



The Faliars



A sourcebook for



The Roleplaying Game of Celtic Heroes



The Falians

The Tribe Of Shadows

Unlike the other Earth Goddess Tribes, the folk of the Tribe of the Shadows place little importance on directness as a virtue. They will happily sneak up behind an enemy and strangle him, not thinking it the least bit dishonourable. Before an army brings them to battle, they may find their general assassinated and warriors out of action through a dose of hallucinogenic fungi in the mead cauldron. Once in combat they will not shirk from stabbing in the back if the opportunity arises, but their courage on the open battlefield is no less than that of any other Earth Goddess tribe and they will proudly fight to the death in honour duels or battles alike.

Inside You Will Find:

History and Traditions of the Falians: The Tribe of the Shadows are one of the most feared tribes in all of Tir Nan Og, because of the suddenness and unexpectedness with which they strike

The Tribe that Stands Up: Detailing nine optional character concepts as well as two prestige classes.

New Feats: Introducing Falian specific feats such as Hare's Tread and Shadow Curse.

Shadow Magic: The spells in this chapter are available to anyone, although they originated with the Tribe of Shadows.

People of the Tribe of Shadows: This chapter details the current movers and shakers within the Falians, from Gwydion to the infamous Black Thief.

Scenario Hooks: Scenario Hooks and ideas to be used as is, or adapted to your own campaign to help bring the Falians to life.

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

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The Roleplaying Game of Celtic Heroes



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The Falians

Ian Sturrock

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Introduction

Unlike the other Earth Goddess Tribes, the folk of the Tribe of the Shadows place little importance on directness as a virtue. They will happily sneak up behind an enemy and strangle him, not thinking it the least bit dishonourable. Before an army brings them to battle, they may find their general assassinated and warriors out of action through a dose of hallucinogenic fungi in the mead cauldron. Once in combat they will not shirk from stabbing in the back if the opportunity arises, but their courage on the open battlefield is no

less than that of any other Earth Goddess tribe and they will proudly fight to the death in honour duels or battles alike.

If they decide to attack in return, be sure that this too will be no fair fight, though again the Tribe of the Shadows find it perfectly in keeping with their honour to leap town walls in the dead of night and burn the place down – women, children and all. If they are at war with a tribe, they are at war with the whole tribe; there are no innocents. However, most are not deliberately cruel and will certainly not go out of their way to attack a non-warrior – they will just not worry overmuch about the casualties of war.

The Tribe of the Shadows are also often known as the Faliens, perhaps referring to their great city of Falias. Some say that the name 'Faliens' is the older of the two, and that they have only been known as the Tribe of the Shadows after suffering a dreadful curse at the hands of the Earth Goddess, though the precise details are uncertain. In any event they are now known almost universally as the Tribe of the Shadows, or simply 'Shadows', on account of their habit of painting their bodies and shields alike jet black and shunning the daylight.

The Tribe Books

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



History & Traditions of the Tribe of Shadows

The Tribe of the Shadows are one of the most feared tribes in all of Tir Nan Og, not so much for their prowess in battle (which remains considerable) but for the suddenness and unexpectedness with which they strike.

The Origins of the Tribe of the Shadows

Even more so than most of the Earth Goddess Tribes, this tribe's history is shrouded in myth and uncertainty. Few can even agree on the central question – when did the tribe begin painting themselves black? Some argue this is a recent event, associated with the Goddess's curse on the tribe that so devastated Her worshippers, the *avancs*. Others say the tribe has always favoured the night over the day and the supposed curse that means they are less effective in daylight is simply a reflection of their natural preference. This latter explanation, though, fails to take into account the parallel warrior tradition that is still known among a few Faliens, that of the Sun Hero, who disdains the night and favours Lug the Sun God above all other deities.

The main myths that hint at the origin of the name Faliens are already covered in detail within the *Tir Nan Og* sourcebook. A later myth, that of the Hare-Witch, tells of a legendary Falian ruler, Queen Mabby and her alliance with the hares of the woodland, who it is said taught the Tribe of the Shadows all they know about speed and stealth, just as the Morrigan taught them about underhanded attacks.

Queen Mabby was said to be the first of the Faliens to learn the secrets of hare-witchery. She first gained an insight into the mysteries of the hare while travelling incognito deep within Southern Cambria before she was made Queen. Here she took on the guise of a wandering leather-worker, turning shoes and making tunics for her food and board. On one farm, her host was the local fish-wifie, who ruled the nearby fishers and farmers largely by terrifying them with tales of an evil witch in the form of a monstrous hare. Supposedly the fish-wifie's spells protected the village from the foul magics of the hare-witch, who was often seen abroad at night, sucking the milk from the herds of those who had angered the fish-wifie enough to have her withdraw her protection.

Mabby noticed that her hostess always rose in the middle of the night, long after the rest of the village was asleep, and slipped out into the darkness. One night Mabby followed the fish-wifie and watched her bathe in the farm's pool beneath the light of the moon, then leap out in the shape of a hare! At once Mabby realised the truth. Clambering into the pool herself, she found herself, too, transforming into hare form, and raced off after the altered fish-wifie. After a night observing a great many brazen crimes and other acts of mischief on the part of her hostess, Mabby was satisfied that she had learned enough to convince the villagers of the truth. At this point though the hare-witch spotted the transformed princess, and immediately gave chase. Mabby fled across fields and under hedges, finally outdistancing her pursuer. She dove back into the moon-kissed pool and found herself human again, but the fish-wifie was on her way and Mabby ran once more. At this point she decided that discretion was the better part of valour and fled the village entirely, leaving the unfortunate villagers no clue as to the fish-wifie's treachery.

This attitude in the heroine of another tribe's past might have resulted in the tale being altered or even forgotten, but the Falians do not consider Mabby to have been a coward. Rather, she is respected as a good example, for she avoided getting involved in a situation that was in truth no concern of hers.

When Mabby returned to Falias, she was aghast to discover a small patch of grey fur on the back of her neck, where she had not quite completely submerged herself in the pool in her eagerness to escape the vengeful witch. Realising she could never be Queen if she had a physical imperfection, she resolved to unearth all the secrets of hare-witchery before the current King went into the Earth. Thus it was that she learned all she could from the hare-witches of Cambria, then went out to seek the ordinary hares of the forest and make peace with them. She reasoned that if her tribe could learn all the stealthy secrets of the hares themselves, they would have no difficulty defending themselves against other tribes. So it was that the Tribe of the Shadows both learned hare-witchery and gained themselves a sacred animal.

Traditions of the Falians

The Choosing of a King

Like the other northern tribes, the Falians use the *divination by entrails* spell to give them guidance with the choosing of a new King. The chief druid sacrifices the old King at the end of his seven-year reign and uses his entrails to determine the best candidate for the new King. A King chosen in this way cannot be argued with or gainsaid in any respect, and is King from the moment the blood-trails indicate him – there is no debate among the Tribal Council, as there is with most tribes.

If the old King is not available for sacrifice, every member of the Tribe of the Shadows has an obligation as strong as that of a blood-feud to capture alive his killer, who will be sacrificed in his place. If the killer is unavailable, the killer's killer will do; or the closest relative of the King, or of his killer. A King chosen in this manner, by a sacrifice who was not himself a Falian King, is regarded as not quite so infallible as a 'true' King who has been chosen in the correct way.

The Tribe of the Shadows do not have a coronation ritual as such, unlike the other tribes. The moment a King has been chosen, he *is* King – the Falians have no need for ceremonies to know who rules over them.

King and Council

Among the Tribe of the Shadows, the Tribal Council has a fair degree of power, though perhaps not so much as its equivalents in the other tribes. The King's word is law, but it is up to the Council to interpret that law. Like the treacherous sneaks the other tribes claim them to be, the Council will happily twist the King's words in whichever manner seems most appropriate or useful to them. Many Falian Kings are driven very nearly to despair once they realise that the only way for them to wield real power is to either have a team of experts ensuring nothing they say can be misinterpreted, or ensure they take direct personal control of anything important to them.

The Sanctity of the Hare

Ever since Queen Mabby's alliance with the hares, it has been Falian law that hares are sacred animals, never to be hunted or killed for any reason. A member of the Tribe of the Shadows who does slay a hare will find himself with a new geas or weird. The only time an exception is made is during the great feast of Beltaine, the fire-festival of lust and fertility, when it is traditional for hares to be caught and eaten by any who wish to appear beautiful at the revels. Killing and cooking hares during the Beltaine festival is perfectly acceptable and will not cause any ill effects.

Foes and Allies

The Tribe of the Shadows has had various short-term alliances with each of the other Earth Goddess Tribes at one time or another, but in recent decades their growing treachery and nocturnal tendencies have proved antiso- cial enough that few serious negotiations have taken place with the other tribes at all. Certainly now the Fir Domain are under King Osdann, the Falians have a definite enemy in the form of that tribe, whose expansionist tendencies currently seem to be focused on Southern Cambria. The Tribe of the Shadows would not usually be too worried about this – they have faced aggressive, conquering tribes before, and know that as the wheel of fate turns, territories expand and contract accordingly, with permanent gains being a rarity for any tribe. Somehow though they know this time is different – the Fir Domain King, after all, is said to be immune to arrows and blades alike. . .



The Independent Tribes

There are far more minor, independent tribes in Cambria and southern Eriu than in the rest of Tir Nan Og. The Falias will say this is because they do not much care what goes on outside Emania. The Sessair or Finians, looking for a fight as usual, will say this is because even the ordinary farmers and fishers of Cambria and Eriu are more than a match for the weakling Tribe of the Shadows warriors. The Fir Domain, for the most part, look on the independence of these smaller tribes as an opportunity for Fir Domain expansion. Few in any tribe, even the Falias, realise that most of these tough, self-reliant local

tribes would sooner die to the last warrior than submit to rule from Falias, Gorias, or anywhere else. Many are no larger than a single village, and would steadfastly resist rulership from even the next village, let alone a great city hundreds of miles away. Most are highly insular, and though all will practise the Celtic traditions of hospitality to a greater or lesser extent, all tend to have bizarre local customs that are very easy for an unwary traveller to fall foul of.

Independent Tribal Fighting Styles

A range of sample independent tribal fighting styles is provided below, allowing the Games Master to rapidly create a new minor tribe as necessary. Note that most of these tribal fighting styles are at least a little weaker than those given for player use in the *Sláine RPG*. In most cases the Games Master should use these styles for non-player characters only, though they may also be useful for the occasional one-off adventure or mini-campaign in which all the players generate characters from a minor tribe.

Style I: This is suited to tribes from mountainous areas. At 1st level the tribal warrior gains a +1 competence bonus to all Climb and Jump checks; at 5th level this rises to +2; at 10th level to +3; at 15th level to +4; and at 20th level to +5.

Style II: This style is appropriate for some of the more warlike independent tribes. Choose one tribal favoured weapon; this should be something which is not enormously powerful, such as a hunting spear, short-sword, sickle or hand-axe. At 1st level the tribal warrior gains a +1 competence bonus to attack rolls when using the favoured weapon; this rises to +2 at 5th level, to +3 at 10th level, to +4 at 15th level and to +5 at 20th level.

Style III: For tribes who are agriculturally orientated, this style may be suitable. Choose one agricultural tool such as scythe, mattock, or wood-axe. At 1st level the tribal warrior's circumstance penalty to attack rolls when using the tool as a weapon is reduced from -2 to -1. At 5th level he gains a +1 competence bonus to all Wilderness Lore checks. At 10th level he no longer has any circumstance penalty when using the favoured tool as a weapon. At 15th level his competence bonus to Wilderness Lore checks rises to +2. At 20th level he gains a +1 damage bonus whenever he uses his favoured tool as a weapon.

Style IV: This is good for semi-nomadic hunting tribes. At 1st level the tribal warrior gains a +1 competence bonus to all Wilderness Lore and Move Silently checks; at 5th level this rises to +2; at 10th level to +3; at 15th level to +4; and at 20th level to +5.

Style V: Many of the tribes living near the Glamour Land of Southern Cambria learn this style. At 1st level the tribal warrior gains a +1 resistance bonus to all Will saves against spells of the Glamour type, and gains a +1 to all Knowledge (glamour lands) skill checks; at 5th level these bonuses rise to +2; at 10th level to +3; at 15th level to +4; and at 20th level to +5.

Note that none of the independent tribes have sufficient populations to produce the surplus required to support a true warrior elite, and so noble warriors from these tribes are virtually unknown. Their warrior traditions apply only to the tribal warrior character class.

The Tribe of the Shadows

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

Tribe of the Shadows Character Concepts

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

Any one Character Concept may be applied to a character as he is being created. The listed bonuses and penalties are applied, any role-playing description modified and adjusted to take into account the template and then the character is ready to play! From this point forth, both the player and the Games Master should be aware of the Character Concept chosen and take steps to ensure the character is played accordingly. It must be stressed that Character Concepts are a role-playing tool, not simply a method to gain lots of new abilities!

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

Druid Character Concept: Glamer

Those Falian druids who make a special study of the Glamour Land, and the magical spells associated with that place, are known as glamers. For most of them, this study verges on obsession. They are utterly committed to ferreting out the secrets of the Glamour Land in any way they can, without too much thought for adverse consequences. (See the *Tir Nan Og* sourcebook for more on the Glamour Land).

Adventuring: For most glamers, all adventuring – indeed, all the activity they ever do – will be dedicated towards a greater understanding of the Glamour Land and of the Glamour type spells that are so closely associated with it. Much of their time will be spent venturing into the Glamour Land itself, often with a very specific end in mind; perhaps carrying out a study of spatial discrepancies within the Glamour Land, or attempting to contact those distant cousins of the Faliens known as Faileans who are rumoured to dwell there. Because these quests are almost invariably hazardous, a glamer may also be found out and about in Tir Nan Og, perhaps because he fears spending too much time in the Glamour Land, perhaps simply because he seeks an artefact that can bolster his powers when back within the Glamour Land itself. Likewise some believe they have already gained enough knowledge of the Glamour Land for their present purposes, and seek to disseminate that knowledge among the rest of the world – or use it to their own advantage.

Roleplaying: There is an air of mystery to glamers that is perhaps part genuine, part self-invented. They often seem 'away with the fairies,' and sometimes that might be literally true. Of course, anyone who makes the study of illusions and glamours a specialty will deliberately cultivate such an air of uncertainty and otherworldliness.

Being something of a charlatan is very nearly a part of the job description.

Bonuses: Glamers gain a +1 competence bonus to Magic Attack Rolls when casting spells of the Glamour type. In addition, they get a +2 competence bonus to all Knowledge (glamour lands) checks.

Penalties: Glamers do not gain the Diviner class feature. Divinations do not tend to function enormously well in the glamour lands anyway, so glamers learn to rely only on what they can see or hear with their own eyes – and often not even that.

Druid Character

Concept: Black Fleet Priest

As the only one of the Earth Goddess Tribes with a dedicated fleet of sky chariots used for war, the Tribe of the Shadows inevitably has a role for a variety of specialists who fulfil different functions aboard their shadow ships. The Black Fleet priests are those druids whose main training has been in supervising the weirdstones that power sky chariots. The Drune Lord tribes have similar specialists among their drunes, to power both merchant cloud curraghs and warships.

Adventuring: Black Fleet priests live a life of hazard, for they are constantly exposed to the dangers of both regular sky chariot flight and the use of sky chariots for warring and raiding. They are in great demand by sky chariot captains, both within the Black Fleet and elsewhere. The stresses and risks of such a profession sometimes inspire them to take a leave of absence and do something marginally less dangerous for a while – such as wandering Tir Nan Og with a band of mercenary adventurers, which at least has the advantage that if one falls, the ground is a great deal nearer. Others join an adventuring party that has acquired a sky chariot of their own, seeking a slightly different but often no less risky life than that of a Black Fleet priest.

Roleplaying: Black Fleet priests tend to get on best with other sky charioteers, perhaps even better than they do with ordinary druids and witches. Like most sailors and sky charioteers, they rarely form close bonds with those who do not live a similarly dedicated lifestyle, for a Black Fleet priest will spend most of his days and nights aboard the sky chariot to which he is assigned. Often

they are more than a little arrogant, knowing full well just how scarce and valuable their talents are.

Bonuses: Black Fleet priests are unusually adept at channelling Earth Power to keep sky chariots aloft. So long as at least one Black Fleet priest constantly supervises a flying sky chariot of any kind, the EP cost to keep it aloft is halved, to 3 EP per hour rather than the usual 6 EP per hour.

Penalties: Black Fleet priests do not gain the Druidic Awe class feature. Though it is still technically a dreadful crime to slay a druid, anyone so pivotal as an operator of a flying warship cannot expect immunity from attack.

Noble Warrior Character Concept: Black Fleet Captain Like the Black Fleet priest, the Black Fleet captain is a specialist, a noble warrior dedicated to commanding a single warship of the Fleet. As with all roles in the Black Fleet, this is a very hazardous way of life, and the Black Fleet captain must show incredible depths of resolve so as to ensure that the crew beneath him never see him show fear or any other form of weakness.

Adventuring: Black Fleet captains are rarely found on business other than that of the Fleet itself, whether commanding their ships or leading a 'ground party' to get supplies, gather information, or conduct negotiations with friend or foe. Often their missions will involve attacking the Avancs or raiding neighbouring tribes, but the most common assignment of all is simply to patrol the Inland Sea and ensure that the safety of the various Falian fishing vessels. It is rare for a Black Fleet captain to leave the Fleet, unless he somehow loses his ship. In such a case he will rarely blame any but himself, and will likely wander off in a mournful state for some time before choosing a different course through life – which might be joining a mercenary band and doing more conventional adventuring, or alternatively might simply involve fighting on the front line of every battle or raid, taking incredible risks until he wins back his honour or dies.

Roleplaying: Black Fleet captains tend to be quite private folk, having locked up their emotions from their crews for so long that they rarely show any sign of feeling. That said, they are still Celts, and on the few occasions when they do get passionate about something, they are usually very expressive, often flying into a deranged rage or descending into a deep melancholy. Most will expect to be given a position of command if they join a group of mercenaries or adventurers, though they may not be so insistent on this point if they lost their previous command.

Bonuses: A Black Fleet captain gains the skills Balance, Profession (sky charioteer or sailor) and Use Rope as class skills. In addition, he may select the Leadership feat as early as 4th level if he wishes, and it is added to the list of feats he may select as a noble warrior bonus feat. Early experience of command gives him some powerful lessons as to how to most effectively lead a band of warriors. Finally every Black Fleet captain gains a +4 circumstance bonus to all Will saving throws against fear or terror type effects, because if his crew ever see him show weakness they will likely panic and perhaps doom the entire ship.

Penalties: A Black Fleet captain does not have access to the following as class skills: Jump, Listen and Ride. In addition, he must be at least 6th level before he can select the Weapon Specialisation feat and is not proficient with heavy armour. He simply does not have as much time as do most noble warriors to devote to weapons and armour training.

Noble Warrior Character Concept: Sun Hero

A few Falian who have taken no part in the needless war against the Avancs are able to continue one of the old warrior traditions of the tribe, that of the sun hero. Dedicated to Lug, whom they revere as their war-god, the sun heroes are closely tied to the power of daylight and the sun. Their battle prowess is concentrated around mid-day, and is significantly reduced at night. At one time, many of the noble warriors of the Falian would have been sun heroes, but it was the sun heroes of Emania who brought about the great curse against the whole tribe and became the first moon-worshipping shadow dwellers who gave the whole tribe its identity as the Tribe of the Shadows. Today most sun heroes are found in remote Falian territories, particularly southern Eriu.

Adventuring: Sun heroes pick a quest and stick to it with single-minded devotion until it is complete. In most cases their quests involve the total annihilation of their enemies – man, woman and child. If they team up with a party of adventurers, they will expect to lead the group in just such a quest, unless there is another sun hero of higher Enech among them.

Roleplaying: Sun heroes are almost invariable fanatical killers, dedicated to one or another cause that they think

is in the service of Lug. They tend to regard women as inherently inferior to men, unlike the vast majority of Celtic tribes, regarding the Goddess as subservient to Lug and believing that earthly women should follow that example. Most are grim and humourless, almost puritanical and hate dancing and revelry of all kinds.

Bonuses: Sun heroes do not suffer from the usual Falian penalties during daylight hours. In addition, they gain circumstance bonuses to Strength as follows: +2 during the day, increasing to +4 for one hour immediately before and one hour immediately after midday. They also gain the Weapon Focus feat for free, in either a javelin, gae bolga, or any spear, all of which weapons are considered to be particularly beloved of Lug. All sun heroes begin the game worshipping Lug, and are assumed to be up-to-date with their sacrifices to that god.

Penalties: Sun heroes do not gain darkvision, nor do they have Hide as a class skill or gain the usual Falian bonus to attack rolls made during the hours of darkness. In addition, they have circumstance penalties to Strength as follows: -2 during the night, increasing to -4 for one hour immediately before and one hour immediately after midnight. Sun heroes do not gain Perform as a class skill. If a sun hero ever neglects his sacrifices to Lug, he loses all the bonuses of the character concept for the following year, and must sacrifice twice as much as usual that year, as well as go on a penitential quest of the Games Master's devising, if he is to regain the benefits the following year. A sun hero who has lost his bonuses in this way still suffers from the various penalties for being a sun hero. No sun hero can ever make sacrifices to any god or goddess other than Lug, or again he loses his sun hero bonuses for a year as above.

Thief Character Concept: Poisoner

A number of the Tribe of the Shadows thieves have the specific role of sneaking ahead of Falian armies or war-bands and poisoning the opposition's supplies, so as to reduce the effect of their warriors in the coming fight. This is regarded as basically dishonourable, but still a crucial battle tactic, so while the poisoner will not be liked he will at least be respected. For the most part, out of some warped sense of fair play, poisoners prefer to use incapacitating and debilitating poisons rather than lethal ones.



Adventuring: Poisoners tend to work alone or occasionally in groups of two to three. Their work is extremely risky, for if captured by an enemy and found with poison it is likely they will be killed. Most work directly for the tribe, though a few will attach themselves to a group of wandering mercenaries on a temporary or permanent basis.

Roleplaying: Few poisoners are what might be described as the life and soul of the party, for their profession tends to exclude them from most company. Instead they are either solitary, or socialise only with other poisoners or similar near-outcasts. Even if they work with adventurers or mercenaries they will rarely spend much time with the group, but will prefer to be either sitting in their tent mixing poisons or off out ahead poisoning a potential enemy. Most take a great and morbid delight in their deadly knowledge.

Bonuses: The poisoner gains a +2 circumstance bonus to all Craft (poison) and Profession (herbalist) checks and never risks accidentally poisoning himself. See the Poisons sidebar for some sample poisons. In addition he gains a +2 resistance bonus to all saving throws against poisons of any kind.

Penalties: Poisoners have less time for their other skills than do most thieves. They begin the game with 24 plus Intelligence modifier times 4 skill points, and only gain 6 plus Intelligence modifier skill points at later levels. If a poisoner's Enech score ever rises above 2, he loses the various bonuses associated with his character concept until his Enech score falls to 2 or below once more – it takes a low Enech to be happy with one's role as a poisoner.

Poisons

For poisons designed to incapacitate or otherwise debilitate large numbers of enemy warriors, such as those used by the Tribe of the Shadows poisoners and others, by far the most effective method of delivery is ingestion. Each dose of poison will affect one creature, though in most cases poisoners will use large numbers of doses in the hopes of affecting all who drink or eat the poisoned supplies. Although supernatural and spell-like poisons are possible, poisonous effects are almost always extraordinary. For most ingested poisons, the effects will not be immediate, but will take 4d6 minutes to affect the victim, at which point the initial damage must be saved against.

Poison Descriptions

Blodeuwedd's Cap: This poison is a brownish, dirty-tasting liquid that must be mixed with mead or other strong liquor if it is not to be noticed by its victims. It is derived from small and spindly off-white mushrooms that grow on Emania and throughout much of northern Tir Nan Og. In their natural, slightly less potent form they are one of the mainstays of druidic ritual. Unlike the other hallucinogens, Blodeuwedd's Caps also have a second psychoactive component which is strongly euphoriant. Due to their largely pleasurable effect, they are also known as 'Happy Caps' and used recreationally by more dissolute adventurers and others. Blodeuwedd's Caps are in only season from around six weeks after Lughnasadh up until Samhain, dying off after the first frost, but the concentrated liquid prepared from them remains potent for up to a year.

Ceridwen's Cap: By far the deadliest of the sacred mushrooms, Ceridwen's Caps in their natural form are large brown or grey fungi with whitish spots. Due to their highly poisonous nature they are used only rarely by the druids, and almost never at all for pleasure – for Ceridwen claims many who swallow these mushrooms. In their refined form, as used by poisoners, they are usually dried and ground to a fine powder which can be mixed with food.

Hemlock Juice: Hemlock is a tall, slender plant which can be refined into a deadly poison. However the juice is quite tricky to use, for it has a very distinctive bitter taste and is rendered ineffective by cooking. For this reason it must be added to very strong-tasting food or drink that is either already cooked or is not intended to be cooked, such as powerful liquor or perhaps a cold porridge.

Henbane Seed Oil: Various parts of the henbane are in use by herbalists to treat an assortment of ailments, but the oil contained within the seeds has a far stronger and potentially more deadly effect than any other part of the plant. It is unlikely to kill a healthy warrior, but it will certainly render combat very difficult for him.

Morrigu's Cap: Named for the war-goddess, because it is said that in one form these sacred mushrooms can bring about a fierce battle-rage, Morrigu's Caps are large broad red or brownish-red fungi with off-white spots. They are used by poisoners in much the same way as Ceridwen's Caps, dried and ground down then mixed into an enemy's provisions, in which case their effect is debilitating to an army rather than empowering. In their natural form they are used by druids, witches and occasional foolhardy warriors who seek to gain the inspiration or favour of the goddess Morrigu.

Table 3-1: Sample Falian Ingested Poisons

Poison	Save DC	Initial Damage	Secondary Damage	Price/Dose
Blodeuwedd's Cap	15	Hallucinations	1d2 Wis +1d2 Int	12 s�ts
Ceridwen's Cap	16	Hallucinations	2d6 Con	20 s�ts
Hemlock	20	Paralysis	2d6 Str	21 s�ts
Henbane	17	1d2 Dex	1d6 Dex	16 s�ts
Morrigu's Cap	17	Hallucinations	1d4 Wis + 1d2 Con	15 s�ts
Nightshade	18	Hallucinations	2d4 Dex	19 s�ts
Witchapple	20	Hallucinations	1d8 Wis + 1d6 Con	18 s�ts
Wolfsbane	19	1d3 Con	1d6 Con + 1d6 Str	25 s�ts

Initial Damage: The damage the character takes immediately upon failing his saving throw against this type of poison. Ability score damage is temporary. Hallucinations last for 1d6 hours. Paralysis lasts for 2d6 minutes.

Secondary Damage: The amount of damage the character takes 1 minute after exposure as a result of the poisoning, if he fails a second saving throw.

Nightshade: Another hallucinogenic poison, nightshade also affects the victim's control of his limbs, causing shaking and even convulsions.

Witchapple: Possibly one of the strongest and deadliest of the hallucinogens, witchapple afflicts the victim with visions and delirium for up to three days (1d6 x 10 hours, rather than the usual 1d6 hours for hallucinogens).

Wolfsbane: Another deadly plant, wolfsbane is a poison, pure and simple. Though it will not kill a healthy warrior, it will certainly weaken him sufficiently that if he even makes it as far as the battlefield he will be easy prey for his enemies.

Perils of Using Poison

A character has a 5% chance to expose himself to a poison whenever he readies it for use. In addition, any character with an Enech of 3 or higher who is known to use poison will lose 1 Enech.

Poison Immunities

Any creature which has any Damage Reduction/enchanted or Damage Reduction/artefact is also immune to poison.

Hallucinations

Hallucinations are usually the result of various poisons or drugs. A hallucinating character moves at half speed, has a -4 circumstance penalty on all Initiative checks, skill checks, Will and Reflex saving throws and attack rolls and loses all dodge bonuses to AC (if any).

Gathering Poisonous Herbs and Fungi

Any character with the Profession (herbalist) can go out gathering poisons instead of or in addition to more beneficial herbs. For each day spent looking for a specific poisonous plant or fungus, a Profession (herbalist) check is made, with a DC equal to the price of a single dose of the finished poison in s ts. For every full 5 points the check result exceeds the DC, a further dose is found.

Crafting Poisons

Once the raw ingredients for a poison have been acquired, a Craft (poison) check must be made to refine the herbs or fungi into a form suitable for administering in food to unsuspecting enemies. The DC for this is as usual for the Craft skill. If the raw materials were gathered by the poisoner rather than bought, no costs are incurred in manufacturing the poison, otherwise the usual cost is paid.

Thief Character
Concept: Strangler

When the warriors of the Tribe of the Shadows leap over the stockade of an enemy town at midnight, the strangler is with them, ready both to fight alongside his allies and more importantly to find whatever loot he can in the enemy settlement. Stranglers wield what is historically the Falian's favourite close-quarters weapon, the strangling-cord, preferring to cut down their enemies by stealth rather than by more direct means



Adventuring: Stranglers can be found all over Tir Nan Og, where their particular specialties make them among the best silent killers of the Land of the Young. They are much in demand both by Falian warriors and chiefs, and by canny leaders from the other tribes who recognise the tactical and psychological advantages of having a strangler working for them. A strangler will often go wandering, perhaps tagging along with a group of mercenaries or vagabonds, perhaps working alone as a murk lurker, killing and robbing rich-looking travellers.

Roleplaying: Stranglers are generally rather disturbing, one way or another. They seem split between those who are utterly cold and callous about what they do, rarely talking with anyone; and those who delight in their work,

and will happily converse for hours on end about the advantages of particular materials for strangling, or the expressions on the faces of their most memorable victims.

Bonuses: Stranglers begin the game with two bonus feats: Exotic Weapon Proficiency (strangling-cord) and Weapon Focus (strangling-cord or wire strangling-cord).

Penalties: Stranglers are not proficient with shields – they do not expect to have to face their enemies in the open often enough to need one. Furthermore they are not proficient with so many weapons as most thieves – they may select three weapons from the usual list of thief weapon proficiencies. Other than the strangling-cord, they are proficient in only those three weapons.

Strangling-Cords

Falian warriors favour the use of strangling-cords to attack their enemies, so long as those enemies are unaware of their presence.

Strangling-Cord: A strangling-cord is a thin, braided garrotte, usually with a wooden or bone handle at each end, often knotted along its length so as to provide additional pressure against the windpipe and carotid arteries. It may only be used if the target would be denied his Dexterity bonus to AC (whether or not he has a Dexterity bonus to AC) and if the target is a humanoid of between Small and Large size. A target with a +1 or greater armour bonus or a natural armour bonus of at least +3 cannot be affected. The attacker makes an attack roll with a –4 penalty but otherwise as normal. If successful, he has looped his strangling-cord over the target's neck. The target takes no immediate damage, but the pressure on his arteries rapidly begins to cut off the blood supply to his brain – he must make a Fortitude save (DC 15 + attacker's Strength bonus) one round after the attack or fall unconscious and suffer 1d6 temporary Constitution damage. Even if he succeeds, he takes 1d3 temporary Constitution damage, and the Fortitude save must be repeated every round. While being strangled, the target is very restricted as to his actions. He may take at best a partial action each round, though doing so causes him a –2 circumstance penalty to his next Fortitude save. He may attempt to attack his attacker, but only with a light weapon or by grappling. If the target successfully grapples the attacker, he may make a Grapple check (with a +2 synergy bonus if he has five or more ranks of Escape Artist skill) to escape the strangling-cord, usually by throwing off his attacker in some way. The attacker loses his Dexterity bonus to AC while strangling the target. A target who has been rendered unconscious by a strangling-cord will remain unconscious for 3d6 minutes. An attacker who has rendered a target unconscious using a strangling-cord may perform a coup de grace with the strangling-cord, automatically inflicting 1d6 temporary Constitution damage and forcing the target to make a Fortitude save (DC 10 + total Constitution damage inflicted so far) or die. A strangling-cord never does extra damage from a sneak attack bonus.

Wire Strangling-Cord: All wire strangling-cord have handles, but are otherwise much like regular strangling-cords except that the cord is replaced with a thinly braided wire of bronze or iron, much as might otherwise be used plaited with similar wires to make a neck torc. The wire strangling-cord functions in every way like an ordinary strangling-cord, except that as well as causing Constitution damage and forcing Fortitude saves, it slices into the victim's neck, potentially cutting his head off at the same time as strangling him. It does the listed slashing damage every round in addition to the strangulation damage. Unlike a regular strangling-cord, the wire strangling-cord may be used with a sneak attack bonus to do extra damage, although this bonus applies only to the slashing damage, not to the Constitution damage. A character who is proficient with the strangling-cord can use a wire strangling-cord without penalty, and vice versa.

Exotic Weapons – Melee, Tiny

Weapon	Cost	Damage	Critical	Range Incr	Weight	Type
Strangling-cord*	1 chicken	*	–	–	–	*
Strangling-cord, wire*	1 sét	1d2	x4	–	–	Slashing*

Tribal Warrior

Character Concept: Black Fleet Sailor

The sailors of the Black Fleet are among the finest crews in all Tir Nan Og, particularly when it comes to their intimate understanding of the geography and weather of the Inland Sea. Many train both on surface ships and in sky chariots, perhaps transferring between ships several times during their careers.

Adventuring: Black Fleet sailors tend to get involved with nautical adventures, protecting the Falian fishing vessels in the Inland Sea, fighting off Sessair raiders or other interlopers, or leading attacks on the avanc burrows on the banks of the sea. Those who have learnt the skills required to fly a sky chariot may join up with a cloud curragh or other merchantman after a few years in the Black Fleet, or seek their fortune with a nautical or aerial band of mercenaries.

Roleplaying: The sailors of the Black Fleet tend to be somewhat more disciplined than most Celtic seamen, though most are happy to feast and fight in the drinking-hall or tavern, just like any other warrior. It is aboard ship that the differences are obvious, particularly on sky chariots, where any mistake could kill the whole crew. Here those of the Fleet are consummate professionals, following their captain's instructions instantly and fully, working as well together as the right and left hand of a skilled craftsman. Most find it very difficult to adapt to life or society outside the Black Fleet, especially if they have been with the Fleet for many years – their way of thinking and even speaking is quite different from that of most folk, even other Falias. Their competence and practical attitude can more than make up for this, though, and so they are rarely struggling to find work if they leave the Black Fleet for some reason.

Bonuses: Black fleet sailors gain Balance and Use Rope as class skills. They have a +1 circumstance bonus to all Balance, Profession (sailor), Profession (sky charioteer) and Use Rope skill checks made aboard boats, ships, or sky chariots. The bonus to Profession (sailor) and Profession (sky charioteer) rises to +2 whenever the boat, ship, or sky chariot is in or above the Inland Sea, which the sailors of the Black Fleet probably know rather better than they do the backs of their hands (after all, they might have barely seen the backs of their hands in years,

having been coating them in thick black paint since adolescence).

Penalties: Black fleet sailors do not gain Craft, Ride or Handle Animal as class skills. In addition, they have a -1 circumstance penalty to all Wilderness Lore checks that do not relate to predicting the weather and tides.

Tribal Warrior

Character Concept: Assassin

An assassin who is also an honourable warrior of the Earth Goddess tribes may at first glance seem like a contradiction in terms, but the Tribe of the Shadows is full of such apparent contradictions. Their assassins are stealthy killers, but they slay their tribal enemies rather than kill for money. In addition, most will attempt to suit their degree of attack to the situation and may even wake up a victim so as to give him something resembling a fair fight – unless he has a reputation as a far better warrior than them, in which case no punches will be pulled in killing him as rapidly as possible. Some assassins are only willing to assassinate enemies during an actual time of war, and will not go into a foe's home to kill him by stealth. Others feel that the only honourable way to behave after assassinating an enemy is to proclaim the deed loudly there and then, so that his family and allies will know who his killer was, even if this puts the assassin at enormous and immediate risk.

Adventuring: The grim business of killing is enough of an adventure for most assassins, though of course it is usually a solitary activity. Those who work with others tend to consider those others to be the assassin's accomplices, rather than the other way around – they are there to facilitate the assassin's entry to and exit from the victim's lair, but he will do the important work of slaying alone. Occasionally an assassin will be persuaded to work for or with a particularly competent and powerful party, but only if their talents are respected and their honour never impugned.

Roleplaying: Most assassins are something of a paradox, one way or another, and their Enech tends to be in a constant state of flux. Are they warriors, or merely killers? Another character's response to that question will often determine whether the assassin can work with him, or will simply mark him as an enemy and move on.

Many assassins never entirely resolve this paradox, but others simply have different ideas about honour than do most, regarding tricks and stealth as acceptable so long as the victim is a bona fide tribal enemy.

Bonuses: An assassin who studies his victim for 3 rounds and then makes a sneak attack with a slashing or piercing melee weapon gains an additional sneak attack bonus of +1d6, over and above his usual sneak attack bonus. Once the assassin has completed the 3 rounds of study, he must make the sneak attack within the next 3 rounds. If the assassin does not launch the sneak attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another sneak attack with the additional sneak attack bonus. Assassins also begin the game with a bonus feat: Exotic Weapon Proficiency (strangling-cord).

Penalties: Assassins rely on absolute stealth to get into and out of a victim's hut or tent undetected. For this reason they are not proficient with medium armour, finding that it is too bulky and noisy for their needs. In addition, they never gain the Expert class feature of the tribal warrior.

Witch Character Concept: Night's Sorcerer

The Falian witches known as night's sorcerers are moon-worshippers first and foremost, revering the Goddess so strongly that their own magical powers are directly tied to the night over which she presides, and to the cycles of the Moon. This can make them very effective so long as they can choose their moment carefully, but a night's sorcerer caught unprepared at the wrong time of the lunar cycle can find herself suddenly weakened

Adventuring: Night's sorcerers may be found anywhere on Tir Nan Og, just as any other witch might, getting involved in bloody warfare, weird quests, intrigue, eldritch rituals and mighty deeds both heroic and vile. They must plan a little more carefully than most witches, though a clever night's sorcerer can always turn his specialties to his advantage and minimise his weaknesses, so long as he has the opportunity to decide when to do his magic.

Roleplaying: Night's sorcerers are a moody bunch, their emotions rising and falling like the tides in harmony with

the lunar cycle. Around the dark of the moon they can be downright murderous, whereas at the full moon they are far more pleasant to be around, if sometimes a little dreamy and distant. None of them much enjoy daylight, though their dislike of it is not so severe as that of the Falian noble and tribal warriors, who were far more affected by the Goddess's curse than the other members of the tribe.

Bonuses: Night's sorcerers gain additional Earth Power at night. Their Base Earth Power is increased by 50% (round down) during the hours of darkness. Their Maximum Earth Power is unaffected. For example, a human 5th level witch with a Wisdom of 13 would usually have a Base Earth Power of 9 (6 base, +2 witch class feature, +1 Wis), but if he were a night's sorcerer his Base Earth Power would be 13 during the night ($9 + 4.5 = 13.5$, rounded down), though his Maximum Earth Power would still be 18 ($9 \times 2 = 18$). In addition, they gain a +2 circumstance bonus to all magic attack checks during the three days and nights of the dark of the moon, and a +2 circumstance bonus to all Heal and Bless skill checks during the three days and nights of the full moon.

Penalties: Night's sorcerers have less Earth Power available during the day. Their Base Earth Power is reduced to 50% (round down) during the hours of daylight. Their Maximum Earth Power is unaffected. The witch in the above example would have a Base Earth Power of 4 during the day ($9 \times 0.5 = 4.5$), though his Maximum Earth Power would still be 18 ($9 \times 2 = 18$). Furthermore, they gain a -3 circumstance penalty to all magic attack checks during the three days and nights of the full moon, and a -3 circumstance bonus to all Heal and Bless skill checks during the three days and nights of the dark of the moon.

Witch Character Concept: Weather-Witch

The weather-witches of Cambria are notorious for their knowledge and prowess when it comes to weather-magic of all kinds, from calling on a simple gust of wind to propel a sky chariot, to bringing down a great lightning-storm upon their enemies.

Adventuring: Like other witches, weather-witches can be found in a variety of roles, though for the most part they are perhaps a little less suited to adventuring than

their more ordinary counterparts. Many will contract themselves exclusively to a particular farming village, or fishing fleet, providing appropriate weather for their employers. Others may have a more militant role, perhaps working for the Black Fleet to ensure the wind is always in the right direction, perhaps using their more offensive weather spells to smash their tribal enemies. Others still find themselves wandering, taking jobs here and there, watching their reputations grow and living a free life.

Roleplaying: Weather-witches tend to fit the stereotype of witches, that is, they are crabby, crotchety, bad-tempered and prone to playing tricks – much like the weather of northern Tir Nan Og itself, it sometimes seems.

Bonuses: Weather-witches always pay half the usual Earth Power cost (round down) to use the following spells: *control water*, *control weather*, *control wind*, *deluge*, *gust of wind* and *lightning*. This bonus also applies to any other weather-orientated spells the Games Master may devise or allow to be used in the campaign. Furthermore they gain a +4 insight bonus for Wilderness Lore checks concerned with prediction of the weather.

Penalties: Weather-witches have less time or inclination when it comes to learning the other traditional powers of the witch, that is, curses and summoning spells and tend to be less warlike than other witches. They do not gain the Hexer class feature and are only proficient with all simple weapons and with two martial weapons of the player's choice.

Tribe of the Shadows Prestige Classes

The following prestige classes are open only to members of the Tribe of the Shadows, although in exceptional circumstances a character who has married or been fostered into the tribe may be permitted to join. The Falian elite warrior prestige class is the Blackshield, a grim and deadly fighter who excels in stealth but is also capable in open war. The Hare-Witches are witches and who have an affinity with the hare, the night-running animal sacred to the Moon.

Blackshield

The blackshields strike terror into the hearts of their foes, evading even the sharpest lookouts, hurling themselves over a village's stockade and into the midst of their

enemies, a grim sight with their bodies and shields alike painted a uniform black. Many flee in panic as soon as they realise they are being attacked by blackshields; most, though, are simply cut down where they stand. The blackshields are the most feared warriors of all the Tribe of the Shadows, on a par with the Red Branch of the Sessair or Fianna of the Finians, but as with most Falias they prefer to attack by stealth and terror tactics rather than open warfare.

Blackshields are usually tribal warriors or noble warriors, both of whom are ideally suited to the prestige class. Due to the skill requirement and the stealthy nature of the blackshields, thieves also commonly take a level or two in the class. Occasionally a particularly warlike and sneaky witch will train as a blackshield, wishing to learn to protect his tribe or simply to add a powerful set of combat skills to his repertoire.

Class Skills

The blackshield's class skills (and the key ability for each skill) are Bluff (Cha), Climb (Str), Craft (leather), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (herbalist), Ride (Dex), Spot (Wis) and Swim (Str).

Skill Points at each level: 4 + Int modifier

Hit Die: d10

Requirements

Base Attack Bonus: +5 or higher

Skill: Craft (leather) 3+ ranks, Hide 8+ ranks, Move Silently 4+ ranks.

Feats: Alertness, Door of Battle, Run, Salmon Leap.

Race: Must be human or warped one.

Enech: 4 or higher.

Special: Must be a member of the Tribe of the Shadows.

Class Features

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

Weapon and Armour Proficiency: The blackshield gains no new weapon proficiencies. The blackshield is proficient with light and medium armour and all shields. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armour and equipment carried.

Night Shield: A 1st level blackshield is taught to create his own black-painted shield for use on the Tribe of the Shadows' trademark night attacks. The blackshields' shields are known as night shields. These are light and quiet, being made of hardened leather held together by wooden pegs and containing no metal parts whatsoever. The entire shield is coated with black paint mixed to a secret formula, which both hardens the shield further and renders it completely non-reflective. A night shield is classed as a large wooden shield in all respects, except that when wielded by its maker it has no armour check penalty. Crafting the black shield requires a Craft (leather) check (DC 15) and takes one day. This is an extraordinary ability.

Stockade Leaping: All blackshields are adept at leaping over barriers, as the most common practice when they assault a settlement is to creep almost right up to the wall before hurling themselves straight into the midst of their enemies in the dead of night. Any time they do a high jump from a running start, add 100% to the total height jumped. This replaces the usual +50% for the Salmon Leap feat. The maximum height jumped is unaffected.

Night Shield Expert: At 2nd level, the blackshield's intimate familiarity and long practice with his night shield grants him a +1 competence bonus to AC whenever he is gaining the benefits of its armour bonus. Night Shield Expert never applies if the blackshield is using a shield which is not his own personal night shield. This is an extraordinary ability.

At 5th level, this competence bonus to AC rises to +2 and at 8th level to +3.

Sneak Attack: From 3rd level upwards, any time the blackshield's target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the blackshield flanks the target, the

blackshield's attack deals extra damage. The extra damage is +1d6 at 3rd level and an additional 1d6 every three levels thereafter. Should the blackshield score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can only count as sneak attacks if the target is within 30 feet. The blackshield can not strike with deadly accuracy from beyond that range. With an unarmed strike, the blackshield can make a sneak attack that deals subdual damage instead of normal damage. The blackshield cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty. A blackshield can only sneak attack a living creature with a discernible anatomy. Any creature that is immune to critical hits is also not vulnerable to sneak attacks. The blackshield must be able to see the target well enough to pick out a vital spot and must be able to reach a vital spot. The blackshield cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. The blackshield's sneak attack class feature may only be used during the hours of darkness. This is an extraordinary ability.

Dismal: At 3rd level, the blackshield's melancholic and gloomy nature comes to the fore. He is intimately familiar with death, both through bringing it to many of his foes and through seeing his friends and allies die by his side in countless wars with the other tribes. For this reason he no longer fears death and so lesser fears become almost entirely irrelevant to him. He gains a +2 resistance bonus to all fear-based Will saving throws, and any attempts to Intimidate him are made at a +4 DC, including use of the Battle Cry and related feats.

Shadow Terror Shield: The sheer terror felt by foes of the blackshields should never be underestimated, for it can turn the strongest warrior weak at the knees. At 4th level, the blackshield gains a +2 competence bonus to Intimidate checks, including those relating to the use of

Table 3-2: The Blackshield

Level	Base Attack Bonus	Magic Attack	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+2	+2	+0	Night Shield, Stockade Leaping
2	+2	+0	+3	+3	+0	Night Shield Expert (+1 AC bonus)
3	+3	+0	+3	+3	+1	Sneak Attack (+1d6), Dismal
4	+4	+1	+4	+4	+1	Shadow Terror Shield (+2)
5	+5	+1	+4	+4	+1	Night Shield Expert (+2 AC bonus)
6	+6	+1	+5	+5	+2	Prepare Ambush, Sneak Attack (+2d6)
7	+7	+1	+5	+5	+2	Shadow Terror Shield (+4)
8	+8	+2	+6	+6	+2	Night Shield Expert (+3 AC bonus)
9	+9	+2	+6	+6	+3	Sneak Attack (+3d6), Moon-Struck
10	+10	+2	+7	+7	+3	Shadow Terror Shield (+6)

the Battle Cry or similar feats, so long as he has his night shield in his hand. These bonuses only apply for one round immediately after the blackshield has first been spotted or otherwise detected by the target of the Intimide check. This is an extraordinary ability.

At 7th level, the competence bonus increases to +4, and at 10th level to +6.

Prepare Ambush: At 6th level, the blackshield becomes an expert in setting up ambushes. If he has an hour to prepare an ambush site, he may gain a +5 competence bonus when taking 20 with his Hide check. In addition, he may apply the result of this hide check to a number of allies totalling up to his level in the blackshield class.

Moon-Struck: By 9th level, the blackshield's dismal demeanour has edged over into partial madness. He becomes somewhat unpredictable and introspective, and may begin talking to himself. He permanently loses the benefits of the Alertness feat, as he is simply too distracted by his own thoughts to concentrate particularly well on his surroundings. However, the Goddess's curse does have some positive effects. The blackshield gains a +4 innate bonus to all Bluff checks, as it becomes almost impossible to discern what he is truly thinking, if anything. In addition he gains a +4 resistance bonus to all Will saving throws to resist the effects of insanity, whether temporary or permanent, as he is already mad. Furthermore he has a +4 resistance bonus to all Fortitude saving throws to resist the Hallucinations effect caused by some poisons, because he is so used to mild hallucinations all the time that a few more make little difference.

Hare-Witch

Hare-witches are witches who are capable of transforming themselves into hares, which they do both to enhance their magical powers and for significantly increased speed of movement.

Most of those who become hare-witches come from the witch character class, though a druid with a particular affinity for hares will also occasionally choose this path. In addition, a few higher-level thieves or tribal warriors, or less often noble warriors, may learn the skills of the hare-witch, if they have long had an aptitude for sorcery.

Class Skills

The hare-witch's class skills (and the key ability for each skill) are Bless (Cha), Bluff (Cha), Craft (any) (Int), Divination (Int), Gather Information (Cha), Heal (Wis), Hide (Dex), Knowledge (nature), Move Silently (Dex),

Perform (Cha), Profession (herbalist) (Wis), Sense Motive (Wis), Sorcery (None).

Skill Points at each level: 4 + Int modifier

Hit Die: d6

Requirements

Magic Attack Bonus: +3 or higher

Skills: Bless 5+, Sorcery 8+

Feats: Ritual Sacrifice

Spells: Must know *beauty of the hare*, *eyes of the hare* and *sight of the Moon's sight*.

Special: Must never have killed a hare, nor allowed one to be killed without making a serious attempt to prevent it, except at Beltaine. Must be a worshipper of Ceridwen.

Druid Note: The hare-witch is one of the few prestige classes in which a druid can gain levels, so long as he meets the requirements as usual.

Class Features

All of the following are class features of the hare-witch prestige class.

Weapon and Armour Proficiency: The hare-witch gains no new weapon or armour proficiencies. Note that armour check penalties for medium or heavy armour apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Hare Form: A hare-witch may transform into a hare as a move-equivalent action once per day. Upon changing, he regains lost hit points as if having rested for a day (though this healing does not restore temporary ability damage and provide other benefits of resting for a day; and changing back does not heal him further). If slain, the hare reverts to its original form, though it remains dead. The hare-witch acquires the physical and natural abilities of a hare while retaining its own mind. Physical abilities include natural size and Strength, Dexterity and Constitution scores. Natural abilities include bite attack and abilities derived directly from physical form – for example, movement rate, racial bonus to Move Silently checks, low-light vision and tracking by scent. Any part of the body or piece of equipment that is separated from the whole reverts to its original form. The hare-witch's new scores and faculties are average ones for a hare. The hare-witch retains his Intelligence, Wisdom and Charisma scores, level and class, hit points (despite any change in its Constitution score), base attack bonus and base saves.

New Strength, Dexterity and Constitution scores may affect final attack and save bonuses. The hare-witch retains his own type (humanoid), extraordinary abilities, spells and spell-like abilities, but not his supernatural abilities. The hare-witch cannot cast spells he knows while in hare form, unless they have no somatic or verbal component. When the transformation occurs, the hare-witch's equipment, if any, melds into the hare form and becomes nonfunctional. Material components and focuses melded in this way cannot be used to cast spells. On first transforming into hare shape, the hare-witch can freely designate the hare form's minor physical qualities (such as fur shade, distinguishing marks, shape of head) within the normal ranges for a hare. The hare form's significant physical qualities (such as height and weight) are determined by the hare-witch when he first transforms, but must fall within the norms for an adult hare. In subsequent transformations the hare-witch will always take precisely the same form, except as altered by scarring and the like. The hare is always of the same gender as the hare-witch. The hare-witch may remain in hare form for up to one + Wisdom modifier hours, after which he must revert to human form. He may voluntarily return to human form before this time is reached. The transformation back to human form is always a move-equivalent action. This is a spell-like ability.

At 4th level, the hare-witch may transform into a hare (and back to human form again) twice per day; at 7th level, three times per day; and at 10th level, four times per day.

From 4th level onwards, the hare-witch gains Damage Reduction 5/enchanted weapons whenever in hare form. At 10th level the Damage Reduction increases to 10/enchanted weapons.

At 7th level, the hare-witch can take on a hare form of monstrous size, allowing her to be slightly more effective

in combat but marking her out clearly as a transformed witch. She may go into the form of either a normal-sized hare or a monstrous hare, as she chooses. A hare-witch in monstrous hare form benefits any or all of his other class features that specify they affect him in hare form, just as though he were in the form of a normal-sized hare.

Friend of the Hare: All hare-witches are well disposed to hares, and hares are well disposed in return. From 1st level onwards, a hare-witch may never deliberately harm a hare nor allow others to harm a hare, and hares will never harm him. He does not have any particular power to communicate with them. If a hare-witch ever deliberately harms a hare, he immediately gains a major weird and may no longer advance in levels as a hare-witch. The only exception is during Beltaine, when this class feature is completely suspended from operation for 24 hours. This is an extraordinary ability.

Hare Familiar: At 2nd level the hare-witch gains a hare as a familiar. The hare familiar will have standard game statistics (see sidebar) as altered by the usual modifications for familiars (see *The Player's Handbook*). The familiar will gain special abilities according to its master's hare-witch class level, just as listed in *The Player's Handbook*. The hare familiar appears identical to the hare-witch in hare form, so that it is almost impossible (Spot check, DC 30) for the casual observer to tell which is which.

+2 Base Earth Power: At 3rd level, the hare-witch gains a +2 bonus to Base Earth Power while in hare form. Maximum Earth Power is also affected accordingly. The witch's Base Earth Power while in human form is unaffected.

At 6th level this bonus increases to +4, and at 9th level to +6.

Table 3-3: The Hare-Witch

Level	Base Attack Bonus	Magic Attack	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	+2	Hare Form, Friend of the Hare
2	+1	+1	+0	+0	+3	Hare Familiar
3	+1	+2	+1	+1	+3	+2 Base Earth Power (hare form only)
4	+2	+3	+1	+1	+4	Hare Form (2/day, Damage Reduction 5)
5	+2	+3	+1	+1	+4	Beauty of the Hare, Steal Milk
6	+3	+4	+2	+2	+5	Fertility of the Hare, +4 Base Earth Power (hare form only)
7	+3	+5	+2	+2	+5	Hare Form (3/day, monstrous hare)
8	+4	+6	+2	+2	+6	Eyes of the Hare
9	+4	+6	+3	+3	+6	+6 Base Earth Power (hare form only)
10	+5	+7	+3	+3	+7	Hare Form (4/day, Damage Reduction 10)

Beauty of the Hare: From 5th level onwards, whenever the hare-witch is in hare form, he gains the benefits of the spell *beauty of the hare*, without any need to expend Earth Power or cast the spell. This spell-like ability is the reason so many legends attest to the irresistible magical power of witches in the form of hares, since their magic attack bonus will be affected as usual.

Steal Milk: At 5th level the hare-witch is able to gain Earth Power by suckling milk from a cow. Sucking one cow dry of milk takes 5d8 minutes and yields 1d4 Earth Power. Most hare-witches are too proud to own their own cow for such a purpose, and prefer to steal the milk from others' cows. Often the first sign a village has of a hostile hare-witch in the area is when their cows stop producing any milk.

Fertility of the Hare: At 6th level hare-witches become incredibly fertile, even while in human form, taking on something of the legendary fecundity of the hare. If female, this means she will fall pregnant every time she mates; if male, he will impregnate any female he mates with. In either case the result will not be merely one child but a litter of 2-5 children.

Eyes of the Hare: From 8th level onwards, whenever the hare-witch is in hare form, he gains the benefits of the spell *eyes of the hare*, without any need to expend Earth Power or cast the spell. This is a spell-like ability.

Hare

Tiny Animal

Hit Dice: ½ d8 (2 hp)

Initiative: +5 (Dex)

Speed: 50 ft.

AC 17 (+2 size, +5 Dex)

Attacks: 4 paws +7

Damage: Paw 1d3-2 (subdual damage only)

Face/Reach: 2 ½ ft. by 2 ½ ft./2 ½ ft.

Special Qualities: Scent, low-light vision

Saves: Fort +0, Ref +7, Will +2

Abilities: Str 6, Dex 20, Con 10, Int 2, Wis 15, Cha 7

Skills: Hide +12, Listen +14, Spot +14

Feats: Weapon Finesse (paws)

Climate/Terrain: Any land

Organization: Solitary

Advancement: 1 HD (Tiny)

Hares are around two to two-and-a-half feet long, with powerful back legs that can propel them at enormous speeds. They have large ears and wide, high-set eyes, and are constantly on the alert for predators, ready to zip off into hiding in an instant.

Combat

Hares rarely fight at all, preferring to use their speed and agility to avoid combat. Hares that are rivals during the mating season will fight by 'boxing' with their forepaws and kicking with their back feet, and likewise a magically controlled hare, familiar, or shape-shifted hare-witch will often do the same. When 'boxing' the hare will leap into the air, striking with all four paws before landing. Hares in combat are in constant motion, making them very difficult to hit.

Skills: Hares gain a +8 racial bonus to both Listen and Spot checks, and a +4 racial bonus to Hide checks.

Monstrous Hare

Medium-size Animal

Hit Dice: 2d8 (2 hp)

Initiative: +3 (Dex)

Speed: 50 ft.

AC 13 (+3 Dex)

Attacks: 4 paws +4

Damage: Paw 1d3

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

Special Qualities: Scent, low-light vision

Saves: Fort +0, Ref +6, Will +2

Abilities: Str 10, Dex 17, Con 11, Int 2, Wis 15, Cha 6

Skills: Hide +9, Listen +14, Spot +14

Feats: Weapon Finesse (paws)

Climate/Terrain: Any land

Organization: Solitary

Advancement: 3 HD (Medium-size)

Monstrous hares are much like ordinary hares in temperament and appearance, but range from five feet to five-and-a-half feet long. Occasionally they are created by sorcery, whether by accident or design, but monstrous hares can also be found as part of the retinue of Ceridwen or one of her favoured servants. Perhaps most often of all, monstrous hares are in fact shape-changed hare-witches of great power.

Combat

Like ordinary hares, monstrous hares attack by leaping up and striking their opponents with all four limbs, before landing for a moment then hopping into the air once more.

Skills: Monstrous hares gain a +8 racial bonus to both Listen and Spot checks, and a +4 racial bonus to Hide checks

New Feats

The following feats are only available to members of the Tribe of the Shadows.

Adder's Healing Skin (special)

One of the oldest traditions of the Tribe of the Shadows is that of using a shed snakeskin to assist with healing almost any ailment.

Prerequisites: Heal skill, Profession (herbalist) skill, Wilderness Lore skill, member of the Tribe of the Shadows, Wis 13+, must have killed at least one slough.

Benefit: By spending one hour searching and making a Wilderness Lore check (DC 20) you can find 1d4 shed snakeskins, each of which can be combined with sacred herbs and used to make your efforts at healing injuries and other hurts far more effective. Each snakeskin is a magical object that gives a +4 circumstance bonus to a single Heal check, or a +2 circumstance bonus to the number of hit points cured by the Heal check, as decided by the user. After one use, a snakeskin crumbles into dust. The snakeskins can only be used by you, though you can of course use them to heal others as required. If ever you get your hands on a slough's shed human skin, you can use in exactly the same manner as a snakeskin except that the bonuses are doubled and the slough's skin can be used up to 20-50 (1d4+1, times 10) times before disintegrating.

Hare's Tread (special)

By carefully observing the traditional magic animal of the Tribe of the Shadows, you have learned over long years to emulate the stealth of the hare.

Prerequisites: Dex 13+, Hide, Move Silently, Wilderness Lore.

Benefit: You gain a +2 competence bonus to all Hide and Move Silently checks.

Shadow Curse (special)

For the most part, only the warriors of the Tribe of the Shadows suffered the full curse of the Goddess for slaying the avans. Occasionally though a particularly martial thief or witch will also be affected. This has both benefits and drawbacks.

Prerequisites: Witch or thief character class, Str 13+, member of the Tribe of the Shadows, may only be taken at 1st level.

Benefit: You gain darkvision up to 60 feet. If you are a thief, you gain +1d6 sneak attack damage whenever you make a sneak attack during the hours of darkness. If you are a witch, you gain a +1 circumstance bonus to your magic attack roll when casting spells of the Glamour type during the hours of darkness.

Special: Whenever you are in bright sunlight you suffer a -1 circumstance penalty to all attack rolls, saves and checks.

Shadow Sorcery (earth power) (special)

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

Prerequisites: Sorcery skill 8 or more ranks, Int 13+, member of the Tribe of the Shadows.

Benefit: You gain the following spells: *beauty of the hare*, *eyes of the hare*, *sign of the moon's sight*, *sign of the oracle*, *sign of the river*, *veil of illusion*. If you do not meet the prerequisites for all the spells listed, you gain all the spells for which you do meet the prerequisites. As soon as you meet the prerequisites for the other spells, you also gain them. Note that this feat does not provide the *challenge of the hare* spell.

Shadow Magic

New Spells

The following spells are available to anyone, although they originated with the Tribe of the Shadows and are far more commonly known in Emania, southern Eriu and Cambria than elsewhere in the Land of the Young. If the Games Master requires Player Characters to learn spells from those who already know them, it is unlikely they will find a non-Falian teacher for any of these spells. The only exceptions are the three Hare spells, *beauty of the hare*, *eyes of the hare* and *challenge of the hare*, which are also frequently known by the witches from the independent tribes and villages of southern Cambria, particularly the shape-shifters of the Gower caves (see the *Tir Nan Og* sourcebook). Note that although the spells are open to members of any tribe, a committed Falian sorcerer can have access to them a great deal more cheaply – by taking the feat Shadow Sorcery (see page 19), he can acquire all of the new spells for which he meets the prerequisites.

The new spells are very much related to the Tribe of the Shadows and their way of life. *Beauty of the hare*, *eyes of the hare* and *challenge of the hare* are all concerned with the old alliance between Queen Mabby and the hares of the forest. *Sign of the Moon's sight* and *veil of illusion* are old battle-utility spells, directly useful for the Tribe of the Shadows' favoured hit-and-run tactics. *Sign of the river* has been used both to provide a barrier for attacking armies and for the private causes of Falian witches from time immemorial, and many tales are told of sorcerers using it to trap or even drown their foes. *Sign of the oracle* is another good battle-utility spell, said to have been stolen from the Drune Lords by an enterprising Falian.

Beauty of the Hare

Bless

EP Cost: 1 point.

Components: V, S, M.

Casting Time: 1 hour

Range: Personal

Subject: Self

Duration: One hour per rank of Bless skill

Saving Throw: None

Spell Resistance: No

Prerequisite: Bless skill 2+ ranks

Skill Check: Bless (DC 11)

Traditionally, eating a meal of hare makes the sorcerer beautiful and charming. This spell grants an enhancement bonus to Charisma of 1d4+2 points, adding the usual benefits to Charisma checks, magic attack rolls, Charisma-based skill checks and other uses of the Charisma modifier.

Among the Tribe of the Shadows, *beauty of the hare* is traditionally only used at Beltaine, as it is considered very bad luck to hunt hares at other times of year. It is in common use even among ordinary warriors during the Beltaine celebrations, as men and women alike attempt to render themselves as attractive as possible for the great fire-festival of fertility and lust. Members of other tribes who learn the spell, or Falias with low Enech scores, sometimes use it as and when they choose, but woe betide them if the Tribe of the Shadows catch them killing a hare at any time other than Beltaine!

Material component: A meal made from a roast or stewed hare, which is consumed during the casting.

Challenge of the Hare

Divination

EP Cost: 14 points.

Components: V, S, M.

Casting Time: 10 minutes

Range: Line of sight

Subject: One army, led by the caster

Duration: One battle

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Prerequisites: Leadership, Divination skill 10+ ranks, *eyes of the hare*

Skill Check: Divination (DC 24).

By releasing a live hare from beneath your cloak before a battle, you can gain some insight into the eventual outcome of the fight and some ideas as to suitable strategies to employ. You gain an insight bonus to any Charisma-based skill checks and Charisma checks you may need to make during the battle, and all of your followers gain a +1 morale bonus to all attack rolls and



damage rolls during the battle, as they believe you have spoken directly to the Gods and know who will win.

Divination Check	Charisma insight bonus	Follower Morale Bonus
23 or less	—	—
24-33	+3	+1
34-43	+6	+1
44-53	+9	+1
Etc	Etc	Etc

Material Component: A live hare, which must be released back into the wild as the spell is cast.

Eyes of the Hare

Divination

EP Cost: 4 points.

Components: V, S, M.

Casting Time: 1 action

Range: Touch.

Subject: One creature.

Duration: One minute per rank of Divination skill

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Prerequisite: Divination skill 5+ ranks

Skill Check: Divination (DC 12).

Hares are traditionally capable of seeing through any glamours, for they are born with their eyes open and never close them again until death. This spell confers on the subject the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through Glamours, and sees the true form of shape-changed or magically altered things. Further, the subject can focus his vision to see into the Otherworld. The range of *eyes of the hare* conferred is 120 feet. *Eyes of the hare*, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel concealment, including that caused by fog and the like. *Eyes of the hare* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use *eyes of the hare* in conjunction with *scrying flames* or similar. Additionally, this spell allows the subject to see auras, noting the Enech score of creatures at a glance.

Material Component: A small silver carving of a hare, worth at least 40 s ts.

Sign of the Moon's Sight

Bless

EP Cost: 1 point.

Components: V, S, M.

Casting Time: 1 action

Range: Touch.

Subject: One creature.

Duration: Five minutes per rank of Bless skill

Saving Throw: None

Spell Resistance: No

Skill Check: Bless (DC 11).

The Ogham letter Saille represents the willow tree, sacred to the Moon and the night. By calling on its power, the sorcerer can grant one creature the ability to see in the dark as well as or better than most animals can. The subject gains low-light vision out to 60 feet. If he already had low-light vision, the range of his low-light vision is increased by 30 feet.

Material component: The eye of a nocturnal creature, such as a cat.

Sign of the Oracle

Bless

EP Cost: 10 points.

Components: S.

Casting Time: 1 round

Range: Touch

Area: One vine

Duration: One hour per rank of Divination skill

Saving Throw: None (harmless)

Spell Resistance: No

Prerequisite: Bless 6+ ranks, Divination 4+ ranks, Profession (brewer) 4+ ranks

Skill Check: Bless (DC 20), plus see below.

The Ogham letter Muin represents the vine, traditionally a plant of prophecy and insight, especially to one who has drunk of its liquor. This spell is a vine-blessing, which invokes the divinatory powers of the vine to empower all the wine made from it with magical properties.

Sign of the Oracle must be cast in the early summer, when the vine is in blossom. The tree the spell is cast on will bear enough magical grapes once it fruits, around three months later, to make one gallon of wine. Making it requires a Profession (brewer) check (DC 20) and takes

one month. It will be ready to drink after a further six months.

Drinking one pint of wine will provide the creature drinking it with a +2 insight bonus to AC for one day. If the original Bless check was at least 30, the wine may be left to age for longer before drinking, with the following effects:

Bless Check	AC insight bonus	Ready to Drink after
19 or less	—	—
20-29	+2	Six months
30-39	+4	One year
40-49	+6	Two years
50-59	+8	Four years
Etc	Etc	Etc

If more Earth Power is raised and 'given' to the vine as thanks when the grapes are picked, the caster will gain a circumstance bonus to his Bless check if he returns the following year and casts the spell again. This bonus is +1 per 2 additional EP 'given' to the tree. The Earth Power is typically raised by a wine festival during which the local community becomes intoxicated and sings a variety of bawdy songs to the vine.

Experience point cost: 250 xp.

Sign of the River

Nature Magic

EP Cost: 5+ points.

Components: S.

Casting Time: 1 action

Range: Line of Sight.

Area: 30 ft. wide area, 100 ft. long per 5 points of EP expended.

Duration: Ten minutes per rank of Sorcery skill

Saving Throw: See below

Spell Resistance: No

Prerequisite: Magic attack bonus +7 or higher

Magic Attack Roll: Sets DC for saving throws.

The Ogham letter Ngetal represents the reed, which grows in clumps along the edges of rivers. This spell alters the landscape, creating a broad, fast, deep river in an instant. This forms a major barrier throughout the area of effect. The river bursts out of the ground at one end of the area of effect, vanishing beneath the earth once more at the other end. The river is 20 feet deep at its deepest. Swim checks must be made as usual to cross the river. If any creatures are inside the area of effect when the spell is cast, they may make Reflex saving throws to dive to one

side (determined randomly) or they will be immediately immersed in the centre of the river.

Veil of Illusion

Glamour

EP Cost: 6 points.

Components: V, S, F.

Casting Time: 1 action

Range: Evil Eye

Target: One creature

Duration: One round per rank of Sorcery skill

Saving Throw: See below

Spell Resistance: Yes

Prerequisite: Magic attack bonus +3 or higher

Magic Attack Roll: Sets DC for target's saving throw

This deadly spell affects the target's vision, making it impossible for him to see the caster. This does not work exactly like invisibility, in the usual sense; only one target is affected by the spell, and he can still see the caster's named weapon, even though the caster himself is not visible. In addition there is a strong component of terror to the *veil of illusion*, so that if the target is affected, he will find it almost impossible to do anything other than stare morbidly at the caster's weapon, usually as the target himself is being hacked to pieces with it.

If the target fails his saving throw, he treats the caster as invisible for the duration of the spell (see *The Player's Handbook*). In addition, the caster makes a new Magic Attack roll each round, and the target must make a new saving throw each round. If the target fails this saving throw he is unable to move or act in any way during that round.

The spell is instantly cancelled if the target can no longer see the caster's weapon for any reason. If the target succeeds in the initial saving throw, the spell is likewise cancelled, but success at later saving throws only allows the target to act during the round in which the save was made.

Focus: The caster's named weapon, which must be held in the hand for the duration of the spell. The weapon may be used to attack the target if desired.



People of the Tribe of the Shadows

This section includes game stats, descriptions, and personality write-ups for some of the most politically important Non-player Characters of the Tribe of the Shadows, along with a few oddballs and other interesting characters. Several of the characters are not members of the Tribe of the Shadows itself, but belong to one or other of the assorted minor independent tribes of Southern Cambria or Southern Eriu – these are included because they are significant either locally or in Falian politics. Several of the characters listed are given accompanying scenario hooks in the next section, to give the Games Master an idea of how to integrate them into his campaign. Note that game statistics for the King of the Tribe of the Shadows, Sengann, can be found in the *Tir Nan Og* supplement.

Gwydion, Head of the Tribe of the Shadows Council

With King Sengann growing less and less capable when it comes to ruling the Tribe of the Shadows due to his rising lunacy, the Falians have had to find other means of government. The Tribal Council now has a Head, who is said to speak on behalf of King Sengann. Gwydion fulfils that role. To ensure that tradition is maintained, he has no direct power, but must go to Sengann to have every decision of the Council ratified. In practise Sengann can barely comprehend his own name, let alone politics, and so will agree to anything – or at least, Gwydion will take anything Sengann says as agreement, arguing that he, the Head of the Council, is the most experienced at understanding the King at this time. . .

Many both within the Falian court and without are concerned that Gwydion has far too much power, especially considering that he does not have the restriction laid upon him that he must go into the Earth after seven years, as Sengann and any other King must. In truth there is little need for concern – Gwydion is essentially honest and has the tribe's best interests at heart. Those who know him best of all on the Tribal Council are well aware of this, and so he has a great deal of support.

In appearance Gwydion is rather slight and even a little sneaky-looking, but that is not necessarily any bad thing for a member of the Tribe of the Shadows!

Male Human Tribal Warrior 7/Blackshield 2: Medium-sized humanoid (H 5'6", W 140 lbs.), **HD** 7d12+2d10; hp 62; **Init** +0; **Spd** 40 ft.; **AC** 16 (+1 Dex, +1 fur cloak, +2 large wooden night shield, +2 Door of Battle); **Attacks** +12/+7 melee or +10/+5 ranged (1d8+2, iron sword, or 1d6+1, javelin); **SA** Rage 2/day, Fast Movement, Expert, Tribal Fighting Style (Tribe of the Shadows: +2 to Hide at night, +2d6 sneak attack at night), Night Shield, Stockade Jumping; **SD** Night Shield Expert; **Magic Attack Bonus** +1; **SV** Fort +8, Ref: +6, Will +5; Str 14, Dex 13, Con 11, Int 13, Wis 16, Cha 10; **Enech** 13.

Skills and Feats: Craft (leather) +17, Diplomacy +14*, Hide +13, Jump +14, Move Silently +13, Sense Motive +17; Door of Battle, Alertness, Salmon Leap, Skill Focus (Sense Motive), Skill Focus (Diplomacy).

Possessions: Fur cloak, large wooden night shield, named iron sword ('Growl-muter'), three javelins, gold neck torc.

Gwyn the Irascible, Crug of the Brawny Arm, and Nest of the Speckled Face

These three denizens of Worm's Head Farm in the Gower are quite different from one another, but somehow manage to get along. The farm is owned and managed by Gwyn the Irascible, with assistance from his brother Crug of the Brawny Arm. Two labourers and three goatherds (treat as Independent Tribesmen) assist with farming the dragons and ensuring they are well-fed respectively. Worm's Head Farm was once an ordinary medium-sized farm with a mixture of sheep, goats and cows, but Gwyn's father Pedawr saw an opportunity when he uncovered a clutch of ice dragon eggs in a deep pit at the farm's edge. Dragon farming was a fairly new and risky business then, for the ice dragons were still in the process of retreating to their lairs and ordinary folk were still wary of having contact with dragons at all. Pedawr, though, travelled to the nearest dragon farm and made a deal with the owner, giving him the pick of the egg-clutch in return for his knowledge of dragon farming.

Gwyn is of average height but well-favoured, with thick glossy black locks, expressive eyes and a strong jaw. As a youth he was utterly charming and happy, making friends with an easy carelessness that his brother Crug has envied all his life. Since the death of his wife Eirwen, though, Gwyn has become more and more quick-tempered and irritable. This has earned him the epithet 'the Irascible,' though even this is at least half in jest – he is not much more irascible than a typical Celtic warrior, but he is much more irascible than he used to be. . . Certainly this new reputation has not done his popularity any harm, though of late Kicva has been poisoning the locals' minds against the idea of farming dragons.

Crug is a brutal-looking fellow with short curly black hair and a thick moustache. He is extremely resentful of his older brother Gwyn. Gwyn inherited the farm, and married well too, whereas the local girls are wary of Crug's violent and thoughtless reputation and steer well clear of him. He has become something of a drunkard, supping constantly either on his home-brewed mead or at one of the huts of Kicva's sons.

Nest, Gwyn's daughter, is very attractive, with long straight red hair and freckles. She is something of a

contradiction. On the one hand Nest is a tough farm girl, as ready to lash out with her fists as cut out an enemy's heart with a dagger; on the other she is highly educated, and with a calm, almost scholarly demeanour. She bears a great deal of love for her father, and almost none at all for her uncle Crug. The ordinary folk of the nearby villages are wary of her now she has been educated – so far as they can see, Nest already acted superior to them, with her wealthy dragon-farming family, and going to a druidic college can only have made her worse. She is unlikely to help matters, since she is genuinely highly intelligent, dislikes coarse and rude people, and is prone to argue or even physically fight anyone who calls her a swot. Certainly if given as much cause as Gwyn has, she could easily become known as Nest the Irascible in her turn!

Gwyn the Irascible

Male Human Tribal Warrior 5: Medium-sized humanoid (H 5'10", W 170 lbs.), **HD** 5d12; **hp** 38; **Init** +1 (+1 Dex); **Spd** 40 ft.; **AC** 18 (+1 Dex, +2 cuirboilli, +1 helmet, +2 large wooden shield, +2 Door of Battle); **Attacks** +7 melee or +6 ranged (1d8, iron sword, or 1d6, slingstone); **SA** Rage 1/day, Fast Movement, Expert, Tribal Fighting Style (Independent Tribe: +2 to saves against Glamours, +2 to Knowledge – Glamour Land checks); **Magic Attack Bonus** +3; **SV** Fort +4, Ref: +2, Will +3; **Str** 10, **Dex** 13, **Con** 11, **Int** 13, **Wis** 14, **Cha** 15; **Enech** 8.

Skills and Feats: Animal Empathy +10, Craft (jewellery) +9, Handle Animal +10, Knowledge (Glamour Lands) +10, Profession (dragon farmer) +12, Ride +9; Door of Battle, Skill Focus (Profession – dragon farmer), Weapon Focus (iron sword).

Possessions: Cuirboilli armour, helmet, named masterwork iron sword, large wooden shield, sling, six slingstones, silver torc.

Crug of the Brawny Arm

Male Human Tribal Warrior 4: Medium-sized humanoid (6'0", W 220 lbs.), **HD** 4d12+8; **hp** 40; **Init** +4 (+4 Improved Initiative); **Spd** 40 ft.; **AC** 11 (+1 leather tunic); **Attacks** +9 melee or +4 ranged (1d8+3, named iron battle-axe, or 1d6, javelin); **SA** Rage 1/day, Fast Movement, Expert, Tribal Fighting Style (Independent Tribe: +1 to saves against Glamours, +1 to Knowledge – Glamour Land checks); **Magic Attack Bonus** +0; **SV** Fort +6, Ref: +1, Will -1; **Str** 16, **Dex** 10, **Con** 15, **Int** 8, **Wis** 7, **Cha** 9; **Enech** 3.

Skills and Feats: Handle Animal +6, Intimidate +6, Move Silently +9, Profession (dragon farmer) +5; Im-



proved Initiative, Skill Focus (Move Silently), Weapon Focus (battleaxe).

Possessions: Leather tunic, helmet, small wooden shield (the latter two items are not worn by Crug unless he expects trouble), battleaxe named 'Maimer,' iron torc.

Nest of the Speckled Face

Female Human Druid 4: Medium-sized humanoid (H 5'5", W 130 lbs.), **HD** 4d4+4+3; hp 17; **Init** +0 (+0 Dex); **Spd** 30 ft.; **AC** 10 (+0 Dex); **Attacks** +2 melee (1d4, iron dagger, or 1d3, unarmed strike); **SA** Spells, The Head Aflame, Increased Maximum Earth Power, Sorcerer; **SD** Know Ogham, Diviner, Druidic Awe (Save DC 15), Salmon of Knowledge; **Magic Attack Bonus** +5; **Base EP** 7 (maximum 21); **SV** Fort +3, Ref: +1, Will +5; Str 11, Dex 10, Con 15, Int 17, Wis 12, Cha 16; **Enech** -.

Skills and Feats:

Bless +10, Diplomacy +10, Divination +12, Handle Animal +10, Knowledge (astronomy) +13, Knowledge (bardic tales and poems) +11, Knowledge (Atlantean lore) +11, Knowledge (Glamour Lands) +11, Knowledge (religion) +11, Perform +10, Profession (dragon farmer) +8, Sorcery +7; Skill Focus (Knowledge - astronomy), Improved Unarmed Strike, Toughness.

Possessions: Druidic robes, iron dagger, various Ogham scrolls and staves of bark, spell components.

Spells: *Astronomy (short-term prediction), astronomy (medium-term prediction), cure injury, protective circle, scrying flames, sign of inner strength, sign of light, sign of warrior strength.*

Hywel of the Grinning Skulls

Hywel is one of the most strident voices for tradition on the Tribal Council. He is a powerful warrior in his early thirties, still young enough to be strong and agile but old enough to have learnt plenty of clever war-tricks and

cunning stratagems. Tall and well-muscled, he is unsmiling of countenance but bears three grinning skulls at his belt, which seem each to have more humour in them than does their bearer.

Hywel has been a fervent worshipper of Lug ever since he was a child, unusually for a Falian. However, he also reveres Danu, and thus recognises the necessity of balance. He is one of the few true sun heroes remaining in Falias, having always argued against the massacre of the moon-worshipping avans in Council. He has spent most of his life fighting the Drune Lords, recognising them as the true enemy, anathema to Sun God and Earth

Goddess alike. He is constantly urging the Tribe of the Shadows to take up arms against the drunes and forget the simple, non-threatening avans and their magic stone. If ever Ragnarok comes, and the Falias join the other Earth

Goddess Tribes to

finally destroy the fomorians and drunes once and for all, it is likely that Hywel will be the one who convinced them to do so.

Unlike most sun heroes, Hywel is not completely wrapped up in killing and slaughter, perhaps because of that unusual Danu-worship. He has made a conscious effort to learn to sing and play the harp, and has become passably good for a warrior. He can even be found drinking in the mead-hall on occasion, though not to excess. Despite this, his countenance is still for the most part grim and merciless; he laughs but occasionally, and only when very relaxed and among trusted friends.

Male Human Noble Warrior 11: Medium-sized humanoid (H 6'1", W 240 lbs.), **HD** 11d10; hp 80; **Init** +6 (+2 Dex, +4 Improved Initiative); **Spd** 30 ft.; **AC** 22 (+2 Dex, +4 mail armour, +1 helmet, +2 large wooden shield, +2 Door of Battle, +1 Improved Dodge); **Attacks** +18/+13/+8 melee or +14 ranged (1d8+8, flint battle-axe, or 1d6+2, javelin); **SA** Character Concept (Sun Hero: +2 Strength in the day, or +4 for one hour before and after midday; -2 Strength in the night, or -4 for one hour before and after midnight); **Magic Attack Bonus** +3; **EP** 0 (6 base, -1 Wis,



-6 mail armour) **SV** Fort +7, Ref: +7, Will +4; Str 20, Dex 15, Con 11, Int 14, Wis 9, Cha 13; **Enech** 19; **Divine Intervention** Lug 5%, Danu 5%.

Skills and Feats: Diplomacy +14, Intimidate +14*, Perform +8, Ride +16, Sorcery +4, Swim +13; Weapon Focus (javelin), Door of Battle, Expertise, Dodge, Improved Dodge, Lightning Reflexes, Iron Will, Weapon Focus (battle-axe), Weapon Specialisation (battle-axe), Spring Attack, Mobility, Combat Reflexes.

Possessions: Mail armour, helmet, large wooden shield, flint battle-axe *poetically named* 'Bone-Carver,' javelin, iron short-sword, silver neck-torc, three *preserved heads* (game effect: +5 circumstance bonus to Intimidate while worn).

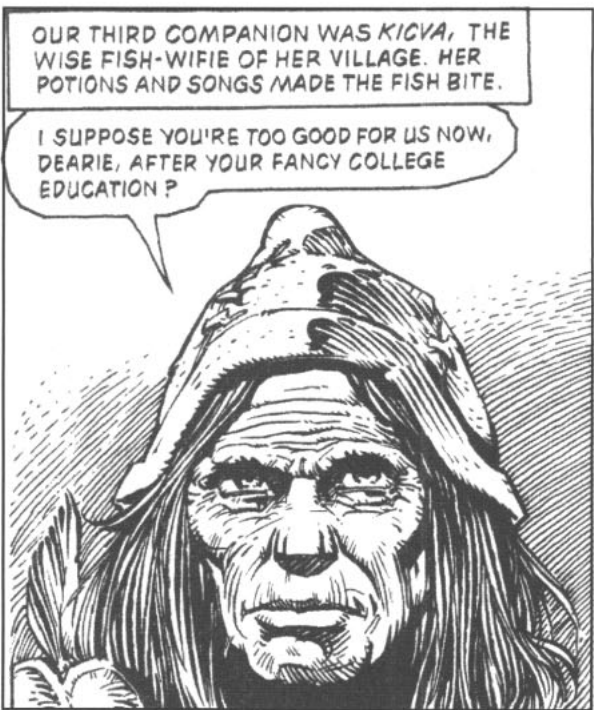
Spells: *Danu chant, poetic naming, sign of light, preserve head* (see the Sessair tribe book)

Kicva, Fish-Wifie of Crumlyn

Kicva can be considered a typical fish-wifie of Southern Cambria, part sorceress, part local matriarch. She is fairly old, almost fifty, but she still has a spry strength and quickness that belie her apparent decrepitude.

Like most fish-wifies Kicva is intolerant of strangers, disruptive behaviour, new-fangled ways, adventurers, wanderers, mercenaries, vagabonds, thieves, and dwarves – in fact, probably almost everything about the typical party of characters will irritate her to a greater or lesser extent. Certainly any strangers in town will be the first blamed for unusual occurrences or trouble of any kind. How active she will be in dealing with them depends entirely on how powerful she thinks they are – if they look to be experienced warriors, more than capable of overpowering her sons, she will simply curse them from a distance.

She has several sons in the village of Crumlyn, including Art Treefoot, Lurc Longface and Naf the Ferry, all of whom are utterly loyal to her both out of fear and respect. In effect she is the leader of the entire village, and even those who are unrelated to her are likely to obey her, particularly in a crisis. Though she will happily have her sons and other followers attack those who annoy her, she does not want any of the villagers dead and is genuinely affectionate towards her sons.



Treat Kicva's sons, and any other warriors who assist them to carry out her orders, as Independent Tribesmen (see p. 31). Further detail on Crumlyn can be found in the *Tir Nan Og* sourcebook.

Female Human Witch 5: Medium-sized humanoid (H 5'3", W 150 lbs.), **HD** 5d8-5; hp 20; **Init** +0; **Spd** 30 ft.; **AC** 10; **Attacks** +4 melee or +4 ranged (1d4+1, dagger, or 1d4, thrown dagger); **SA** Spells, Hexer, Bleed Dry +1; **Magic Attack Bonus** +5; **EP** 9; **SV** Fort +0, Ref: +1, Will +5; Str 13, Dex 11, Con 8, Int 9, Wis 12, Cha 15; **Enech** 7.

Skills and Feats: Bluff +12, Divination +2, Intimidate +12, Sorcery +5; Ritual Sacrifice, Blood Eagle, Weapon Focus (iron dagger), Skill Focus (Bluff), Skill Focus (Intimidate).

Possessions: Iron dagger, spell ingredients.

Spells: *flea infestation, lesser ill-luck, ill-luck, pacify, sour.*

'King' Bryn Mac Mogha

Bryn is a middle-aged Falian warrior, tall and slim but otherwise unassuming in appearance, though he has a magnetic, irresistible personality. He has long black hair



shot through with grey and a deep scar across his throat from an assassin's strangling-cord.

Bryn claims to be King of Southern Eriu, that is, Mogha's Half of Eriu, and has a powerful warband to back up his 'royal' status. He styles himself 'Mac Mogha' in an attempt to lend legitimacy to that claim, though in truth there is little need; those Faliens who live in the area he rules almost all support him and recognise him as King, while almost no-one outside of Southern Eriu does, spurious claims of royal ancestry notwithstanding.

Bryn's base, unsurprisingly, is at Airde Mogha (see the *Tir Nan Og* sourcebook), where he has set up a rough 'royal court' and from which he plans to expand his holdings so as to rule over some of the local independent tribes. This ambition is one of his few faults, and even it is prompted by a genuine feeling that he would be doing the independents a favour by ruling them. His other big fault in the eyes of several traditionalists is that though he has proclaimed himself King, he has not as yet made it clear whether he plans to go into the earth after seven years; if he is not simply playing at being royalty, he must demonstrate a willingness to return to the Goddess when his time is up. . .

Male Human Tribal Warrior 10: Medium-sized humanoid (H 6'2", W 180 lbs.), **HD** 10d12+10; hp 80; **Init** +0; **Spd** 40 ft.; **AC** 18 (+3 mail shirt, +1 helmet, +2 large wooden shield, +2 Door of Battle); **Attacks** +14/+9 melee or +10/+5 ranged (1d8+2, iron hunting-spear, or 1d6+1, javelin); **SA** Rage 3/day, Fast Movement, Expert, Tribal Fighting Style (Tribe of the Shadows: +3 to Hide at night, +3d6 sneak attack at night); Magic Attack Bonus +5; **SV** Fort +8, Ref: +3, Will +6; Str 14, Dex 10, Con 13, Int 15, Wis 16, Cha 17; **Enech** 16.

Skills and Feats: Diplomacy +18, Intimidate +16, Listen +16, Move Silently +13, Perform +16, Sense Motive +18, Spot +16; Door of Battle, Expertise, Skill Focus (Diplomacy), Skill Focus (Sense Motive), Weapon Focus (war-spear).

Possessions: Mail shirt, helmet, iron war spear, large wooden shield, 3 javelins, iron dagger, silver neck-torc.

Llew Brenig, Keeper of the Ychen Bannogs

Llew Brenig is the latest in a long line of Keepers of the ychen bannogs, the Tribe of the Shadows' sacred oxen. He takes his duties extremely seriously, and perhaps as a

result he has snow-white hair and a great many lines on his face, though he has not yet reached even his fortieth year. He is still reasonably fit and well-muscled, though the years spent caring for his charges outdoors have led to some stiffness in his bones and he is no longer quite so agile as he once was.

Though Llew is a capable enough warrior himself, he is careful to avoid putting the ychen bannogs at risk by using them directly to fight the other Earth Goddess Tribes or indeed any foe at all. He will use them indirectly to assist the Tribe of the Shadows' war efforts, such as by having them haul food or other supplies to the front

Ychen Bannog

Huge Animal

Hit Dice: 12d8+72 (126 hp)

Initiative: +0 (+0 Dex)

Speed: 40ft

AC: 13 (+1 Dex, -1 size, +3 natural)

Attacks: Gore +24

Damage: Gore 2d6+15

Face/Reach: 10 ft. by 20 ft./ 10 ft.

Special Attacks: Charging gore

Special Qualities: Scent, low-light vision

Saves: Fort +14, Ref +4, Will +6

Abilities: Str 40, Dex 10, Con 22, Int 2, Wis 14, Cha 6

Skills: Listen +9, Profession (plough) +8, Spot +4

Climate/Terrain: Any land

Organization: Solitary or pair (only two exist)

Advancement: 13-16 HD (Huge)

The ychen bannogs are a pair of mighty oxen, said to have been a gift to the Tribe of the Shadows from Hu the Mighty himself, in days before the tribe began to paint themselves black and howl at the moon. They were intended as beasts of burden, hard workers on the Falian farmlands, and indeed proved themselves capable of ploughing land faster and better than might any pair of mortal animals.

Combat

The ychen bannogs are not warlike beasts and prefer to avoid combat where possible. Even their Keeper cannot easily drive them to war (Handle Animal check, DC 30, to get them to make an unprovoked attack) though they will defend themselves if attacked.

Charging Gore* (Ex): If provoked or persuaded to combat, ychen bannogs make charge attacks against opponents, using their horns as a lance (see *The Player's Handbook*, Equipment chapter).

line. During the great conflicts with the avances, the two heroic oxen have often been used to drag the beaver folk out from their marshy pits and pools to face Falian 'justice' on the surface.

Male Human Tribal Warrior 8: Medium-sized humanoid (H 5'9", W 200 lbs.), **HD** 8d12; hp 56; **Init** -1 (-1 Dex); **Spd** 40 ft.; **AC** 12 (-1 Dex, +1 helmet, +1 fur cloak, +1 small wooden shield); **Attacks** +10/+5 melee or +7/+2 ranged (1d8+1, iron hunting-spear, or 1d6, javelin); **SA** Rage 2/day, Fast Movement, Expert, Tribal Fighting Style (Tribe of the Shadows: +2 to Hide and +2d6 Sneak Attack during darkness); **Magic Attack Bonus** +5; **SV** Fort +6, Ref: +1, Will +4; Str 13, Dex 8, Con 10, Int 12, Wis 15, Cha 16; **Enech** 15.

Skills and Feats: Animal Empathy +16, Handle Animal +16, Heal +13, Profession (herbalist) +13, Profession (farmer) +17, Wilderness Lore +13; Track, Skill Focus (Handle Animal), Skill Focus (Animal Empathy), Adder's Healing Skin.

Possessions: Helmet, fur cloak, named iron hunting-spear, small wooden shield, two javelins, iron dagger, six adder skins.

Llywarc'h the Black Thief of Eriu

The most notorious thief of all Eriu, north or south alike, is Llywarc'h of Airde Mogha, known as the Black Thief. He is an elderly fellow, half-lame but still with a ready glint in his eye. He always wears a tight black cap, dark grey woollen tunic and dark brown sandals.

Llywarc'h will happily admit to being the notorious Black Thief and indeed brag about it to strangers, for such is the nature of his honour. He will steal almost anything that is not nailed down, and carries a crowbar in case he wants to steal anything that is nailed down. Yet he will admit his misdeeds if asked, and pay his fines willingly and promptly if caught.

This streak of honour running through him is the main reason his Enech is so very high for a thief; he has an excellent reputation throughout northern Tir Nan Og, and is always willing to assist others, particularly if they have an act of brave and glorious thieving in mind. Many a bold group of mercenaries has benefited from the Black Thief's expertise on a difficult job.

Though Llywarc'h is occasionally known as the 'King of Thieves' and does indeed give the impression of being of noble birth, he has no wish to lead a thieves' gang or any other group, preferring to work either alone or with a small number of worthy but entirely temporary cohorts. He is generous almost to a fault; those who are less well off than he may find themselves given gems, gold, or whatever he has stolen, and any who help hide him will eat and dine well for weeks in return. In addition he is good-natured and absolutely loyal to anyone working with him, even risking his own life to save theirs.

The Black Thief is an inveterate tale-teller, and most of his tallest stories concern his own exploits. He has had countless run-ins with merciless lords and even titans and trolls when he has been caught attempting to steal from them, but so far he has always either convinced them to let him go, or else tricked them into so doing. Often he finds spinning an astonishing yarn to be useful to gain a little time to think, or simply to impress his victims so much that they are almost happy to be robbed by one so famous – after all, if they let him take their jewels, they may one day find themselves in one of his tall tales, and be used to convince another creature to let Llywarc'h pass on his way. . .

Male Human Thief 8/Fool 5: Medium-sized humanoid (H 5'7", W 150 lbs.), **HD** 13d6-13; hp 35; **Init** +5 (+5 Dex); **Spd** 20 ft.; **AC** 19 (+5 Dex, +1 small wooden shield, +1 Door of Battle, +1 Improved Dodge, +1 leather tunic); **Attacks** +10/+5 melee or +14/+9 ranged (1d6+1, iron shortsword, or 1d6, slingstone); **SA** Sneak Attack +5d6, Jack of all Trades, Innocuous, Versatility (-2); **SD** Traps, Uncanny Dodge, Skill Mastery (Bluff, Disable Device, Hide, Move Silently, Open Lock, Perform), Foolish Knowledge, Haggle, Grovel; **Magic Attack Bonus** +4; **SV** Fort +2, Ref: +17, Will +9; Str 13, Dex 21, Con 9, Int 17, Wis 14, Cha 13; **Enech** 17.

Skills and Feats: Appraise +19, Balance +10, Bluff +17, Climb +11, Disable Device +14*, Escape Artist +16, Gather Information +17, Hide +23, Listen +13, Move Silently +23, Open Lock +16*, Perform +17, Pick Pocket +16, Search +14, Spot +8, Wilderness Lore +13; Hare's Tread, Quick Draw, Door of Battle, Dodge, Lightning Reflexes, Improved Dodge.

Possessions: Leather tunic, small wooden shield, shortsword, sling, 12 slingstones, masterwork thieves tools (+2 to Open Lock and Disable Device when used).



Scenario Hooks

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

Bullocks

The characters have need of some heavy lifting – perhaps they have found a great drune weirdstone and wish to drag it to their own lands and turn it to their own use, or perhaps they have lost a great treasure in a deep lake and need to dredge it, or perhaps their kin has given them the urgent mission of finding some beasts of burden to plough the family farm this season after a sudden plague killed all the kin's bullocks. In any event they soon find themselves in negotiation with Llew Brenig for the loan of the Ychen Bannogs, which would be just the job for the task in question. Depending on the use they wish to put these tribal treasures to, their standing in the tribe, and any gifts they offer him, Llew may agree to the loan, agree to it only if he can come along and supervise (for a fee or share of the rewards), agree only if the characters first go on a different quest for him to prove their fidelity, or flat out disagree. He is unlikely to be swayed in the latter case, although stealing the Ychen Bannogs could also be a monumental task, given how hard they are to handle by strangers.

Death of the Irascible One

Gwyn the Irascible is dead, and Crug of the Brawny Arm is now master of Worm's Head Farm – at least until Nest comes of age. Nest suspects Crug had something to do with her father's death, but she is away at Durrington Seminary and unable to return to the farm till she has completed the next stage of her studies. She asks the characters, perhaps through a mutual druid acquaintance, to investigate Gwyn's death, perhaps by getting work at Worm's Head Farm. If they do discover evidence of Crug's wrongdoing, they are to report back to Nest, rather than taking action themselves. The blood feud is hers alone.

It is up to the Games Master to decide whether Crug is responsible for Gwyn's death, but it certainly seems

likely. He may even have slain Eirwen, too, all those years ago. Finding this out may be tricky, since the folk of Crumlyn and the other, even smaller hamlets nearby are largely uninterested in any goings-on at Worm's Head Farm, other than to mutter about how unnatural and dangerous breeding dragons is. Crug's own farm labourers used to work for Gwyn, but will be wary of saying anything against their new employer unless very drunk or very frightened. Perhaps the easiest way to gain proof would be for the characters to get into Crug's confidence and get *him* very drunk, though anyone who can outdrink Crug would need to be a hardened drinker with a stomach of iron.

Note that if the characters do kill Crug after all, whether by carelessness or deliberate action, Nest's reaction will depend on how much proof they had of his wrongdoing. If they have proved he killed her father, she will appreciate their efforts but be disappointed at being robbed of her vengeance – certainly she will not commend them to the other druids of Durrington, and nor will she offer them any reward. If they failed to prove Crug's involvement in Gwyn's death, Nest will harden her heart and decide that the characters must die, for slaying her kin. . .

Too Good to be True

It is common wisdom among the Tribe of the Shadows that Gwydion, the Head of the Tribal Council, is simply too good to be true. No-one could be so lacking in corruption, so unambitious for himself, so concerned for the good of the tribe, as he seems. In fact he is genuinely an honest man with a good talent for leadership, he is that rare thing, an almost completely honest politician. Or at least, he was. As part of Slough Feg's long-term plan to destroy the Tribes of the Earth Goddess, he recently had Gwydion assassinated and has installed one of his own priests on the Council, disguised as the dead Head of the Council (using either the *wear skin* spell or, if a witch, the A Thousand Faces class feature).

Over the last few weeks, since the assassination, 'Gwydion' has changed a little. He is a touch more arrogant and sure of himself in Council meetings, a little more prone to 'interpret' the King's words as creatively as he needs to, and a great deal less patient with his various allies at court. One of them is concerned that Gwydion

may be the victim of a glamour, and asks the characters to find out for sure. Of course, the truth is far worse – but it will be difficult in the extreme to prove.

Kingslayers

Although King Sengann has no interest in the affairs of Southern Eriu (being mad), his Tribal Council are very concerned about ‘the King Bryn Problem.’ One strong faction, led by Hywel, feel that Bryn’s pretensions to royalty are a serious threat to King Sengann’s credibility and power, and so they would like to see Bryn killed. Many on the Council, though, including Gwydion, prefer to leave the situation be at present. They feel that the best thing to do about Bryn is to ignore him – because moving against him, whether openly or by an assassination attempt, would give a clear message that he *was* a threat, and lend his claim to royalty more weight.

There is also a conspiracy involving a few members of the Council who are sick of having a mad King in the form of Sengann, and are plotting to contact King Bryn and see about assisting him to rule in Falias. That way, it might be possible to reunite the Falias of Southern Eriu with those of Falias, and with all the Shadows working together under a strong King, who knows what the tribe might achieve? This vision of a powerful tribe, a return to the glory days, will prove extremely seductive to council members and ordinary warriors alike, and the conspiracy will have no difficulty in persuading a variety of agents to assist with its cause.

The characters might be approached by any or all factions, or by the Council as a whole if one side or the other prevails there, to undergo one or more of a variety of missions; assassinating Bryn, or negotiating with him; investigating the conspiracy, or using smear tactics to ruin the credibility of one or other faction.

Alternatively they might find themselves aligned with King Bryn’s cause. At present Bryn has no particularly strong wish to be King in Falias, though he is ambitious enough that he might be convinced. Certainly anyone close to him when the assassination attempts begin is likely to have an interesting time of it.

Vengeance of the Fish-Wifie

While passing through the village of Crumlyn, the characters hear weak, pitiful cries for help. If they investigate, they find that a bedraggled dwarf is tied to the old dragon feeding post. Though there is no dragon, several villagers are mercilessly beating the dwarf with sticks and stones. He begs the characters to set him free, claiming to be innocent of all wrongdoing. The villagers warn them to keep their noses out of this business, for Kicva the fish-wifie has decreed that all dwarves are thieves and should be punished accordingly. One points out that this is, after all, only a dwarf, and dwarves expect such punishment because of their evil natures. . .

In fact, neither the villagers nor Kicva have any proof that he dwarf has done any wrong. She is simply exercising her power as usual, giving the villagers an external enemy to hurt so as to keep them united behind her. She also half-believes that all dwarves *are* thieves, too, and so does not mind the slight risk that she may be punishing the one innocent dwarf in all of Tir Nan Og.

As it happens the dwarf is indeed a thief, but he has not yet stolen anything in Crumlyn. If the characters free him, he will be extremely grateful, but still may or may not pilfer some of Kicva’s prized possessions before fleeing to leave them to suffer her wrath. Even if he does not, Kicva will be outraged at the characters’ flagrant disregard for her orders, and they may well find themselves tied up to the dragon feeding post and beaten, if she thinks she can get away with it.



Tribe of the Shadows Reference List

Hare-Witch

Medium-Size Humanoid (human, 5th level witch, 3rd level hare-witch)

Hit Dice: 5d8+3d6 (36 hp)

Initiative: +0 (+0 Dex)

Speed: 30 ft.

AC: 10 (+0 Dex)

Attacks: Short sword +4, or sling +4

Damage: Short sword 1d6-1, or slingstone 1d6

Special Attacks: Spells, Hexer, Bleed Dry +1, Hare Form, Hare Familiar

Special Defences: Friend of the Hare

Magic Attack Bonus: +8

Base EP: 10 (+2 Wis, +2 Witch) (additional +2 Base EP when in hare form)

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

Saves: Fort +2, Ref +2, Will +9

Abilities: Str 8, Dex 10, Con 11, Int 13, Wis 14, Cha 17

Skills: Bless +14, Divination +12, Gather Information +10, Hide +5, Listen +10, Move Silently +5, Profession (herbalist) +10, Sorcery +11

Feats: Ritual Sacrifice, Blood Eagle, Tap Weirdstone, Improved Corn Dolly, Shadow Sorcery

Enech: 5

Climate/Terrain: Any land, but usually Glamour Lands

Organization: Solitary, pair or coven (3-12)

Advancement: By character class (witch, hare-witch or other prestige class).

Possessions: Named short sword, sling, six slingstones, spell ingredients, cloak, tunic, trews.

Spells: *baby blessing, beauty of the hare, beguile, blade blessing, cloak of blackness, eyes of the hare, lesser ill-luck, ligature, muscle to blubber, protective circle, scrying flames, sign of cleansing, sign of the Moon's sight, sour, veil of illusion*

Independent Tribesman

Medium-Size Humanoid (1st level tribal warrior)

Hit Dice: 1d12 (6 hp)

Initiative: -1 (-1 Dex)

Speed: 40 ft.

AC: 10 (-1 Dex, +1 leather tunic)

Attacks: Iron hunting spear +2 melee; or iron hunting spear +0 ranged

Damage: Iron hunting spear 1d8+1, or thrown iron hunting spear 1d8

Special Attacks: Tribal fighting style (Independent tribe – choose an independent fighting style from p. 5)

Magic Attack Bonus: +0

Base EP: 3 (-1 Wis, -2 leather tunic)

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

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

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

Skills: Craft (any one) +4, Listen +5, Move Silently +3, Profession (any one) +3, Search +6, Spot +3

Feats: Alertness, Run

Enech: 1

Climate/Terrain: Any land

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

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

Possessions: Iron hunting spear or simple agricultural tool (scythe, sickle, wood-axe, or mattock), flint knife, leather tunic.

Tribe of the Shadows Headman

Medium-Size Humanoid (3rd level tribal warrior)

Hit Dice: 3d12-3 (16 hp)

Initiative: +0

Speed: 40 ft.

AC: 14 (+0 Dex, +2 Cuirboilli, +1 small wooden shield, +1 Door of Battle)

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

Damage: Iron war-spear 1d8, or javelin 1d6

Special Attacks: Tribal fighting style (Tribe of the Shadows: +1d6 sneak attack during night; +1 circumstance bonus to Hide during night; 60 ft. darkvision; -1 circumstance penalty to all attack rolls, saves and checks in daylight)

Magic Attack Bonus: +1

Base EP: 7

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

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

Abilities: Str 10, Dex 11, Con 8, Int 14, Wis 12, Cha 13

Skills: Bluff +9, Craft (any one) +8, Diplomacy +7, Intimidate +7, Move Silently +6, Profession (farmer) +7, Sense Motive +7

Feats: Weapon Focus (javelin), Skill Focus (bluff), Door of Battle

Enech: 4

Climate/Terrain: Any land

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

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

Possessions: Named iron war-spear, javelin, cuirboilli, small wooden shield.

Tribe of the Shadows Noble Warrior

Medium-Size Humanoid (1st level noble warrior)

Hit Dice: 1d10 (6 hp)

Initiative: +2 (Dex)

Speed: 20 ft.

AC: 17 (+2 Dex, +1 helmet, +1 fur cloak, +2 large wooden shield, +2 Door of Battle)

Attacks: Iron war-spear +2 melee; or javelin +3 ranged

Damage: Iron war-spear 1d8, or javelin 1d6

Special Qualities: 60 ft. darkvision; +2 circumstance bonus to all attack rolls made at night; -1 circumstance penalty to all attack rolls, saves and checks in daylight.

Magic Attack Bonus: -1

Base EP: 5 (+1 Wis, -1 fur cloak, -1 helmet)

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

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

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

Skills: Hide +8, Listen +5, Sneak +6, Spot +5

Feats: Skill Focus (hide), Door of Battle, Dodge

Enech: 1

Climate/Terrain: Any land

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

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

Possessions: Named iron war-spear, three javelins, fur cloak, helmet, large wooden shield, black body paint, copper neck-torc.

Tribe of the Shadows Warrior

Medium-Size Humanoid (1st level tribal warrior)

Hit Dice: 1d12 (7 hp)

Initiative: +1

Speed: 40 ft.

AC: 17 (+2 Dex, +1 helmet, +2 large wooden shield, +2 Door of Battle)

Attacks: Iron war-spear +3 melee; or javelin +3 ranged

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

Special Attacks: Tribal fighting style (Tribe of the Shadows: +1d6 sneak attack during night; +1 circumstance bonus to Hide during night; 60 ft. darkvision; -1 circumstance penalty to all attack rolls, saves and checks in daylight)

Magic Attack Bonus: -1

Base EP: 5 (-1 helmet)

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

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

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

Skills: Craft (any one) +5 OR Profession (any one) +4, Hide +8, Listen +4, Move Silently +6, Search +4, Spot +4

Feats: Skill Focus (hide), Door of Battle

Enech: 1

Climate/Terrain: Any land

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

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

Possessions: Named iron war-spear, three javelins, helmet, large wooden shield, black body paint, iron neck torc.

