neck that impedes his voice and as a result will lower Charisma by one point.

This will slow all verbal cast spells to a "Full Round Action".

No Teacher

Quickening Points Added: 25 points

The Immortal had no teacher at his first death.

The Immortal will know nothing of the game or the rules and his immortality.

The Sense Quickening Ability will make the Immortal nauseated for 1-4 rounds. During this time all rolls and scores will be at a -1.

Until the Immortal is instructed in the ways of "The Game", he cannot receive any Quickening Powers or any of the Dueling Feats. The Immortal cannot buy any advantages or disadvantages or any skill related to Immortals and "the Game".

Painful Quickening

Quickening Points Added: 20

The Immortal will take the double damage from the release of the Quickening, and must pay double the cost when using any Quickening Powers.

Phobia: Pain

Quickening Points Added: 8

The Immortal will try to avoid any action that will cause pain and will have to make a Will save at a DC of 16 to proceed.

Phobia: Quickening

Quickening Points Added: 10

The Immortal tries to avoid the releases of any form of Quickening, The Immortal will try to flee the area of the release, unless he makes Will save at a DC of 16.

The Immortal also finds it difficult to evoke his own Quickening Powers. The Immortal must make a Will save at a DC of 14 to evoke the power.

Quickening Blind

Quickening Points Added: 250

The Immortal can not feel the Quickening given off from other Immortals.

Slower Regeneration

Quickening Points Added: 12

The Immortal has a slower metabolic rate of recovery and it takes longer for the Immortal to heal for wounds.

The Immortal will take twice as long to regenerate lost Hit Points and any lost limbs.

Strong Quickening

Quickening Points Added: 8

Quickening in the Immortal is so strong that its double the range of other Immortals Sense Quickening Range.

The Immortal's Quickening is so strong, that supernatural creatures can also feel it. This sense doesn't tell the other creature what the Immortal is, but they know that this person is different. This will give such creatures the ability to feel the Immortal's presence equal to the Immortal's sense range.

This does not go both ways; the Immortal is not granted the ability to sense those supernatural creatures.

RULES OF THE GAME

Holy Ground Highlander!
Remember what Ramirez taught you!
Kurgen

DUELS

When two Immortals meet, Quickening is released into the air around them. It can be felt between all Immortals in the area. Nothing happens to the Quickening unless the Immortals challenge one another and engage in a duel. When the metal from the Immortals blades connects for the first time, they are considered to have grounded each other's Quickening to that spot.

Once the duel has been started, it cannot be stopped or interfered with, unless both Immortals can make a successful Quickening save. The Immortals wishing to break off the duel must make a Quickening save at a DC of 10. If the save is failed, then the Immortal loses $\frac{1}{4}$ of his Quickening points. These points can be recovered normally through rest.

MULTIPLE OPPONENTS

Immortal duels are a one on one combat only. This is done for a very good reason. If two or more Immortals team-up against a single Immortal in combat, the Immortal that took the head receives all the appropriate Quickening of the dead Immortal and will also drain his friend's Quickening Points, of an equal amount.

RANGED WEAPONS

The use of any ranged weapons and/or spells is a dishonorable act. The Immortal will lose 1d4 points to his Honor ability score. If an Immortal uses a ranged weapon he will be unable to use any of his Quickening powers for the rest of the day.

MORTALS

The Game and Immortals must not be reviled to mortal society. This is done for their own protection. It is believed that if the Game is reviled to mortals, they will be hunted down and used against their will. An Immortal can revile everything to a mortal, if he truly trust that

individual. If the mortal betrays the Immortal and reviles the game, the Immortal will lose 1d4 points to his Honor ability score.

It must also be noted that all Immortals cannot reproduce. The Immortal is free to adopt and raise a family that way, but the Immortal will never have children of their own.

SANCTUARY

This is an area built on holy ground where an Immortal can retire from the game. The Watchers control and protect sanctuary and any Immortal is free to "drop out" of the game. The Immortals are sedated with drugs and restraints and kept under guard. This may be considered brutal, but is sometimes the only peace an Immortal can have.

HOLY GROUND

Immortals cannot harm each other (or other mortals) on holy ground. Holy ground is a form of sanctuary for Immortals and allows them to talk freely with each other. This is rooted in tradition and honor, and is never broken and was founded due to some very good reasons.

Holy ground has a draining and amplified effect on Quickening. None of the temporary Quickening powers can take effect on Holy Ground due to an over load effect

Benefits

One of the benefits from this sanctuary is that Immortals will regenerate and rejuvenate lost Hit Points and lost Quickening Points twice as fast on holy ground.

Description

It is important to know what constitutes Holy Ground. This is mostly left up to the discretion of the Dungeon Master. Some guidelines are as follows.

- Monasteries
- Churches
- Temples
- Graveyards
- Hallowed Grounds
- Hallowed Groves
- Hallowed Rock formations

If it is consecrated ground, (regardless of faith and/or religion), it is considered to be “Holy”.

Mortals

Mortals are also safe from Immortals on Holy Ground. If an Immortal breaks this code of honor and attacks a mortal on Holy Ground, then the ground permanently drains $\frac{3}{4}$ of the Immortal’s Quickening Points, and 1d10 points of Honor.

Dueling

A duel between Immortals on holy ground is very deadly to themselves and the surrounding area. Dueling on Holy Ground will have the following effects.

- After the battle, the ground will permanently absorb all the Quickening Points from both Immortals.
- Holy Ground will also drain the winner of the duel 1 level per every Quickening Point absorbed. If the Immortal is drained passed 1st level, he will have to start out a 0 level.
- The attacking Immortal will lose $\frac{1}{2}$ of his Honor ability score and the defending Immortal will lose $\frac{1}{4}$ of his Honor ability score.
- Each Quickening Point used, (for Quickening Powers), and/or released after the duel, will result in a d10 points of damage for every 1 Quickening Point. This damage is to everything (including the surviving Immortal), within a radius equal to both Immortals “Sense Quickening” range added together and multiplied by 10.
- During the combat, all attack rolls of “1-5” are considered fumbles. If a fumble occurs, there is a chance the Immortal’s blade will break. The chance is 20% per point, starting with 5 and going down from there, (i.e. 5-20%, 4 -40%, 3-60%, 2-80%, and 1-100%).

Light & Dark Quickening

Quickening can have a mysterious effect on an Immortals alignment and his soul. If an extremely powerful Quickening is received, an Immortal may betray all he stands for, and switch to the opposing alignment. This is known as a Dark or Light Quickening.

This is very rare and very dangerous. A change of alignment can happen if an Immortal receives a Quickening that is equal to or greater then his Quickening Points he has at that moment.

The Immortal must make a Quickening save at a DC of 24 to avoid the switch.

BLADES OF THE IMMORTALS

*You'll die as you lived in a flash of the blade
In a corner forgotten by no-one
You lived for touch, for the feel of the steel
One man and his honor*

Flash of the Blade – Iron Maiden

Credits

The following material is taken from the AD&D 2nd Edition and is updated to the D&D 3rd Edition by the writer of this book. The descriptions have very little changes from their original printing. The original versions of these weapons can be found in the various AD&D source material.

Sword Descriptions

Swords are the chosen weapons of Immortals. Swords come in many different forms and styles. All these weapons are considered exotic melee weapons, unless an Immortal comes from the region or culture that a weapon is based from. In that case the weapon is considered a martial melee weapon

Abbasi

The abbasi is one of several Indian versions of the long sword. Extra strips of perforated metal reinforce the blade increasing the damage it causes and lessening the chance that it will break during combat.

Antenna

This sword is a light, basically straight blade with a slight curve at the tip, with antenna-like projections at the hilt as decoration. This sword grants the user a +2 bonus to disarm attempts due to the antennae.

Badelair

The badelair is a short European sword developed in the 16th century. It has a heavy, curved, single-edged blade and with a “S” shaped quillons.

Basilard

This was a short European thrusting sword with a straight, diamond shaped blade. This sword

gains a +2 against opponents in mail armor, and +1 against opponents in plate armor. It is one of the forerunners of the rapier, basically a short estoc.

Beheading Sword

This is a long two-handed sword with a slightly curved blade and an unguarded hilt. It was used in the Orient to execute criminals.

Bilbo

This small, thrusting sword is a later version of the basilard, with a rapier-like hilt and quillons, granting it a +1 bonus to block attempts.

Broad Sword

Broadswords have existed in a number of settings. Any medium sized blade designed for slashing can be called a broadsword. In ancient times, the best blades fall into this category. By the Middle Ages, this describes a civilian's sword or a court blade. Later broadswords were built with basket hilts, granting a +1 bonus to disarm attempts.

Chinese Bastard Sword

This sword is one of several swords that are used in Chinese Martial arts. Made with finer metal, and given a keener edge than its western counterparts, it is both lighter and handier without sacrificing any power. Proficient users gain a +1 bonus to disarm attempts.

Chinese War Sword

This is a heavy, curved chopping sword that may be wielded either one or two handed. It works equally as well as a weapon and as a machete for clearing trails.

Claymore

The claymore is a Scottish two-handed sword, somewhat shorter than the true two-handed sword. It is an excellently balanced weapon with fearsome cutting power. It gains a +1 to hit opponents in any kind of leather, mail or plate armor.

Coustil a Croc

This is a European short sword with a straight blade and a knuckle guard. Basically it is a standard short sword with a guard, that grants a +1 bonus to disarm attempts.

Craquemarle

This is a heavy, curved sword with a basket hilt. It is essentially a larger version of the cutlass. It too, is popular among sailors and marines. It grants a +1 bonus to disarm attempts.

Cutlass

The cutlass is a heavy, slightly curved, single-edged blade of medium length. It is popular with sailors and marines. Its basket hilt grants a +1 bonus to disarm attempts.

Double Swords

These Chinese short swords are sold in pairs. Each one has a handle that is flat on one side, enabling the two swords to be stored in a single scabbard. This makes for a nasty surprise if an enemy simply counts scabbards to determine how many swords are present. Proficient users may wield one of these swords in each hand, despite the fact that they are both of the same size. Two weapon penalties still apply.

Drusus

This is a Roman short sword of exceptional quality. It is really nothing more than a well made gladius kept at a razor-honed edge. The weapon gains a +1 bonus to hit, but after any fight the sword is considered to be dulled and functions as a normal gladius until it is re-honed, a task that requires a fully-equipped forge and a trained swordsmith.

Dusack

This sword consists of the blade and nothing else, with a hole in the blade's base substituting for the grip. It is a favored weapon for dueling in Eastern Europe and is more likely to be encountered in a court than in a dungeon or on a battlefield. This sword grants a +1 bonus to disarm attempts.

Epee

This sword looks more like an enlarged needle with a sword hilt on one end than anything else. It is a courtly weapon suited only for thrusting. It is mainly a dueling weapon and is often considered more of an item of courtly dress than a weapon. This sword grants a +1 bonus to disarm attempts. It essentially is a smaller version of the rapier.

Estoc

This weapon is the grandfather of the epee and

rapier. It is an edgeless thrusting sword designed for piercing armor. It gains a +2 bonus vs. mail armors of any type and a +1 bonus vs. plate armors. Estocs were often made with perfectly triangular or square blades.

Executioner Sword

This rare weapon was a development of the bastard sword in 16th century Europe. As its name implies, it was used by medieval executioners to administer justice to criminals. Often the blade was etched with scenes of execution or short cliches dealing with law and order. The sword had a straight, double-edged blade with a blunt tip. The handle was long enough to secure a good grip, as it was swung much like a baseball bat. This heavy weapon gains a +1 bonus vs. mail and plate armors.

Falchion

The Falchion is a slashing weapon with a slightly curved blade and a squared off point. It is nearly useless for thrusting, but its blade design concentrated the weight of the blade near the end for excellent chopping power.

Falchion, Persian

This weapon has a longer blade than its medieval European counterpart, making it better suited as a military blade than a hunting weapon.

Falx

The Falx was a scythe-bladed sword used by the Dacians, who attacked Rome in Trojan's time. So deadly was it that Romans were forced to put old models of armor back into production to protect their soldiers, to say nothing of reinforcing their shields. This weapon gains a +1 to hit and damage when used against light armor or less.

Flamberge

This sword has a long, wavy blade, and is a two-handed weapon, about the same size as a claymore. It gains a +1 bonus to hit and damage against any type of mail or plate armor.

Franc-laupin

This odd medieval weapon resembles a long sword, but the front half of the blade narrows sharply to half the width of the blade's base, producing a spike-like shape suited only to thrusting attacks.

Gladius

The traditional weapon of the Roman legionary was the gladius. It is basically a well-made iron or steel short sword used almost exclusively for thrusting attacks.

Hegyster

A bastard sword hybrid, the Hegyster has a blade like an awl pike, making it suitable only for thrusting. It is almost always used in mounted combat; being held out like a lance as the rider charges his foe. Skilled users of this weapon inflict double damage when using it in a mounted charge attack.

Katana

The samurai's Katana may be the finest sword ever made. It is a slashing blade with a sharp chisel-shaped point. The steel was often of exceptional quality, built up with a laborious process of folding and re-folding; some blades had hundreds of folds. This created a sword of incredible resilience and strength. The hilt accommodates one or two hands equally well.

Khandar

This Indian sword had a straight, reinforced blade, and was intended for hacking. Often a bar projected from the weapon's pommel, allowing it to be gripped with two hands to deliver a more powerful blow, adding a +2 to damage.

Khopesh

This is an ancient weapon of the Bronze Age. Its blade runs straight from the hilt, but then curves around in a great sickle shape. It is heavy and awkward, but may be the only sword available in some settings. One advantage to this weapon is the fact that it ignores any shield bonuses when used against opponents using shields.

Khyber Knife

This is actually a short sword with a 24" blade and an 8" handle. Its blade has an extra-thick T-rib (half an inch thick) that gives it greater strength than looks would indicate.

Klewang

The Klewang is a Malaysian machete/saber hybrid. It is best recognized by its odd handle, which extends at almost right angles from the blade. It was used in barbarian cultures in the Orient.

Kora

The Kora is the national sword of Nepal, home of the legendary Gurkhas. It is a pure chopping weapon and has hand guards both above and below the grip.

Kukri, Regimental

The regimental Kukri is an enlarged version of the famous and deadly curved knife of the Gurkhas. It is a ceremonial weapon, used to bless the regiment by slaying a water buffalo. The actual sacrifice consists of beheading the water buffalo with a single stroke. Only one is issued per Gurkha regiment, for the specific purpose of the good luck ceremony, or dushera. This weapon is over 2 1/2' in length.

Machaira

This sword was invented by the ancient Celts and subsequently adopted by the Greeks. It was also known among the Greeks as the khopis, while the Romans who faced it, in barbarian and Greek hands, particularly in Celtiberian Spain, called it the falcata. This broad bladed slashing sword has an inverse curve that gives it tremendous chopping power for penetrating armor. It gains a +1 to hit and damage bonus against leather or mail armors of any type.

Manchu Broadsword

Like the Chinese bastard sword, this weapon is also used in martial arts. The blade has a slight curve to it, giving extra force to the downward slashing stroke that makes it so deadly.

Manopla

This was a Moorish gauntlet sword, like the Indian Pata. It was unique in that it had a short double-edged central blade and two small, curved side blades, forming a sort of trident shape. This weapon grants a +3 bonus to disarm maneuvers. This is a very good parrying weapon because it grants such protection to the hand.

Mariner Sword

This is a broad sword variant that has a mid length, straight edge blade, well balanced for chopping. With a blade slightly longer than the standard broadsword it can inflict deeper wounds on large creatures, (+1 to damage).

Mel Puttah Bemoh

This weapon of southern India is literally a two-handed, double-edged rapier. As with the Kora,

it has hand guards above and below the grip.

Ninja-to

Just as the samurai had his traditional Katana, the ninja has his ninja-to, the traditional sword of the assassin. The ninja-to is smaller than the Katana and generally not as well made. Unlike the Katana, the ninja-to features a larger guard and a sturdy scabbard which can be used as a climbing step, or a blow tube.

No-dachi

The largest oriental sword was the no-dachi. A two-handed Katana-like weapon almost 6 feet in length. Some no-dachi are built to the exacting specifications of the Katana, but most are not of the same quality.

Nyek-ple-nen-toh

Nothing more than a huge straight razor, this weapon has a very broad 30" long blade projecting from a short handle. The Nyek-ple-nen-toh was wielded by the 'razor-women', a company of female warriors maintained by the king of Dahomey in Africa. It was a two handed weapon, whose blade was engraved with symbols and often richly embellished. These fearsome weapons were used for executing enemies of the king.

Pata

This was a gauntlet sword, having a steel guard to protect the hand and forearm of the wielder. Inside the guard, it has a punch grip like a katar. The Pata grants its wearer a +2 bonus to disarm attempts. In addition a Pata used by a mounted character can be used in a charge to inflict double damage. Such swords were often chased with precious metals and/or engraved with designs.

Piercer

This thin, double-edged thrusting sword is designed to pierce the numerous cracks and joints of heavy armor. It grants a +1 bonus to hit and damage against plate armor of any type. This was a development of the long sword as a result of heavy armors. A different method than making the standard of larger and heavier blades.

Sabre

Another duelist's weapon, the Sabre is a slightly curved slashing blade of medium length. The Sabre had one of the longest periods of service of

any sword; they appeared in Europe during the 11th century, and were still considered standard issue for cavalry at the beginning of the 20th century. Many sabers are equipped with basket hilts or hand-guards, granting a +1 bonus to disarm attempts.

Saddle Sword

This is a two-handed sword that is designed for thrusting as much as slashing, if not more so. Its name comes from its special scabbard, which may be slung from a saddle for easy transport. The last quarter of the blade is wider than the rest of it, forming into an elongated spearhead. Just behind this head is a socket that can be plugged by a crossbar. This serves the same purpose as the baffles on a lance or boar spear, (it keeps the weapon from penetrating the target so deeply that it is difficult or impossible to withdraw it again). This weapon grants a +2 bonus to hit opponents in mail or plate armors. In addition, it can be used in a mounted attack. A skilled user may inflict double damage on a charging attack.

Sapara

One of the most ancient swords, the Sapara is a weapon of the Mesopotamian empires of the Bronze Age. The Sapara is a smaller version of the Khopesh, and is no larger than a standard short sword.

Scimitar, Great

The great scimitar is a two-handed version of the standard weapon, and is reserved for ceremonial guards and elite place guards.

Seax, Long

The Seax is a long sword variant used by many Germanic tribes. The last third of the blade tapers gradually toward the point. The result from this is, shaving a bit of weight off the blade, and making it easier to wield.

Shotel

A descendant of the Khopesh, this double-edged weapon looks like a large sickle. Also called an Abyssinian sword, it was used by peoples in what is now Ethiopia. The Shotel is awkward to use, having a small hilt, and was slow to draw from the scabbard because of its wide curve. Its only advantage was that because of its curve, it gains a +1 bonus when used against opponents using shields.

Sica

This is a short sword sized scimitar. It was used by the Thracians of ancient Greece and by the 'Thracians' class of the Roman gladiator.

Spatha

The Spatha is the ancestor of most western European blades. It is the Roman long sword, a weapon made for the Roman cavalry, but soon copied by the barbarians who fought against them.

Swordlet

The Swordlet is a short, sword-like weapon used by some of the forest dwellers of central Africa. It was generally as broad, and nearly as heavy as a short sword, but not quite as long. Furthermore such weapons usually had a round, broad, axe-like tip, making them more effective at slashing than at thrusting.

Sword Stick

This is along, slender, rapier-like blade concealed within what appears to be a walking stick or cane. It takes one round to draw the blade from the sword -stick and ready it for use. Those who wish to take a weapon somewhere where weapons are not allowed, mainly use this weapon.

Tachi

The Japanese Tachi is virtually identical to the Katana. The earliest Tachi were straight swords, but they shared the single, razor-sharp edge and chisel point of their later cousins.

Tai chi Sword

This is a simple, straight edged sword used in Chinese martial arts.

Talibon

Christian natives of the Philippines used the Talibon. The blade is heavy, with a slight outward curve in the center, to add more force to a slashing attack.

Tulwar

The Tulwar bears a small resemblance to the Falchion, but is found in eastern settings. Unlike the Falchion, the Tulwar curves inward for chopping power rather than outward for a longer slash.

Yataghan

The broad-bladed Yataghan is one of the primary weapons of Turkish warriors. A type of Sabre, the most noticeable thing about the blade is its inward curve, like a Tulwar. This curve is designed to go precisely in line with the motion of the wielder's wrist, when delivering a slashing attack, allowing all the wielder's strength to go into the blow. Most of the blade's weight is forward as well, adding still more force to a downward cut.

Wakizashi

The Wakizashi is the companion weapon to the samurai's Katana, a shorter blade of similar construction and design. In Oriental cultures, only a samurai may wear these two blades together. It is very common for a Katana and Wakizashi to be paired together as a set.

Zulf-i-khar

This is an Arabic sword modeled after the sword of the Prophet Mohammed. It has a serrated, curved blade ending in a bifurcated, or forked, tip. The blades curve is more sharply pronounced than that of a scimitar. Often these weapons are inscribed with passages from the Koran.

Sword	Cost	Damage	Critical	Weight	Type
Abbasi	25 gp	1d8	20 x3	5 lb.	Slashing & Piercing
Antenna	14 gp	1d6	20 x2	4 lb.	Slashing
Badelaire	13 gp	1d6+1	19-20 x2	3 lb.	Slashing
Basilard	7 gp	1d4+1	19-20 x2	3 lb.	Slashing
Beheading *	25 gp	1d8+1	19-20 x2	11 lb.	Slashing
Bilbo	10 gp	1d4+1	19-20 x2	11 lb.	Piercing
Broad	10 gp	2d4	20 x2	4 lb.	Slashing
Chinese Bastard *	30 gp			7 lb.	Slashing
One-handed		1d8	20 x2		
Two-handed		2d4	19-20 x2		
Chinese War *	30 gp			6 lb.	Slashing
One-handed		2d4	20 x3		
Two-handed		2d6	19-20 x3		
Claymore *	25 gp	2d4	19-20 x3	8lb.	Slashing
Coustil a Croc	12 gp	1d6	20 x2	4lb.	Piercing
Craquemarte	17 gp	2d4	19-20 x2	5lb.	Slashing
Cutlass	12 gp	1d6+1	18-19-20 x2	4lb.	Slashing
Double	40 gp	1d6	20 x2	3lb.	Slashing & Piercing
Drusus	50 gp	1d6+1	18-19-20 x2	3lb.	Slashing
Dusack	15 gp	1d8	20 x2	4lb.	Slashing
Epee	13 gp	1d6	20 x2	2lb.	Piercing
Estoc	14 gp	1d6	20 x2	5lb.	Piercing
Executioner's *	40 gp			10lb.	Slashing
One-handed		1d8		20 x2	
Two-handed		2d4		19-20 x2	
Falchion	17 gp	1d6+1	18-19-20 x2	8lb.	Slashing
Falchion, Persian	15 gp	1d8	19-20 x2	4lb.	Slashing
Falx *	30 gp			7lb.	Slashing
One-handed		1d8	20 x2		
Two-handed		2d6	19-20 x2		
Flamberge *	30 gp	1d8+1	18-19-20 x2	16lb.	Slashing
Franc-taupin	15 gp	1d8	20 x2	3lb.	Piercing
Gladus	10 gp	1d6	20 x2	3lb.	Piercing
Hegyster	20 gp	1d6	20 x2	10lb.	Piercing
Katana *	100 gp			6lb.	Slashing & Piercing
One-handed		1d8	18-19-20 x2		
Two-handed		2d6	18-19-20 x3		
Khandar *	25 gp			10lb.	Slashing
One-handed		1d8	19-20 x2		
Two-handed		1d10	19-20 x3		
Khopesh	15 gp	2d4	19-20 x2	7lb.	Slashing
Khyber knife	9 gp	1d8	20 x2	2lb.	Slashing & Piercing
Klewang	15 gp	1d10	20 x3	5lb.	Slashing
Kora *	25 gp	2d6	19-20 x2	8lb.	Slashing
Kukri, regimental	25 gp	1d10	20 x3	4lb.	Slashing
Machaira	15 gp	2d4	19-20 x2	7lb.	Slashing
Manchu broad	18 gp	2d4	19-20 x2	4lb.	Slashing
Manople	40 gp	1d8	20 x2	6lb.	Slashing & Piercing

Sword	Cost	Damage	Critical	Weight	Type
Mariner's	9 gp	1d8	20 x2	5lb.	Slashing
Mel puttah bemoh *	35 gp	1d10	20 x3	12lb.	Piercing
Ninja-to	20 gp	1d8	20 x2	5lb.	Slashing & Piercing
No-dachi *	45 gp	1d10	20 x3	10lb.	Slashing & Piercing
Nyek-ple-nen-toh *	40 gp	1d8+1	18-19-20 x3	10lb.	Slashing
Pata	30 gp	1d8	20 x2	6lb.	Slashing & Piercing
Piercer	12 gp	1d6+1	19-20 x2	3lb.	Piercing
Sabre	17 gp	1d6+1	19-20 x2	5lb.	Slashing
Saddle *	60 gp	1d10	19 -20 x3	15lb.	Slashing & Piercing
Sapara	10 gp	1d6+1	19-20 x2	4lb.	Slashing
Scimitar, Great *	60 gp	2d6	18-19-20 x2	16lb.	Slashing
Seax, long	23 gp	1d8	20 x2	4lb.	Slashing & Piercing
Shotel	3 gp	1d6	20 x2	4lb.	Slashing
Sica	10 gp	1d6	20 x2	3lb.	Slashing
Spatha	25 gp	1d8	20 x2	4lb.	Slashing
Swordlet	8 gp	1d4+1	19-20 x2	2lb.	Slashing
Sword Stick	25 gp	1d6	20 x2	4lb.	Piercing
Tachi *	35 gp	1d10	20 x3	4lb.	Slashing
Tai chi	15 gp	1d8	20 x2	3lb.	Slashing & Piercing
Talibon	17 gp	1d8	20 x2	5lb.	Slashing & Piercing
Tulwar	17 gp	1d6+1	19-20 x2	8lb.	Slashing
Yataghan	15 gp	2d4	19-20 x2	4lb.	Slashing
Wakizashi	50 gp	1d8	20 x2	3lb.	Slashing & Piercing
Zulf-i-khar	30 gp	1d8	20 x2	4lb.	Slashing

* These weapons require two hands to wield.

IMMORTAL MAGIC

It's a kind of magic.

Connor Macleod

NEW DIVINE SPELLS

Immortal Resurrection

(Necromancy/ Summoning)

Level: Clr 9

Components: V, S, and M

Casting Time: 1 Hour

Range: Touch

Target: 1 creature

Duration: Permanent

Saving Throw: None

Spell Resistance: None

Only priests who are also immortal may cast this spell. The priest is able to restore life, complete memories and ¼ the Quickening Points to any immortal who has lost his head.

The Immortal can have been dead up to 20 years per level of the priest casting the spell. Thus, a 20th-level priest can resurrect an Immortal dead up to 400 years. The Immortal, upon surviving a resurrection survival check, is immediately restored to full strength and is immortality once again, but only for a sort time.

The Quickening used to bring back a fallen Immortal is unstable and uncontrollable. Each day after returning to life the Immortal must make a successful Quickening save at a DC of 20 with a cumulative +1 per day. If the save fails then the Quickening inside the Immortal begins to break up and release, killing the Immortal once more. All this Quickening is returned to nature and not given to another Immortal.

The only way to prevent the Quickening from becoming unstable, is to place a Quickening Crystal around the on the Immortal's neck. The crystal prevents the Quickening from releasing and the Immortal doesn't have to make a Quickening save every day, as long as the crystal remains around his neck.

The remains of the fallen Immortal are not needed, the Quickening need to bring the Immortal back to life is called forth from nature, (i.e. a thunderstorm or other powerful source of energy).

The newly re-born Immortal will reappear near the sight where he lost his head.

Casting this spell makes it impossible for the priest to cast further spells or engage in combat until he has had one day of bed rest for each 100 years of age of the Immortal brought back to life. The caster ages five years permanently upon casting this spell.

The material components of the spell are a Quickening Crystal and holy water, both will be destroyed after the casting.

Protection from Quickening

(Abjuration)

Level: Clr 4, Drd 3

Components: V, S, M

Casting Time: 1 Action

Range: 10 foot per level

Target: 10 foot area diameter per level

Duration: 1 round per level

Saving Throw: Quickening save negates

Spell Resistance: None

Only mortal clerics and druids are allowed access to this spell. This spell protects an area from the Quickening effects of a beheading and also the use of any Quickening powers.

No effects, (positive or ill), due to Quickening can effect anyone with in the area of protection.

If this spell is used on "Holy Ground" it doubles in effect and the Immortal will not be allowed a saving throw.

This spell can be use with a permanency spell only on "Holy Ground". The minimum level is 11th and the XP cost is 2,000.

Quickening Cleansing

(Abjuration)

Level: Clr 7

Components: V, S, and M

Casting Time: 1 Hour

Range: Touch

Target: 1 Creature

Duration: Permanent

Saving Throw: None

Spell Resistance: None

This spell must be cast into a natural spring that is clean and clear.

An Immortal that has his alignment affected by a Light or Dark Quickening must enter the spring and remain there for 10 minutes.

Afterward, an image of the Immortal's opposing alignment will appear.

The image will look like the Immortal, but will contain all the elements of the opposing alignment.

The two Immortals must battle with each other for control of the Immortal's alignment and his soul. The winner of the duel will become the permanent alignment.

After the duel, the Quickening will released at double the force. The winning Immortal will permanently subtract these points from his Quickening Points.

NEW ARCANES SPELLS

Immortal Reincarnation

(Necromancy/ Dimension)

Level: Sor/Wiz 9

Components: V, S, and M

Casting Time: 1 Hour

Range: Touch

Target: 1 creature

Duration: Permanent

Saving Throw: None

Spell Resistance: None

Only a wizard or sorcerer who is Immortal may cast this spell. With this spell, the wizard can send forth an Immortal to be reborn again into the future. The Quickening of the Immortal is transferred to a future time and body.

The Immortal 's Quickening will be released though some natural event such as a thunderstorm or another form of intense energy.

The new incarnation of the Immortal will appear in a random time in the future, but he will be unaware of his Immortality (or the Game), until after he receives his first death.

The future time period the new Immortal will be reborn to is determined on the following table.

D100 Roll	Years Ahead
01-05	1000-1150 years
06-11	1160-1210 years
12-18	1220-1280 years
19-23	1290-1330 years
24-28	1340-1380 years
29-33	1390-1430 years
34-40	1440-1500 years
41-47	1510-1570 years
48-54	1580-1640 years
55-59	1650-1690 years
60-73	1700-1730 years
74-79	1740-1790 years
80-85	1800-1850 years
86-90	1860-1900 years
91-95	1910-1950 years
96-00	1960-2000 years

If a 00 is rolled, roll on the chart again adding 1000 years to the roll.

The Immortal reincarnated doesn't recall any of his former life, or memories.

The material components of the spell are a Quickening Crystal and a drop of blood from an Immortal.

Empower with Quickening

(Dimension)

Level: Sor/Wiz 9

Components: V, S, and M

Casting Time: 1 Hour

Range: 10 feet

Target: 1 creature

Duration: Permanent

Saving Throw: None

Spell Resistance: None

With this arcane spell, the wizard or sorcerer can empower a mortal with Quickening and bestow immortality upon the individual. The wizard or sorcerer must also be an Immortal.

The component for this spell is a crystal shard of immense purity that has come from an ancient artifact known as The Methuselah's Stone.

The spell is used to empower the crystal and then it is place next to the individual whom is to become immortal, (this has to be done within a 10-foot radius).

The wizard or sorcerer must channel 100 Quickening Points into the crystal. The wizard or sorcerer will lose the channeled Quickening Points permanently.

The mortal will be treated as if they just have received their First Death, and will increase in powers the same as any other Immortal. This power can only be used once a year and power takes 1 hour to evoke.

NEW MAGIC ITEMS

Methuselah Stone

History

The Methuselah's Stone is mystical talisman said to grant immortality to mortals or unstoppable power to Immortals.

It is believed that Methuselah owned the stone and pasted it on to Noah, who in turn survived the "Great Flood".

After Noah not much is known about the stone. Portions of the stone reappeared in the Middle Ages in the possession of the Immortal, Rebecca. She apparently gave her students each a piece of the stone after they completed their training with her.

Description

The Methuselah's Stone is a clear piece of crystal that is very similar to a diamond, but is very fragile. If damaged, the stone will splinter into 20 crystal shards known as "Quickening Crystals".

Fortunately, if the Methuselah's Stone is broken up, the Quickening Crystals will reattach to each other. This can only happen if all the crystals are brought in contact with each other.

Powers

The Methuselah's Stone will empower a mortal with Quickening and will become "Immortal". The mortal will remain immortal as long as the stone remains on their possession. The mortal

will be treated as if they just have received their First Death, and will increase in powers the same as any other Immortal.

The Methuselah's Stone will increase an Immortal's Quickening Points by a multiple of 10 times and will grant the wearer access to all the Quickening Powers.

Example: If an Immortal has the Methuselah's Stone on himself and his Quickening Points are at 30, the stone will increase his Quickening points to 300.

Note

Some of the Quickening Crystal's are also used as material components in some spells.

Daggers of Lightning

History

These are fearsome weapons whose origins are unknown. They first began to appear, (according the most recent Watcher's Chronicles), during the rise of the Roman Empire. It is known these daggers were used against Immortals to drain them of their power.

Only 13 of these deadly daggers are known to exist. The Watchers have possession of only one of these fearsome blades at this time.

Description

Each dagger is made of an unknown white metal with a diamond type crystal embedded into the hilt of the dagger.

The dagger also seems to radiate a soft electrical current when it is held.

Powers

These dagger are a +3 weapon made of the Dwarven metal Hizagkuur, (AD&D Forgotten Realms: Dwarves Deep), with a Quickening Crystal embedded in the hilt of the blade.

The most fearsome ability of these daggers is to drain an Immortal of his Quickening. Each hit with this blade will drain an Immortal of 1d10 points of Quickening. The lost Quickening is a permanent and cannot regained through rest.

The dagger cannot drain an Immortal of all his Quickening. The Immortal will always have at least 1 Quickening Point left.

THE WATCHERS

I'm a Watcher, part of a secret society of men and women who observe and record, but never interfere. We know the truth about Immortals. In the end there can be only one.

Joe Dawson

DESCRIPTION

A lawful good, secret organization, whose main objective is to keep records and histories on all supernatural creatures and events.

The Watchers are divided into many different branches that oversee various supernatural events and creatures. There is a separate branch that specializes in recording the lives and events of the Immortals.

This branch of the Watchers usually does not interfere with the events in an Immortal's life or the Game; but from time to time, they have also been known to enforce the rules of the game.

They prefer to remain in the background, observing and recording the events, but they will take action to protect the secrets they hold. They will also interfere with the game if the need arises. Now this "need" is open to interpretation and it could be used good as well as evil.

The main headquarters for the Watchers, is based in Amsterdam, the Immortal branch is located in France.

HISTORY

The Watchers have some roots that go all the way back to the "Council" of Atlantis. After the fall, some of the survivors from Atlantis were scattered throughout the world. A few members of the council were chosen to watch over those who were chosen to be sent forward to become Immortal.

These members kept all the records on the "Game" and any other supernatural events. These records were stored at the great library at Alexandria. The library became the Watchers' original main headquarters.

Unfortunately, the forces of darkness destroyed the library at Alexandria, and all was lost and nothing remained of the old records and events. So the true nature of the Immortals, (where they came from, and why they are here), was lost and forever forgotten.

The Watchers did not appear again until the time of the first Crusade near Leipzig, by a small group of knights.

The knights found the charred remains of the library at Alexandria and began to reopen the lost knowledge of the past. This reawakening of knowledge brought the attention of the forces of darkness.

A deadly war was fought to put an end to the knights and their findings. Many of the knights paid with their lives for the ancient knowledge. The knights that survive swore to avenge themselves and reorganized into a secret organization known as the "Watchers". Their goal was to rid the world of the forces of darkness and once more record the events of the "Game".

The knights did not understand what part the Immortals played in the world. It seemed that Immortals came in all forms of good, evil, and everything in-between. So they decided not to interfere with the "Game", until it could be understood fully. They took a vow to only watch and record the lives and events of the ones called "Immortals".

The game must be watched over very carefully. If in the end, the minions of darkness win the final battle, humanity will suffer a great blow and darkness with triumph over the world.

The Watchers try to keep accurate records on all the Immortals due to an old legend. The legend states that a "pure form of evil" will take on a physical form, once every 1000 years. Only an Immortal, (known as the chosen one), can defeat this supernatural being and return it back into remission.

Which Immortal is the "Chosen One" remains unknown until after the "Great Evil" forms. If the forces of darkness were to win and defeat the chosen Immortal, they would gain the use of the fallen Immortal's body and soul. The fallen Immortal would become an unstoppable force of evil.

SYMBOL

The symbol of the Immortal branch of the Watchers is a tattoo of the above symbol. The tattoo is located on the left forearm and is used only in the Immortal branch. The various other branch orders also have their own unique symbol.

The main symbol for the Watchers as a whole is a monocle with a rim of silver suspended from a fine silver chain.



MEMBERSHIP

The original members of the Watchers were only knights and monks, but as time grew on, the need for people from all walks of life was also needed.

The Watchers are made up from all cultures and time periods. Watchers characters may be from any region, class, or background.

Watcher Prestige Class

Hit Dice: *D4*.

Requirements

To qualify to become a Watcher, a character must fulfill the following criteria:

Gather Information: 1 ranks

Class Skills

The Watcher's class skills: Appraise, Bluff, Craft, Diplomacy, Decipher Script, Disguise, Gather Information, Hide, Intuit Direction, Knowledge : Any, Listen, Move Silently, Perform, Profession , Read Lips, Sense Motive, Search, Speak Language, Spellcraft, Use Magic Device

Skill Points at Each Level: 10 + Int Modifier) x 4.

Class Features

Weapon and Armor Proficiency: Watchers gain proficiency in any simple weapons or light armor.

Class Skills: All Watchers receive the following skills free as part of their basic training.

- Knowledge: Ancient History
- Knowledge: Immortals Lore
- Knowledge: Watcher Lore

THE WATCHER

Base Class Level	Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+1	+3	Knowledge: Ancient History, Immortals Lore, Watcher Lore
2 nd	+1	+3	+1	+3	Any Feat (DM Approval)
3 rd	+1	+3	+2	+4	Any Feat (DM Approval)
4 th	+2	+4	+2	+4	Any Feat (DM Approval)
5 th	+2	+4	+2	+5	Any Feat (DM Approval)
6 th	+3	+5	+3	+6	Any Feat (DM Approval)
7 th	+3	+5	+3	+7	Any Feat (DM Approval)
8 th	+4	+6	+4	+8	Any Feat (DM Approval)
9 th	+4	+6	+5	+9	Any Feat (DM Approval)
10 th	+5	+7	+6	+10	Any Feat (DM Approval)

REFERENCE SOURCES

"There Can Be Only One!!!"

The following are D&D gaming materials were used to help create this supplement. Some of these books are need for play and some are just good reference material that will enhance your game.
Please fell free to use any resource material you wish. These are but a few that will help in your game.

CAMPAIGN WORLD

The game world best suited for a Highlander campaign is a fantasy Earth setting. Although, this material is considered to be non-world specific and it can be used for any game world you see fit.

Books needed to play

D&D 3rd Edition - Player's Handbook
D&D 3rd Edition - Dungeon Master Guide
D&D 3rd Edition - Monstrous Manual

MOVIES & TELEVISION

"Highlander", the first movie is an original cult hit. Introducing us to the fascinating world of Immortals and their lives in the "Game". With additional sequel movies and the television series, the story lines did not connect well, or not at all. In the following work, I will try to explain how all of the movies and television shows can work together in a fantasy game world.

In the following reviews, I have tried to make a comprehensive time line, blending the movies and the television series together. The result is a world of fantasy, mystery and intrigue.

The following material reviles plot lines and spoilers.

Highlander I

The movie starts before the "Gathering" has begun.
Connor Macleod has tried to lead a normal life but cannot escape the game. He is forced to battle all that seek him out.
The Kurgan is an exceptionally evil Immortal, and has embraced the forces of darkness. His very presence causes fear into the hearts and

souls, of any unfortunate enough to encounter him.

New York City is where the deadly battle takes place. The Immortals duel back and forth with neither gaining the upper hand. The Kurgan is much stronger than Connor Macleod, but Connor is much wiser than his opponent. Through skill and luck, Connor wins the deadly duel and the takes the head of the Kurgan.
At the end of the duel, Quickening sparks off the start of what is known as the "Gathering".

The prize is such a powerful surge of pure Quickening, it allows Connor to quit the game and age normally.

Highlander I I

A rebellion takes place in Earth's distant past, in a lost land known as Atlantis.
Atlantis was a mystical land of high magic and science. It was the land that held the secrets and arcane knowledge of the ancient world.

Atlantis was destroyed by a war over control of a new strange and wondrous power called the "Quickening". The council of Atlantis decided on a plan to hide the power of the Quickening from the opposing forces of evil. A select group was chosen to become "Immortal" and protect the power of the Quickening.

To achieve Immortality, the chosen person would become empowered with a pure form of Quickening. Once this was done, the pre-immortals were sent forward in time to become "re-born" in the future.
Unknowingly to the Atlantis council, the forces of evil, had already worked its way into the hearts and souls of some of the chosen.
Once the infiltration was discovered, it was already too late. Those chosen pre-immortals had already been empowered and set forth.

The result began a deadly "Game". The chosen were quested to rebuild the power of the Quickening and return it to it pure and true state. This can be completed in only one way. The re-born immortals must duel among themselves, taking the fallen immortal's power, and thus growing stronger.
A future time is set for a "Gathering" of the few Immortals who still remain. The final Immortal will gain the ultimate "Prize", a true and pure

form of “Quickening”. The Prize can be used for either the forces of light or the forces of darkness. The fate of the world will be in the hands of the last surviving Immortal.

When Atlantis was destroyed, all the knowledge and power of the Quickening were also lost. The chosen were set forth and re-born, and continued to battle in “The Game”.

With the defeat of the Kurgan, Connor Macleod had gained a very powerful Quickening. This power was so strong that it started the beginning of the end, a time known as “The Gathering”. This all had a strange effect on Connor and the world. Connor began to age normally again and grew old. But as Connor grew older, the world began to decay from the rebuilding power of the Quickening.

After the fall of Kurgan, the forces of darkness were bent on revenge as they felt their time was growing short. To regain an upper hand in the game, dark forces from the past reopened a fabric of time, and brought forth beings that were empowered with “Pure Quickening”. With the release of this Quickening, Connor was forced back into the “Game” and was rejuvenated with his age and power.

During the battles that followed, Connor was able to return Ramirez back into the game for a short time. This was accomplished by this use of a powerful and ancient ritual. The old council cast the spell while they were still on Atlantis, but was forever lost to the world.

In the end Connor won the battle, but a price. The time rift had set the world’s timeline back to 1985, just after the battle between Connor and Kurgan. This once again had a strange effect on Connor. He became immortal again and was placed back in the Game. The Gathering has yet to happen and the Immortals continue to battle on.

Highlander I I I

After the battle with Kurgan, (and all the time jumping), Connor was trying to stay out of the game.

This was fine until a group of buried and frozen Immortals was released upon the world once again.

Kane and his ruthless minions, had been crushed under a mountain centuries ago, but were now free from their earthen tomb by a research team in Asia.

Feeling the call of revenge, Kane searches and finds Connor once more. Kane is a powerful Immortal that can steal powers away from other Immortals. He had stole the power of illusion and teleportation, and used these to hunt down Connor.

Once found Kane came after Connor with a such a vengeance, that he was willing to break the rules of the game and come after Connor on “Holy Ground”. The battle was fierce and costly, as Connor sword shattered and was no more.

Connor was able to rebuild his blade and thus came after Kane. In the end, Kane was no more.

Highlander IV

(This description is from:

www.highlanderendgame.com)

For centuries, Duncan and Connor MacLeod have fought side by side for justice and honor. But now, a new, more sinister face of evil has emerged which threatens to destroy the rules, which they have lived by for centuries

Led by Kell, a supernatural enemy, Duncan and Connor must set out on a quest to face a ruthless band of immortals bent on their destruction. What has always been a fight for one has now become a battle two must face.

Highlander the Television Show

The television show takes place after the first movie and in-conjunction with the third movie. Connor is, for the most part, out of the game and his kinsman, “Duncan Macleod”, is becoming one of the more powerful rising Immortals of the time.

Duncan is a very noble and honorable warrior. He moves through out his life looking for love and peace. So the Immortal warrior travels the world defending the weak and helpless. Growing stronger as he plays the game.

The forces of darkness wish to gain an upper hand in the game. Thus, every so often, these dark forces take on a physical form and try to

weaken and destroy the most powerful good Immortal of that time. If this Immortal fails to defeat the evil manifestation, it will mean his death and a dark blow to the forces of light.

Duncan is forced to confront this entity and defeat it, but it is very costly. Through deception, the forces of darkness are able to trick Duncan into taking his own student's head. Duncan retreats from the world and the game until he can find a way to defeat the manifestation.

Duncan returns not with revenge, but with patience and quickly defeats the forces of darkness. Duncan again moves on looking for a peaceful life.

Highlander the Raven

Amanda is a neutral Immortal. Trying to stay out of the Game and its battle for the Prize. This has worked well for her, that is, until a mortal sacrificed her own life for Amanda's.

Amanda's past finally catches up with her, and the forces of light and dark began a battle for her heart and soul. She will have to choose for herself, (for once in her Immortal life), between right and wrong and to what side she will align with.

Amanda also holds someone else's fate in her hands. With her new friend and student, "Nick", she will have to become stronger and also train him in the ways of the game. Maybe together she can redeem herself and save what is left of her soul.