

Heroes of Tara

PLAYER'S GUIDE

MYTHIC CHARACTERS IN ANCIENT
IRELAND FOR FIFTH EDITION

Heroes of Tara

Mythic Adventures in Ancient Ireland

A third-party adaptation of the 5e Open Gaming License rule set



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In beloved memory of Julia Vollette.

*Come away, O human child!
To the waters and the wild
With a faery, hand in hand,
For the world's more full of weeping than you can understand.*
-William Butler Yeats

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Preface

Hello, my name is Jake and I'm an archaeologist from Ohio.

When I was nine years old my parents gifted me two albums: *The Chieftains 7* by the eponymous group, and *Should I Fall From Grace With God* by the Pogues. The first album being traditional sessions and the latter being folk-inspired punk rock, together these were my introduction to the music of Ireland, and I was captivated.

As I grew older I developed a fascination with studying the folklore and histories of different cultures. While my explorations wandered all over the world, sooner or later the music that I loved would always lead me back to the land of its origin. I gradually became aware of Irish mythology and at first I wondered how I could have overlooked it for so long.

As a whole, Irish mythology is the largest body of pre-Christian narratives from northern Europe that still survives today, out-sizing even the Icelandic Eddas. And yet hardly any Irish myth is half as well-known as Snorri Sturluson's work. Why is Lugh not called to mind in the popular imagination as easily as Odin or Zeus? Where are the movies, television shows, or comic books about Cúchulainn like there are for Thor and Hercules?

I eventually came to the opinion that Irish myth simply defies quantification (and commodification) far more stubbornly than its Norse and Greek counterparts. Our modern customs of storytelling are confounded by the surreal imagery, the uncertainty of time's passing, and the dissolution of boundaries between what is earthly and unearthly. Its ineffability is, paradoxically, its most defining trait. Even the great mythologist, J.R.R. Tolkien, never quite came to terms with these stories, declaring "a certain distaste: largely for their fundamental unreason. They have bright colour, but are like a broken stained glass window reassembled without design. They are in fact 'mad' [...]"

Not only is the source material itself difficult to get a firm grasp on, but the scholarship that surrounds it is vast and labyrinthine. Conflicting narratives, lost or damaged manuscripts, clerical errors, deliberate alterations made by transcribers, and seemingly endless rabbit holes of minutiae all come together to form a near-impenetrable tangle.

Despite these hurdles I've always felt that the vibrant, outrageous, and romantic world of Irish mythology has a wealth to offer, with tender-hearted beauty and nerve-shaking passion in equal measure. In this book I humbly offer an immersive way to experience that world.

Around a gaming table the natural human love of story-telling comes to life and every player becomes a bard. I have seen many incredible strokes of inspiration spring from mere dice rolls, and I am convinced that the collaboratively-controlled chaos of tabletop role-playing is a worthy medium for capturing Irish myth's elusive spirit.

This book exists as a tribute not only to the ancient storytellers whose work inspired it, but also to present-day storytellers who will carry the work onward.

Míle buíochas as léamh.
-Jacob Vollette Duerksen

What is “Celtic?”

The identity of “Celt” is ambiguous yet evocative. It stirs notions of rituals performed in the shadow of ancient standing stones, it conjures vivid images of blue-painted faces screaming “freedom,” and it suggests the figure of the noble savage who is always in harmony with nature. By such thoughts the melancholy keening of bagpipes might even be summoned to the edge of hearing.

In less romantic terms, “Celtic” refers to a group of related languages that form a branch of the Indo-European linguistic tree. It also refers to certain distinctive features that are shared in the artistic motifs, material technology, and social practices of the various peoples who spoke and still speak these languages.

The great trouble in studying the origins of Celtic language and culture is the lack of first-hand written sources. The Iron Age societies of northern Europe were illiterate, leaving behind no testimony in their own words. Along with context provided by archaeological investigation, the nearest perspective that we are able to achieve is through the often biased and usually half-informed writings of the ancient Greeks and, later, the Romans. “Celt” is derived from “Keltoi,” which was the Greek word for these people, though the word’s original source and meaning is unclear. Later testimony from Julius Caesar’s writings suggests that at least some of the people of Gaul (modern-day France) may have self-identified as “Keloti,” but this is not certain.

If ever there was a time that Celtic-speaking people actually called themselves Celts, it came to an end under Roman dominion. In any case, ideas of ethnicity and nationalism were foreign concepts in that era. It is far more likely that self-identity was based from a local perspective and focused on more immediate lines of clan and kinship. The use of any word or idea as broad as “Celt” seems to have ceased entirely until it was revived by 18th-century scholars who

encountered “Keltoi” while studying Classical-era sources.

Before the expansion of Rome, the territories of Celtic-speaking peoples ranged from the shores of western Europe all the way into Anatolia (modern-day Turkey). The place and time of origin for the Celtic language group is a matter of debate, but theories tend to agree that it developed in central Europe during the period of 1200 – 800 B.C. and then branched out from there, reaching its widest distribution in the mid-1st century B.C. Honorable mention should also be given to the “Celtic from the west” theory, which postulates that the language group and its associated cultural features originated along the Atlantic coast during the Bronze Age and subsequently moved eastward.

The spread of Celtic languages and cultural features does not seem to have been exclusively bound to ethnic migration, and may have also occurred through cultural exchange. Some Germanic tribes exchanged art styles and loan-words with their Celtic neighbors to such a degree that, save for the geographic boundaries formed by the Rhine and Danube rivers, it is often difficult to make a distinction between the two groups. The lines are likewise blurry in Iberia (modern-day Portugal and Spain), which was occupied by a people whom modern historians and archaeologists simply refer to as “Celtiberians” for lack of a better term.

Concerning Alba (modern-day England, Wales, and Scotland) and Ériu (modern-day Ireland), older theories proposed that they were colonized en masse throughout the Iron Age by successive waves of Celtic peoples migrating from the continental mainland. The Bronze Age people who preceded the Celts, known to archaeologists as the “Bell Beaker culture” in reference to their distinctive style of pottery, were once thought to have simply been overwhelmed and subsumed by Celtic populations.

However, recent analysis of the archaeological record has not revealed evidence of any sudden or violent demographic upheaval. Additionally, research with human DNA samples has discovered that the majority of the British Isles' population has maintained the same genetic makeup since at least the Neolithic period (4,500 – 2,000 B.C.) up to this present day. With this information, it has been suggested that rather than being brought with migrating newcomers, Celtic language and culture could have been gradually adopted by the indigenous population over generations, transmitted through commerce with the mainland.

Of course, it is likely that the truth lies somewhere in between total replacement and peaceful exchange. Just as would happen several times throughout the isles' later history with Romans, Anglo-Saxons, Vikings, and Normans, it could be that small but elite incursions of Celtic warrior aristocracy from the mainland were able to establish themselves throughout the British Isles. If so, Celtic language and cultural features would have spread from these conquerors to their Bell Beaker subjects over time.

All of these points have been laid out to demonstrate that, while rich in history and meaning, "Celt" and "Celtic" are nebulous terms, overly broad when used for anything other than classification of language or art form. When applied to the crossroads of ethnicity and culture, this label usually fails to capture the nuance of whatever it is being used to describe.

For this reason, the words "Celt" and "Celtic" will be absent from the majority of this book in favor of more precise terminology. Due to the focus and scope of *Heroes of Tara's* setting, "Gael" and "Gaelic" will be the most commonly used terms, referring to the Celtic-speaking people who arrived in ancient Ireland around 500 B.C.

Is Stonehenge Celtic?

Contrary to popular belief, England's famous megalithic monument of Stonehenge wasn't built by Celts. Development and ceremonial use of the site was likely begun at some point around 3000 B.C. by Neolithic agrarians, and then carried on in several phases throughout the Bronze Age by the Bell Beaker people. The grand passage tomb of Newgrange in Ireland likewise predates Celtic language and culture, being even older than Stonehenge by several centuries. In the time of the druids, these places were already ancient mysteries.

Similarities Across Cultures

As possible evidence of common Indo-European origins, parallels have been drawn between the caste structures of ancient Celtic societies and the Vedic period of the Indian subcontinent. Most commonly remarked upon is the resemblance shared by the cultures' respective "priestly" classes of druids and brahmins. Other commonalities can be interpreted in narrative themes, and many motifs found in Irish myth would hardly seem out of place if transplanted among the verses of the *Ramayana* or the *Mahabharata*. The symbolic prominence of chariots and the archetypal role of charioteers can be pointed to as but two examples among many.

Similar observations have been made with the Homeric epics of ancient Greece. The method of warfare and the ethos of warriors as expressed in the *Iliad* merits comparison with the Irish *Táin Bó Cúailnge* to such a degree that the hero Cúchulainn has at times been called "the Irish Achilles." The *Odyssey* is no less ripe for analysis, as the long and strange voyage of Odysseus is in good company alongside many Irish tales about windswept sailors who discover unearthly shores. As an aside, it must be said: If Cúchulainn compares to Achilles, then Odysseus' Irish peer is clearly Finn Mac Cúhal.

The Legends and Their Sources

The Legends

The many stories that make up the main body of Irish myth are organized into four chronological cycles, which report the deeds of kings, heroes, and gods. Just as fascinating as these high and mighty epics, many folktales and countless pieces of local lore have also been recorded.

The Mythological Cycle, which tells of Ireland's earliest history and the histories of the many tribes who came to call the island home. The gods are foremost in this cycle and many of the stories center around their conflicts and family dramas.

Some definitive stories from this cycle are:

- The Book of Invasions (*Lebor Gabála Éirenn*)
- The Battle of Moytura (*Cath Maige Tuireadh*)
- The Children of Lir (*Oidheadh Chloinne Lir*)
- The Wooing of Etain (*Tochmarc Étaíne*)
- The Quest of the Children of Tuirenn (*Aided Chloinne Tuireann*)

The Ulster Cycle, which tells of the life, deeds, and times of Cúchulain, one of Ireland's greatest heroes. These stories supposedly take place in the first century, during the life of Christ.

Some definitive stories from this cycle are:

- The Cattle Raid of Cooley (*Táin Bó Cúailnge*)
- The Wooing of Emer (*Tochmarc Emire*)
- The Sickbed of Cúchulain (*Serglige Con Culainn*)
- The Tragic Death of the Sons of Usnech (*Oidheadh Chloinne Uisneach*)
- The Destruction of Da Derga's Hostel (*Togail Bruidne Dá Derga*)
- Mac Datho's Pig (*Muicce Meicc Da Thó*)

The Fenian Cycle, which tells of the life, deeds, and times of Finn Mac Cúhal, another of Ireland's greatest heroes. These stories supposedly take place during the third century A.D.

Some definitive stories from this cycle are:

- The Cause of the Battle of Cnucha (*Foitha Catha Chnucha*)
- The Boyhood Deeds of Finn (*Macgnímartha Finn*)
- The Pursuit of Diarmuid and Grainne (*Tóraigheacht Dhiarmada agus Ghráinne*)
- The Colloquy of the Ancients (*Acallam na Senórach*)

The Cycles of the Kings, which are a series of pseudo-historical chronicles. Also known as the Historical Cycles. No longer entirely myth, these stories report on the reigns of early medieval kings, some of whom are confirmed to have actually existed.

Some definitive stories from this cycle are:

- The Madness of Sweeney (*Buile Shuibhne*)
- Labraid Loingsech
- Niall of the Nine Hostages

The Dindsenchas, which means "the lore of places." These are a vast collection of poems which explain the origins of many ancient place-names throughout Ireland, and report the legendary events that took place at those locations.

The Sources

The tales of pre-Christian Ireland were first written down in the fifth century A.D., transcribed from an oral tradition that was already being diminished by religious conversion. These transcribers were almost exclusively monastic clerics, who collected their work into several tomes:

- The Book of Leinster
- The Book of the Dun Cow
- The Yellow Book of Lecan
- The Great Book of Lecan
- The Book of Ballymote
- and others.

But oral tradition never vanished entirely, even after the old stories were written down. Throughout history up to modern times, homespun folklore has continued to be shared among the people. Lively tales told by the fireside are as worthy a source as any great myth found in an old book.

Interpretation

It is important to remember that the myths we know today are not exact translations of what the ancient Gaels believed and told to one another. These stories do not come to us directly from an original source, and they're not perfectly preserved in a time capsule. The medieval monks performed a great service in recording these stories, but it cannot be denied that they were following their own religious agenda to assimilate and sanitize the old pagan beliefs. Deliberate meddling aside, record-keeping is a messy business and not all sources have survived the long centuries.

In his 1964 work, *The Oldest Irish Tradition: A Window on the Iron Age*, linguist K.H. Jackson set out to show how the stories of the Ulster Cycle provide a genuine and accurate representation of prehistoric Irish society. Jackson's theory is born of reasonable intuition, but it has been met with healthy criticism. Numerous details of the stories are indeed consistent with what we know about the Iron

Age, but there are just as many details that seem indicative of later medieval influence. This is hardly surprising, given that the Ulster Cycle was first written down roughly five hundred years after the time it is set.

In spite of the gaps in our knowledge, we still know a great deal about prehistoric Ireland. As an accompaniment to mythology and folklore, evidence gathered from archaeology, history, and linguistics provides invaluable context. Through the union of all these resources and disciplines, an ancient world begins to take compelling shape.

Translation Into a TTRPG Setting

The purpose of *Heroes of Tara* is to incorporate all that we know about ancient Ireland's history and mythology and present it through the game setting of Ériu. "Ériu" was a name for Ireland in the Old Irish language, and it has ever since been recalled as a term of poetry.

Obviously, attempting to represent a real-world culture and its stories in a gaming rulebook is quite the endeavor. To guide the design process along, two goals were pursued:

- The setting of Ériu should be cohesive and internally consistent, so that players are enabled to invest their imaginations and interact with it meaningfully.
- An authentic setting should not come at the cost of the game. Players are here to have fun, not visit a museum (Disclaimer: visiting a museum actually is fun).

In order to achieve these goals, some cuts and compromises had to be made with the source material, and some creative liberties were taken. For instance, at any point in the source material where mythology conflicts with actual history, *Heroes of Tara* almost always follows the mythological interpretation. *Heroes of Tara* strives for well-researched authenticity, but the contents of this book should not be relied upon as objective scholarship.

An Introduction to Ériu



Place

The verdant isle of Ériu sits to the north-west of the Roman mainland alongside its companion, Alba. The island's western coasts are jagged, stony, and precipitous, while the eastern shores boast many sheltered inlets and long sandy beaches. The surrounding sea is a cold, deep green.

The northern, western, and southern portions of Ériu are dominated by hills and mountains, all surrounding a central lowland plain. The mountains are modest in height when compared to others elsewhere, but they are no less rugged or majestic. The soil is rich and fertile, yielding life in abundance. At least half of the island is covered by ancient temperate rainforest and bogland, broken only by open land that has been cleared through generations of agriculture and cattle grazing. Rivers run in all directions, fresh springs trickle from the hillsides, and lakes of crystalline beauty are nestled throughout the landscape.

The climate of Ériu is mild, kept relatively warm by winds and currents that come in from the west out of the Great Ocean. The summers are green and invigorating, with soft rain showers and warm sunshine. Severe storms tend to stay out at sea and rarely come inland. Swathes of thick fog lay over the land on many mornings regardless of season, and will linger through the day if the sun is hidden behind clouds. In winter, ice-cold rain floods the rivers and reduces all the land to pure mud. The mountains and uplands will at times be clad in white, but snow and persistent freezing temperatures are rare occurrences for most of the island. Even when snow does occasionally fall on the low plains it doesn't tend to stay long.

Time

As a place of myth it might be said that Ériu is timeless, but in a historical context it could be loosely placed any time from the 1st century B.C. to the 3rd century A.D.

The Christian faith is yet to be brought by Saint Patrick in the 5th century, it won't be until the 9th century when cities such as Dublin, Limerick, and others are founded by Vikings, and the Anglo-Norman incursions are at least a thousand years in the future. These are the high days of Ériu's Iron Age.

Rome is coming into its full dominion during this time, conquering the Gauls in the mid-1st century B.C. and subjugating the Britons several generations later. Looking out from Ériu with limited knowledge of what lies beyond, it would seem as if this island and the Pictish kingdoms of neighboring Alba are the only corners of the entire earth left unconquered by the imperial legions. With such a vast hegemony looming on one side and the uncharted ocean stretching away on the other, it is easy to believe that Ériu sits at the literal edge of the world.

“*Fadó fadó...*”

Like waves from the sea the tribes of mortal and god alike have washed over this island. One after the other they have come sailing through the countless years, following the setting sun.

The Island of the Setting Sun

The earliest people known to bardic memory were led by Cessair, a daughter of mariners. They were few in number, for only one of their three ships had survived the storms at sea. Cessair's feet were the first of any mortal to ever tread upon the land, and she hoped to settle it for her people. But the sea pursued them, and all but one of the Cessairians were swept away by a great flood.

Centuries passed and the tribe of Partholón came, and this time the ships were more numerous. Land was tilled and the people began to prosper. But after only a few years every Partholónian except one had succumbed to a sudden and swift pestilence.

Decades later there came the followers of Nemed. When they set sail their ships had numbered forty-four but, like Cessair, it was only Nemed's ship that survived the voyage. Not long after reaching the shore Nemed's wife Macha fell ill and perished, becoming the first person ever received by the land in proper burial.

The remaining Nemedians quickly discovered that they were not alone on this island. A tribe of primordial giants known as the Fomorians had always been here. They had arisen from the elemental chaos that reigned before the beginning of history, and now they dwelt in lightless depths beneath the earth and ocean. The Fomorians laid claim to the world above and resented any mortal usurpers. It was they who had raised the flood to sweep Cessair away, and they who conjured the plague to lay Partholón low. The wandering malady that had claimed Macha's life was also of their making. Now goaded beyond patience by this third infestation

of mortals, the Fomorians revealed themselves to declare the first war in history.

Nemed was a great hero of his people, and though he led only a small band they achieved victory in four successive battles against the Fomorians. His people won land and settled it, and soon they were multiplying beyond the Fomorians' ability to slay them all.

Beaten in the field, the Fomorians resorted to old tricks and devised a plague to unleash against the mortals. An incredible toll was wrought upon the Nemedians and half their number were killed by the miasma, including their mighty patriarch himself.

The survivors were quickly set upon, captured, and made into slaves by the Fomorians. These monstrous folk who had once been content to reside in damp caverns realized that they had a taste for dominion, and they now dreamed of edifices to reflect their newfound ambition. For generations the Nemedians were set to work building great towers for the Fomorians, and these megalithic structures loomed over all the land. A horrific tithe was also laid upon the mortals, demanding that on every Samhain two thirds of their grain, milk, and new-born children be given to the Fomorians in tribute.

Despite this attrition the Nemedians slowly replenished their numbers, and while they multiplied their beastly oppressors grew ever more idle and careless. At last the time came that the Nemedians rebelled against the Fomorians, and the towers of the giants were thrown down in ruin. The Fomorians were dismayed and retreated back into the deep places from whence they had emerged, but as a spiteful parting blow they summoned a vast tidal wave to consume the land. The only Nemedians who survived the great flood were those able to reach boats in time, and they were now scattered adrift on the roiling tide. Thus began a time of wandering exile.

Having been swept to the far corners of the world, many of the now-homeless Nemedians

regrouped in a faraway land called Hellas. The Hellenes had promised to give the Nemedians safe harbor so that they may rest from their wayward travels, but the Nemedians had been fooled by treachery. As soon as they came onto dry land the Hellenes laid chains upon them and they were made slaves once more. For over two hundred years the Nemedians were made to labor in Hellas, and it is during this time that they came to call themselves the “Fir Bolg.”

In time the Fir Bolg rose up against their captors, stole a fleet of ships, and escaped the land of Hellas. Now lost on the open ocean and knowing nowhere else to go, they remembered stories about the distant island which was the homeland of their ancestors. Tracing the path of the sun and navigating by stars as they were described in the old stories, the Fir Bolg set forth.

Upon rediscovering the island the Fir Bolg were greeted by empty shores. The Fomorians were still in hiding far below, recuperating from their wars with the Nemedians and weeping bitterly for their fallen towers. The Fir Bolg took to shore unchallenged and became the first mortals to truly settle this land, which they called the Island of the Setting Sun.

It was the Fir Bolg who established the High Kingship of Ériu and founded its royal seat upon the Hill of Tara. The first high king was a man named Sláine Mac Dela, and the Fir Bolg flourished through all the reigns of the high kings who followed. The eighth high king, and perhaps the greatest since Sláine himself, was named Eochaid Mac Eirc.

The Fir Bolg had peaceful accord with many indigenous spirits of the land, and the greatest spirit to make common cause with them was named Tailtiu. A regal and caring sovereign of Nature, Tailtiu welcomed the Fir Bolg to the island and even consented to a marriage between herself and Eochaid. With this union the people became as one with their land and the realm was blessed. It is said that dew fell instead of rain, and all harvests were bountiful.

The Children of Danu

At the heart of the Otherworld the waters of the Well of Knowledge flow by four impossible cities: Falias, Gorias, Finias, and Murias. In their gleaming halls the great goddess Danu raised her children and taught them all she knew. Eldest and greatest among her children were the Tuatha De Danann, who were chieftains to the younger generations of Aes Sidhe. Nourished upon Danu’s wisdom, one named Nuada obtained visions of prophecy. He saw across the sea to distant lands and his heart was led forever beyond the four cities. Nuada went to his kinfolk and with great eloquence he helped them see what he had seen. Hearing his words all were now stricken with longing for this unknown place across the sea.

Danu knew the time had come, and she granted them her blessing to venture forth. The Tuatha De Danann gathered their Aes Sidhe kindred, crowned Nuada as their king, and set out aboard three hundred flying ships to seek their promised land.

The voyage was long but their course never altered. Guided by Nuada’s vision, the Children of Danu were fixed and assured in their purpose. Like torchbearers illuminating the darkness, they were going to bring the light of their skill and learning to the mortal world.

Once the Otherworld was left behind the travelers sighted emerald hills far below and knew they had found the land of Nuada’s dreams. A great cheer went up from the fleet and the ships descended so swiftly that the clouds were whipped and driven before their prows. But upon closer sight all were surprised to see something that Nuada’s visions had not foretold: the land was already occupied.

From the earth the Fir Bolg saw towering storm clouds rolling down out of the sky, and they heard the voices of Nuada and his captains calling to one another like thunder, and they were fearful. But High King Eochaid had foresight of this arrival, for Nuada was not the only one visited by dreams, and he had already assembled his warriors upon Mag Tuired, the Plain of Pillars.

The First Battle of Mag Tuired

An emissary descended from the roiling clouds and Sreng, champion of the Fir Bolg, went forward to meet with him. The Tuatha De Danann had not expected to find people already upon the land, but they believed themselves generous and so requested the gift of only half the island. The Fir Bolg were outraged and rejected the terms, choosing to give battle. Both sides withdrew for an agreed-upon day of preparation and the following morning they met in the First Battle of Mag Tuired.

There was not a warrior of either kindred who was absent from that battle, and for four long days they fought. The Tuatha De Danann came to earth amid wind and lightning with their Aes Sidhe hosts behind them and they slew foes by the thousand. The Fir Bolg did not break before this onslaught, for they were numerous beyond counting in those days and all possessed stout hearts.

On the fourth day High King Eochaid fell to the hand of the Morrigan, exultant war maiden of raven aspect. The morale of the Fir Bolg warriors would have broken at that moment were it not for the encouragement of their stalwart champion, Sreng. The remaining defenders rallied around the hero and were each preparing to fight to their last breath, but Sreng stepped forward and challenged King Nuada to single combat. In the face of such valor, Nuada was compelled to accept.

Nuada came forth, a god of regal stature, and in his hand he bore the Sword of Light, which is unstoppable once loosed from its scabbard. Before him stood but a mortal, though a mortal whose like has not walked the world since. Sreng's leaden club was of no compare to the king's radiant blade, but he swung it with meteoric swiftness and Nuada's arm was struck from his shoulder before the Sword of Light could make its inevitable stroke.

At the defeat of their king the Children of Danu faltered in victory and the battle finally ended. Though at a cost, the Children of Danu had claimed the field and terms were offered for

the Fir Bolg's surrender. Half the island had been requested but three-fourths would now be taken, and the Fir Bolg could choose which quarter they wished to keep for themselves. After bitter deliberation the bloodied Fir Bolg laid down their weapons and took the land of Connacht as theirs. Sreng gathered his remaining people and led them westward. There they would live apart from the affairs of the Children of Danu, give tribute when necessary, and endure as best they could. Sreng had saved his people from total annihilation but he did not become their new king, for the Island of the Setting Sun now had other rulers.

An Otherworld on Earth

Nuada survived his wound and a new arm of pure silver was made for him by the smith, Goibniu, and the physician, Dian Cecht. This arm restored to Nuada the use of his sword, but still it was the law of the people that a king must be unblemished in body. In respect for this custom he relinquished his authority with grace and so remained high in the tribe's esteem.

The Aes Sidhe settled throughout the island and the Tuatha De Danann took up residence on the Hill of Tara. For the time being the throne remained vacant, but still the land responded to the newcomers. When a lawful king like Eochaid had sat upon the throne of Tara and was wedded to the land through Taitiu, nature had been in harmony with the good of the people. Now that the throne was empty and surrounded by a court of gods, the landscape became strange and uncaring of humanity.

Forests grew beyond control and much of the land that the Fir Bolg had tamed returned to wilderness. Time and the passing of days lost all meaning. Insensible folk and unearthly beasts roamed freely, and the souls of the dead wandered aimless. By their invasion the Children of Danu had brought down the divide between worlds and the Otherworld was in ascendance.

Into this chaos the Fomorians re-emerged, seeing an opportunity. They hid their monstrous forms in guises of loveliness and approached the

land's new rulers bearing jewels and pearls. The Tuatha De Danann knew nothing of the Fomorians' true nature, and so by speaking naught but admiring words and alluring counsel the giants won their way into the court of Tara. There was even marriage between the two tribes, for the princess Ériu was seduced by the Fomorian prince Elatha, who came to her wearing a false form of magnificence. From their union was born Bres.

Once Bres came of age the Fomorians suggested that he be given the still-empty throne of Tara. The Fomorians claimed to be the true-born natives of the island, and they asserted that if one who was descended from both them and the Tuatha De Danann became High King, it would lead to prosperity for both tribes. No candidate had yet stepped forward from among the Tuatha De Danann, and so it was agreed that Bres would ascend the throne.

Bres had inherited the handsomeness of his mother's people and he looked the part of a High King in every sense, with radiant aspect and immaculate poise. But he had sympathy with the bitterness that was secretly nursed by his father's people, and he showed them great favor at the expense of the Tuatha De Danann.

More Fomorians continued to rise up from below and the Children of Danu were made to welcome them. The ancient fallen towers of the Fomorians were rebuilt, and even the Tuatha De Danann themselves were compelled to assist in that labor. Bres inflicted greater and greater demands for tribute upon his own subjects, and with it he enriched his Fomorian kin. In their privilege the Fomorians grew careless and the mask of their illusions began to fall away, revealing their true aberrant forms. The Children of Danu came to resent Bres and the Fomorians, for it was becoming swiftly obvious that this was not the blessed reign they had been promised. The perfection and splendor of the four cities now seemed a like a distant memory.

The day came that Miach, son of the physician Dian Cecht, achieved what was thought to be the impossible and restored a true arm of flesh and bone to Nuada. Again whole of body,

Nuada asserted his right to rule once more and his people rallied with him. A bard of the court was inspired to compose a satire of Bres so scathing that it caused the High King's face to become covered in boils and scars, forever marring his beauty. Bres fled from the Hill of Tara in shame, and Nuada resumed the throne.

The Rise of Lugh

Though Bres was no longer High King, the Fomorians were not driven from the land. Bres' reign had been enough for the giants to re-establish their old strongholds throughout the island and the Tuatha De Danann would not yet move against them in force. In one of these strongholds dwelt Balor of the Evil Eye, the greatest warlord and tyrant of the Fomorians and one of the worst calamities to ever trouble the mortal world. With one look from his baleful eye entire armies could be reduced to cinders.

A prophecy had come to Balor that he would one day be killed by his grandchild, so he locked his only daughter, Ethniu, in the uppermost height of his tower. Ethniu was unique among Fomorians for her immaculate beauty, and from the top of the tower she lit up the sky like a star. Cian of the Tuatha De Danann saw her upon that height and by magic he flew to her. They shared a night together but Ethniu would not leave with Cian. She bore triplets from this union and Balor discovered them. All three babies were thrown into the ocean to drown but one survived, chancing to be rescued by a spirit of the land named Birog.

Birog brought the child to her queen, the sovereign spirit Tailtiu. Widowed by the battle of Mag Tuired and having been driven from the Hill of Tara, Tailtiu now dwelt in Connacht watching over her late husband's people. She was moved to sympathy and took in this orphaned child, raising him as her foster-son. This child grew up to be called Lugh.

As Lugh grew older he became more curious about his own people, for Tailtiu had guessed that he was descended from the Tuatha De Danann and she told him as much. Once he

came of age he bid a loving farewell to his foster-mother and journeyed to the Hill of Tara.

To the watchmen on Tara's walls Lugh's approach over the horizon seemed like the rising of a second sun, for so godly was his aspect that his face shone like pure gold. He was tested at the gates and proved himself to be a master of all arts. He was interviewed on all matters of learning by the wise Dagda and did not once stutter. After succeeding in a final contest against Ogma the strongman, Lugh was accepted among the Children of Danu.

High King Nuada was impressed by this newcomer and immediately appointed him as the tribe's champion and leader in war. Nuada saw ahead to the battle that would come, and he knew that strength such as Lugh's would soon be needed.

The Second Battle of Mag Tuired

When Bres fled away from Tara he had sworn vengeance upon the Tuatha De Danann. Not only did they deprive him of his kingship but they had scarred his once-perfect face, and he was driven mad with self-pity and resentment. First Bres went to seek help from his father, Elatha, who scorned him for being overthrown so easily. Bres' mother Ériu had already divorced Elatha some time ago, and Elatha bore no love for her or her people. No matter what contempt he held for his son, Elatha would enjoy seeing the Tuatha De Danann laid low, and so he directed Bres towards the only being who could help him achieve vengeance: Balor of the Evil Eye.

Balor had been goaded by Ethniu's tryst with Cian. He was reassured by the belief that all three of his grandchildren were drowned, but still he wished for revenge upon the tribe of the father. When Bres approached him to raise arms for war Balor pledged his support immediately.

The Fomorian horde assembled upon that now-famed battlefield Mag Tuired, the Plain of Pillars, and the Children of Danu came to meet them. Lugh led a shining host forth from the Hill of Tara, and once they were arrayed on the field he spoke brave and encouraging words to those

who followed him. This bright young warrior was the new hope of all his kindred, and they were inspired by his presence.

The Second Battle of Mag Tuired began. The Fomorian giants came charging in all twisted shapes and sizes, and they were nearly as learned in sorcery as the Children of Danu. Each member of the Tuatha De Danann acquitted themselves nobly and performed incredible deeds, but none could match the might and skill of Lugh.

Balor of the Evil Eye towered over the battlefield, and High King Nuada was the first to oppose him. The Sword of Light struck true, but Balor could not be felled by one stroke alone. He turned to Nuada and fixed him with his venomous glare, and in that instant Nuada was cruelly slain. Balor could not be stopped, and he slew a score more of the Children of Danu before he was at last met by Lugh.

The two champions exchanged words and insults, though Balor never learned to whom it was that he was speaking. Before Balor was able to lift the heavy lid of his murderous eye, Lugh loosed a stone from his sling as if launching a thunderbolt. The stone burst through Balor's eye and exploded out the back of his head, and Balor's vast form crashed down to earth. The battle immediately turned to a rout.

The Fomorians were defeated and slain in great number. Word of Balor's fall spread across the land, and even those Fomorians who had not been at the battle abandoned their strongholds. The giants once more fled into their native depths and their precious towers were torn down a second time. Lugh's mother Ethniu was liberated from Balor's tower and she was adopted into the Tuatha De Danann. Bres was captured by Lugh, but he groveled and ransomed himself desperately and so Lugh released him to wander, forever alone and ashamed.

The Fomorians persist to this day, dwelling in the dark places where none would dare pursue them. It is even rumored that not all of their towers fell, and some might still stand on distant isles to the north-east. Gnawed by resentment against all other beings, the giants of

earth and sea wait for their time to rise once more.

With Nuada's death in the battle it was unanimously decided that the high kingship should pass to Lugh. All celebrated at his coronation and foretold a bright future, but there were still many wrongs that needed to be put right.

Tailtiu's Sacrifice

When the Tuatha De Danann now looked out upon the island they saw famine. The otherworldly wilderness and the depredations of the Fomorians had made life impossible for farmers, herders, and other simple folk. Everywhere, Fir Bolg and Aes Sidhe alike were starving. But the Tuatha De Danann were still recovering from their battle against the Fomorians, and so it was Tailtiu who took action to restore the land's bounty.

As a sovereign spirit of nature Tailtiu had power over the landscape, and miles upon miles of timber were felled by her hand alone. She cleared back the dense and shadowy forests that had overtaken so much of the island, and she left behind open land ready for the planting of crops and grazing of cattle. This great labor was arduous even for one such as Tailtiu, and not long after her work was complete she perished from exhaustion.

Tailtiu made this sacrifice not just for her chosen people, but so that all tribes might thrive. She had held much bitterness towards the Children of Danu for their past deeds, but raising Lugh as a foster-son had taught her forgiveness. In her last moments she pleaded that the Children of Danu and the Fir Bolg be reconciled with one another. She bequeathed the land to be used and cared for by both tribes, and she then passed to the Otherworld.

The Reign of Lugh

High King Lugh mourned and honored his foster-mother by holding magnificent funeral games in her honor, and he decreed that they would be held

every year hence in commemoration. Aes Sidhe and Fir Bolg alike were brought together by these games, and all were so moved by Tailtiu's selflessness that many differences and resentments were set aside. Crops were grown, cattle became fat upon the newly-cleared land, and all prospered.

Lugh proved himself to be not only a great leader of war but also a wise and enlightened king. When the Tuatha De Danann first came to the Island of the Setting Sun they had imagined themselves bringing order to chaos, but their hubris had only achieved the opposite. During his reign Lugh set to work correcting these mistakes of the past, and a balance was eventually found between the Otherworld and mortal world. Finally, with Lugh's leadership, the Tuatha De Danann built the paradise of learning and plenty that they had set out to create so long ago.

But no golden age lasts forever, and eventually even Lugh himself was laid low. Feuding and scheming among the Tuatha De Danann resulted in Lugh being vengefully murdered by the sons of a slain rival. With the death of Lugh the time of grace that he had presided over was ended, the throne was claimed by his killers, and the land slipped back into its customary strife.

The Vengeance of the Milesians

Across the sea in a land known as Hispania there dwelt a tribe of people who called themselves the Milesians after their chief, Míl. One day the brother of the chieftain, named Íth, had climbed up to a great height when he was suddenly struck by a vision. From where Íth stood he could now see an impossible distance across the ocean and at the edge of his sight, floating upon the water, he beheld the Island of the Setting Sun.

Gripped by the desire to reach this newly-sighted land Íth bid farewell to his people and set sail alone. He arrived at the land he sought, but he was met at the shore by Aes Sidhe watchmen. There was a misunderstanding and he was taken into captivity and borne away to the Hill of Tara.

At this time the Tuatha De Danann had a trio kings sharing authority: Mac Cuill, Mac Cecht, and Mac Gréine. These three were brothers, and they were the killers of Lugh. Treacherous and mistrustful, they believed Íth to be a spy coming ahead of an invasion and they questioned him harshly. Íth had come merely as an explorer but he told the kings nothing of his purpose. Proudful and hot-tempered, he instead hurled abuse and insults at his captors for their poor hospitality. The kings were outraged by Íth's words and they killed him there on the spot, cutting him down as he knelt before them in chains.

In Hispania, one of Íth's nephews, named Amergin, received a vision of his uncle's death. Amergin was a great scholar of all teachings: bard, brehon, and druid, and he was known to be a seer learned in magic. He brought news of his vision before his father, Míl, as well as his seven brothers. They heeded Amergin's words as truth, for never before had his visions been mistaken. News of Íth's cruel murder kindled wrath in every heart, and all eight sons of Míl swore to bring retribution to the murderers.

The Milesians were a wandering folk, every one of them accustomed to war, and so when the sons of Míl set forth on the sea it was with the entire tribe. Míl himself was too old and infirm to make the voyage, but he went forth regardless and died upon the sea. With his last breaths he laid blessings upon his sons and all his people, and passed the mantle of leadership to his eldest son, Donn.

Tracing Íth's course across the sea the Milesians soon caught sight of the Island of the Setting Sun. None of them had any idea what sort of folk they were about to encounter, but still they came ready for war and all stood on-deck with spears in hand.

The three kings' accusations against Íth had been hasty, but the consequences of their own actions were now fulfilling those fears. They never faltered in their suspicion and after Íth's death they had ordered more sentries to be posted along the shore. So it was that the Hill of Tara received warning of approaching sails before the Milesians reached shore.

A sudden wind blew against the Milesian fleet, attempting to sweep them back out to sea. The Milesians heard a voice speaking incantations on the wind and knew that the rulers of this land were working against them. Amergin stood upon the prow of his ship and sang words of power into the wind, answering the voice with his own. The wind calmed for but a moment before the lone voice was joined by others, whipping the wind into a gale. In an instant a great storm had risen and the boats were tossed on the sea. Amergin stayed at his prow and strove against the voices to the best of his ability, but many ships around him were consumed by immense waves or dashed to pieces against one another.

Aboard one of these ships was Donn, the new king of the Milesians. Donn had already shown his worth as a leader and earned the love of his people, but now his reign was cut tragically short before he could even set foot on dry land. The brief king was dragged down with the wreckage of his ship and he drowned in the cold waters.

Despite heavy losses many Milesian ships still managed to pass through the storm and reach shore, guided by the clear voice of Amergin. Defeated, the strange voices ceased and the wind died away. The mortals swarmed the beach eagerly, many warriors leaping into the surf before their ships had even run aground. All were disappointed to find that no army waited to give them battle.

In truth the martial might of the Children of Danu had declined since the days of Lugh, and they were not prepared for this invasion. The neglectful leadership of Mac Cuill, Mac Cecht, and Mac Gréine had degraded all bonds of loyalty to such a point that no united army could be mustered to oppose the Milesians. The mortals had time to disembark onto the beach, amass their warbands and assemble their chariots, and then they began to sweep across the land.

The clans of the Fir Bolg had mixed reactions to the newcomers. Relations between the island's tribes had improved after Tailtiu's plea for unity, and many Fir Bolg now stood

loyally alongside the Children of Danu. Other Fir Bolg allied with the Milesians and rose up in rebellion, for there were many who still wished vengeance upon the Tuatha De Danann for past grudges.

The Children of Danu presented only scattered opposition. Some simply stood by to watch with petty gratification while their rivals were overwhelmed, and were then surprised when the mortals turned upon them. The kingdom's disunity was not the Milesian's only advantage, for their iron-forged weapons and their thundering chariots were new technologies of war that had never yet been seen on the island. Further, Amergin proved himself to be a gifted miracle-worker greater than any mortal yet known, and his magic was the equal of any sorcery that was raised against them. The Milesians and their Fir Bolg allies went to and fro, plundering as they pleased, and even the gods fled before them.

If gods of elder days had been present upon the field the Milesians would have never been so successful. By this time many of the great heroes of the Tuatha De Danann had passed back to the Otherworld: Nuada, Lugh, the Dagda, Ogma, and others. Each of them had led the Children of Danu through all the battles of the past, and their absence was now sorely felt. The Morrigan still remained and she might have single-handedly turned the tide if she had so chosen. She could have unleashed her terror upon the Milesians and scattered them back into the sea, but she stayed her hand. Circling above the Milesians in the form of a raven, she simply watched.

Amergin's Song

Ériu, Banba, and Fodla were queens and sisters, wedded to the three kings of the land. Unlike their husbands these queens were truly graceful in bearing and virtue, and they possessed great wisdom. They had come to understand that it was never the rightful place of the Tuatha De Danann to rule in the mortal world, and they now saw plainly that their reign was at its end.

When at last the Milesians were halted from their marauding it was not by an opposing army, but by the approach of these three women. The queens pleaded with the Milesians to cease their rampage, and invited them to instead settle upon the land as its protectors. If the Milesians accepted the throne of Tara, then the Children of Danu would be free to return to their true home in the Otherworld.

The Gaels gave ear to these pleas, but negotiations were interrupted by Mac Cuill, Mac Cecht, and Mac Gréine, who had caught wind of their wives' plans. They cried objections and spat defiance in the Milesians' faces, repudiating their wives' counsel. They demanded to know why the Milesians had come, and when accused with the murder of Íth they admitted it without shame. The kings felt vindicated, even foresighted, for it seemed to them that their fears of invasion had been well-founded. But all others now saw plainly that their cruelty was to blame for starting this war.

The Milesians were prepared to accept the terms presented by the queens, and the kings were even forced to admit that they stood no chance against the Milesians in open battle. But Milesian honor still demanded satisfaction for Íth's murder, and the kings' pride would not allow them to bow to the invaders without one last contest. It was Mac Cuill, Mac Cecht, and Mac Gréine who presented a final challenge.

The Milesians would sail back out to sea and attempt another landing, opposed as before by all that the Tuatha De Danann could array against them. If the ships of the Milesians managed to take the shore a second time then the three kings would relinquish the land to them, but if the Milesians could not repeat their previous success then they would all be drowned.

The Milesians took council among themselves and, with grim determination, they accepted the challenge. They returned to their ships and sailed out to the horizon. Meanwhile, the three kings gathered all of the sorcerers and warriors that would still answer to them. The squall that first greeted the Milesians' arrival had been the effort of only a few conjurers, but now

the Children of Danu would make a true final stand.

There were many among the Aes Sidhe who joined the queens' bid for treaty. These folk stood aside from the conflict, and no matter its outcome they were prepared to follow Ériu, Banba, and Fodla into the Otherworld.

The clans of the Fir Bolg were also gathered. Some stood alongside the army of the three kings while others watched from afar and cheered the Milesians.

The tempest that was now summoned down upon the Milesian fleet was more dreadful than any cataclysm since the Fomorian-wrought floods of ancient days. For the first time every Milesian heart quailed, and their doom appeared manifest in the waves that loomed overhead. Still, Amergin sang out. His voice was coarse and it quavered, for he had expended it in all the days that the Milesians made war. However gifted and brilliant he may have been, at that moment he was exhausted and near-bent before the storm.

But as Amergin chanted he seemed to grow stronger, his voice louder and clearer until all could hear him, and the clouds shrank away. Every syllable shone with pure truth as Amergin declared himself to the Island of the Setting Sun, and the sorcery of the three kings was overthrown. The words that he spoke might not have been his own, but the words of divine inspiration, for he and Queen Ériu had spoken privately before the fleet took to sea and it is not known what was shared between them.

Not a single ship was sunk and all Milesians made it safely to the welcoming shore. The army of the three kings stood astounded. They had expected the sea to wreak havoc upon the Milesians, leaving for them only the task of finishing off any survivors who washed ashore. Now, as the Milesians leapt from their ships a second time with roaring cheers, the defenders faltered. But Mac Cuill, Mac Cecht, and Mac Gréine all stepped forward, red-faced and swearing bloody oaths.

The kings of the Tuatha De Danann demanded the right of single combat, and the sons of Míl granted it to them. Three of

Amergin's brothers strode forward and were each slain by one of the three enraged kings. Though they had been petty and careless in their rule, these kings still claimed the title of god and were not to be trifled with when cornered. One more son of Míl fell to the sword of Mac Cuill before the three kings were struck down. There now stood only three sons of Míl: Amergin and his brothers, Eber Finn and Érimón. Seeing their leaders slain before them, the followers of the three kings lost what remained of their courage and they were allowed to disperse.

Ériu, Banba, and Fodla gathered the Aes Sidhe and the rest of the Tuatha De Danann, and they made ready to journey into the Otherworld. But before departing, the queens took counsel with the Milesians to decide the final terms of the treaty between their peoples. It was agreed that the Children of Danu would return to the Otherworld and leave the mortal world for the Milesians and Fir Bolg. In return, the Children of Danu would receive tribute from mortals in the form of ritual sacrifice and dedication. Eber Finn and Érimón grumbled that the Milesians owed no tribute to the Tuatha De Danann. What had been done was vengeance for Íth, and in any case the queens were in no position to negotiate. But Amergin convinced his brothers to agree to the terms, insisting that it would help guarantee peace in the future.

As a parting gift to the queens Amergin declared that the Milesians would forever after know the land by their names, and so it was that the Island of the Setting Sun came to be called Ériu. Banba and Fodla are at times also invoked as alternative names for the land, but as the eldest sister Ériu enjoys the greatest prestige.

After the last of the Children of Danu passed from the earth, the land of Ériu was reunited with the mortal world. The veil between worlds reasserted itself, time resumed its rational flow, and the laws of nature regained predictability. But the land had been forever changed by the gods' earthly reign, and to this day their enchantment can still be felt upon it.

The three surviving sons of Míl ascended the Hill of Tara and looked upon the throne of the

high king. Amergin wanted no part of rulership, and so he conducted the rites of coronation and declared his brothers as joint kings of Ériu. He then departed from Tara and traveled the entire island, helping Milesian settlers, earning the respect of the Fir Bolg clans, and ensuring that the treaty with the Otherworld was upheld. At the end of his life he was buried beneath a cairn at a place known as Drogheda. The Milesians customarily burned their dead, but it is said that Amergin chose the Fir Bolg tradition of burial so that he may rest closer to his adoptive land.

Eber Finn and Érimón failed to live up to Amergin's expectations, and the two kings soon fell to quarreling with one another for sole control of Tara's throne. Peace and harmony had not long been restored to the land before the brothers shattered it with their feud. Thus began a new age that continues to this day.

Several centuries have passed since the time of Amergin, and the descendants of the Milesians now know themselves as Gaels. New kingdoms have prospered amid the strife, and new generations of heroes have arisen.

Social Structure

Excepting the unaccountable presence of the Aes Sidhe and other fae folk, the population of Ériu numbers only around 250,000 people. For perspective, the population of neighboring Alba is estimated at one million and it is said that the great city of Rome itself contains at least that many people.

The landscape is thinly spread with many small villages, farms, and homesteads, all of which orbit around the protection of hillforts. Though not as populous or formidable as the cities and castles of later eras, these hillforts contain noble halls which serve as the centers of culture and politics in Ériu.

Clans and Kingdoms

Clans are the foundational and essential social unit by which the people of Ériu organize themselves. Each clan distinguishes itself from its neighbors with its own identity and territory, both of which are fiercely defended. Aggressive pride in one's own clan is considered a virtue among the people of Ériu, and loyalty to kin typically outweighs every other duty. The entire island is a fractious patchwork of nearly two hundred of these tiny chiefdoms.

A clan is an extended network of kinship which is made up of related family groups, led by a chieftain, and usually founded on the legacy of an ancestral figure. Clans come in all sizes, with some numbering mere hundreds of people while others might boast several thousand. The size of territories likewise differs widely. One clan might shelter all within a single valley, while another controls a relatively sprawling domain.

By force of arms, some chieftains claim the submission of their rivals and call themselves kings and queens. In this way the clans have been gathered over the centuries into five traditionally-recognized kingdoms: Midhe, Ulster, Connacht, Munster, and Leinster. Each kingdom is led by a

dominant clan whose chieftain is crowned as ruler.

This central authority is incredibly limited and for the most part subject clans are left to govern their own affairs as they wish. But they must answer when they are called to war against other kingdoms or rebellious clans, and tribute must be ceremonially given to the dominant clan during each of the four seasonal festivals.

To most people, their clan means everything and the idea of kingdoms seems like an irrelevant abstraction made up by nobles. It is not unusual for clans to openly feud and conduct raids upon one another even when supposedly united within the same kingdom. This is simply accepted as the way of things, and monarchs will usually overlook such conflicts so long as they don't disrupt the flow of trade and tribute or threaten the stability of the kingdom as a whole. It is a rare leader who is gifted with enough wisdom and strength to cultivate total peace and cooperation among their subject clans.

Castes

There are four general groupings of social status: Royalty, nobility, free folk, and servants. These status groups are sub-divided into various castes. Royalty includes not only kings and queens, but all chieftains and also the most venerable of the filídh, who are called ollamhs. Nobility are comprised of the warrior aristocracy and their families, as well as the filídh (bards, brehons, and druids). Free folk make up the vast majority of the population and are divided between the professional caste of artisans and traders, and the common caste who make their living off the land such as farmers, fishers, herders, hunters, woodcutters, miners, and so on. Servants are those who possess no substantial property of their own and are dependent, indentured, or even enslaved to another. Outside of this structure are

outlaws who have been banished from society, forming an informal fifth group.

The amount of different colors that a person wears on their clothing is a common way of signifying their social status. Royalty are entitled to seven or more different colors at a time, *filídh* may wear up to six, warrior aristocracy are allowed five, artisans and traders can wear as many as four, common free folk get three, servants get two, and slaves may wear only one color. To wear an amount of colors above your station is considered shameful and, depending on the flagrancy of the attire, perhaps even criminal. If a person were to wear more colors than their due they might be able to bluff their way into a higher caste, though the consequences would be dire if found out.

Each clan contains its own complete caste structure with royalty, nobility, free folk, and servants. A person's social standing is very important in ceremonial and legal contexts and for determining various obligations and privileges, but people of differing status are not prevented from interacting on casual terms and even living similar lives. Neither the population of *Ériu* nor the landmass itself are every large, and the society is not productive enough to support the sort of extreme inequality that is seen throughout the Roman empire. With people of all castes living so closely alongside one another it is perfectly natural for a sense of familiarity to form between them. Indeed, by virtue of being in the same clan, it is not unusual for a chieftain to share direct ties of kinship with their "commoner" subjects.

Where there is familiarity there is also the chance for upward social mobility. A strong farmer could show a talent for fighting and earn their way into the warrior aristocracy. A prosperous artisan or trader might afford an education for their child to become a *filí*. Though it is admittedly difficult for servants to acquire enough property to shake off their dependency and become free folk, it is not unheard of. And through great effort it is even possible for outlaws to regain their honor and return to society.

The High Kingship of Tara

Since the beginning, the Hill of Tara has been the hub around which all of *Ériu* turns. Ruling from their seat upon that sacred height, countless high kings have etched their names indelibly into the history of the land and the memories of its people.

In the dawning days there was only Tara, for it is here that mortal civilization in *Ériu* began. The *Fir Bolg* raised the first royal hall atop the hill and crowned the first High King, and the throne was held by generations of *Fir Bolgs* until the coming of the gods themselves: The *Tuatha De Danann*.

Tales from the time of the *Tuatha De Danann* are confused and contradictory, and there is no telling exactly how long they ruled upon Tara, but the Hill has never lost the trace of their presence. Hallowed by their footsteps, to this day it remains a place of otherworldly aspect.

All things eventually come to an end and so too did the earthly reign of the *Tuatha De Danann*, brought about by the arrival of the Gaels. Opposing sorcery with wit and iron the Gaels claimed Tara and raised up their own High Kings, thereby beginning the present age.

Since those days the passing of time has given rise to new kingdoms but the royal seat of Tara is still revered as senior, forever chief in prestige and foremost in ceremony. There have been times when the authority of the high kings was absolute across the entire island, but the balance of power is ever-shifting. In these present days the other kingdoms each do as they wish and Tara stands as a "first among equals." But still the other kingdoms are all obliged by sacred law and custom to give tribute and ritual observance to the high throne.

No single clan has ever held the Hill of Tara for more than a few generations, and many chieftains and rulers dream of one day claiming it for themselves. Whoever happens to claim the title of High King is not nearly as important as the title itself, and the title goes to whoever holds the Hill. Open rebellion against Tara is rarely considered, as this would only invite

opportunistic attacks upon the rebel from all of the other kingdoms. In any case, even those who might turn against Tara would not wish to see it humbled and laid low, for that would only devalue its worth as a prize. Whenever a coup is made against Tara, the successful ones are usually those that are done swiftly, before the rest of Ériu even realizes what happened.

Upon the Hill sits the Stone of Destiny. Left behind from when the gods ruled on Tara, it is a sacred treasure with a magical quality: If a deserving candidate for High King stands upon the Stone it roars out a joyful proclamation, promising a blessed reign. By caring for their people, protecting their land, and honoring the gods, an ideal ruler of Tara ensures the balance of Ériu and serves as an example to all other chieftains. There have been times when this sacred duty was overshadowed by the personal ambitions of despots, and the Stone has lain silent under many feet. It is an ill omen when the Stone refuses to give voice but the hubris of would-be kings is not so easily extinguished, and the land has suffered greatly for it each time. Such inauspicious reigns rarely last long, and even if they do they never come to happy ends.

Following an unfortunate series of flawed high kings, the current one to claim the throne is Cormac Mac Airt. Though it is still early in his rule many already speak of Cormac as a paragon of wisdom, praising his fair judgment and predicting a change for the better throughout all of Ériu. Yet, despite all of Cormac's apparent virtues the Stone of Destiny remained silent at his coronation, planting a seed of doubt that festers to this day.

Governing Principles

There are three universal values held high in Ériu. Even if all structures of law and loyalty were to fall away, these morals would remain with the people as the foundations of mutual understanding.

Honor

The oaths and agreements that hold people together are governed by honor. Honor is not the same as renown earned through combat. Rather, it is a person's moral reputation, earned through fair and honest dealings with friend and foe alike.

What other people say about you is of great importance. Whether it be a peace treaty, a business arrangement, or a pact between families, it is honor that reassures people to deal with one another in good faith. In the language of Ériu the word for honor is *enech*, which translates directly to "face," as in "saving face."

Honor encourages certain virtues, especially loyalty and honesty. It also encourages reciprocity, whether it be the repaying of a debt or the taking of an eye for an eye.

Accusations or offenses against the honor of a person or clan are responded to forcefully, and careless words or unfair treatment can often yield bloody consequences.

It is understood that the concept of honor only has worth so long as everybody believes in it and agrees to abide by it. All it takes is a minority of dishonorable individuals to erode the common sense of trust. To preserve the delicate social order, those who do not value honor are either harshly corrected or shunned.

Hospitality

The fires of civilization are fragile glimmers amid the wilderness, and when strangers meet on the road it is usually with hands upon sword hilts. It is a chaotic and dangerous world, and the only shelter to be found is with hearth and home.

Whether it be a meager hut or a noble hall, the home is a sacred space set apart from the turmoil of the world, where the warmth of human life is protected from the outer cold. A person who opens their home and offers refuge to others is achieving the highest possible virtue.

The relationship between host and guest is as sacrosanct as the home in which it takes place, and obligations are expected of both parties. Once they have accepted a guest into their home the host must provide food and comfort as best they are able, and they are duty-bound to ensure the safety of their guest against any who would do them harm. For this generosity the guest must offer the host something in return, whether it be their services, a gift, or entertainment for the evening, and if the host is attacked the guest must leap to their defense without hesitation. Failing in any of these duties is a mark of great shame. When they can afford to, virtuous hosts will give hospitality freely and free their guests from the obligation of a gift.

To break the trust between host and guest is the greatest sin imaginable, and one who turns against the other will be outlawed by their kin and cursed by the gods themselves. Any guest who breaks the peace of a host's home by attacking another guest immediately forfeits their life by doing so.

Displays of hospitality are a sure path to honor and, conversely, being known as an ungenerous host is a stain upon any reputation. Even if a person's worst enemy were to come to their door seeking shelter they would have reason to give welcome.

Veneration of Knowledge

Knowledge is not an abstract concept born from the mind. It is an aspect of nature, a universal force that can be perceived and tapped into. It is for this reason that the learned caste of the filidh are seers as well as teachers, blessed with visions through their keen insight.

There are many ways by which sorcery and enchantment might be invoked, but for most mortals it can only be achieved through learning. Knowledge is a sacred and powerful thing, the tool by which gods and mortals alike are enabled to thrive. But it is not objectively a good thing. Wielded by an undisciplined mind it can do great harm, and there is deep knowledge that is kept secret for good reason. Even the most unlearned person is taught to have a healthy respect and awe for what they do not know.

Cultural Characteristics

Through the intermingling of Aes Sidhe, Fir Bolg, and Gaelic cultures, a unique society has formed in Ériu. It is comparable in many ways to neighboring societies such as those in Alba and Gaul, but there are just as many features that are unique to this island and its people.

Architecture and Households

Up to three generations of a family might live within a household, all sharing space in a single roundhouse. Roundhouses are the standard form in which most structures are built, constructed from whatever materials are available in the area. The conical roof is thatched with straw, reeds, or sod, and the stout walls are built from stone or with wattle and daub. There are no windows, as it would let out too much heat. Covered by animal hide or doors of densely-woven wicker, entryways are often low enough that a person must duck their head or even crouch while entering. The space within a roundhouse is a single circular room, usually with a stone-lined hearth pit placed in the center of the floor.

In any house the periphery of the room is furnished with beds and couches. Screens, curtains, or panels can be arranged for privacy, and sometimes wicker-walled compartments are built. Aside from the fire of the hearth pit in the middle of the house, beeswax candles are used for indoor lighting. Whenever possible open wall-space is covered with decoration, usually patterned blankets or animal skins because of the insulation they provide. War trophies also adorn the homes of many proud families. The central area of the room is kept clear of obstruction aside from the hearth pit. Depending on the family's wealth, the floor is composed of firmly-packed dirt or floorboards and is perhaps covered with rushes, animal hides, or carpets.

Chairs are not used and seating is usually a simple matter. A few benches or stools might be available but it's typical to squat or sit cross-legged on the floor. Thickly-woven straw mats or

blankets are often used to stay off the bare ground. Chieftains and royalty do not recline in high-backed thrones, but instead seat themselves upon richly decorated benches.

Tables are considered a luxury, usually only set up in halls for feasting and otherwise stored away to save on space. When laid out during feasts, table boards are raised off the floor only a little and guests lower themselves onto mats and cushions. For most meals indoors, people will simply hold their bowls while sitting around the hearth pit.

For storage, chests and trunks are usually placed along the walls and the rafters overhead provide ample space for hanging various necessities. Many homes also keep stockpiles of goods in small outbuildings or buried stashes.

There is another form of habitation called a crannog, which is a roundhouse built on a stilted wooden platform out over the water of a lake or a bog. Only approachable by a bridge or by rowboat, crannogs provide a simple but effective form of defense for their residents.

A chieftain's hall is essentially the same as a roundhouse in design and arrangement, but built on a grander scale. Though each hall may vary, greater or lesser, they all aspire to the same ideal: Tall and sturdy wooden doors hang on iron hinges, opening into a circular space large enough to fit a hundred people or more. Carved wooden pillars stand in a circle and hold up the lofty roof, tapestries adorn the walls, and polished flagstones pave the floor, all surrounding a hearth pit large enough to roast any beast. This is where the chieftain holds court and the clan conducts formal proceedings like feasts, trials, councils, and ceremonies. When not in use for such occasions the hall is open to everyone as a public forum, and the chieftain's retinue of noble warriors are sure to be found here during their idle hours. While the chieftain's public seat is in the hall, they and their family will have a well-furnished roundhouse set aside as their private residence.

Combat and Warfare

Every year with the dawning of spring the battle-season begins. Throughout all the days of the sun's height the warriors of Ériu throw themselves against one another in deadly contests for clan, glory, and plunder. As the year descends into autumn they retire back to their homes to help with the harvest, and through the winter they nurse their wounds and sharpen their blades for the next battle-season. This is a part of the yearly rhythm, as sure as cattle being driven to their summer pastures.

Combat is a way of life for the noble warrior caste. The habits of competition, bravery, and loyalty are taught from an early age, and by eighteen years most striplings have already had their first experience of battle. There is very little fear of death, for it is known that all who die will live again in the Otherworld. The only immortality that a true warrior wishes to achieve in the mortal world is to have their name and deeds remembered forever in song.

The dance and pageantry of combat matters just as much as the actual cut and thrust, and absolute victory over a foe is rarely the point. Aside from the material rewards of plunder, the true goal of battle is to establish dominance and reputation through flourishes of prowess and bravery.

An average-sized clan is usually capable of mustering up to one hundred warriors, though it is rare for all of them to ever be gathered together in one place except when feasting. A clan's fighting strength is diffused into small and mostly-independent warbands. Led by family elders, each warband is made up of warriors who share close ties of affinity and kinship. Because of this, warfare in Ériu is usually uncoordinated, small-scale, and extremely personal.

Strategic command is not a concern held by many chieftains. A proper chieftain is expected to act in a manner befitting a war leader, fighting alongside the clan's warriors and rewarding them generously when the fighting is done. Aside from plunder and feasting, the customary gift of a chieftain to their warriors is

given in the form of torcs. Coiled bands of precious metal, torcs are worn around the arm or neck and are the emblems of a respected warrior. The more torcs that a warrior is awarded by their chieftain, the higher their status and esteem. A chieftain who does not fight alongside their warriors and does not reward them for their bravery will quickly lose all support and protection.

Cattle raiding is the quintessential form of engagement and it might be Ériu's most popular pastime, almost resembling a sport. With cattle as the ball and territorial boundaries as the goal line warriors race back and forth across the landscape, cheered on by their kinfolk. The clans even keep score against one another, counting and comparing their yearly gains and losses in cattle. Individual warriors likewise keep score, counting and comparing scars and trophies.

There come times when such games are not enough to satisfy honor and pride, and tensions between clans grow to engulf entire kingdoms. Kings and queens rally their chieftains, horns are sounded, and great throngs of thousands are assembled for a pivotal clash. These epic battles usually happen only once in a lifetime, but are sung of by bards for generations. Every warrior dreams of one day becoming a legend on such a battlefield.

Whether the encounter is large or small, the ideal form of combat is carried out on an open and level field. Before wildly charging into one another, opposing sides will always take time to face off and exchange customary displays. Names are proclaimed, challenges and insults are hurled, and filídh chant the incantations of war. It is on stages such as this that glory is won by those who carry themselves properly. However, there is also the base and pragmatic side of warfare, where ambushes and night raids are conducted, the high ground is held, and every advantage is grasped for without observance of custom or ritual. The hope of earning glory is set aside at such times, but stealthy tactics, opportunism, and ruthlessness are not necessarily synonymous with dishonor. All warriors grudgingly recognize the utility and occasional necessity of these methods.

The heroic tradition of single combat defines most encounters. Warriors are not trained to fight shoulder-to-shoulder and shield-walls are usually scorned. Each individual on the field strives to claim the most glory for themselves, racing ahead of their fellows if they can. When battle is met the scene becomes a mass of scattered single combats, with victors rushing to and fro to find their next opponent.

Single combat is not only a mere form of engagement. It is also a sacred act which, if formally invoked, cannot simply be dismissed out of hand. A lone warrior might hold a river crossing against an entire warband by demanding the right to single combat, forcing the enemy to come forth one at a time. History hinges on such moments, and the outcome of battles or entire wars can be decided by a single combat of champions without armies ever clashing. Off the battlefield, single combat may be used as a formal resolution to feuds and legal disputes so long as the fight is witnessed and sanctified by a fili.

Head hunting is a prominent feature of warfare in Ériu. Following a battle or single combat, a victor will usually remove the head of a particularly remarkable enemy and take it home as a trophy. It is even made into sport, with comrades often competing to see who can claim the most heads within a season. This practice is so culturally ingrained that it is accepted as a natural consequence of war and is expected as the right of the victor. Though a slain warrior's friends and family may mourn and wish to avenge the death, the taking of that warrior's head will not necessarily worsen the grievance.

There is a respect held for the heads that are taken, for each trophy is recognized and honored as having belonged to a singular foe. After battle, a righteous victor claims the head of only the most remarkable opponent to have faced them. If a warrior were to go picking over a battlefield, indiscriminately claiming every available head and throwing them all into a basket as if they were cabbages, such disrespect would likely earn them a severe beating from their own comrades.

There is ceremonial magic at work in the act of taking an enemy's head. As is believed throughout Ériu, a creature's soul resides in its head. This means that the head is a totem of great power. When a victor claims the head of an enemy, they also claim a measure of sovereignty over the soul that once resided therein. The soul of the defeated has passed to their next life in the Otherworld and they are not compelled to serve the victor directly, but the victor acquires a measure of that soul's vitality. Warriors who collect many heads accumulate not only prestige, but spiritual potency as well.

The greatest prestige goes to those who ride into battle astride chariots. Upon their lofty platforms these champions stand head and shoulders above the fray, traversing the battlefield with deadly swiftness. Chariots are the pinnacle of Gaelic craftsmanship, as seamless a union of form and function as any blade, and so the privilege of riding one is usually reserved for only the most noble or accomplished warriors. The image of a chariot-mounted warrior is the ideal of heroic combat.

Saddle-making is not a known art among the people of Ériu. Without a secure seat, fighting from horseback in close quarters is very risky. This makes chariots the more practical choice for the thick of battle. The clans of the mountains boast a unique penchant for ranged skirmishing from horseback, using the nimbleness of their ponies to stay out of reach on rough terrain while they harass their enemy with slings and javelins.

Campaigns of total war are a foreign concept to the people of Ériu. Each warrior lives for combat but they are not professional soldiers like the Romans. After a battle they go back home to their own lives. If the direct takeover of another clan's land were attempted it would not hold for long, because there would be no one willing to stay in hostile territory and carry out the troublesome duties of occupation. Nothing short of a whole clan's migration is likely to make significant changes to the territorial boundaries of Ériu. Instead of conquest and expansion, victorious chieftains declare their

sovereignty over other clans by demanding oaths of loyalty and tribute.

Hillforts are the centers of martial power in Ériu, and the vast majority of the island's people live within a day's journey of at least one. The security provided by hillforts is not in defense and fortification, but in projection of power. From their feasting halls upon these lofty heights, chieftains and warrior nobles watch the surrounding landscape and swiftly rally to answer any signs of incursion. Warriors who take a defensive posture in their hillforts are simply forfeiting the field, allowing raiders or monsters to plunder the countryside and leave at their leisure.

Still, a hillfort provides a safe and enclosed place for common folk and livestock to take shelter while the warriors go forth. A hillfort's greatest defense comes from the height and slope of the hill it sits on. Fortifications are rather light, usually no more than a palisade wall surrounded by a ditch. A particularly mighty hillfort is distinguished by the presence of watchtowers and a gatehouse. Multiple layers of ditches and dykes might also be dug on the hill's slope, making the approach more difficult.

Drawn-out sieges never happen. The only occasion that might call for such a direct action is the overthrow of a chieftain, when a new contender seeks to claim the throne for themselves. If a hillfort is attacked it might involve a mad uphill rush to batter down the gate, as sudden and decisive as any battle in the field. The uphill rush is rarely necessary, however, because most defenders would rather sally out for a downhill charge.

The fighting is usually left to the warrior caste and there are no formal militias or levies, though commoners are quick to take up spears if need be. If a commoner chooses to stand between a warrior and plunder, they are taking their life into their own hands. However, bloodshed is ideally kept between willing combatants and the wanton killing of non-combatants is condemned as a shameful act.

Going so far as to wish total annihilation upon another clan is considered to be a short-

sighted and aberrant desire. This is a small island with relatively few people, and at least half of it is covered by untamed wilderness, so reducing productive farmland to wasteland does no good for anybody. If villages were burned, people driven away or massacred, and the earth sown with salt, it would degrade the condition of life in Ériu as a whole. After all, next year's plunder, tribute, and trade needs to come from somewhere.

It is true that violence is a constant in Ériu, but it is not all-consuming. A clan might always be in conflict with one rival or another, but there is no clan that could survive being in conflict with all their neighbors at all times. None but the most exceptional feuds continue past a generation or two, and clans will eventually lay aside sword and spear and meet as fellows. Treaties and marriages are just as common as raids and rivalries, and times of peace are possible. But no steadfast ally remains so forever, and so the landscape of friend and foe is ever-shifting.

Criminal Law

Corporal punishments such as incarceration and execution are unheard of. A criminal facing severe punishment might be sentenced to slavery for a certain amount of time, banished as an outlaw, or have a prohibitive *geas* laid upon them. Lesser punishments for minor infractions may take the form of a public shaming or beating, carried out by an assembly of local community members and relatives, after which all is forgiven.

A person found guilty of a crime may offer an honor price, called an *éraig* to the injured party or their family. The size of the *éraig* varies depending on the severity of the crime and the social caste of the injured party. If this price is paid and accepted, the accused is absolved of their guilt. The injured party may refuse to accept an offered *éraig*, and may instead demand that a punishment be carried out.

Judgment is passed down in a trial by one or more *brehon* judges and is carried out by the community or, in more severe cases, by the

chieftain's household. If they feel so inclined chieftains can take counsel and hand down a judgment themselves. Indeed, a chieftain can make a good name for themselves as a wise keeper of law, but in practice most trials are left for the brehons to decide.

Like all *filídh*, brehons might be called to witness and sanctify single combats, but trial by combat is not a part of brehon legal proceedings. If a conflict is resolved by single combat before a brehon ever has to mediate the issue then so be it. But if a situation has progressed so far as to reach a trial then it is too late for anyone involved to try fighting their way out.

If a person is made an outlaw, they are forsaken by their clan and there are no consequences for whatever might happen to them. In the same way that a bounty might be offered for wolf pelts, some chieftains offer open bounties for any outlaws who are caught or slain in their lands. This has allowed for the existence of manhunter groups who make a living collecting such bounties. The wayward ruffians who make up these groups are often as much of a menace as any band of outlaws.

Diet

Ériu's natural bounty offers a rich diet, and even the humblest of homesteaders have access to a wide variety of foods.

The foundational element of most people's diet is dairy products: Milk, butter, curds, cheese, and cream are constant favorites. Many people have a particular taste for soured dairy and take great care in cultivating the perfect tangy flavor. A mixture of sour cream and cold water is a popular drink for refreshment on hot days. So remarkable is this appetite for dairy that it has caught the notice of foreign observers and become a significant part of Ériu's reputation abroad. Of course those Mediterranean writers and geographers can never restrain their imaginations, and so it is now widely believed throughout Roman lands that the people of Ériu drink directly from the udders of their cows.

Meat is roasted or boiled, and it is the centerpiece of any proper feast. A person of humble means can hope to have a meat course about once or twice a week, usually with dinner. Since most cows are raised for their dairy, beef is not as regular a choice as pork or mutton. Wild game is plentiful, with hare, fowl, and fish being the usual fare for the cook-pots of common folk. Brehon law reserves larger game such as deer and boar to be hunted only by nobility and royalty.

Chickens are a novelty imported by Mediterranean sea traders that are rapidly catching on in popularity. Until recently eggs were only an occasional treat stolen out of wild birds' nests, but that is now changing with the introduction of this domestic bird.

Bread, biscuits, and oat porridge are mainstays, common to every meal. Most households prepare and bake their day's bread every morning. Oats are the primary grain crop, planted and harvested in vast quantities. It is not easy for wheat to grow in Ériu's damp climate, but a small amount manages to be harvested each year and is considered a delicacy.

The great plowed fields are typically reserved for the planting of grains, but nearly every house and homestead has a garden where cabbages, onions, parsnips, garlic, herbs, and greens are grown.

Orchards of apple trees are a common sight in settled lands, and they are tended with as much care as any field of grain. Apples are the only fruit that is deliberately cultivated, but cherries, blackberries, raspberries, strawberries, and elderberries can be picked from wild thickets in great abundance. Hazelnuts and walnuts can also be gathered from the forests.

Another common sight are beehives. Buzzing among the apple orchards and thickets, the sound of worker bees can be heard everywhere during the warmer parts of the year. Honey is considered a great treat and is used generously. Mixed with dairy, glazed onto roasting meat, drizzled over bread or porridge, or used as a dipping for fruit, it is the universal condiment.

Seaweed is harvested from the shores and it can be dried and enjoyed as a crunchy snack, added to soup stock, or wrapped around roasting meat as a seasoning. Sea salt is also gathered in great quantities, with entire coastal villages dedicated to tending terraces of evaporation ponds. Fishermen can be seen rowing along the shore, throwing their nets into the surf and dragging out fish and shellfish of all sorts.

Fresh springs can be found all throughout Ériu, so clean drinking water is not difficult to access. Aside from water and dairy, alcohol is of course available to quench one's thirst. Ale and mead are the local brews and both are consumed in great quantities. Mediterranean wine is prized as the height of luxury, and is purchased at great cost from sea traders whenever possible. In the sea traders' homelands wine is diluted with water to manage its potency, but in Ériu it is enjoyed in its fullness.

Food is served on platters and bowls and is eaten with a knife and fingers. Anything that might call for a spoon is instead slurped or scooped up with bread. Drinking vessels are usually made from wood or copper, though cups of silver and gold are always sought for by the rich. Ceramics are used more for storage rather than as tableware.

Breakfast is given no consideration as a proper meal, though a person might munch on something simple like an apple or biscuit as they begin their day. A light and simple lunch is always enjoyed as a break from work, and is customarily taken outdoors if the weather is pleasant.

The most important meal of the day is dinner, greatest in both variety and portions. Freshly-cooked food that has been in preparation throughout the day is laid out and appetites are properly satisfied. Dinner is the primary social event in most people's lives, for it is at dinnertime that the members of a household gather after a long day, welcome guests, and discuss many things. Once dinner has begun it will usually last for the remainder of the evening, carrying on until everyone goes to bed. Feasts in noble halls are the ultimate expression of the

relationship between Ériu's food and the social lives of its people.

Economy and Trade

Because the rulers of Ériu's kingdoms do not mint currency, there are no coins except those that are brought as treasure from foreign lands. While gold and silver are certainly considered to be highly valuable, they do not determine the economic standard. Ériu runs on a cashless barter economy, and trade is moderated by abstract units of value called *unga*, *sét*, and *cumal*.

Sét is the primary unit, and its concept is based on the worth that Gaelic culture vests in cattle. Livestock and all the products they provide are a guarantee of prosperity, foundational to the way of life in Ériu. This means that cows are the basis and measure of wealth.

Of course, it would be impractical to use live cows as literal pieces of currency for exchange in every transaction, and many people do not even own cattle themselves. In order to ensure that people of all means in Ériu may be able to take part in commerce, brehon law has appraised every conceivable form of treasure and property and determined standardized *sét* values for them all, either as a price for purchase or if traded away as a payment.

One *sét* is equivalent to half an adult cow's worth, so a whole cow is two *sét*. A calf is one *sét* and a bull is three *sét*. An ox (a castrated bull) is one *sét*. Unhealthy or elderly cattle represent no value. For items of a value less than one *sét*, a smaller unit of abstract value also exists, called "*unga*." This is most often represented in trade by various trinkets, common goods, or household wares. The worth of six *unga* is equivalent to one *sét*. For convenience in larger transactions, a larger unit known as *cumal* can be counted. One *cumal* represents the worth of three cows, or six *sét*.

Though there are standardized values for everything, values can always be negotiated. Common folk cannot be expected to remember the brehon-assigned value of every single thing, though everybody at least manages to agree on

the standard value of cattle. Unless a transaction is presided over by the exacting discernment of a brehon, notions of value are often open to interpretation and haggling.

Through this system the wealth of an individual, family, or clan can be determined by appraising and tallying the cumulative worth of their material assets and property.

The vast majority of Ériu's people make humble livings as farmers, shepherds, and fisherfolk, and it is rare to find average households containing many items more valuable than two or three *sét*. Even a single cow is a great treasure to most people. This is not helped by the fact that most cattle are concentrated in the personal herds of warrior nobility due to their near-constant raiding of each other's territories. However, chieftains will occasionally win the favor of their people by distributing the spoils of a raid among their clan's common folk.

Foreign trade is quite active and Ériu is a frequent stop on the routes of many sea traders. All sorts of Mediterranean luxuries are imported: fine fabrics, pottery, glass, jewelry, ivory, spices, and wine. Because of the Roman empire's insatiable need for leather to outfit its legions, Ériu's most profitable export is cattle hide. The sea traders also pay well for furs, grain, lumber, and metalwork. The royal centers of Ériu are far inland and the foreign vessels are too deep-bellied to sail up rivers, so small merchant colonies have gradually developed along the shores where business can be conducted. These settlements are usually no larger than a village and their harbors can only shelter a few ships at a time, but they are Ériu's gateway to the outside world.

The defining economic events in Ériu are the trade fairs that are formed during every Lunasadh festival. Every imaginable good or service is made available in these gatherings, and exotic wares from foreign lands can be found. Cattle-drivers also gather their herds at these fairs and a great deal of livestock trading takes place.

Of course traveling merchants and artisans will always have to be watchful for outlaws, but their property rights will usually be

respected regardless of where they come from or what territories they pass through. Even though their primary occupation is raiding, most warriors consider themselves to be above the lowly act of highway robbery. In any case, nobody wants to discourage traders from visiting their lands. Regardless of what hostilities the warrior caste indulges in, it is generally agreed that business and trade should be allowed to continue for the good of all.

fosterage

It is a common custom in Ériu to place children under the care and tutelage of another family. Usually this is only done within a clan, but it is not unknown for fosterage to take place between separate clans and kingdoms. The tradition of fosterage began in ancient days as a practice of hostage-taking meant to ensure the keeping of treaties and the cooperation of subjects, but over time it has lost its coercive edge and grown into something more.

In present times, the exchange of children is a positive demonstration of trust and loyalty that develops and strengthens bonds between families, reinforcing the social structure of Ériu as a whole. Many brehon laws have been composed to ensure the sanctity of fosterage. Indeed, the relationship between foster-child and foster-parent is considered to be just as significant as the child's birth-relations.

Families of all social castes take part in this custom, though it is most common among nobility and royalty. If a family of lower standing manages to have their child fostered into a higher caste, that child's social status is permanently elevated.

funerary Practices

There are many different traditions for bidding farewell to the dead. Throughout most of the island the deceased are shrouded in white cloths and buried in simple graves. Folk are usually laid to rest horizontally when buried, but warriors often request to be buried upright in deep, narrow

graves so that they may stand on their feet even in death. Food, valuables, and personal possessions are buried with the deceased as provisions for their journey to the Otherworld. Sometimes a small animal is sacrificed and buried as well, sent along to serve as a companion and guide. For people of higher castes, a larger animal such as a horse or bull might be sacrificed to ensure their status in the Otherworld.

To inter a body of high status, a tomb chamber is made from great slabs of stone. This box-like tomb might be left to stand as a dolmen, or it can then be buried beneath a mound of earth. Other times, a mound is raised over the deceased without any tomb. The size of the mound is proportional to the importance of the person buried within. Stones might be stacked to build the mound, especially in areas where rock is more plentiful than soil. Whether they are made of earth or stone, these burial mounds are called cairns.

Some clans practice communal burial and inter multiple generations within a single cairn, opening new graves upon its slopes and adding more earth or stones as time passes. After a battle, fallen warriors will sometimes be interred together in a cairn that is raised on the site of the battlefield.

Burial or interment is an ancient practice, begun by the ancestors of the Fir Bolg. Cremation upon pyres was the common practice of the Gaels' ancestors, but after arriving in Ériu they gradually adopted the indigenous custom. Cremation has not ceased entirely, and it is still the prevailing funeral tradition among some Gaelic clans. There are also strange and remote communities where folk weigh down the bodies of the dead and submerge them in the still water of bogs.

Whatever method a community may practice for laying their dead to rest, the ceremony that surrounds it is always the same. The body of the deceased is prepared and shrouded, and until the time of the funeral a vigil must be kept over them at all times lest their soul be claimed by dark spirits. At the funeral, with

the entire community in attendance, a terrific clamor is made. The mourners blow horns, pound drums and shields, and scream and wail. This chorus is led by professional mourning women, called *keeners*, who raise their piercing voices in traditional melodies of grief.

This cacophony is not only for the expression of sorrow and the honoring of the deceased, but is also meant to drive away the spirits that doubtlessly lurk near at hand. The period of time after a person's death and before their funeral is a perilous time for the soul. Without direction it might become lost and tarry in this world, falling victim to any number of misfortunes. A druid presides over the ceremony, making sacrifice and speaking words to the gods, ensuring that the soul of the deceased is safely guided towards their next stage of life in the Otherworld.

Language and Literacy

Though the tribes of Aes Sidhe, Fir Bolg, and Gael each supposedly issue from separate corners of the earth, upon their first meetings in Ériu it was discovered that they all spoke the same tongue. It's a mystery whether this is a magic of the island, evidence of forgotten common origins, or an alignment of fate.

Visitors from other lands are few enough that secondary languages are rare. However, some *filídh* and chieftains make a point of learning at least a few phrases of Latin, Greek, or Phoenician for communicating with sea traders.

The spoken word is a sacred thing, for the sound of a voice is ephemeral but powerful, without form yet tangible. There is magic in speech. Or, rather, it might be that speech *is* magic. Through poetry and song this magic is truly awakened, and the universe itself takes heed and responds to a practiced voice. It is even speculated that the Tuatha De Danann are not gods by any inherent nature, but rather because they have achieved true eloquence with the spoken word.

To write language down is to trap it, deaden it. When a word is written it is plucked

from the ether, drained of life and potential, and restrained to a single dimension on the writing surface. For this reason most filídh scorn writing, seeing it as an immoral distraction from deeper mysteries.

Knowledge is memorized and handed down verbally through recitation and narrative, and the filídh serve as the stewards of this tradition. The sacred learning of Ériu has never been preserved in writing, but has persisted through unbroken lines of tutor and pupil that go back to the beginning of history. Common folk do not consider writing to have any use in their daily lives, for when they are in need of wisdom they simply consult with those of the learned caste.

The only form of writing used in Ériu are the ogham signs, and this art is taught only to filídh and the children of chieftains. The nobility use it for certain practicalities, such as tallying tributes or delivering simple messages to one another.

Lifestyle

Society in Ériu is complex and sophisticated in many ways, but it lacks technical innovations and comforts that might be taken for granted in other parts of the world. Difficulties and compromises are unavoidable no matter your position in society.

The vast majority of commoners are obliged to contend and provide for themselves, living directly off the land and crafting whatever they are able with their own hands. With no urban centers where goods and services could be concentrated, traders and many artisans must make their living on the road, pursuing business from place to place. Among the more modest clans, chieftains are not above wearing shabby garments or getting their hands dirty working a harvest alongside their kin. Without developed plumbing methods, even the High King of Tara himself must brave the elements and step outside to answer a call of nature, squatting over a ditch the same as any servant or shepherd.

Between the many elevated moments of magic, adventure, and drama, day-to-day life in Ériu is actually rather humble.

This is not to say that people live in squalor. Indeed, personal grooming and hygiene are maintained at an especially high standard regardless of a person's social status.

Property and Inheritance

No matter their social status, every single person has the right to keep personal property and to defend it against anyone who would deprive them. Outside of ceremonial times each year when they are ordained to receive tribute, no chieftain, not even the High King, may lay claim to the property of their subjects.

A person's possessions, household, produce, and livestock are considered to be their personal property. Women may own property independently and in any measure, with the same entitlements as men.

There is no privately owned land. A clan's territory is held in common and used by all of its people, though portions can be entrusted into the care and use of individuals. A clan's chieftain acts as the land's custodian. Aided by the advice of the filí caste, they moderate its use and ensure that its natural resources are not carelessly depleted.

Inheritance in Ériu is overseen by brehon law. If the deceased had a spouse, the spouse inherits sole ownership of the household and property they shared. If the deceased is not survived by a spouse, all of their property is divided equally among their children, including any foster-children. If the deceased had no immediate family whatsoever, their property is divided equally among friends and the next-nearest kin. Aside from these default procedures, before their death a person can declare their specific wishes as to where their property goes and who inherits what.

Property and inheritance laws do not give a person protection or recourse against raiding and plundering by other clans.

Religion

There is no great story of creation, only a great cycle. Whether in a state of chaos or order, the universe always has been and always will be. The gods have not always been, for they are merely a part of this present cycle just like everything else, and one day they will recede back into the mists from which they arose. Many say that they are receding even now. The only constant is the never-ending interplay between the two halves of the universe: the mortal world and the Otherworld.

The Otherworld is the home of the gods. A parallel realm that is inextricably entwined with the mortal world, separated by the thinnest of immaterial veils. Even though the Otherworld is a magical and surreal place it is just as real and tangible as the mortal world. Visitors may traverse the veil in either direction, passing from one world to the other at any time.

Ultimately the souls of all mortals journey to the Otherworld after death and there they are re-embodied. This is not an afterlife, but the second stage of life. The event of death is simply life's intermission and there is no judgment, no eternal fate. This is true not only for human souls, but for beasts and all other beings as well.

When re-embodied in the Otherworld, a being is the same age as they were at the time of their mortal death and they will remain that age for the remainder of their days. This is the reason why many foolhardy warriors are so willing to die young. But even those who died in old age find themselves reinvigorated and relieved from mortal afflictions.

The last half of life is lived out among the kingdoms of the gods, then concluded by a second and true death. After this final end the cycle begins again and the soul is reincarnated as a new being in the mortal world. Reincarnation usually takes place along bloodlines, which means that the well-being and continuity of a person's clan is of concern to their immortal soul.

Spiritual practice in Ériu is less a system of worship and more a system of negotiation that has accumulated layers of tradition. The gods are

known as the Tuatha De Danann, and they once ruled the island as earthly kings and queens, but centuries ago the ancestors of the Gaels came from across the sea and made war upon them. Mortals were mightier in those days, and the gods were overthrown. A treaty was struck, and the Tuatha De Danann agreed to take their people and retreat into the Otherworld, leaving Ériu to mortal-kind on the condition that mortals would pay recognition to them forever after.

Giving ritual observance and sacrifice to the members of the Tuatha De Danann is how the terms of the ancient treaty are upheld. In the beginning this arrangement was purely political, but mortals are prone to forgetting the original purpose of things, and through the generations the practice has steadily taken on a closer resemblance to genuine worship. The Tuatha De Danann have doubtlessly been delighted to sit by and simply let mortals lapse into this mode of thinking.

The mortal tribes of Fir Bolg and Gael each have their own unique relationships with the gods. As powerful and wise as the Tuatha De Danann may be, there is an awareness that even they are finite and fallible.

The ancestors of the Fir Bolg had waged war and built a civilization upon Ériu long before the Tuatha De Danann ever arrived, and when they did arrive the Fir Bolg met them in open battle. Though they bloodied the godly invaders, the Fir Bolg were beaten and conquered. They have seniority on this island, hold grudges for their past oppression, and are all-too familiar with the gods' imperfections. Still, the Fir Bolg acknowledge the place of the Tuatha De Danann in the universe, and as a form of commemoration they continue the traditions of tribute that were begun by their conquered forebears.

The Gaels' history with the gods was never so intimate. The Gaels' first introduction to the Tuatha De Danann was an act of war, just as it was for the Fir Bolg, but this time it was mortals on the offensive and it was the gods who were conquered. The Tuatha De Danann retreated into the Otherworld and became obscured from mortal knowledge before the Gaels had a chance to truly

understand them on peaceful terms, and so they have remained fixed in the Gaelic imagination as mysterious, looming figures. For all their irreverent bravado, every Gael nurses a secret superstition that the Tuatha De Danann will one day return to reclaim what was taken from them. So the Gaels continue to honor the treaty and give respect to the gods they overthrew, lest the taste of victory turn to ash in their mouths. Ériu and her sisters are exempted from suspicion and they are given special reverence, for it is they who welcomed the Gaels to the land.

The Aes Sidhe's relationship with the Tuatha De Danann is a different matter entirely. The Aes Sidhe are lesser kin to the gods and live in the Otherworld alongside them. Rather than worship, they give respect to the Tuatha De Danann in the same way that mortals honor their elders and chieftains. Some of the more influential Aes Sidhe nobles even contend with the gods in courtly games of power. The Aes Sidhe who take up a life in the mortal world become estranged from the gods just as they are estranged from the rest of their people.

There are tales and legends that tell of the deaths of gods: Nuada slain by Balor, Tailtiu working herself to death, Lugh murdered by conspirators, and so on. These tales are all true, but these gods still live on. All beings can die and experience a re-embodiment and second life, whether mortal or god. Even after their deaths in the mortal world these gods remain active in the Otherworld, and they can of course still interact with mortals in many ways. Even Balor of the Evil Eye, who was slain by Lugh, may yet be lurking like a devil somewhere in the depths of the Otherworld.

Druids serve as emissaries to the gods, representing mortal interests and maintaining positive relations between the two worlds. But communion does not need to be done exclusively through druids. Every person is able to win favor and avert misfortune in small ways through the use of charms, shrines, and sacrifice. Even without prayer or dedication, exceptional words or deeds will often attract the attention of the gods.

The Tuatha De Danann are able to make their presence known at any place and time, for they have woven themselves into the very fabric of the world. But there are also places such as groves, springs, and standing stones, where their presence is particularly felt. These sacred sites are of special importance to Ériu's spiritual landscape, and the most important site is the Hill of Uisneach. The sister-hill to blessed Tara, Uisneach is the seat of the Ollamh Fala, the king of druids, and it is the spiritual heart of Ériu.

Romance and Marriage

In matters of family and the household, men and women stand as equals. Marriage is seen as a contract of mutual benefit between a couple, wherein both spouses swear to always support one another, to never betray or slander one another, and to demand the best of one another.

While there is great admiration for the vagaries of romantic love and bodily attraction, these things are seen as merely recreational and carry little weight compared to the pragmatic demands of a harsh world. The long-term survival of a clan is never guaranteed and it is imperative to ensure continuity by getting down to the business of raising new generations. On an individual level, considerations such as status and security carry just as much weight as love.

But still, there is respect for an individual's freedom to choose. A woman has the right to deny suitors and arranged marriages, and a marriage is not considered lawful without the woman's consent.

Same-sex romances are accepted, and it is not unheard of for a child to be fostered and raised by a non-traditional couple. Regardless of orientation there are those who enter a traditional marriage and have children simply to carry on their bloodline and strengthen the clan, but in the terms of their marriage they can negotiate for the freedom to enjoy companionship elsewhere.

Marriage ceremonies are usually simple affairs. Standing within a circle drawn on the ground, the grasped hands of the couple are wrapped in a cloth to symbolize their union.

Some standing stones have holes carved or weathered through them, and if such a stone can be located the couple will pass and grasp hands through the hollow. Tokens and vows are exchanged and a druid consecrates their union with fruitful blessings. Afterwards, a brehon witnesses and affirms the couples' legal commitments to one another.

If people of two different social castes are wed, the person with the lower status is raised up to that of their spouse. A dowry or bride-token might be paid, but it depends on the specific terms that are negotiated between the couple.

A divorce can be demanded by either spouse for various reasons, whether it be abuse, disloyalty, or sexual dissatisfaction. If this occurs the household is divided fairly under the moderation of a brehon.

Monogamy is the norm, and if one person in a couple wants to keep the relationship monogamous this must be respected by the other. However, a married person may openly have other lovers without shame so long as their spouse agrees. If they take a lover without the consent of their spouse, the spouse may demand legal compensation or reprisal. A spouse who can tame their jealousy is considered to be an admirable person, generous and without insecurity.

Marrying multiple spouses is not common, but nor is it taboo. It is usually practiced by only some among the nobility and royalty. If a person wishes to take another spouse they must gain the permission of all senior spouses. When a new spouse is brought into a family without the other's consent the newcomer should be ready to defend themselves, because spurned senior spouses are within their legal rights to attack an unwelcome newlywed. If a new spouse can survive for one week after the marriage then the senior spouse(s) must cease their aggression and acknowledge them as a peer.

Rulership

It is taken as an established truth that every clan needs a chieftain, and every kingdom needs a ruler. A leader of a clan or kingdom has three primary responsibilities: Their first responsibility is to serve as the ceremonial centerpiece of their people's relationship with the land. Their second responsibility is to ensure that the land remains bountiful and is not abused. Their third responsibility is to act as a war leader so that they may protect their people's claim to that land.

Both men and women are eligible to rule. Sovereignty is a mystical aspect which ultimately rests with the land, and its grace is merely lent to those whom the people acclaim as the land's rulers. If a man becomes a chieftain, he must be ceremonially wedded to the land as its steward and protector. If a woman becomes a chieftain, she must be ceremonially elevated as an aspect of the land itself. No claim to rule is fully legitimate until this rite of coronation has been performed with the assistance of druids.

A ruler's spouse is given all due respect but their role is that of consort and they do not have the same degree of authority as the ruler, nor the same sacred duties to the land and its people.

The warriors and family heads within a clan all swear oaths of loyalty to their chieftain. In return for this loyalty, the chieftain swears to behave with all the virtues expected of a leader, such as generosity, bravery, and justice. If a chieftain fails to uphold the oaths of their office, then oaths of loyalty sworn to them may be considered null and void.

While the ceremonial role of rulership is venerated, the person who happens to fulfill that role is not necessarily entitled to the same veneration. The royals and nobles of Ériu do not rely on any claim to special lineage or divine mandate, and so they must stand or fall solely by their own merit. The free folk of a clan usually show no hesitation in holding their leaders accountable for mistakes and misdeeds. If a chieftain fails to satisfy their kinfolk there is usually no shortage of noble candidates waiting to win popular acclaim and take their seat.

Brehon law does not defend the incumbency of rulers.

Aside from those with exceptional vigor, chieftains rarely hold the position into their elder years. When the strength begins to leave their sword arm or their speech begins to fail them, it is a wise chieftain who knows to abdicate with dignity. The people of Ériu have little patience for those who cling to power beyond their time.

Upon the death or abdication of a chieftain a clan council is held to formally decide who will take up the position. If the previous chieftain named an heir they are usually given due consideration, but any member of the clan's noble caste can also be nominated. Though only nobility can be nominated, figureheads and elders from among the clan's common folk are given seats and votes in the council for the final decision.

For an entire kingdom, it is only members of the dominant clan who may elect a new ruler from among themselves. Subservient clans and their chieftains simply must accept the decision or else make open rebellion against the kingdom's new ruler and loyal clans. A ruler's position over the entire kingdom can be lawfully challenged by folk within that ruler's own clan, but external challenges from subservient clans can simply be resolved through battle.

Rather than wearing crowns, rulers in Ériu distinguish themselves through traditional forms of poise and with the quality of their entire panoply. The nearest equivalent to a crown that a chieftain might wear is a golden torc around their neck.

Slavery

Kinship in a clan is the basis of enfranchisement. Without a community to vouch for them and provide safety, a person can very easily fall to the bottom of society no matter their previous status. Many people stripped of kinship are driven away as outlaws, and the rest must endure as slaves. Slaves make up a part of the servant caste, though not all servants are slaves.

There are five ways by which a person might find themselves enslaved:

The first and by far most common way is being taken prisoner by warriors of another clan during a raid. The clans of Ériu practice this custom enthusiastically among themselves, and raids across the Inner Sea occasionally bring captured Britons, Picts, and Romans to the island.

Secondly, a brehon or chieftain might condemn a person to slavery as a form of criminal punishment. These judgments are usually handed down as temporary sentences, and the person must serve for however long is decided before their freedom and former status are restored.

Thirdly are those people who are given into slavery by their own kin to satisfy a dominant clan's demand for tribute. Each community will have their own way of choosing who goes, if the choice is given to them at all.

Fourthly, a few people are simply without a clan by tragic circumstance, perhaps some calamity or accident of birth. The only alternative being the life of an outlaw-by-default, these unfortunates give themselves into servitude in exchange for a sleeping place by a fire and a roof over their head.

Fifth, those who are already outlaws might be captured and sold to a clan by manhunters.

Most enslaved people find themselves serving in the households of chieftains and warrior nobles. Common folk typically don't keep slaves, though farmers might request loans from their clan's elite to help during sowing and harvesting seasons.

Slavery in Ériu bears little resemblance to the chattel enterprises of the Roman empire. There is no bondage with manacles nor life behind bars, and the enslaved walk among the free with little separation in day-to-day life. Words, food, and even affection might be shared, and what little free time a slave has can be spent as they wish. Slaves are emancipated if they become wed to a person of free status. Every child is born free and left in the care of their

parents. Slaves can even give legal testimony and possess their own personal property.

Escapes occur with some regularity. When sent on tasks like shepherding or message-running it is trusted that a slave might be away on their own for days or weeks and still return. Many never do return from such errands, of course. Others might be kept closer but still find the right time to slip away and run back into the open arms of their own clans.

Despite the possibility of escape many enslaved people have their own reasons for staying where they are. Some of them form attachments and build a new life. Others believe that this is their only lifeline, having nowhere better to escape to. For most, the simple fear of pursuit and punishment is enough to dissuade flight.

While it might seem as if slaves are allowed enough freedoms to make their title irrelevant, they are still expected to work hard at whatever task they are given and the threat of coercion is ever-present. A free person is entitled to choose for themselves in all things, and not even their own chieftain may legally compel them into a task with violence. But an enslaved person can never afford to forget the cudgels and swords that hang at their captors' sides.

Disobedience might be answered with violence, even death, but there are laws against some excesses of cruelty. Any free person who arbitrarily kills a slave can be tried as a murderer, and if a slave is starved, tortured, or crippled, the perpetrator likewise must face trial. A slave has no honor price that can be paid in recompense, and so by default the criminal should face punishment. However, it is an unfortunate reality that those with power and influence do not always answer for such abuses. The greatest deprivation might fall upon slaves who are sold to sea traders by unscrupulous captors, for they are taken away from Ériu in chains and disappear into the Roman vastness, likely to never return home again.

For those who remain, slavery is rarely the final stage of life. As time passes and familiarity grows, a slave inevitably comes to be

thought of as part of the clan, and after some time they will usually be granted formal kinship and lifted up from servitude. Even if a slave is not adopted into the clan, it is customary to eventually free them and provide them with the means to resume an independent life. Keeping a slave into old age is considered to be an awful tyranny. Besides, a clan can feed only so many mouths and if the warriors are to have their sport of capturing new slaves then room must be made for them.

The slave population of Ériu is quite small, but it's a revolving door and anybody might have the poor fortune of passing through it in their lifetime. One season's captor is the next season's captured, and on it goes.

Travel and Transportation

Brehon law protects the right of every individual to travel where they wish throughout Ériu, though it is only a naive fool who thinks this guarantees an undisturbed journey. Not only are the wild and lonely places haunted by outlaws and worse, but along many paths and at many river-crossings there are warriors waiting to challenge a traveler's progress. Sentries are posted along the boundaries of every clan's territory, making shows of strength and questioning all strangers who pass. It is the duty of these sentries to be stern and suspicious, but most common folk have nothing against travelers. Indeed, a traveler can usually rely on the welcome of locals wherever they might find themselves. Many doors are opened not only by the custom of hospitality but also by a desire to hear news brought from elsewhere.

Those who spend nights outdoors must make do with very little. There are no portable camping tents that can be carried by travelers, nor bedrolls. The most comfort that can be hoped for in the wilderness is a dry spot of ground sheltered from wind and rain, a thick cloak to wrap up in, and a well-fed campfire.

There are only five roads in Ériu, radiating out in all directions from the Hill of Tara. Four of these roads connect Tara to each of

the other kingdoms' royal seats. The fifth, known as the Great Highway, runs straight across the middle of the island from the Hill Tara in the east, past the Hill of Uisneach, and to the Gaillimh bay in the west. The portions of these roads that cross bogland are made of sturdy wooden planks. Bridges are never built and rivers are simply crossed at shallow fords. Each kingdom is required by brehon law to maintain any part of a road that runs through its territory, and dereliction of this upkeep is considered to be an act of war against Tara.

Aside from the five main thoroughfares there are countless footpaths, cart tracks, and shepherd trails weaving their way throughout the landscape. Almost all people travel on foot everywhere they go. When moving cargo, two-wheeled carts and wagons are pulled by hand or by a draft animal led on a tether.

In Ériu, chariot driving is a far more prominent and culturally celebrated skill than horseback riding. Chariots are status symbols of the nobility, and even when not driven to battle they are considered to be the high-class way to travel. To sit on the back of a horse usually implies to others that you are either an upstart commoner who would be better off hitching that horse to a cart, or a shabby noble who couldn't afford a chariot.

When horses are ridden it is bareback with only a simple bridle. Though the folk of Ériu are not born riders, this does not mean that horseback riding is unheard of. The clans of the western mountains breed sure-footed ponies and are well known for their nimble horsemanship over rough terrain.

The most common form of watercraft is a small round rowboat made of wicker and animal hide called a coracle. Usually sized to accommodate only one traveler, coracles are light enough that they can be picked up and carried overland on one's back, making them incredibly convenient for cross-country journeys between bodies of water. Hollowed-out log canoes are also occasionally used. Ferrymen with ruddered barges might be found making a living on stretches of river where no ford can be found to

cross. The people of Ériu know how to build and pilot sailboats, but only the bold voyage very far beyond sight of land.

Rules for Player Characters



Changes made to the OGL rule set

- The player who arranges and mediates the gameplay is referred to as the “Verse Master.”
- New races, now called “tribes.”
- New classes.
- New backgrounds.
- New feats.
- Short rests are lengthened to **8 hours** and long rests now take **7 days**.
- Short rests satisfy a character’s need for sleep.
- One long rest heals all levels of exhaustion and restores all spent hit dice.
- If player characters are given hospitality and take a short rest indoors, when expending hit dice for healing they may roll one extra hit die without any expenditure.
- Temporary hit points can be stacked together from multiple sources and do not override one another.
- The Arcana, History, and Religion skills have been removed. Bardic Verse (Cha), Brehon Law (Int), Chariot Driving (Str), and Druid Lore (Wis) are newly added skills.
- Intimidation ability checks may be modified by a character’s Strength bonus in place of their Charisma bonus, whichever is higher for that character.
- Spears have been given the *Reach* property.
- Staffs (quarterstaves) are now versatile (1d4/1d6 bludgeoning).
- Slings now do 1d6 bludgeoning damage instead of 1d4.
- A new coinless barter economy has replaced the gold/silver/copper currency system.
- Multi-classing is not possible.

Changes made to Spellcasting:

- If a character is able to choose which spells they have prepared to cast, the preparation phase may be performed at the end of short rests as well as long rests.
- Casting a spell requires a Bardic Verse (Cha) check for Bards, a Brehon Law (Int) check for Brehons, or a Druid Lore (Wis) for Druids (DC 8 + spell level). These spellcasting ability checks fulfill any somatic and/or verbal casting requirements, and as such require the caster to have the use of their hands and/or voice. If a spellcasting check fails, no spell slots are expended.
- If a spellcasting ability check results in a natural 1, the spellcaster must immediately make a saving throw using their spellcasting ability score, against their own spell save DC, or else be inflicted with a curse ([pg. 169](#))
- Material components are no longer used for spells, but in their place a spellcasting focus is necessary. When casting a spell that requires a material component, a spellcasting focus must be used. Each subclass with magic uses different spellcasting focuses, which are detailed in the subclass descriptions.
- When a spell is cast as a ritual, the spellcasting ability check does not need to be made. However, ritual casting does require material components in the form of a sacrifice to the Otherworld. The sacrifice can be any creature or item, but the creature's amount of Hit Dice or the item's value in *set* must be at least double the spell's level.
- The *Remove Curse* spell is no longer 3rd level, but is now raised to 6th level.
- Creatures transformed by *Polymorph* retain their original mental ability scores (Intelligence, Wisdom, Charisma).
- Whereas the *True Seeing* spell and the *truesight* attribute describe the ability to see into an ethereal plane, for this rule set they instead impart the ability to perceive the thinning of the barrier between the mortal world and the Otherworld at certain times and places.
- Four new spells have been added, one for each spellcasting subclass.

A Note to Players and Verse Masters

Heroes of Tara is a new experience for many people. This game has been built on foundations provided by the 5th edition OGL rule set, so the essential functions will be familiar, but it might take a few sessions before players become accustomed to the pace and balance of gameplay.

Here are some essentials to keep in mind when running a game with the *Heroes of Tara* rule set:

- This is not a historically accurate or “low-magic” setting. Rather, this is a mythologically accurate setting. The people of Ériu might live in reed-thatched huts, but the challenges they face and the deeds they perform are as epic and colorful as those of any other high fantasy setting.
- Basic 5th edition already has something of a reputation for super-powered characters, so some players might be shocked by what *Heroes of Tara* characters are capable of. Keep perspective by considering the setting’s source material. Even what player characters can do pales in comparison to some of the feats attributed to Cúchulain or Finn Mac Cúhal.
- Do not be dismayed if enemies fall to the player characters like wheat to a scythe. Simply send more enemies at them. Let them exult in their victories and grow confident until they suddenly over-extend themselves.
- The lengthened time for short and long rests (8 hours / 7 days) is perhaps the most important thing to be mindful of. Player characters simply won’t be able to take a long rest after every combat encounter if they want to get anything done. And now, even within the space between short rests, there is plenty of time to fit in multiple combat encounters.
- You will also notice that healing spells have diminished from spell lists. The game offers some alternative ways of bolstering Hit Points, but Hit Dice will also become a more precious resource.
- The first combat encounter after a long rest will likely always go well for the player characters, but after that it becomes a matter of endurance and attrition.
- Combat is only one aspect of *Heroes of Tara*. Role-play has been kept strongly in mind throughout the design. Many of this game’s creature stat blocks have unique features that present different sorts of challenges aside from simple beat-em-up combat.
- Exploration of the land itself is also intended to present its own perils. There is more than one way to challenge a player character.
- Darkvision is somewhat uncommon for player characters. Use this to your advantage and make them fear what might lurk in the dark of night.
- Certain aspects of combat mechanics, such as chariot driving, area-of-effect abilities, and mobility-focused class features, rely on keeping close track of character placement and the tactical layout of encounters. It has been proven through play-testing that theater-of-the-mind works just fine, but it is recommended that *Heroes of Tara* be played with a grid map and character tokens in order to fully experience the system.
- Be assured that help and support is on the way! There are plans for the *Heroes of Tara Player’s Guide* to be joined by a book of monsters as well as a Verse Master’s guide!

Tribes of Ériu

Aes Sidhe

We honor the pact, but only the foolish think we have retreated entirely. We wander the forests, watch from the hills, and even walk among you.

The People of the Mounds

Beneath the green hills of Ériu there dwell a sage and perilous folk, spoken of in hushed tones as the Aes Sidhe. Bound to self-isolation by an ancient treaty, they are merely glimpsed by others more often than properly acquainted. Fir Bolgs and Gaels tell many stories of the Aes Sidhe, and they all warn of the consequences for trespassing against them, but few in living memory have ever met one.

The Aes Sidhe make their homes hidden within many hills throughout Ériu, arranging impossibly spacious and beautiful subterranean halls where entire clans live comfortably. These hill-halls are called *sidhe*. To a casual observer on the outside, a sidhe mound appears nearly indistinguishable from a natural hill or an ancient earthen heap, and no outward signs of life can be discerned. Despite such a plain appearance, most folk who live nearby a sidhe mound will be well aware of its true nature.

Aes Sidhe communities are easily offended and often fickle, with little patience for the blundering of outsiders, meaning it is a dire thing to so much as unwittingly tread upon the slope of their home. After the first few mishaps involving a sidhe mound, local tradition is sure to catch on and mortal folk will know to give a wide berth to their reclusive neighbors. Despite the location of a sidhe mound usually being an open secret, it is still impossible to discover the passage and gain entry without speaking the proper magical password.

Every sidhe mound has one entrance in the mortal world and one entrance in the

Otherworld, making them gateways as well as dwellings. By achievements of subtle art such as this, the Aes Sidhe have perched their society on the threshold between realms. But they do not reside solely upon the threshold. Indeed, they have settled far and wide throughout the Otherworld and they often make forays into the mortal world.

The Tuatha De Danann, whom the mortal tribes revere as deities, are in truth greater kin to the Aes Sidhe. They are all one people, descended from the maternal goddess Danu, and the Tuatha De Danann are deferred to as the tribe's chief and senior clan. This relation does not mean that Aes Sidhe are demi-gods, however, for they are junior to the clan of Danu by a vast degree. The stature of an individual Aes Sidhe is equivalent to a mortal human in the same sense that the Otherworld is a parallel reflection of the mortal world.

For centuries the Aes Sidhe have tried to maintain complete separation from mortal-kind. But just as it occurs across territorial boundaries, interaction still occurs across the veil between worlds. Raids, quarrels, and kidnappings are all too common. Beneficial exchanges, friendships, and even romances have also been known to happen, but usually they are fleeting. It is difficult to develop relationships with mortals from within Aes Sidhe society, and after brief dalliances most Aes Sidhe usually return to their own kind.

There are Aes Sidhe, however, who have come to prefer life among mortals and have grown attached to the humans they know. Such folk as these have made a difficult choice, for to lead a life among humans means that they have trespassed against the laws of their own people, and they will no longer be welcomed back into the sidhe mounds. Along with these self-exiles, criminals or those who fall victim to courtly intrigues are usually banished into the mortal world as outlaws.

Other Aes Sidhe are abandoned among mortals during their infancy, exchanged by their parents for mortal infants. These children are known as changelings, though oftentimes they are raised as humans, unaware of their own nature. These children are dropped into the mortal world so that they might live beyond the reach of a tithe that looms over their people. There is no Aes Sidhe who is willing to speak openly of the terrible obligation that drives parents to forsake their children, and the only refrain is a name of primordial horror: the Fomorians. Nothing is ever said of what happens to the human children who are taken in the changelings' place.

Description

As people who live in such close association with the Otherworld, Aes Sidhe are naturally attuned to magical forces and are exceptionally long-lived. Despite these graces they are physically indistinguishable from mortal humans and likewise come in a wide range of shapes, sizes, and symmetries. Aes Sidhe prefer to adorn themselves in rich fashions that may seem outlandish to humans, but when abroad in the mortal world they usually clothe themselves with the local style.

Though an Aes Sidhe might appear as a mortal at first glance, any human with proper learning or prior experience can easily recognize the intangible, otherworldly sensation that emanates from them.

Aes Sidhe Traits

Ability Score Increase: +2 Dexterity -or- +2 Intelligence (Choose one), and +1 to another ability score of your choice.

Size: Medium

Speed: 30 ft

Fae Intuition: Proficiency in Animal Handling, Perception, or Insight (Choose one)

Born of the Otherworld: You have advantage on saving throws against disease and poison.

Sink Into the Landscape: You have advantage on Stealth ability checks whenever you are in the wilderness, and can make Hide attempts even when only lightly obscured by cover.

Class Bonuses:

Clear Mind: (Fénnid) Wary of snares and tricks, you have advantage on saving throws against being charmed, and magic can't put you to sleep.

Meditation: (Fíli) You do not need to sleep as others do. Instead, you may meditate deeply in a semiconscious state for 4 hours a day. While meditating, your mind wanders as if in a waking dream. After resting in this way, you gain the same benefit that anyone else does from a short rest, which is 8 hours.

Unshakable Determination: (Warrior of the Red Branch) Possessing an inhuman force of will, you have resistance to psychic damage.

Fir Bolg

Our memory is long, and our roots run deep. Our ancestors first settled this land, and we have endured through the many fleeting reigns of those who followed.

The Folk of the Bag

In rustic halls the clans of the Fir Bolg crowd around roaring hearth pits to share tales of ancient pride. Their long history began with struggle against primordial forces in an untamed land, and after having passed through plagues, floods, exile, and slavery, many Fir Bolg would claim that the struggle has never ceased. The Fir Bolg have persevered against terrible odds and have thrown off all chains, and the preservation of their endangered culture is held as the highest virtue.

In present times the Fir Bolg tolerate the dominion of the Gaelic kingdoms, but they hold on to whatever autonomy they can achieve. Fir Bolg clans with Fir Bolg chieftains keep their own territories in many parts of Ériu, though they are mostly settled in the kingdom of Connacht. These clans give tribute to Gaelic kings and queens, fight Gaelic wars, and honor Gaelic treaties, but beneath their own roofs they follow Fir Bolg customs, create Fir Bolg art, and sing Fir Bolg songs.

Among their Gaelic neighbors, the Fir Bolg generally have a reputation for stoicism and brevity, and because of this they may also be negatively stereotyped as stand-offish or even dull-witted. Some Gaelic clans and individuals hold an elitist prejudice towards the Fir Bolg, seeing them as primitive and subservient. This is not universal, however, for many Gaels recognize the tested strength and wisdom of the venerable Fir Bolg heritage. Coexistence is made easier by the fact that traditions of hospitality, notions of honor, and observance of brehon law are not exclusively Gaelic nor Fir Bolg in origin and are held in common as virtues by both cultures.

While Gaelic clans have little trouble finding excuses to feud with one another, there is such an unspoken solidarity among the Fir Bolg that even strangers commonly greet one another as kin. Of course there are rivalries that have existed among particular Fir Bolg clans since ancient times, but these grudges rarely boil over into bloodshed anymore. The great exception to this armistice is the notorious feud between Clan Baiscne and Clan Morna, and in any case Fir Bolg warriors would never shame themselves by shying from a fight just because other Fir Bolgs happened to be on the opposing side.

The matters and business of Fir Bolg communities are usually conducted in quite an insular fashion. This is not because of any hostility towards outsiders (in fact Fir Bolgs always strive to outdo their Gaelic peers in demonstrations of hospitality), but it is instead because of a desire to preserve their own identity. With this in mind, Fir Bolg clans tend to pursue marriages and the fosterage of children only among other Fir Bolgs. It is dourly predicted by some that without such practices, their people and culture would be entirely subsumed into the Gaelic tribe and forgotten within a few generations.

In spite of this prevalent mentality there are still many young Fir Bolgs who venture out from their communities in order to make lives of their own, stifled by their tribe's self-segregation and frustrated by the focus on a past that is gone. They may return one day after gaining experience and perspective in the outside world, but they are just as likely to settle down among the Gaels.

But even prodigal children such as these are never far from a reminder of their roots. Following an ancient custom, almost every Fir Bolg wears a small leather bag on a cord around their neck at all times, and in this bag they place a personal token or memento that is associated in some way to their clan. The bag represents the burden of history that each Fir Bolg bears with them, and the token within represents the precious ember of Fir Bolg culture, which has been preserved and carried through all the countless ages.

Description

A typical Fir Bolg can be recognized by their robust build and ruddy complexion. Their hair is usually black or brown and more often curly than straight. Their clothing tends to primarily display rich earthy colors. Thick, full beards are a preferred fashion among Fir Bolg men and are left to grow long in old age. Fir Bolg women often adorn themselves with beaded headdresses, weaved by their own hands in unique patterns which are passed down from mother to daughter.

Fir Bolg Traits

Ability Score Increase: +2 Constitution -or- +2 Wisdom (Choose one), and +1 to another ability score of your choice.

Size: Medium

Speed: 30 ft

Remember the Old Ways: Proficiency in Bardic Verse, Brehon Law, or Survival (Choose one)

The Labor of Tailtiu: You have advantage on saving throws against exhaustion.

Stubborn Tenacity: Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

Class Bonuses:

Life Under the Stars: (Fénnid) Accustomed to a life in deep forests and watchful nights without the luxury of firelight, you have developed better vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Superstition: (Filí) Always careful to ward yourself from ill fortune, you have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.

Ancestors' Strength: (Warrior of the Red Branch) Your hand is guided by those who came before. When you score a critical hit with a melee or thrown weapon attack, you can roll one of your weapon's damage dice one additional time and add it to the extra damage of the critical hit.

Gael

There is nothing against which we cannot contend but for our own passions. A fire burns in us, and it is what has made us great, yet too often it has driven us to tragedy.

The Descendants of Míl

Ever since the sand of its shores was cleft by their prows, Ériu has been the land of the Gaels. A culture led by the warrior ethos, so proud and spirited is the Gaelic way that it might be said they are not merely accustomed to strife, but eager for it.

Being of the most numerous and influential tribe it is often Gaels who steer the course of events in Ériu, bringing about an era of drama and legend as vivid as any that has come before. After arriving as conquerors centuries ago the Gaels have wrought a history rife with great feuds and mighty overthrows, and they have sung praises to many heroic names. But however glorious it may be, a legacy of upheaval does not make fertile soil for peace to flourish.

When not pursuing war as a grand undertaking, many Gaels take satisfaction in practicing war as a sport. The combative ball game of hurling originated with the Gaels as a form of practice for idle warriors. When victory on the ball field doesn't satisfy, these same warriors are usually the first to take up the far more lucrative pastime of cattle raiding.

To the relief of Ériu's other tribes, belligerence hardly defines the entirety of Gaelic culture. The passion that Gaels practice as a virtue serves them in artistic pursuits just as well as it does in battle. Many of the most widely celebrated poets and bards hail from Gaelic clans, and every Gael fancies themselves to be a gifted storyteller or singer. In order to even be considered worthy of leadership, Gael chieftains are obliged to prove not only their capability as a war-leader but also their eloquence as a poet.

Second only to the Gaels' reverence for the spoken word is their skill in metalworking.

The smelting of iron and the construction of chariots were unknown in Ériu before the Gaels, and their invasion would have surely been scattered by the magic of the Aes Sidhe were it not for these advanced technologies. Function and form are given equal consideration in all crafts, and to this day Gael smiths are renowned not only for the quality of their blades, but also for the beauty of their work with silver and gold.

Aesthetic beauty is considered to be a virtue in itself, and Gaels seek to achieve it in all practices. This ideal is pursued to such an extent that even the bloody work of sword or spear can be made into a martial art by an inspired warrior.

The Gaels have called Ériu home for several centuries, but compared to the long histories of the Aes Sidhe and Fir Bolg they are still newcomers. In that short time they have flourished and established kingdoms across the entirety of the island, to the vexation of the other tribes. Many Aes Sidhe and Fir Bolgs consider the Gaels to be an immature people and satirize them as swaggering, preening braggarts or even as plundering usurpers. Nonetheless, there is camaraderie between many Fir Bolgs and Gaels, and even some Aes Sidhe must admit grudging respect for the Gaels' achievements.

Raised on epic tales of their ancestors' victories, many young Gaels go through a time of wanderlust, when they strike out from their clan to see the world and make a name for themselves. These impetuous adventurers can be encountered all over Ériu, seeking fortune and glory and causing a great deal of chaos wherever they go. They are usually greeted by common folk as an inconvenient menace, but every chieftain knows that it is better to hire an armed Gael than to make an enemy of one.

Description

A typical Gael can be recognized by their lean frame and pale complexion. Their hair is usually brown or red but it is also fashionable for it to be bleached blonde with a caustic substance called lime. Their clothing tends to primarily display bright eye-catching colors. Fastidiously-groomed large mustaches and shaved chins are a preferred fashion among Gael men. Gael women wear their long hair wild and free while unwed, and customarily braid it after marriage.

Gael Traits

Ability Score Increase: +2 Strength -or- +2 Charisma (Choose one), and +1 to another ability score of your choice.

Size: Medium

Speed: 30 ft

A Warlike People: Proficiency in Intimidation, Athletics, or Chariot Driving (Choose one)

Milesian Audacity: You have advantage on saving throws against fear effects.

Donn Can Wait: When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a short or long rest.

Class Bonuses:

Earn Respect: (Fénnid) In the Fianna, a warrior's reputation among their comrades is often all they have. If you fail an attack roll, ability check or a saving throw, you can choose to add a bonus to the roll equivalent to the number of allies you can see within 40 feet of you (maximum bonus of +5). Once you use this trait, you can't use it again until you finish a short or long rest.

Multi-Talented: (Fíli) With a diverse range of study, you gain proficiency in two extra skills of your choice.

Irrepressible: (Warrior of the Red Branch) The headlong rush into battle is what you live for. As a bonus action, you can move up to your speed toward a hostile creature that you can see. This can be done an amount of times per short rest equal to your Constitution modifier.

Classes

Class	Description	Hit Dice	Primary Ability	Saving Throw Proficiencies	Armor and Weapon Proficiencies
Fénnid	A clever and agile warrior of the wilderness.	d10	Dexterity	Dexterity, Charisma	Light Armor, Medium Armor, Shields, Simple Weapons, Martial Weapons
Filí	A keeper of knowledge who commands respect in society.	d8	Intelligence	Intelligence, Wisdom	Light Armor, Simple Weapons, Short Swords
Warrior of the Red Branch	A bold and fierce battle-seeker.	d12	Strength	Strength, Constitution	Light armor, Medium armor, Heavy Armor, Shields, Simple Weapons, Martial Weapons

Fénnid

There are still many miles to cover if we hope to catch them. Keep your footing, we need to move swiftly.

Wanderers, Wild and Free

A fénnid is a member of the famous warrior band, the Fianna. Generations ago the Fianna arose from bands of brigands and sell-swords who led hard lives in the forests as opportunistic plunderers. The Fianna has come far from those lowly days, but the roguish spirit can still be seen in every fénnid's unkempt manner and their dedication to personal freedom.

Fénnid live much of their lives traveling far and wide across Ériu, strangers to comfort and community. Wilderness survival techniques are emphasized in a fénnid's training just as much as fighting, ensuring that each warrior of the Fianna is an accomplished hunter and trekker. The warriors of the Fianna have left behind their days of banditry and now earn praise in bardic tales, and yet settled folk still can't help but look askance whenever a fénnid emerges from the trees and steps into the their midst.

The High King's Unlikely Servants

There was a time when the reputation of the Fianna was no better than that of any outlaw band, but today its warriors are sung of across Ériu. This is thanks in great part to the efforts of the Fianna's latest chief, Finn Mac Cuhal. A hero of great skill and charisma, Finn's personal reputation alone would be enough to bring the Fianna honor, but he expects just as much from all warriors who follow him. Every fénnid is driven by their leader's example.

By great deeds Finn earned his mantle of leadership from the high king of Tara himself, Cormac Mac Airt. Seeing an opportunity to increase the Fianna's fortunes, Finn then immediately swore himself and his warriors to the service of Tara and Cormac. In honor of this oath, fénnid are now regularly dispatched as

rangers across Ériu to secure roads from outlaws, hunt dangerous beasts, and ensure that unruly chieftains are reminded of the High King's authority.

Swiftness and Skill

A fénnid is for players who want to dance at the edge of the fray and confound their foes, whether in close quarters or from afar. Relying on mobility and quick wits, a fénnid is one of the fastest warriors on any battlefield. In addition, fénnid are skilled at wilderness travel and exploration.

Class Features

As a fénnid, you gain access to the following class features.

Hit Points

Hit Dice: 1d10 per Fénnid level

Hit Points at 1st level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per Fénnid level

Proficiencies

Armor: Light armor, Medium armor, Shields

Weapons: Simple weapons, Martial weapons

Saving Throws: Dexterity, Charisma

Skills: Survival, and choose two from Acrobatics, Animal Handling, Athletics, Deception, Nature, Perception, Sleight of Hand, and Stealth.

Equipment (pg. 158)

You start with the following equipment, in addition to the possessions / starting wealth granted by your background:

- A leather jerkin -or- a hide coat (choose)
- A martial weapon -or- 2 simple weapons (choose)
- A targe -or- a sling with 20 stones (choose)
- 2 javelins

Fénnid

Class Level	Proficiency Bonus	Cunning points	Features
1 st	+2	-	Fighting Style, Hunter's Mark
2 nd	+2	-	Poems to Remember, Cunning Action
3 rd	+2	3	Wayfarer's Journey features, Cunning Points
4 th	+2	4	Character Improvement, Path-Finder
5 th	+3	5	Extra attack
6 th	+3	6	The Stick Test
7 th	+3	7	Wayfarer's Journey feature
8 th	+3	8	Character Improvement
9 th	+4	9	-
10 th	+4	10	The Thorn Test
11 th	+4	11	Wayfarer's Journey feature
12 th	+4	12	Character Improvement
13 th	+5	13	-
14 th	+5	14	-
15 th	+5	15	Wayfarer's Journey feature
16 th	+5	16	Rigfénnid Character Improvement
17 th	+6	17	The Hazel and Oak Test
18 th	+6	18	-
19 th	+6	19	Character Improvement
20 th	+6	20	Pass Into Legend

Fighting Style: (1st level)

There is a particular form of combat at which you excel. You may choose one:

- **Rustic Training:** +2 to attack rolls made with simple weapons.
- **Deadeye:** A sling in your hands now does 2d4 bludgeoning damage instead of 1d6.
- **Steady Hand:** Ranged piercing weapons achieve critical hits on attack rolls of 19 as well as 20.
- **Two-Weapon Fighting:** When fighting with an offhand weapon you may add your relevant ability modifier to the second attack.
- **Team Player:** If you and an ally of your choice are both within 5 feet of the same creature and you aren't incapacitated, you can grant your ally advantage on an attack roll against that creature. You cannot do this more than once per round.
- **Duelist:** While wielding a melee weapon in your primary hand and nothing in your other hand, you gain a +4 bonus to damage rolls with that weapon, or +2 damage while holding a target in your other hand.

Hunter's Mark: (1st level)

There is no warrior among the Fianna who is not also a keen-eyed hunter and tracker.

You may spend a bonus action to choose a creature you can see within 100 feet and mark it as your quarry. Roll your hit dice value and take the result as the amount of hours which this effect will last. The effect only fades at the end of this duration, when you cancel it at will, or when the target dies. While it is active you deal an extra 1d6 damage to the target whenever you hit it with a weapon attack (2d6 at level 6, 3d6 at level 12), and you have advantage on any Perception or Survival check you make to track and find the target. Two uses per short rest. You may have only one Hunter's Mark effect active at a time.

Once you gain the use of Cunning points at 3rd level, you may spend 1 Cunning point as a free action to transfer Hunter's Mark from one

target creature to another. You may also recharge one use of Hunter's Mark by spending 2 Cunning points.

Poems to Remember: (2nd level)

The Fénnid are warriors who cultivate their minds just as well as their spear-work. Every youth who wishes to join the Fianna is required to memorize several epic poems. These poems carry great wisdom and inspiration in their verses, and they reinforce the spirit when quietly recited to oneself during a long journey.

During the end of every short or long rest you may perform a preparation phase and choose a poem from your repertoire to be your personal mantra for that day. Each poem imparts a different effect while in use and applies only to the fénnid who activated it. The effects are passive and persistent, remaining in effect until the next short rest.

- **Poem of Travel:** +5 ft. movement speed (+10 ft. at level 10).
- **Poem of Mischief:** You may roll twice for Initiative and choose either result.
- **Poem of Focus:** +1 to all saving throws and ability checks.
- **Poem of Resolve:** +5 temporary hit points (+10 at level 5, +15 level 10, +20 level 15).
- **Poem of Heroism:** Re-roll 1's and 2's on weapon damage rolls. You must use the new roll, even if the new roll is a 1 or a 2
- **Poem of Inspiration:** Once per short rest, you may declare that one of your attack rolls is made with advantage.

Cunning Action: (2nd level)

Dash, Disengage, and Hide are now bonus actions for you.

Wayfarer's Journey: (3rd level)

You find your place among the ranks of the Fianna, scouting secret paths as a Faerie Rover, striking out to pursue enemies as a Huntsmaster, or standing by your comrades to urge them onward as a Warrior Poet. All three are detailed at

the end of this class description. Your choice grants you features at 3rd level, and again at 7th, 11th, and 15th level.

Cunning Points: (3rd level)

You've honed your senses and reflexes, and your comrades in the Fianna have come to recognize your skill. The motions have all become second nature, now it's simply a matter of staying alert and keeping your blade sharp.

You gain the ability to use Cunning points. The *Path-Finder*, *Stick Test*, and *Thorn Test* abilities as well as certain subclass features require Cunning points to be spent in order to function. *Hunter's Mark* can also use Cunning points to shift targets and recharge.

You restore 1 spent Cunning point every time...

- You exceed the DC of an ability check or saving throw by 4 or more.
- A friendly creature succeeds at an attack roll which has advantage thanks to your assistance.
- An enemy fails an attack of opportunity against you.
- You succeed at an attack of opportunity against an enemy.

You may not store more Cunning points than an amount equal to your class level. All spent Cunning points are fully restored after a short rest.

Character Improvement: (4th level)

You can increase one ability score of your choice by 2, or two ability scores of your choice by 1. Or you may choose one feat from the Feats list ([pg. 136](#)), provided you meet any particular criteria the feat may require. You gain this benefit again at 8th, 12th, 16th and 19th level.

Path-Finder: (4th level)

While traveling in the wilderness at least one mile away from any human settlement, whenever an ability check or a saving throw is rolled by you or a party member who you can see and hear, you may spend 2 Cunning points to increase the

roll's result by an amount equal to your proficiency bonus. If you do this for yourself on an ability check or saving throw in which you are already proficient, it effectively doubles your proficiency bonus for that roll. When more than one party member is making a roll, Cunning points must be spent separately for each of them. You can only spend the points and apply the bonus before a roll, not after. This feature cannot be used during combat encounters.

Extra Attack: (5th level)

You can attack twice, instead of once, whenever you take the Attack action on your turn.

The Stick Test: (6th level)

Every aspirant to the Fianna's ranks must pass three tests. The first test is to leap over a stick held at head level and then immediately run beneath a stick held at knee level. By this training a fénnid becomes an expert at swiftly navigating the battlefield and maneuvering around obstacles with incredible agility. You managed to pass this test when you first joined the Fianna, but only now have you honed your talent to a point that such deeds can be achieved at will.

At the beginning of your movement action in combat you may spend 2 Cunning points to activate this ability. Once active this ability allows you to carry out your movement action at twice your normal speed as if you were performing a Dash action. What makes this different from a normal Dash is that you are simultaneously able to perform the following maneuvers:

- **Sideswipe:** Spend 1 Cunning points while moving with the Stick Test in effect to make a single melee or ranged attack as a free action. This may be done no more than an amount of times per round equal to your Dexterity modifier.
- **Blindside:** Pick a target within melee range and spend 2 Cunning points while moving with the Stick Test in effect to knock the target off balance as a free action. All attacks made against that

creature have advantage until the end of their next turn.

- **Sidestep:** Spend 1 Cunning point while moving with the Stick Test in effect to impose disadvantage on an attack of opportunity being made against you.

At the end of your turn you lose the effects of the Stick Test and 2 more Cunning points must be spent when you wish to reactivate it.

This feature only expends your movement action and you may still perform a standard and bonus action at any time during your turn. However, you may not perform a Dash with your standard or bonus action on the same turn that you have activated the Stick Test.

This feature cannot be activated outside of combat encounters.

The Thorn Test: (10th level)

The second test for entry into the Fianna is to race through a forest at top speed with a thorn jammed into the underside of your heel. As you run you must get a hold of the thorn and pull it from your heel. You cannot break your stride and slow down to do this, because you are given barely more than an arm's length of a head start ahead of Fénnid who will beat you mercilessly if they catch you. In this way a Fénnid proves themselves to be able to evade pursuers even while achieving feats of precision. You managed to pass this test when you first joined the Fianna, but only now have you honed your talent to a point that such deeds can be achieved at will.

At 10th level, you gain the following features:

- Non-magical difficult terrain is ignored while moving with the Stick Test in effect.
- **Improved Sidestep:** You now automatically impose disadvantage on all attacks of opportunity made against you while you are moving with the Stick Test active, and you no longer need to spend a Cunning point for this benefit.
- **Snatch the Thorn:** Spend 2 Cunning points while moving with the Stick Test in effect to intercept an enemy as you sprint

by. As a free action you grant an allied creature within 5 ft of you +4 AC against the next melee or ranged attack directed towards them. The target allied creature loses this benefit at the beginning of their next turn.

Rigfénnid: (16th level)

A rigfénnid is a captain of the Fianna. Whenever the Fianna is called to war, every fénnid gathers with comrades to form a warband known as a fian which is then placed under the command of a rigfénnid. Each rigfénnid is personally appointed by the Rigfénnid Fianna, Finn Mac Cuhal, and your great deeds have caught the hero's eye. You have been raised up from the ranks and you are now one of these captains, a member of Finn's trusted inner circle. Your name is well known in Tara and whenever Finn or even High King Cormac himself needs a job done, it is oftentimes you who they turn to.

The Hazel and Oak Test: (17th level)

The final test before a warrior becomes a full-fledged Fénnid is a grueling onslaught. They are given only a staff of hazel and a shield of oak, and they are instructed to deflect all the javelins that are thrown at them simultaneously by nine Fénnid. If the initiate is injured by even one javelin they have failed the test. You managed to pass this test when you first joined the Fianna, but only now have you honed your talent to a point that such deeds can be achieved at will.

At 17th level you now have unlimited reactions per round. Further, you may now use a reaction to deflect the missile when you are hit with a ranged weapon attack. When you do so the damage is reduced by 1d10 + your Dexterity modifier.

Pass Into Legend: (20th level)

[To be revealed in the final publication!]

Wayfarer's Journey: Faerie Rover

Following strange and winding trails, you have uncovered secrets in the heart of the forest. You trek ever closer to the Otherworld, and return from each foray somehow changed.

Saving Throw Proficiency change:

You may choose to exchange your proficiency in Charisma saving throws for proficiency in Wisdom saving throws.

Intuitive Spellcasting: (3rd level)

You gain access to the Faerie Rover spell list. Unlike the Filí subclasses, you do not need to make any spellcasting ability check when casting a spell, and you are unable to perform ritual casting. Check the rules on spellcasting ([pg. 161](#)) for the faerie rover spell list and more details.

Spellcasting Ability: For the purposes of determining your spell attack modifier and save DC, Wisdom is your spellcasting ability. (Spell attack modifier = your proficiency bonus + your Wisdom modifier. Spell save DC = 8 + your proficiency bonus + your Wisdom modifier.)

Spell Slots: The table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st Level and Higher: You know three 1st level spells of your choice from the faerie rover spell list. The Spells Known column of the table shows when you learn more faerie rover spells of your choice. Each of these spells must be of a level for which you have spell slots.

Additionally, when you gain a level in this class, you can choose one of the faerie rover spells you know and replace it with another spell from the faerie rover spell list, which also must be of a level for which you have spell slots.

Spellcasting Focus: Material components are no longer used for spells, but in their place a spellcasting focus is necessary. When casting a spell that requires a material component, a spellcasting focus must be used. For their spellcasting focus a faerie rover may use any weapon they have equipped.

Turn Otherworldly Beings: (3rd level)

As a standard action you may hold up your hand and abjure Otherworldly creatures with forbidding incantations and words of power that you have learned in your travels. Each Otherworldly creature that can see or hear you within 30 feet of you must make a Charisma saving throw (DC 8 + your proficiency bonus + your Wisdom modifier). If an Otherworldly being fails its saving throw, it is turned for 1 minute or until it takes any damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

This only works on otherworldly beings of Huge size or smaller. Otherworldly beings of Gargantuan size or larger simply fail to take notice. Legendary monsters and fomorians are immune to this effect.

You may use this feature an amount of times per long rest equal to your Wisdom modifier.

Faerie Rover Spells Known and Spell Slots Per Spell Level

Class Level	Spells Known	1st Level Spell Slots	2nd Level Spell Slots	3rd Level Spell Slots	4th Level Spell Slots	5th Level Spell Slots	6th Level Spell Slots
1 st	-	-	-	-	-	-	-
2 nd	-	-	-	-	-	-	-
3 rd	3	3	-	-	-	-	-
4 th	3	3	-	-	-	-	-
5 th	4	3	2	-	-	-	-
6 th	4	4	2	-	-	-	-
7 th	5	4	2	-	-	-	-
8 th	5	4	3	-	-	-	-
9 th	6	4	3	2	-	-	-
10 th	6	4	3	2	-	-	-
11 th	7	4	3	2	-	-	-
12 th	7	4	3	3	-	-	-
13 th	8	4	3	3	1	-	-
14 th	8	4	3	3	1	-	-
15 th	9	4	3	3	2	-	-
16 th	9	4	3	3	2	-	-
17 th	10	4	3	3	2	1	-
18 th	10	4	3	3	3	1	-
19 th	11	4	3	3	3	2	1
20 th	12	4	3	3	3	2	2

Echtrai: (7th level)

While traveling alone in the wilderness you are able to find a way into the Otherworld and back. Normally, mortals cannot freely find their own way through the veil between worlds. The usual methods of traversing the veil are to be invited, guided, or kidnapped by an otherworldly being, or accompanied by a druid who holds a sacred silver branch. But your journeys have taken you on strange paths and you have learned the secret routes, however obscured the signs may be. Such adventures into the Otherworld are called “Echtrai” by story-tellers.

While concentrating on the thought of your destination in the Otherworld, you journey into the deepest part of any forest and navigate your way through to the forest’s other side. While traveling through the forest you must make a Survival or Nature check (DC 12) If your check is successful, upon emerging from the forest you will find yourself in the Otherworld. You may return to the mortal world by the same way you came, but another Survival or Nature check must be made. Whichever direction you are traveling, you may attempt only one Survival or Nature check per short rest.

At 11th level, you are able to bring along and guide an amount of willing creatures equal to half your Wisdom modifier. At 15th level this amount rises to equal to your Wisdom modifier. Creatures who attempt to follow you on echtrai when you are unable or unwilling to guide them will inevitably become separated and lost in the forest, perhaps even lost in the Otherworld.

Ephemeral Illusion: (11th level)

As a bonus action you may create a perfect illusory duplicate of yourself. The illusion appears in an unoccupied space that you can see within 30 feet of you. As a bonus action on your turn, you can move the illusion up to your movement speed to a space you can see, but it must remain within 150 feet of you.

For the duration, you can cast spells through your illusory duplicate as if you were in its space, but you must use your own senses.

Additionally, when your illusion and either yourself or an ally are both within 5 feet of a creature that can see the illusion, you or your ally have advantage on attack rolls against that creature. If the illusion is attacked or interacted with by a creature, that creature must make an Intelligence check (DC 8 + your proficiency bonus + your Wisdom modifier), if they succeed they realize that the illusion is simply a fake duplicate of you. This duplicate lasts for 5 minutes. Maintaining this illusion does not require spell concentration, but if you take damage you must make a Constitution saving throw (DC 10 or half of the received damage, whichever is higher). The illusion disappears on a failed save. You may use this ability an amount of times per long rest equal to your Wisdom modifier.

Secrets of the Land: (15th level)

The spirits of nature respond to your presence and aid you in many ways. While in the wilderness you may spend one hour remotely surveying the land within a 3 mile radius of you as if you were using the spell *Commune With Nature*. Afterwards, if a combat encounter occurs within that 3 mile radius before your next short rest, before initiatives are rolled you may choose to spend Cunning points in order to prepare spells from the following table.

Spell	Cunning Points to Prepare
<i>Entangle</i> (1 st level)	1
<i>Fog Cloud</i> (1 st level)	1
<i>Gust of Wind</i> (2 nd level)	2
<i>Conjure Animals</i> (3 rd level)	3
<i>Plant Growth</i> (3 rd level)	3
<i>Wind Wall</i> (3 rd level)	3
<i>Grasping Vine</i> (4 th level)	4
<i>Insect Plague</i> (5 th level)	5

More Cunning points may be spent to prepare spells at higher levels, 1 extra Cunning point per spell level. Multiple spells may be prepared at once.

After a spell has been prepared, you may choose to activate it either immediately at the beginning of combat, or as a bonus action during one of your turns. At the beginning of combat you may also declare circumstances that, if fulfilled, will immediately trigger the spell's activation.

Spells cast with this ability do not expend any spell slots and do not require concentration to be maintained.

You may use this ability an amount of times per long rest equal to your Wisdom modifier. A use of this ability is expended when you spend the one hour remotely surveying the land, even if no combat encounter occurs afterwards.

Wayfarer's Journey: Huntsmaster

There is nowhere in Ériu that a foe can hide from you. With hounds padding alongside, you move on silent footfalls to bring a decisive end.

Loyal Hound: (3rd level)

You receive a fierce and dedicated wolfhound companion. This creature uses the Wolfhound stat block (pg. 221). You control its actions in combat and it acts on your turn in the Initiative order with its own standard and bonus actions.

You share your benefits from Hunter's Mark with your wolfhound when that effect is placed on a target creature. In turn, your wolfhound shares their pack tactics with you, meaning you have advantage on attack rolls against a creature if the wolfhound is within 5 feet of the creature and the wolfhound isn't incapacitated.

If your hound should die or be lost you may obtain a new one while taking a long rest.

If you obtain other wolfhounds by means outside of Huntsmaster class features, they share the same base stat block as a Loyal Hound but they do not gain the benefit of your Hunter's Mark, nor do they gain benefits from the Hound Training feature.

Sneak Attack: (3rd level)

Once per turn, you can deal an extra 1d6 damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated and you don't have disadvantage on the attack roll.

The amount of the extra damage increases as you gain levels in this class.

Class Level	Sneak Attack Bonus (Huntsmaster)
1	-
2	-
3	1d6
4	1d6
5	1d6
6	2d6
7	2d6
8	2d6
9	3d6
10	3d6
11	3d6
12	4d6
13	4d6
14	4d6
15	5d6
16	5d6
17	5d6
18	6d6
19	6d6
20	6d6

Hound Training: (7th level)

Upon receiving this feature, and again upon reaching 11th level and 15th level, you may choose one of these permanent benefits for your Loyal Hound companion(s):

- **Go for the Throat:** Critical hit range on attack rolls is extended to 18-20. You may not choose this option more than once.
- **Drag Them Down:** Any medium-sized or smaller creature that is hit and knocked prone by a successful bite attack from the wolfhound is automatically grappled. The creature must make a DC 14 Acrobatics or Athletics check to escape the grapple.
- **Thick Coat:** +2 to natural AC. You may not choose this option more than once.
- **Get the Scent:** While accompanied by your hound(s), once per long rest you may take an automatic success on a Perception or Survival check to track the current target of your Hunter's Mark feature. This is effective over any distance.

- **Stalker:** Your proficiency bonus is added to any Stealth ability checks made by your wolfhound(s).
- **New Pack Member:** Gain one additional Loyal Hound companion. This benefit may be taken more than once. If multiple hounds die or are lost it may take more than one long rest to replace them all. During a long rest you may replace 1d4 hounds, with the result limited by how many times you have chosen this benefit. All wolfhound companions obtained through this feature are equivalent to the companion granted by the “Loyal Hound” feature. They benefit from your Hunter’s Mark effect, share their Pack Tactics feature with you, and benefit from any Hound Training features that you might select at other levels.

granted by Hunter’s Mark or Sneak Attack. If your attack is unsuccessful the Cunning points are still spent.

- **Before They Realize:** You must be hidden and within melee range of an enemy who has not detected you. Spend 4 Cunning points and make a surprise melee attack against the target enemy as a standard action. If your attack is successful, you automatically roll maximum on any extra damage dice granted by Hunter’s Mark or Sneak Attack. If your attack is unsuccessful the Cunning points are still spent.

Ambush: (11th level)

If you are hidden and spend at least fifteen minutes observing the target of your Hunter’s Mark feature, the target creature then no longer has any chance of detecting you or your loyal hound(s) with passive Perception, and any Perception checks made to find you or your hound(s) are made with disadvantage. In addition, extra damage dice granted by Hunter’s Mark, as well as any sneak attacks against the target creature, are increased from d6 to d8. These benefits end when Hunter’s Mark is lifted from the target creature.

Deadly Patience: (15th level)

You have two improved forms of attack.

- **Aim For the Heart:** Spend 4 Cunning points with a ranged weapon in hand, and use a standard action to carefully aim your attack towards a chosen target creature. At the beginning of your next turn you must use your standard action to make a ranged attack against the target creature before moving or taking any other action. If your attack is successful, you automatically roll maximum on any extra damage dice

Wayfarer's Journey: Warrior Poet

Always to be heard cheering on your comrades, yours is a voice that can hold a warband together through thick and thin.

Tales By the Fire: (3rd level)

You may share your active Poems to Remember effect with all allies who spent the previous short or long rest in your company.

The Dord Fiann: (3rd level)

As a standard or bonus action during combat you may trumpet the feared battle call of the Fianna. Choose an amount of enemies up to equal to your Fénnid level within sixty feet who can hear you. They must make Charisma saving throws (DC 8 + your proficiency bonus + your Charisma modifier). If a target fails, they are disheartened and each take disadvantage on their next attack roll. Further, they each take disadvantage on all saving throws for an amount of rounds equal to your Charisma modifier. If they succeed at their save, they are immune to this effect for the remainder of the combat encounter. You may use this ability an amount of times per long rest equal to your Charisma modifier.

Clever Trickster: (7th level)

As a standard or bonus action, or as a free action when the Stick Test ability is activated, you may spend 1 Cunning point and attempt to perform one of the following combat maneuvers on an enemy creature within melee range:

- **Bewilder:** Make a Performance check (DC 8 + the target's CR or character level). On a success your target is momentarily baffled and they are incapable of making any standard action during their next turn.
- **Disarm:** Make a Sleight of Hand check (DC 8 + the target's CR or character level). On a success you may take possession of an item or weapon that the enemy is holding, or force them to drop it.

- **Elude:** Make an Acrobatics check (DC 8 + the target's CR or character level). On a success you may freely move to any empty space within 5 feet of the target creature, even moving through their occupied space to do so. Any distance covered by this action does not count as part of your movement speed. The target creature has disadvantage on all attacks against you until the beginning of your next turn.
- **Feint:** Make a Deception check (DC 8 + the target's CR or character level). On a success you may shift your target in any direction of your choosing by 5 feet, so long as the space is open. This works even if it would cause the target creature to fall off a ledge.

Fenian Mottoes: (11th level)

As a standard or bonus action you may spend 4 Cunning points and call out one of the three mottoes of the Fianna, spurring your allies onward to greater heroism. Choose one of three effects:

- **Purity of Our Hearts:** You and allies within 30 feet of you who can hear you are cured of any fear, charm, or other mind-altering effects (unless the effect is caused by a curse).
- **Strength of Our Limbs:** You add a bonus 1d6 to your next attack roll, ability check, or saving throw, as well as those of any allies within 30 feet of you who can hear you.
- **Deeds to Match Our Speech:** Choose one ally within 30 feet of you who can hear you. They may immediately perform a standard action for free.

Stand With Me: (15th level)

As a standard action in combat you may rally your companions for a great effort against overwhelming odds. You and all allies within 30 feet who can see and hear you gain a stacking benefit of +1 to attack rolls and +10 temporary hit points per every 6 hit dice possessed by enemy creatures on the field at the time this ability is activated.

The attack roll bonus lasts for at least an amount of rounds equal to your Charisma modifier, but at the beginning of each of your turns you can extend its duration by spending 3 Cunning points per each extra round. The temporary hit points vanish at the end of the combat encounter.

You may use this ability once per long rest.



I have come on an errand of great importance and will not be hindered. Stand aside, lest you answer to greater powers for your heedlessness.

Stewards of Learning

A filí counts themselves as one of the noble learned caste, equal to aristocratic warriors in standing and dignity. Knowledge is a sacred thing, as is the spoken word, but both are too easily forgotten. In this uncertain and chaotic world there must be those who are dedicated to preserving knowledge, and passing it on through the generations. It is the filídh who take on this duty.

Respected for their skill and wisdom, a filí usually has no trouble finding employment in the hall of a chieftain. They are expected to perform the duties of poet, chronicler, and teacher, among many others. But the most important duties are those of the bards, brehons, and druids. These are honored roles within the Filídh caste, each respectively ministering to a pillar of Ériu's society. The bards keep the songs and stories alive, the brehons uphold the laws, and the druids negotiate the balance between the mortal world and Otherworld.

Favored by the Gods

Every filí is a seer, granted prophetic visions from beyond mortal ken. All knowledge is ultimately the domain of the gods, and through diligent study the illusions of both worlds are gradually dispelled. With this sight beyond sight a filí comes to better understand the universe's arrangement, as if it were a web of interwoven threads laid out before them. With rituals of precise motion, deliberate speech, and calculated tone, a filí can manipulate this web of threads, conjuring magic. The gods prize and watch over each filí, seeing in them a spark of their own brilliance. Under protection such as this, a filí is free to go where they will and carry out their work as they see fit.

Knowledge and Eloquence

A filídh is for players who want to have influence in any situation, whether on the battlefield or in the feasting hall. With access to several possible spell lists and a wide array of special abilities, a Filí has countless options to tip the scales in their favor.

Class Features

As a filí, you gain access to the following class features.

Hit Points

Hit Dice: 1d8 per Filí level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per Filí level

Proficiencies

Armor: Light armor

Weapons: Simple weapons, short swords

Saving Throws: Intelligence, Wisdom

Skills: Persuasion, Medicine, and choose two from Bardic Verse, Brehon Law, Druid Lore, Insight, Investigation, Nature, Perception, and Performance

Equipment ([pg. 158](#))

You start with the following equipment, in addition to the possessions / starting wealth granted by your background:

- A thickly-woven tunic
- 1 simple weapon
- A sling with 20 stones

Fíli

Class Level	Proficiency Bonus	Healing Arts die	Features
1	+2	d4	Healing Arts, Cantrips, Ogham
2	+2	d4	Strike Me at Your Peril
3	+2	d4	Seer's Calling features, Spellcasting, Invocation points
4	+2	d6	Character Improvement
5	+3	d6	Observe the Patterns
6	+3	d6	-
7	+3	d6	Seer's Calling feature
8	+3	d8	Character Improvement
9	+4	d8	-
10	+4	d8	I Come and Go as I Please
11	+4	d8	Seer's Calling feature
12	+4	d10	Character Improvement
13	+5	d10	Bestow Curses and Enchantments
14	+5	d10	-
15	+5	d10	Seer's Calling feature
16	+5	d12	Ollamh, Character Improvement
17	+6	d12	Imbas Forsnai
18	+6	d12	-
19	+6	d12	Character Improvement
20	+6	d20	Pass Into Legend

Fili Spell Slots per Spell Level

Level	Cantrips Known	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1 st	3	-	-	-	-	-	-	-	-	-
2 nd	3	-	-	-	-	-	-	-	-	-
3 rd	3	3	2	-	-	-	-	-	-	-
4 th	4	4	3	-	-	-	-	-	-	-
5 th	4	4	3	2	-	-	-	-	-	-
6 th	4	4	3	3	-	-	-	-	-	-
7 th	4	4	3	3	1	-	-	-	-	-
8 th	4	4	3	3	2	-	-	-	-	-
9 th	4	4	3	3	3	1	-	-	-	-
10 th	5	4	3	3	3	2	-	-	-	-
11 th	5	4	3	3	3	2	1	-	-	-
12 th	5	5	3	3	3	2	1	-	-	-
13 th	5	5	3	3	3	2	1	1	-	-
14 th	5	5	4	3	3	2	1	1	-	-
15 th	5	5	4	3	3	2	1	1	1	-
16 th	5	5	4	3	3	2	2	1	1	-
17 th	5	5	4	4	3	3	2	2	1	1
18 th	5	5	5	4	3	3	2	2	2	1
19 th	5	5	5	4	4	3	2	2	2	1
20 th	5	5	5	4	4	3	3	2	2	1

Healing Arts: (1st level)

During a short rest you may tend to the wounds of injured characters, including yourself. Within a single short rest you can only tend to an amount of characters equal to or less than your Wisdom modifier, with a minimum of one. You must make a separate Medicine check (DC 12) for each character. On a successful check, you may roll an amount of Healing Arts dice equal to your Wisdom modifier. Your Healing Arts die size is related to your class level, as listed in the Filí table. The target creature regains an amount of hit points equal to your roll's cumulative result. The target creature cannot benefit from the effects of Healing Arts more than once per short rest. A creature is able to receive the benefits of Healing Arts as well as expend their own Hit Dice for healing during the same short rest.

Cantrips: (1st level)

You know three cantrips of your choice and may cast them as a standard action. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips column of the Filí table. Until your spellcasting ability is determined by your choice of subclass at 3rd level, use whichever ability modifier is highest for you between Wisdom, Intelligence, or Charisma.

Upon reaching 10th level you may choose to cast cantrips as a bonus action. Cantrips do not require spellcasting skill checks.

Ogham: (1st level)

You have learned the esoteric form of writing known as ogham, which is closely-guarded and taught only to filídh and the children of royalty. Aside from ogham, there is no writing and more trust is given to the oral traditions of bardic memory, brehon law, and druidic teaching. But ogham does serve several functions, such as for tallying and recording in trade, passing along secret messages, or leaving a sign for whoever might be expected to come across it.

Ogham has a true and deeper use, which can be unlocked by rigorous study. Usually, mortals are only able to harness the powers of

magic through vocal invocation and practiced gestures. But, by accompanying the act of inscription with precise ritual, it is possible to imbue magic into ogham signs.

At 3rd level, upon gaining the use of leveled spells and Invocation points, you are able to create ogham sticks. During a short rest you may create an ogham stick by choosing a spell from your prepared spell list and spending an amount of Invocation points equal to that spell's level. You may create only one ogham stick per short rest. You cannot use cantrips to make ogham sticks.

An ogham stick is a simple wooden rod which bears the carved signs of a single spell. As a standard action you can read aloud from the ogham stick and cast its spell without needing to make a spellcasting ability check or expend a spell slot. Essentially, it's like a spell scroll.

Once the spell is cast the ogham stick crumbles into ash and is destroyed. Until used, ogham sticks do not expire. Ogham sticks can be snapped like any other stick, which destroys them without the spell being cast.

Other characters can use ogham sticks too, even characters who are not spellcasters.

If the ogham stick's spell is already on the spell list of the caster then they do not need to make any spellcasting ability check. However, if a character does not have the ogham stick's spell on their spell list, or if they simply are not a spellcaster, then they must make a spellcasting ability check using the spellcasting ability of whoever created the ogham stick (DC 10 + the spell's level).

Spellcasters cannot gain Invocation points from casting spells with ogham sticks, even if they have to make a spellcasting ability check

Strike Me at Your Peril: (2nd level)

Everybody knows that the Tuatha De Danann look favorably upon the keepers of knowledge, and have guaranteed their safety. Every time that you are hit with a melee or ranged weapon attack by a humanoid enemy, roll d100 percentile dice. On a result of 86% or higher, the gods lay a curse

upon the enemy that made the attack. Refer to the d12 table in the “Curses” section of this book ([pg. 169](#)) for details on which effect occurs.

Seer’s Calling: (3rd level)

Your apprenticeship ends and you join one of the learned castes, enchanting hearts and minds as a Bard, keeping the traditions of law as a Brehon, or communing with the spirits as a Druid. All three are detailed at the end of this class description. Your choice grants you features at 3rd level, and again at 7th, 11th, and 15th level.

Spellcasting: (3rd level)

Through learning and study, you gain access to the Bard spell list, the Brehon spell list, or the Druid spell list, depending on which subclass you choose. Check the rules on spellcasting ([pg. 161](#)) for spell lists and more details.

Preparing and Casting Spells: The Filí table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of your spells, you must expend a slot of the spell’s level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the spells that are available for you to cast, choosing from the spell list of your chosen subclass. When you do so, choose a number of spells equal to your spellcasting ability modifier + your filí level (minimum of one spell). Like your spell list, your spellcasting ability modifier depends on which subclass you choose. The spells must be of a level for which you have spell slots. Casting the spell doesn’t remove it from your list of prepared spells.

You can also change your list of prepared spells when you finish a short or long rest. Preparing a new list of spells requires time spent in contemplation and ritual: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability Checks: Casting a spell requires a Bardic Verse (Cha) check for Bards, a Brehon Law (Int) check for Brehons, or a Druid Lore (Wis) for Druids (DC 8 + spell level). These spellcasting ability checks fulfill any somatic and/or verbal casting requirements, and as such

require the caster to have the use of their hands and/or voice. If a spellcasting check fails, no spell slots are expended.

If a spellcasting ability check results in a natural 1, the spellcaster must immediately make a saving throw against their own spell save DC using their spellcasting ability score, or else be inflicted with a curse ([pg. 169](#))

Spellcasting Ability: For the Bard subclass, Charisma is your spellcasting ability. For the Brehon subclass, Intelligence is your spellcasting ability. For the Druid subclass, Wisdom is your spellcasting ability. This is for the purposes of determining your spell attack modifier and save DC. (Spell attack modifier = your proficiency bonus + your spellcasting ability modifier. Spell save DC = 8 + your proficiency bonus + your spellcasting ability modifier.)

Ritual Casting: You can cast a spell as a ritual if that spell has the ritual tag and you have the spell prepared. When a spell is cast as a ritual, the spellcasting ability check does not need to be made. However, ritual casting does require material components in the form of a sacrifice to the Otherworld. The sacrifice can be any creature or item, but the creature’s amount of Hit Dice or the item’s value in *set* must be at least double the spell’s level.

Spellcasting Focus: A spellcasting focus is an item used for ritual or totemic purposes, through which spellcasting can be channeled. Material components are no longer used for spells, but in their place a spellcasting focus is necessary. When casting a spell that requires a material component, a spellcasting focus must be used. Each subclass uses different spellcasting focuses, which are detailed in the subclass descriptions.

Invocation Points: (3rd level)

You may begin to store and make use of Invocation points. Every time a spellcasting ability check using Bardic Verse (Cha), Brehon Law (Int), or Druid Lore (Wis) exceeds the DC by certain amounts, you receive Invocation points. Refer to the table below to find out how many Invocation points you receive depending on

how high you roll a spellcasting check. If you roll a natural 20 you only receive the 20 points rewarded by that result, regardless of what you scored elsewhere on the table.

Invocation Points

Successful Spellcasting Check	Invocation Points Received
Casting 1 st level spell: Exceed DC (9) by 5 (14 and up)	1
Casting 2 nd level spell: Exceed DC (10) by 6 (16 and up)	3
Casting 3 rd level spell: Exceed DC (11) by 7 (18 and up)	5
Casting 4 th level spell: Exceed DC (12) by 8 (20 and up)	7
Casting 5 th level spell: Exceed DC (13) by 9 (22 and up)	9
Casting 6 th level spell: Exceed DC (14) by 10 (24 and up)	11
Casting 7 th level spell: Exceed DC (15) by 11 (26 and up)	13
Casting 8 th level spell: Exceed DC (16) by 12 (28 and up)	15
Casting 9 th level spell: Exceed DC (17) by 13 (30 and up)	17
Natural 20	20

The most straightforward function of Invocation points is that as a free action you may expend them to recharge used spell slots. To recharge a spell slot, you must spend an amount of Invocation points equivalent to that slot's level.

But more than that, certain features of the Bard, Brehon, and Druid subclasses require the spending of Invocation points in order to function.

You may store up to a maximum of 50 Invocation points. They do not expire or reset and are kept until spent.

Character Improvement: (4th level)

You can increase one ability score of your choice by 2, or two ability scores of your choice by 1. Or you may choose one feat from the Feats list ([pg. 136](#)), provided you meet any particular criteria the feat may require. You gain this benefit again at 8th, 12th, 16th and 19th level.

Observe the Patterns: (5th level)

There is an inherent relation between all things in the universe, and you are becoming more adept at recognizing it wherever you look. You may choose one of the following permanent benefits. You may choose an additional benefit at 10th level and another at 15th level.

- **Fluent With Beasts:** The effects of the spell *speak with animals* are a constant spell-like ability for you.
- **Cloud Reader:** After taking one minute to observe the sky, you are able to reliably predict the weather up to seven days in advance. This only works for natural weather patterns and cannot account for any magically-conjured weather that may occur.
- **At the Edge of Sight:** You can sense the presence, though not the exact location, of otherworldly beings that are within 100 feet of you.
- **It's Only Skin-Deep:** You can perceive the original forms of shapechangers and creatures that are transformed or disguised by magic.
- **I Know Your Mind:** You may perform *detect thoughts* as a spell-like ability after either sitting in concentration for ten minutes or, if you have a particular target, engaging the target creature in conversation for at least one minute. The effect ends after concentration is broken or when the conversation ends.
- **Interpret the Signs:** The *augury* spell may now be cast as a ritual without needing to have it prepared, and it costs no material sacrifice.

- **Celestial Alignment:** When you wish to find a specific location but you do not know where it is, during a short rest with clear weather you can gaze into the night sky and divine your path from the arrangement of the moon and stars. During this short rest you learn the general compass direction of where your destination lies from where you currently stand.

I Come and Go as I Please: (10th level)

In a filí's mission to preserve social order, the ability to traverse boundaries is quite useful. You essentially have diplomatic immunity and you are known in many chieftains' courts, even if you are not always welcomed warmly. There are very few doors that are closed to you, and few ears that your words can't reach.

Once per long rest, you may freely declare that you mysteriously appear in the midst of a social encounter. For example, you may emerge unexpectedly from among a crowd at a feast, or from behind a tree to join a meeting in the forest. You may also use this to initiate a social encounter, perhaps stepping out from an unobserved corner in a chieftain's hall to request an audience. Locked and guarded gates and doors can even be bypassed to achieve this.

You must be within 3 miles of the location where you wish to appear and you must be certain that there is at least one person already present at the location.

In addition to an appearance, once per long rest you may also declare a departure. At a time during a social encounter when your character is not calling attention to themselves you may declare that they have disappeared without a trace while no one was looking. Five minutes after your departure, traveling by unknown means, you wind up in a spot of your choosing no more than 3 miles away from the location where you vanished.

No one present at these social encounters ever notices you coming or going, nor can they explain how you do it. Guards at gates and doors

never report seeing you pass by, and neither hunters or hounds can track your path.

This feature cannot be used to enter or leave a combat encounter, to escape captivity if you are bound or restrained, nor to teleport simply for ease of travel.

Bestow Curses, Enchantments: (13th level)

As a standard action, you may spend 10 Invocation points and attempt to bestow a curse of your choosing from the d12 table ([pg. 169](#)) onto a humanoid target that you can see. Your target may make a Wisdom saving throw (DC 8 + your proficiency bonus + your Wisdom modifier). If they succeed at their saving throw they are unaffected, but your Invocation points are still spent. Beasts, otherworldly beings, Fomorian, and certain heroic humanoids are immune to this feature.

Further, during a long rest you may spend 50 Invocation points and permanently imbue an item with an enchantment selected from the "Weapon and Armor Enchantments" list ([pg. 171](#)). With some exceptions, no item may have more than one enchantment placed upon it.

Ollamh: (16th level)

To be an ollamh is to be recognized as a great sage and master of your discipline. As the royalty of the filí caste, ollamhs are due as much respect as any chieftain. After consideration of your many achievements, a conclave of your peers have decided to grant you this lofty title. Your word carries great weight and rulers of kingdoms now actively seek your advice. Many will be the hardships brought before you in the hopes that you can set them aright. Your presence is often requested at the sacred Hill of Uisneach, so that you might take part in councils of the wise.

Imbas Forosnai: (17th level)

You have perfected the meditative practice of *Imbas Forosnai*, which means "illuminated inspiration." Visions of foresight now come to you in your dreams, sent from the Otherworld to give you knowledge of what the future holds and

how you can meet it. At the end of every short rest during your preparation phase you may choose one of the following benefits for the day. You may activate your chosen benefit once before it resets with the next short rest.

- **Omens of Death:** When a successful attack is rolled against you or an allied creature that you can see and its damage would reduce your hit points or your ally's hit points to 0 or lower, as a free action you may declare that the attack fails.
- **Looming Misfortune:** When you or an allied creature that you can see fails a saving throw, as a free action you may declare that the save is an automatic success.
- **Wise Counsel:** When you or an allied creature that you can see fails an ability check, as a free action you may declare that the check is an automatic success.

Pass Into Legend: (20th level)

[To be revealed in the final publication!]

Seer's Calling: Bard

All the old stories are alive in you. You are the people's connection to their past, and through your work they find inspiration.

Saving Throw Proficiency change:

You may choose to exchange your proficiency in Wisdom saving throws for proficiency in Charisma saving throws.

Bard Spellcasting: (3rd level)

You have access to the Bard spell list. For the purposes of determining your spell attack modifier and save DC, your spellcasting ability is Charisma. You use Bardic Verse (Cha) for your spellcasting ability checks. Check the rules on spellcasting ([pg. 162](#)) for the bard spell list and more details.

Spellcasting Focus: Material components are no longer used for spells, but in their place a spellcasting focus is necessary. When casting a spell that requires a material component, a spellcasting focus must be used. For their spellcasting focus a bard may use a staff, any musical instrument, a piece of golden jewelry such as a torc or brooch held in their hand, or a bullroarer ([pg. 153](#)).

Compositions: (3rd level)

During a long rest you may spend 12 Invocation points and make a DC 10 Bardic Verse (Cha) ability check. If you succeed at the check you may spend that same long rest creating a piece of bardic composition. Note the result of your Bardic Verse check, because it will determine the duration of your chosen effect. After creating your bardic composition you may perform it during any subsequent short or long rest, at which time the composition's effects will be activated. If you fail the initial Bardic Verse (Cha) check you do not lose any Invocation points that would have been spent, but you may not attempt to create another bardic composition until your next long rest.

Choose one:

- **Call for Justice:** The words of a bard can inflame spirits and inspire actions both noble and terrible. Choose a named character who is known of by your player character. During your long rest you build a case against that character, and then before an audience during a short rest you indict your target for their supposed wrongdoings, calling for justice or vengeance to be brought upon them. No matter where they are, even if they are not present, your target must make a Charisma saving throw at the time that you perform this composition (DC 8 + your proficiency bonus + your Charisma modifier). If the targeted character fails their save, all other people who are present as an audience to your performance are turned hostile towards the target character for an amount of days equal to your Bardic Verse (Cha) check's result. If your accusations against the character are false, you must make a Performance check (DC 14) to ensure that your words are believed and take effect. If no hostile actions are made against the target character during the duration of this effect, all effected people simply lose their hostility at the end of the duration and revert to their former disposition. However, if any person effected by your performance makes a hostile action against the target character, grudges are made and the hostility between them remains even after the end of your performance's effect. Friends, allies, and followers of the target are immune to this effect, as well are other filidh, and rulers. If your calls for action are inconvenient for a ruler, they may choose to hold their inflamed followers back from doing anything, possibly vetoing your attempt. If this composition targets a character who is under the same roof as you at the time of its performance, you may be held

responsible for profaning the laws of hospitality.

- **Dreaded Satire:** Reputation is as precious as life, and the sharpness of a bardic tongue is like the sharpness of a sword. Choose one named character who is known of by your player character. During your long rest you compose a scathing piece of poetic mockery aimed at them. Whether the satire is comedic or reproachful, truthful or fiction, it will be some time before your target's reputation and confidence will recover from it. No matter where they are, even if they are not present, your target must make a Charisma saving throw at the time that you perform the satire (DC 8 + your proficiency bonus + your Charisma modifier). If the target character fails they must make all saving throws and ability checks with disadvantage. This effect lasts for an amount of days equal to your Bardic Verse (Cha) check's result.
- **Heroic Epic:** Many warriors would go to great lengths to have their deeds preserved in tale and song. Choose a named character who is known of by your player character. During your long rest you compose a song of praise and glory dedicated to them and their achievements, ensuring that their name will be spoken of across Ériu for at least a little while. Your target is inspired to greater efforts and becomes immune to any imposition of disadvantage on their dice rolls for an amount of days equal to your Bardic Verse (Cha) check's result. Their image is also greatly improved in the eyes of the public, and they gain advantage in all Charisma-based ability checks for the same amount of time.
- **Honor the Dead:** The names of the slain from countless battles across generations past are still remembered and recited. While the souls of the dead now live on in the Otherworld, how their names are remembered in bardic tales is considered

to be another sort of afterlife. With a tale of their deeds in life, you can summon the soul of a dead warrior and convince them to relive past glory or redeem past shame as they fight in your service. You control the warrior spirit's actions in combat and they act on your turn with their own movement, standard, and bonus actions. The warrior spirit remains for an amount of days equal to your Bardic Verse (Cha) check's result before returning to the Otherworld. The warrior spirit uses the Young Warrior stat block ([pg. 215](#)) at Filí level 3, the Proven Warrior stat block ([pg. 219](#)) at Filí level 7, the Hardened Warrior stat block ([pg. 220](#)) at Filí level 11, and the Renowned Warrior stat block at Filí level 15. In addition to the information on these stat blocks, all warrior spirits summoned with this feature have resistance against non-magical bludgeoning, piercing, and slashing damage. While accompanying you, the otherworldly nature of the warrior spirit is not easily recognized by others, for they appear, feel, and behave as if they were living flesh and blood. If defeated in battle they fall as if slain, but then their bodies disappear like fading mist and their souls return to their second life in the Otherworld. You may not perform *Honor the Dead* again while you are still accompanied by a warrior spirit from a previous performance.

- **Rousing Tale:** Not letting the truth get in the way of a good story, you weave an exciting yarn to lighten hearts and raise spirits. When performed, all characters who are present as an audience to the tale gain a Bardic Inspiration die, a d6. This die may be rolled and its result added to an ability check, attack roll, or saving throw. This die may be used by each character up to an amount of times equal to your Charisma modifier, and otherwise expires after an amount of days equal to your Bardic Verse (Cha) check's result.

- **Mythic Ancestry:** The ancestors of Ériu’s people were wondrous folk, born in wondrous times, and nearly all who live today may claim descent from at least one heroic figure. Choose a named character who is known of by your player character. During your long rest you weave a tale of that character’s honorable lineage. In your narrative you emphasize a superlative quality that scions of their bloodline are reputed to exemplify, such as bravery, tenacity, cleverness, and so on, or a particular skill or talent. To represent this quality choose from Strength, Constitution, Dexterity, Intelligence, Wisdom, or Charisma, or one feat from the Feats list. Your target is inspired to follow in their ancestor’s footsteps and gains +2 in the chosen ability score, or the benefits of the chosen feat, for an amount of days equal to your Bardic Verse (Cha) check’s result.

Fae Patronage: (7th level)

Your songs and tales have reached the ears and drawn the attention of the fae folk. Drawn by your wit and talent for expression, a noble of the Aes Sidhe or another influential being of the Otherworld has welcomed you into their favor. This relationship brings various benefits to you, but the benefits differ depending on the disposition of your patron. Fae folk may be broadly identified as either *seelie*, who are bright and gregarious, or *unseelie*, who are dark and mysterious.

Seelie and *unseelie* are broad and nebulous categories, and the particular nature and disposition of your chosen patron is free for you and your Verse Master to decide.

Choose one:

Seelie Patron:

Seelie folk are known to interact with mortals forthrightly, and will give fair warning if offended or will even ask mortals for aid when in

need, and will offer aid in turn. While light-hearted and personable, they are also fickle and easily bored and a mortal must be truly exceptional to keep their attention. Seelie fae are also known as “Trooping Folk” or “the Summer Court,” for they are occasionally sighted by mortals while they cross the landscape together in great processions, accompanied by light, music, and warmth. You gain the following benefits from a seelie patron:

- **Heroes’ Feast:** Once per long rest, if you spend 8 invocation points you may make a request of your patron to conjure a great feast out of thin air, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don’t set in until this hour is over. Up to twelve other creatures can partake of the feast. A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poisons, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2d10, and it gains the same number of hit points. These benefits last for 24 hours.
- **Join the Cavalcade:** During a short rest you may spend 8 invocation points to call upon your patron’s peers and kindred as they travel across the land. As you and your companions rest you will be visited by a glamorous procession of otherworldly folk. As they pass by, clothed in finery and bathed in light, they will invite you and your companions to join them in their merrymaking. Your patron is most likely among their number, if not leading at their head. They will ask you where you are traveling to, and you may name any spot in Ériu. You and your companions may then spend the rest of your short rest in the company of these strange and happy people as you all make your way along like a moving festival. The landscape will roll by without you realizing, and before

you know it hours will have passed until the period of your short rest is over.

Though you have been awake, walking or riding that whole time, you feel fresh as if you have just enjoyed a full night's sleep, and so you still benefit from the effects of a short rest. At that time your patron will bid you to part ways from them, and the cavalcade will say farewell and carry on. Looking about yourself as if waking from a dream, you and your companions will find that you have miraculously covered a great distance and arrived at the desired spot that you named to your patron when they asked your destination.

- **News From Afar:** Once per long rest you may communicate with your patron and ask them for any news that they may know. Seelie fae enjoy gossip and are entertained by the dramas of mortal lives, and so your patron surely knows something interesting about current events in Ériu or elsewhere. When this ability is activated you may ask the Verse Master to share with you one piece of information about goings-on in any part of Ériu or Alba. You may ask a specific question, or you may choose to let the Verse Master share a piece of information that they believe to be relevant to your interest.
- **Daylight:** You may cast the spell *Daylight* as a spell-like ability an amount of times per long rest equal to your Charisma modifier. This consumes no spell slots and does not require a spellcasting ability check.

Unseelie Patron:

Unseelie folk are not necessarily cruel or malevolent, but they are secretive, easily offended, and quick to take vengeance. However, if shown proper respect by a mortal they do not soon forget the gesture, and they will maintain a faithful relationship with that mortal for so long as the respect continues. Unseelie fae are also known as “Solitary Folk” or “the Winter Court,” for if they are encountered at all it is always in

some cold and lonely spot and never in the company of others. You gain the following benefits from an unseelie patron:

- **Lead Them Astray:** Once per long rest, if you spend 8 invocation points you may make a request of your patron to misdirect and waylay a target character while they are traveling in the wilderness, no matter their distance from you. Perhaps your target creature is pursuing you, or you wish to prevent them from reaching their destination, or you simply want them to be put out of the way in a convenient manner. Your patron will twist the path beneath your target's feet as they travel, and the target character will quickly find themselves lost. If the target character is with traveling companions they become mysteriously separated from them before they realize it, and any attempts to reunite are fruitless. Search parties, trackers, or hounds sent to find the target character will all fail. The target character will become confused by your patron's magic and will be unable to recognize landmarks, remember the direction from which they came, or even trace the direction of the sun. They can stay lost in the wilderness up to an amount of days equal to your charisma modifier, but every 24 hours the target character may make an Intelligence saving throw (DC 8 + your proficiency bonus + your Charisma modifier). If they succeed at one of these Intelligence saving throws, or at the end of the effect's duration, the target character will be able to retrace their steps and will find the path from which they had been led astray, reappearing at the spot where they first disappeared.
- **Bring Them to Me:** During a short rest you may spend 8 invocation points to ask that your patron deliver a target character into your presence. No matter where they are in Ériu, your patron will come upon the target character and whisk them away

to you. If they are awake and unwilling to go, the target character may make an Intelligence or Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier), and if successful will somehow elude or outwit your patron. However, if your patron comes upon the target character while they are sleeping, they are unable to resist and are abducted. If your patron took them away successfully, the target character will appear in front of you within the time of the short rest period.

- **Hideaway:** Once per long rest, during a short rest while traveling, you may ask your patron for shelter and refuge. When you and your companions take a short rest in the wilderness and you activate this feature, your campsite becomes concealed from prying eyes and may not be discovered by any means for the duration of that short rest. Even if creatures are actively seeking you and attempting to track your footsteps, they will automatically fail. Your campsite is not made invisible, and there is not some impermeable barrier preventing intruders from approaching, and yet other creatures simply cannot come close to finding you, as they are misled in other directions by illusions that may be dismissed as chance or error.
- **Fog Cloud:** You may cast the spell *Fog Cloud* at 3rd level or less as a spell-like ability an amount of times per long rest equal to your Charisma modifier. This consumes no spell slots and does not require a spellcasting ability check.

The Three Voices: (11th level)

You have learned the three essential forms of performance, or “voices,” that every bard must master. These are the voices of Mirth, Sleep, and Sorrow.

As a standard action during combat, you may spend a required amount of Invocation

points and a chosen amount of hit dice. Upon doing so, you begin to sing, recite, or play your instrument, and you weave enchantment into the performance.

All creatures of your choice who are within 50 feet of you and can hear and understand you must make a Charisma saving throw (DC 8 + your proficiency bonus + your Charisma modifier). Any creatures who succeed at their saving throw are immune to the effects of the chosen voice for 24 hours. Any effected creatures who leave the effect’s radius and then re-enter it must make another saving throw.

Creatures are effected even if they do not speak your language, they simply need to be sapient enough to feel complex emotions. Any creature with an Intelligence score of 5 or lower is immune to these effects.

The chosen effect persists only so long as you spend your standard action on each consecutive turn to continue performing it. If you take damage while you are performing, you must make a Constitution saving throw to maintain concentration (DC 10 or half of the received damage, whichever is higher). On a failed save you stop performing. After the chosen effect has progressed past a certain point you’ll be able to stop performing, but if you stop before that point for any reason the effect will end.

During your standard action, roll the amount of hit dice that you want to expend, and choose one of the effects listed below.

- **Voice of Mirth:** (5 Invocation points) All humanoids who failed their Charisma saving throw immediately take disadvantage on all saving throws and ability checks, barely containing their involuntary chuckles and snorts as they hear your comedic voice. Roll 1d4. After an amount of rounds equal to the roll’s result, all effected humanoids finally burst into roars of debilitating laughter. For the duration of their hysterics they are considered prone and incapacitated, though they are still conscious. You can stop your performance once the effected creatures are incapacitated, because the

effect will now last for a maximum amount of rounds equal to the result of your hit dice roll. If an effected humanoid is attacked while in this state, they may immediately make a Charisma saving throw with advantage to pull themselves together. If an effected creature can leave your 50-foot radius within the amount of rounds determined by your 1d4, before laughter takes hold entirely, they recover.

- **Voice of Sleep:** (8 Invocation points) All humanoids who failed their Charisma saving throw immediately take disadvantage on all attack rolls, saving throws, and ability checks, hardly able to hold back their sudden drowsiness as they hear your soothing voice. Roll 1d4. After an amount of rounds equal to the roll's result, all effected humanoids finally fall into a deep slumber. This effect lasts for an amount of hours equal to the result of your hit dice roll. A humanoid who has been put to sleep by this effect will awaken as normal if roused by disturbances such as loud noises or being attacked. If an effected creature can leave your 50-foot radius within the amount of rounds determined by your 1d4, before sleep takes hold entirely, they recover.
- **Voice of Sorrow:** (10 Invocation points) All humanoids who failed their Charisma saving throw are afflicted by a sense of such profound tragedy that their current hit points are temporarily reduced by an amount equal to the result of your hit dice roll. They remain effected until you stop performing or until they leave the 50-foot radius of effect around you. When they are no longer under this effect they regain their lost hit points. Any enemies whose hit points are reduced to 0 or below by this feature are so overwhelmed by the rending anguish of your performance that they simply lay themselves down and die of heartbreak.

You may use this feature an amount of times per long rest equal to your Charisma modifier.

Immortal Renown: (15th level)

As a standard action during combat you may select a party member who can see and hear you, and you make a promise to them that if they push themselves beyond mortal expectations and achieve something great here and now, you will ensure that their tale is told for generations to come, and that their name will never be forgotten.

Seeing that the immortality of legend is nearly in their grasp, your comrade feels a surge of heroism take hold of them. Any hit points they are missing become replaced by temporary hit points, they are cured of all status effects except for curses, and they temporarily gain +2 to AC. The AC and damage bonuses remain for an amount of rounds equal to your Charisma modifier. The temporary hit points vanish at the end of the combat encounter. You may use this once per long rest.

Seer's Calling: Brehon

There are sacred laws that have governed the way of life in Ériu before even the coming of the gods. You uphold these laws, and no one is above them.

Armor Proficiency Granted: (3rd level)

You now have proficiency in equipping and using all shields.

Brehon Spellcasting: (3rd level)

You have access to the Brehon spell list. For the purposes of determining your spell attack modifier and save DC, your spellcasting ability is Intelligence. You use Brehon Law (Int) for your spellcasting ability checks. Check the rules on spellcasting ([pg. 163](#)) for the brehon spell list and more details.

Spellcasting Focus: Material components are no longer used for spells, but in their place a spellcasting focus is necessary. When casting a spell that requires a material component, a spellcasting focus must be used. For their spellcasting focus a brehon may use a club, staff, greatclub, or bullroarer ([pg. 153](#)).

Lawkeeper: (3rd level)

When wielding a club, staff, or greatclub, you may choose to add your Intelligence modifier to attack and damage rolls in place of your Strength modifier.

In addition, choose one of the benefits below. At 11th level you will receive whichever of the benefits you did not choose at 3rd:

- Gain an amount of temporary Hit Points equal to your Intelligence score, double that amount after 10th level. Any lost temporary hit points are restored after a short rest.
- Add your Intelligence modifier to your AC in place of your Dexterity modifier.

If your Intelligence score changes after gaining this feature, the benefits adjust accordingly.

The Secret of the Signs: (7th level)

Your studies have given you mastery over the ogham. You have carved the wood of your club, staff, or greatclub with sacred ogham inscriptions, making it into a potent tool for ritual and a strong conduit of magic.

After casting a spell that requires concentration to maintain, as a bonus action you may spend an amount of Invocation points equivalent to the spell's level (minimum of 1) and then transfer its concentration requirement from yourself and anchor it to the ogham carvings on your weapon.

While the ogham carvings on your weapon are maintaining a spell's concentration for you, you do not need to make Constitution saving throws to maintain that spell when you take damage, and your own concentration is freed up for you to cast another spell. You are able to anchor as many active spells to your weapon as you have the Invocation points to afford. Active spell effects maintained by your weapon last for their full duration or until ended at will by you. All spell effects maintained by your weapon end immediately if you are no longer holding the weapon, whether you put it down, drop it, or are disarmed.

Governance of Geasa: (11th level)

You may spend 12 Invocation points and as a standard action place a magical command on a humanoid that you can see, forcing it to carry out some service or refrain from some action or course of activity as you decide. If the humanoid can hear and understand you, it must succeed on a Wisdom saving throw (DC 8 + your Proficiency bonus + your Intelligence modifier) or become compelled to obey your decree. The humanoid takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day. A humanoid that can't understand you is unaffected. You can issue any command you choose, short of an activity that would result in certain death.

Should you issue a command that is certain to result in the target's death, the effect

ends. The duration of the effect is for you to decide and may last for as long as you wish, or even indefinitely. You may also dismiss the effect at will or specify conditions which, if fulfilled, would automatically end the effect.

This effect can only be bestowed for the purposes of upholding your role as a judge. The effect ends immediately if it has been arbitrarily or maliciously placed upon an undeserving target, or if the command you give to your target would contradict brehon law. If the target succeeds at their saving throw they are unaffected, but your Invocation points are still spent.

In addition, refer to the d20 “Geasa” list (pg. 134). You may spend 15 Invocation points to bestow a geas from this list upon a willing humanoid creature, along with the statistical benefit it imparts and the risk of incurring a curse if broken. The geas is selected from the list by a random d20 roll. This form of geas cannot be lifted once granted. A creature can have more than one geas at a time.

Pass Judgment: (15th level)

As a standard action you may place a verdict upon on all hostile creatures within a 10 ft radius circle centered no more than 50 feet away from you. Enemies must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Intelligence modifier). Choose one of the status effects listed below.

- Half movement speed
- Disadvantage on all attack rolls
- Disadvantage on all ability checks and saving throws
- -2 penalty to AC
- Fear

Creatures who fail their saving throw suffer the chosen status effect for an amount of rounds equal to your Intelligence modifier.

At the time of your standard action performing this ability, you may spend Invocation points to enhance its effects in various ways. You may:

- Spend 2 Invocation points to inflict an additional status effect from the list.

- Spend 2 Invocation points to increase the effected area’s radius by 10 feet.
- Spend 3 Invocation points to extend the duration by an additional 1d6 rounds.
- Spend 3 Invocation points to impose disadvantage on Wisdom saving throws against this feature.

More than one enhancement can be chosen so long as you have the Invocation points to afford them. Any enhancement but the last can be chosen multiple times to stack their effect.

This feature may be used an amount of times per long rest equal to your Intelligence modifier.

Seer's Calling: Druid

The mortal world and the Otherworld are intertwined in all things. You are an emissary who navigates the spaces between, ensuring that balance is maintained.

Druid spellcasting: (3rd level)

You have access to the Druid spell list. For the purposes of determining your spell attack modifier and save DC, your spellcasting ability is Wisdom. You use Druid Lore (Wis) for your spellcasting ability checks. Check the rules on spellcasting ([pg. 164](#)) for the druid spell list and more details.

Spellcasting Focus: Material components are no longer used for spells, but in their place a spellcasting focus is necessary. When casting a spell that requires a material component, a spellcasting focus must be used. For their spellcasting focus a druid may use a staff, a sickle, a branch from a sacred tree such as an oak or apple tree, or a bullroarer ([pg. 153](#)).

Rituals: (3rd level)

During a short rest you may spend a specified amount of Invocation points and make a DC 10 Druid Lore (Wis) check to create one of the magical objects listed below. If you fail your Druid Lore (Wis) check you do not lose any Invocation points that would have been spent. Only one ritual may be attempted per short rest.

- **Tathlum Ball:** You may spend 4 Invocation points and take one hour to create a tathlum, also known as a “death ball.” A tathlum is made by mixing the mashed brains of an enemy humanoid with a caustic substance called lime, which is extracted from heated limestone. This grisly mixture is then shaped into a ball no larger than a fist and left to dry. It is believed that a creature’s soul resides in their head with the brain, and so creating this object with such an ingredient means that it will contain potent magic. When its lime content dries, the brain-wad hardens

and becomes like a stone, making it deadly as a projectile weapon. Depending on the size of the tathlum specified by you, it may be launched either from a sling or like a hurling ball with the use of a hurley stick, and does damage equivalent to whichever weapon. If a ranged attack with a tathlum is successful it automatically scores a critical hit and also deals an additional 2d6 necrotic damage. A tathlum can be retrieved and used again, but it can only be used for an amount of ranged attacks equal to its creator’s Wisdom modifier before the magic in it is expended and the bonuses cease.

- **Talking Head:** You may spend 4 Invocation points and take one hour to call the soul of a humanoid creature back to its severed head, granting it consciousness and speech. With its animating soul summoned from the Otherworld, the head once more possesses its personality and all of its memories from full-bodied life and it may converse normally. The only difference in the head’s disposition is that even if you were enemies in life, and even if you or your companions were responsible for its death and/or decapitation, it now holds no grudges and cooperates in every way. The head will truthfully answer any questions you ask it, obediently pass along messages if delivered or left behind to speak for you, and it will keep any secrets given to it. No matter its distance from you, the head can remain conscious and in this state for an amount of days equal to your Wisdom score, or until you dismiss its spirit and end the magic at will. In the *Head Hunting* section of this book it is explained that a character cannot claim more than one trophy head at a time after a combat encounter and cannot carry more than two trophy heads at any time, but heads taken in order to perform this

ritual do not count and are not subject to those rules.

- **Warding Charm:** You may spend 4 Invocation points and take one hour to carve and consecrate a sacred charm, token, or idol that can be used to turn and keep away otherworldly beings. As a standard action you may hold up this token and abjure otherworldly creatures with forbidding incantations and words of power. Otherworldly creatures that are within 30 feet of you and can see or hear you must make a Charisma saving throw (DC 8 + your proficiency bonus + your Wisdom modifier). If an Otherworldly being fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. This only works on otherworldly beings of Huge size or smaller. Otherworldly beings of Gargantuan size or larger fail to take notice. Legendary monsters and fomorians are immune to this effect. The charm can be used an amount of times equal to its creator's Wisdom modifier before it loses its magic and a new one must be made.
- **Woad Paint:** You may spend 8 Invocation points and take one hour to make paint out of gathered woad. Woad is a flowering plant with magical properties that is used to make blue pigment. You may then spend 10 minutes applying this paint in intricate designs and patterns to the bodies of an amount of allies equal to your Wisdom modifier. Characters wearing woad paint may roll d100 percentile dice whenever they are successfully hit with a melee or ranged

attack. If the result is 0-80% the attack lands normally. If it is 81% or above the attack bounces off as if it had struck stone and the wearer is unharmed. The paint and its effect wears off when a painted ally takes their next short or long rest.

- **Mistletoe Elixir:** You may spend 8 Invocation points and take one hour to concoct an elixir out of gathered mistletoe. Mistletoe is a plant with supernaturally medicinal properties that grows upon sacred oak trees. When a humanoid creature drinks this elixir they are cured of all non-magical poisons and diseases and are restored to maximum hit points over the course of one short rest. The elixir may only be drunk once before it is all gone.
- **Balefire:** You may spend 10 Invocation points and take one hour to construct and light a large fire with magical properties. A balefire is similar in size and appearance to a normal bonfire, but among its kindling and timber are placed the bones of animals that have been sacrificed to the gods. When lit this fire generates certain effects towards otherworldly beings. Otherworldly beings that catch sight of the firelight from any distance may be drawn towards it and will likely approach, but they will be unable to freely enter within the radius of light cast by the fire without your invitation. The balefire occupies a 10x10 foot space and casts bright illumination in a 30 foot radius around itself, with 30 feet of dim light beyond that. While within the radius of the bright illumination, humanoids and beasts have advantage on all saving throws against effects and abilities from otherworldly beings. Otherworldly beings attempting to enter within the bright illumination's radius without your spoken invitation must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Wisdom modifier). If they fail their check they take an amount of d8s in

radiant damage equal to your Wisdom modifier at the beginning of each of their turns. On a successful save the radiant damage to them is halved. The effect of the balefire lasts for 8 hours, after which it will burn out. If you continue to feed the fire with wood and bones past this period of time it will continue burning, but it will lose its magical effect unless another 10 Invocation points are spent.

- **Ghost Fence:** You may spend 10 Invocation points and take one hour to erect a line of stakes with the heads of enemies stuck upon them. These severed heads do not appear with the expenditure of the points. You and your companions must collect heads the old-fashioned way. When built, the ghost fence forms an intangible magical barrier against the living. If any humanoid attempts to pass through the border formed by the ghost fence, or if they attempt to attack or disassemble the ghost fence, they must make a Wisdom saving throw (DC 8 + your proficiency bonus + your Wisdom modifier) or else have a curse befall them. Even the druid who built a ghost fence is not able to cross or disturb it without having to make a saving throw. The length of the fence and how much ground it covers is determined by the amount of heads that you use to build it. A fence must include at least two staked heads, and each head must be placed at a distance of no more than twenty feet away from its neighbor(s). The effect of the ghost fence only extends between the heads and may be bypassed by going around the outermost heads, if possible. It is not possible to avoid a ghost fence's effect by going above or below it. A fence may be arranged either in a line or looped as an enclosure, with its particular shape conforming to the landscape and your design. The ghost fence's magical effect will persist until at least one head is removed from its post, whether by

humanoids, scavenging animals, a strong wind, or whatever else may disturb them. If left undisturbed a ghost fence will remain effective for as long as it takes for the heads to decompose and be picked clean by ravens until they are nothing but skulls (which usually takes about twenty days). Beasts, otherworldly beings, Fomorians, and certain heroic humanoids may cross and disturb ghost fences freely, because of their immunity to curses. If a chariot or horse is driven to disturb the fence, or another animal such as a hound is bidden to do so, it is the humanoid driver, rider, or master that suffers the curse. In the *Head Hunting* section of this book it is explained that a character cannot claim more than one head as a trophy for themselves after a combat encounter, and cannot carry more than two trophy heads at any time, but heads taken for the clearly-stated intent of performing this ritual are not subject to these rules.

- **Horn of the Wild Hunt:** You may spend 15 Invocation points and take one hour to imbue a hunting horn with magic that will allow it to summon the wild hunt when blown. When this horn is sounded, its call will be quickly answered by the terrifying and clamorous oncoming of great riders clad in black, who descend from the sky on maddened horses. These riders use the Wild Hunter stat block and the amount of wild hunters summoned is equal to your Wisdom modifier. You must spend your standard action each round to control and direct the actions of these wild hunters for the entire time that they are summoned, or else they will turn hostile against all present, including yourself and any allies. If a combat encounter is ongoing while they are summoned, they will remain for an amount of rounds equal to your Wisdom modifier. If there is no combat at the time, they will remain for an amount of time that is judged by the Verse Master

to be equivalent to that amount of combat rounds. At the end of this period of time, whether you have continued to spend your standard actions to control them or not, the wild hunters will depart back to the Otherworld, whence they came. But before they go, they each get to make a move action and a grapple check against a target humanoid that is within reach. If you have maintained control over them, the wild hunters grapple targets of your choice, otherwise they grab for whoever they wish or simply whoever is closest at hand. If a wild hunter succeeds at their grapple check, they will pull the helpless target over their horse's back and take them away to the Otherworld with them as they depart, riding thunderously into the sky towards the horizon. The hunting horn with which you summoned the wild hunters may only be blown once for this effect, and after its call has been answered, the horn's magic effect dissipates and it reverts to a mundane horn.

- **Silver Branch:** You may spend 20 Invocation points and take one hour to collect a branch from an apple tree, ritually inscribe it with ogham script, and intone words of passage and guidance over it. Thus consecrated, this apple branch takes on a silvery glow and becomes a passport to the Otherworld. Normally, mortals cannot freely find their way through the veil between worlds and must be invited, guided, or kidnapped by an Otherworldly being. But while a druid holds this branch they may find the path to the Otherworld, and may lead the way for any amount of companions who join them. With the silver branch in hand, there are several routes that you and your companions may take: If you sail out into the western sea until you lose sight of land and then sail on further, following the setting sun, the next land that you catch sight of will be the shores of the

Otherworld. If you journey into the deepest part of a forest and navigate your way through to the forest's other side, you will find yourself in the Otherworld. If you enter into the passageway of an ancient burial mound, barrow, or cairn, or submerge yourself beneath the surface of a quiet body of water such as a lake or bog, when you emerge from the depths it will be into the Otherworld. The magic of the silver branch will persist for the length of your time in the Otherworld, and when you are ready to return to the mortal world it will guide you back by the same routes of sea, forest, burial mound, or lake. Upon your return to the mortal world and the completion of your journey the silver branch will lose its glow and will become a mundane branch once more. If the silver branch is lost while you are in the Otherworld, apple trees grow there also from which you can make a new one. While you are in the Otherworld, refer to the "Otherworld, Tír na nÓg" section of the Verse Master's Guide for detailed rules on travel and navigation through its strange and unfamiliar landscapes.

- **Cauldron of Rebirth:** You may spend 30 Invocation points and take one hour to brew a magical concoction in a cauldron. This cauldron must be large enough for a medium-sized humanoid creature to fit inside of it. Once the magical brew is simmering, the corpse of a humanoid that has been dead for no more than ten days may be submerged into it. After ten minutes in the cauldron, the humanoid will return to life with 1 hit point. This humanoid is cured of all non-magical poisons and diseases that affected it at the time of its death, and all wounds it may have suffered are healed, but missing body parts are not restored. If the humanoid is lacking any body parts or organs essential for life, such as their head, they cannot be resurrected. Coming

back from the dead is an ordeal. The humanoid takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the humanoid finishes a short rest, the penalty is reduced by 1 until it disappears. The life-giving properties of this cauldron's brew persist for an amount of hours equal to your Wisdom modifier, or until the fire beneath it is no longer tended and it is allowed to go cold. Within that time you may revive an amount of dead bodies equal to your Wisdom modifier.

Eyes of the Gods: (7th level)

The Tuatha De Danann themselves have deemed you to be a worthy druid, and so they have sent their servants to keep watch over you. Upon first receiving this feature you may refer to the list below and choose the form in which these emissaries of the Otherworld will thenceforth manifest themselves. Each form has different benefits and this is a permanent choice that you may only make once.

The birds and the effects that they impart may be dismissed or summoned as a free action. The birds and their effects are only active outdoors in the open air and do not accompany you into buildings, underground, or underwater. They are active in the Otherworld just as in the mortal world. Unlike pets, companions, or familiars, these otherworldly beings do not behave as creatures with statistics. Rather, they represent constant effects.

Choose one:

- **Eagle:** The figure of an eagle can always be seen circling far overhead. Its mere presence seems to lend you some of its majesty and you have advantage on Persuasion checks. Also, you and any party members who can see the eagle gain an amount of temporary hit points equal to your proficiency bonus + your Wisdom modifier. The temporary hit points provided by the eagle are restored at the

beginning of each day. This is only active during the morning and daytime.

- **Owl:** A ghost-like being glides silently past you through the dark of night. The effects of the spell *Darkvision* are a constant spell-like ability for you, allowing you to see in the dark out to a range of 60 feet. Also, during combat all hostile creatures within 40 feet of you are effected by the owl's presence of ill omen and have disadvantage on saving throws against magical effects. This is only active during dusk and nighttime.
- **Ravens:** Black wings and hungry gazes follow your every step as ravens flock behind you. Though they are a constantly looming presence, they only intervene when there is blood to dine upon. With these birds of war crowding around, you have advantage on Intimidation checks. Also, at the beginning of your turn in every round during combat, all hostile creatures within 40 feet of you must make a Constitution saving throw (DC 8 + your proficiency bonus + your Wisdom modifier) or else take 1d4 magical piercing damage as they are set upon by a flock of sharp-beaked ravens. This is only active during daytime and dusk.
- **Songbirds:** The trilling sound of soft music accompanies your presence, and news is constantly brought to your ears as songbird messengers flit and dart through the air. They perch on your shoulder or fly about your head to tell you what they've seen, granting you +4 to your Perception checks as well as to your passive Perception. Also, if any noteworthy event transpires within ten miles of you, the songbirds will soon fly to your shoulder and you will learn details of the event during your next short rest. This is only active during the morning and daytime.
- **Swan:** Whenever you are near water a graceful swan can always be seen gliding over its surface, and when you are away from water the swan will occasionally

pass low overhead. The effects of the spell *Water Walk* are constant for you, allowing you to walk on the surface of liquids when you so choose. Also, in emulation of the swan's grace, you may ignore the movement penalty of all non-magical difficult terrain. This is only active during the morning and daytime.

Master of Shapes: (11th level)

You no longer need to have the *polymorph* spell prepared in order to cast it, and you no longer need to spend spell slots to cast it. Instead, you may cast *polymorph* as a spell-like ability an amount of times per long rest equal to your Wisdom modifier. If you would like to have more uses of *polymorph* than this feature provides, you can also prepare it as a spell and cast it with spell slots as normal. In addition, when you cast *polymorph* on yourself, there is no duration and you may maintain your animal form for as long as you wish.

Oak Knowledge: (15th level)

Like the roots that delve deep for water and the branches that reach towards the sun, your learning has encompassed much between earth and sky. Choose an amount of spells equivalent to your Wisdom modifier from among the Bard, Brehon, and Faerie Rover spell lists, and add these spells to your own spell list.

Warrior

of the Red Branch

Enough idle talk! If you would issue a challenge then take care, for it will be answered. We'll see if your deeds match your words.

Those Who Win Renown

A warrior of the Red Branch keeps company among the mightiest of Ériu's fighters. In a land of champions, those of the Red Branch stand above all. At least this is what they proclaim for themselves, loudly and often. Challenges against these claims are frequent, for the rivals of the Red Branch are many, but again and again they repel all comers. The Halls of the Bright Branch, the Russet Branch, and the Speckled Hoard resound with the boasts of these heroes of Ulster as they feast with every victory.

The Strife of Ulster

The halls of the Red Branch form a warrior lodge which swears its loyalty to the kingdom of Ulster. When not turned outward in war, warriors of the Red Branch strive against one another in contests both friendly and deadly, and at times these contests can shake the entire kingdom. The unquestioned champion of the Red Branch, the mighty Cúchulain, keeps himself aloof and has no interest in enforcing order among his comrades. But the shadow that he casts is enough to inspire a semblance of order, as shown by the informal hierarchy that has formed with Cúchulain as its paragon. In this way every warrior of the Red Branch measures themselves against their comrades, desiring to climb ever higher. Even Conchobar Mac Nessa, strong king of Ulster and lord of the Red Branch, is tested in his authority over such willful fighters. It is not unusual to find warriors of the Red Branch far from their halls, following their own desires or sent into exile by Conchobar.

Pride and Prowess

A warrior of the Red Branch is for players who want to dive headfirst into throngs of enemies and see them scattered. With impressive fortitude and physicality, a Warrior of the Red Branch can survive the worst of the enemy and return any blow in kind.

Class Features

As a warrior of the Red Branch, you gain access to the following class features.

Hit Points

Hit Dice: 1d12 per Warrior of the Red Branch level

Hit Points at 1st level: 12 + Constitution modifier

Hit Points at Higher Levels: 1d12 (or 7) + your Constitution modifier per WotRB level

Proficiencies

Armor: Light armor, Medium armor, Heavy armor, Shields

Weapons: Simple weapons, Martial weapons.

Saving Throws: Strength, Constitution

Skills: Choose two from Acrobatics, Animal Handling, Athletics, Chariot Driving, Intimidation, Perception, and Survival

Equipment ([pg. 158](#))

You start with the following equipment, in addition to the possessions / starting wealth granted by your background:

- A leather jerkin -or- a boiled leather cuirass (choose)
- 1 martial weapon, 1 simple weapon, and a round shield, -or- 1 martial weapon and 2 simple weapons (choose)
- 2 javelins

Warrior of the Red Branch

Class Level	Proficiency Bonus	Glory Points	Features
1	+2	-	Fighting Style, Second Wind
2	+2	-	Action Surge, Salmon Leap
3	+2	3	Warrior's Path features, Glory Points
4	+2	4	Character Improvement
5	+3	5	Extra Attack
6	+3	6	Heat of Battle
7	+3	7	Warrior's Path feature
8	+3	8	Character Improvement
9	+4	9	The Pole-Cast
10	+4	10	-
11	+4	11	Warrior's Path feature
12	+4	12	Character Improvement
13	+5	13	Competitive
14	+5	14	-
15	+5	15	Warrior's Path feature
16	+5	16	Cúdearg, Character Improvement,
17	+6	17	Champion's Shout
18	+6	18	-
19	+6	19	Character Improvement
20	+6	20	Pass Into Legend

Fighting Style: (1st level)

There is a particular form of combat at which you excel. Choose one

- **Hurler:** +2 to attack rolls made with thrown weapons
- **Hewer:** +2 to damage rolls with slashing melee weapons
- **Skewer:** Piercing melee weapons achieve critical hits on 19 as well as 20
- **Great weapon fighting:** When you roll a 1 or a 2 on a damage roll made with a melee weapon that you are wielding with two hands, you can re-roll the die and must use the new roll, even if the new roll is a 1 or a 2.
- **Two-weapon fighting:** When fighting with an offhand weapon you may add your relevant ability modifier to the second attack.
- **Shoulder-to-Shoulder:** When you are within 5 feet of an allied creature during a combat encounter, that creature gains +1 AC.

Second Wind: (1st level)

You have a well of stamina you can draw upon in times of need. As a bonus action on your turn you may regain hit points equal to 1d12 + your proficiency bonus + your Constitution modifier. You must finish a short rest before you can use this feature again. Upon gaining use of Glory points at 3rd level, you may spend 2 Glory points as a free action to recharge this feature.

Action Surge: (2nd level)

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action on top of your standard action and a possible bonus action. One use per short rest. Upon gaining use of Glory points at 3rd level, you may recharge this feature by spending 2 Glory points as a free action and performing a Constitution saving throw (DC 14). If you fail the saving throw you still recharge Action Surge but take one level of exhaustion.

Salmon Leap: (2nd level)

You may now make great leaps over the heads of your enemies to come crashing down upon them. Once per short rest, at the beginning of your movement action you may choose move on foot no more than ten feet for a running start, but until the beginning of your next turn your jump height and distance are doubled and any distance cleared by a jump is not limited by your movement speed.

If leaping over medium-sized or smaller enemies, you may do so without provoking attacks of opportunity from them while in the air. All of your melee and ranged weapon attack rolls have advantage if made at any point during your jump or immediately at the end of it.

Upon gaining the use of Glory points at 3rd level, you may spend 2 Glory points as a free action to recharge this ability.

Here's a refresher on the basic rules for jumping:

If you take a 10-foot running start (without Salmon Leap)...

- You can long jump an amount of feet equal to your Strength score.
- You can high jump an amount of feet equal to 3 + your Strength modifier.

Whether a long or high jump, you go only half the distance if you take a standing jump rather than a 10-foot running start. If an Athletics ability check is made as a standard action, the Verse Master may choose to extend a jump's distance depending on the roll's result.

Warrior's Path: (3rd level)

You establish your reputation as a warrior to be reckoned with, earning the attention of the gods as a Blessed Champion, ascending to the thunderous prestige of a Chariot Chieftain, or honing yourself into a focused and deadly edge as a Student of Scathach. All three are detailed at the end of this class description. Your choice grants you features at 3rd level, and again at 7th, 11th, and 15th level.

Glory Points: (3rd level)

As you take more heads and win more battles your name is spoken with greater and greater acclaim in the feasting hall of the Red Branch. Your heart swells with the glory that is showered upon you, and it fuels your joy for battle.

You gain the ability to use Glory points. The *Heat of Battle* ability as well as certain subclass features require Glory points to be spent in order to function. Many other abilities can also use Glory points to recharge.

You restore 1 spent Glory point every time...

- You score a critical hit in combat with a melee or thrown weapon attack.
- You score a killing blow in combat with a melee or thrown weapon attack.
- You exceed the DC of an Intimidation or Athletics ability check by 4 or more.

You may not store more Glory points than an amount equal to your class level. All spent Glory points are fully restored after a short rest.

Character Improvement: (4th level)

You can increase one ability score of your choice by 2, or two ability scores of your choice by 1. Or you may choose one feat from the Feats list ([pg. 136](#)), provided you meet any particular criteria the feat may require. You gain this benefit again at 8th, 12th, 16th and 19th level.

Extra Attack: (5th level)

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Heat of Battle: (6th level)

You have discovered the true joy of combat, and it's like a fire in your gut. During battle you hear it roaring in your ears and feel it blazing up through you.

As a bonus action while in combat you may activate this ability at the cost of 2 Glory points. While Heat of Battle is in effect you gain +2 to all melee damage rolls, an extra attack in addition to your standard and any possible bonus

attack, and you have resistance to all slashing, piercing, and bludgeoning damage.

This ability costs 2 Glory points at the beginning of each turn to maintain. You temporarily gain 3 levels of exhaustion for 1d4 rounds after it ends. It ends at the beginning of your next turn after you run out of Glory points, or when you deactivate it at will.

While Heat of Battle is active, you recharge 1 spent Glory point for every successful melee or thrown weapon attack roll. If a critical hit or killing blow is achieved by a melee or thrown weapon attack during Heat of Battle, 2 Glory points are recharged. 3 Glory points are recharged if a melee or thrown weapon attack made during Heat of Battle is both a critical hit and a killing blow.

The Pole-Cast: (9th level)

You are able to throw enemies just like the great logs that the Warriors of the Red Branch are known to train with. While holding a medium-sized or smaller creature grappled, you may try to hurl them as a standard action. You and the grappled creature both make opposed grapple checks, and if you succeed you throw the creature 20 feet in a direction of your choosing. Upon landing the creature falls prone and takes 2d6 + your Strength modifier in bludgeoning damage.

If you spend 3 Glory points, the distance and damage of your throw may be increased. After you have made a successful grappling check to throw your target, make another Athletics ability check and take the result as the amount of additional feet that you throw your target beyond the minimum 20 feet. Add an additional 1d6 to the throw's damage for every 10 feet that the creature is thrown beyond the minimum 20.

Competitive: (13th level)

You are not one to be outdone. During combat when an allied creature you can see scores a critical attack against an enemy, roll 1d6. Until the end of your next turn, the critical hit range of

all your attack rolls is increased by an amount equivalent to the 1d6 roll's result.

Before you roll the 1d6, you may choose to spend 4 Glory points to double the roll's result.

Cúdearg: (16th level)

“*Cúdearg*” means “red hound,” and in bardic verse it is a poetic term reserved for only the most ferocious conquerors of the battlefield. It seems that you have impressed the bards, for this prestigious appellation now joins your name in the feast-songs. Any warrior who has earned the right to be known as a *cúdearg* has entered into a select group. Even the great Cúchulain now deigns to acknowledge you as a peer. With such notoriety, warriors from all across Ériu will doubtlessly want to make a name for themselves by claiming your head. If they can gather up the courage to challenge you, that is.

Champion's Shout: (17th level)

Once per long rest, you are able to let forth with a superhuman roar of challenge. Your mighty voice carries like thunder and is heard by all creatures within a 3 mile radius. Any hostile creatures that hear the sound will have one of two reactions.

- All hostile creatures of CR 9 or less will make themselves scarce. They are not necessarily under the influence of a fear effect, but they will prudently take note of the general direction from which your voice is echoing and they will do what they can to stay out of your way. Some might even vacate the 3 mile radius entirely. These creatures will remain effected for 24 hours and they will keep their heads down for that entire time, drawing as little attention to themselves as possible. After the 24 hours have passed they will believe that the coast is clear and resume their normal activity.
- All hostile creatures of CR 10 or higher will respond to your challenge if they are able. They will take note of the general direction from which your voice is echoing and they will head straight

towards you. The methods of approach and tactics for engagement will of course vary from creature to creature, as will their interactions with one another if multiple creatures answer your challenge and converge on the same spot. If a creature is not met by you at first, they will search the immediate area for one hour before resuming their normal activity.

Hostile warbands and armies as a whole will also have a particular reaction:

- If creatures of CR 9 or lower are gathered together as a warband or army, they will not disperse or retreat, but their courage will be shaken. Upon hearing the thunder of your voice, hostile warbands will cease their advance and they will make camp in a secure location such as atop a hill or in the bend of a river.
- If the warband has any champions of CR 10 or above, these champions will break away from the group and go forth to answer your challenge, unless held back by their leaders. Some might respond immediately, while others might bide their time to size you up.
- For at least 24 hours the warband will not move, but they will send out scouts or champions in an attempt to discover your location. Scouts will report back to the warband if they see you and champions will approach you for a fight.
- If the warband has multiple champions they will come at you and your party members one after another with intentions of single combat. If multiple party members join a fight then notions of single combat will be cast aside and all champions will attack at once.
- If scouts or champions are unable to find any sign of you within the 3 mile radius after 24 hours have passed, or if you are defeated in combat, the warband will break camp and continue its advance.
- So long as you stay within the 3 mile radius and make your presence obvious,

the hostile warband will remain encamped, even after 24 hours have passed. However, in order to maintain this effect beyond those first 24 hours you must keep yourself awake, alert, and in plain sight. You cannot take any short or long rests. As soon as you settle down, even if only for an 8-hour short rest, scouts will witness your lapse in vigilance and inform the warband, and the effect will end. The warband will immediately break camp and take this opportunity to advance past you and carry on with its objectives.

- For every 24 hours that you do not take a short or long rest, make a Constitution saving throw (DC 14). On a failed save you take one level of exhaustion. After the first 24 hours the DC increases by +2 and will continue to do so for every consecutive 24 hours without rest.

Champion's Shout cannot be used while you are in a combat encounter or if a combat encounter is imminent. You must take a long rest before you can use Champion's Shout again.

Pass Into Legend: (20th level)

[To be revealed in the final publication!]

Warrior's Path: Blessed Champion

Your mighty victories have earned the attention of the gods, and they have granted you their patronage. Ever-greater deeds will be needed to keep their fickle interest.

Blessed Weapon: (3rd level)

You may choose a weapon which you possess. This weapon becomes imbued with an enchantment of your choice from the Enchantments list ([pg. 171](#)). If this weapon becomes permanently lost or broken, during a long rest you may choose another weapon to inherit its traits.

Smite: (3rd level)

When you hit an enemy with a successful melee weapon attack, as a free action you can expend 2 Glory points to deal 2d8 radiant damage to the target in addition to the weapon's damage. If your smite is a critical hit or killing blow, you gain extra Glory points in addition to those you normally receive. You may choose to expend more than 2 Glory points in exchange for higher damage and the possibility to recharge more Glory points.

Smite

Glory Points Expended	Additional Radiant Damage	Extra Glory Points Gained on a Critical Hit or Killing Blow
2	2d8	4
4	3d8	7
6	4d8	10
8	5d8	13
10	6d8	16

Hero-Light: (7th level)

Whenever Heat of Battle is active you become wreathed in a shining halo of light that casts bright illumination in a 20 foot radius around you, and dim light for an additional 20 feet. Any

creatures that are sensitive or vulnerable to sunlight are effected in the same way by this light.

Additionally, you emit a beneficial aura effect for yourself and any allies that are within the 20 foot radius of bright light. Upon obtaining this feature you get to choose one of the three following aura effects. At 15th level you may choose one more aura effect.

Choose one:

- You and allied creatures within your aura radius have resistance to damage from spells.
- You and allied creatures within your aura radius have advantage on saving throws against magical effects.
- You and allied creatures within your aura radius gain an amount of temporary hit points equal to your proficiency bonus + your Strength score. An allied creature gains these temporary hit points as soon as they enter your aura radius, and loses them if they leave your radius. An allied creature will not refill to maximum temporary hit points if they step back into your radius after leaving. Rather, they will resume the amount they last had. All temporary hit points granted by this feature vanish when you end Heat of Battle.

Invulnerable: (11th level)

The resistance to non-magical slashing, piercing, and bludgeoning damage that would normally only be in effect while Heat of Battle is active is now constant for you. Also, you are now immune to all poisons and diseases.

Blessed Weapon Improvement: (15th level)

Even though a normal weapon can only carry one enchantment, you may choose a second enchantment with which to imbue your blessed weapon, and your weapon also gains the following special qualities:

- You can never be disarmed of your blessed weapon in combat.
- Your blessed weapon is indestructible and cannot be broken by any means.
- Your blessed weapon burns all others who try to wield it, dealing 1d4 fire damage at the beginning of each of the illegitimate wielder's turns for as long as they hold it. You may give and rescind permission for individuals to hold it without taking damage.

Warrior's Path: Chariot Chieftain

Granted the coveted right to stand astride a chariot in battle, you fight head and shoulders above all others and command the field with your very presence.

Chariot Team: (3rd level)

You receive a chariot with a team of two warhorses. You begin with a basic chariot, the stat block for which is at the back of this book (pg. 236). The chariot acts on your turn in the Initiative order with its own standard and bonus actions, but it can only be directly controlled by you when you or your charioteer are driving it.

When you reach 7th level, you gain a steadfast charioteer companion. Your new companion takes the Charioteer NPC stat block (pg. 216). You control their actions in combat and they act on your turn in the Initiative order with their own standard and bonus actions. You gain 1 Glory point for every killing blow or critical hit made by your chariot or charioteer, as well as 1 for each successful attack roll made by them while you have Heat of Battle activated. Refer to the "Chariot Rules and Stats" section of this book for further information on how to operate chariots (pg. 182).

Force of Personality: (3rd level)

You can use your standard action to overwhelm someone with the sheer weight of your presence. When you do so, choose one humanoid that you can see within 30 feet of you. If the humanoid can see and hear you, it must succeed at a Charisma saving throw (DC 8 + your proficiency bonus + your Strength or Charisma modifier, whichever is higher) or else be frightened of you until the end of your next turn. If you use your bonus action on subsequent turns, you can automatically extend the duration of the creature's fright for another round. This effect is removed if the creature ends its turn more than 60 feet away from you, or if they leave your line of sight. If a creature succeeds at their saving throw

they are immune to this effect for the next 24 hours.

Additionally, you may spend 1 Glory point for advantage in most Persuasion or Intimidation ability checks. You must spend 5 Glory points in order to gain advantage in persuading or intimidating a member of the fili caste or a chieftain. 10 points if you are trying this on a famous hero or a ruler of a kingdom.

Launch into Battle: (7th level)

After your chariot has moved at least 30 feet in combat with you on board, on that same turn you may use your movement action to leap from the chariot towards a target creature within your standing jump range and make a melee attack against them as a bonus action. If the target creature is located anywhere towards the front half of your chariot, the chariot's forward momentum provides you with an extended jump distance as if you had taken a 10-foot running start. If your bonus attack roll succeeds you temporarily gain +4 to AC and all attack rolls for 1d4+1 rounds.

Chariot Maneuvers: (11th level)

Keeping balance on a careening chariot is an incredible challenge for most people. One wrong bump is liable to send a novice flying, and staying steady enough to wield a weapon from a chariot is another matter entirely. But you have mastered the motions of the chariot, and you now move as one with it. Even in the thick of battle, together with your charioteer and horse team, you are capable of performing seemingly impossible stunts.

While riding in your chariot you can perform the following maneuvers:

- **Yoke Dance:** As a movement action during your turn you can make an Acrobatics ability check (DC 14). On a success, you leap up from the chariot and balance upon the backs of your horses or on the yoke that hangs between them. Ally and foe alike are all astounded by your magnificent display of skill and

bravery. All rules for chariot movement and fighting from the chariot are still the same. While you are in this stance, you gain a +1 bonus to all attack rolls, all Glory points you earn are doubled, and another character can take up the passenger space in the chariot that you are not currently occupying. In order to maintain this stance you must make the Acrobatics ability check as a bonus action at the beginning of each of your turns. If you fail the ability check you fall from your chariot and take 1d6 bludgeoning damage. After you have succeeded at the Acrobatics ability check you may exit this stance safely on the same turn, dismounting back into the chariot or leaping clear of the chariot entirely.

- **Side-Rider:** As a movement action during your turn you can make an Athletics ability check (DC 14). On a success, you vault over the rim of your chariot and hang to the outside of it. Not only do you reduce your profile as a target, but from here you are able to swipe out unexpectedly at enemies who thought themselves safely clear of the chariot's passing. You are able to adjust your position on the outside of the chariot as needed, swinging yourself around like a gymnast from one side to the other. All rules for chariot movement and fighting from the chariot are still the same. While you are in this stance, the reach of your melee attacks is extended by 5 feet, you gain a +1 bonus to AC, and another character can take up the passenger space in the chariot that you are not currently occupying. In order to maintain this stance you must make the Athletics ability check as a bonus action at the beginning of each of your subsequent turns. If you fail the ability check you fall from your chariot and take 1d6 bludgeoning damage. After you have succeeded at the Athletics ability check you may exit this stance safely on the same turn, dismounting back

into the chariot or leaping clear of the chariot entirely.

- **Drag Along:** If you successfully grapple a medium-sized or smaller creature while riding your chariot, you can drag them behind you as your chariot moves. For every 30 feet of movement made by your chariot after you have grappled a creature, deal 2d6 bludgeoning damage to that creature. The creature may attempt to escape the grapple as normal.
- **Wheels on Wings:** As a bonus action during your turn, after your chariot has moved at least 10 feet, you or your charioteer (whoever is driving) may make a Chariot Driving ability check (DC 14). On a success, the driver is able to compel your horse team to make a full leap with the chariot and passengers in tow. The chariot is not capable of performing a standing jump or any high jumps, but with a 10-foot running start it can clear a 20-foot long jump. On a failed check the chariot simply doesn't leave the ground. If you were attempting to jump an open space like a chasm, but fail, a second Chariot Driving check (DC 14) must be made to ensure that the chariot and its passengers do not plummet over the edge.
- **Turn on an Oxhide:** As a bonus action during your turn, after your chariot has moved at least 10 feet, you or your charioteer (whoever is driving) may make a Chariot Driving ability check (DC 14). On a success, the driver pulls hard on the reins and your horse team performs an incredible maneuver, skidding to a near-halt and whirling around as one. The wheels of the chariot are lifted off the ground by the sudden stop and the chariot along with its passengers is swung around through the air to come down facing the opposite direction, still behind the horses. Normally, the movement rules for chariots prohibit them from turning more than 90 degrees within the space of one turn, and a Chariot Driving ability check needs to

be made in order to even achieve the full 90 degrees. On a successful Chariot Driving check using this maneuver, your chariot can turn up to 180 degrees within the space of one turn. On a failed check the chariot is overturned ([pg. 183](#)).

If action economy allows, multiple maneuvers may be performed within the space of one turn.

Ride Over the Foe: (15th level)

While in combat and riding on a chariot, at any time during your turn you may spend 8 glory points and activate this feature. While Ride Over the Foe is active your chariot cannot make any turns, and must move forward in a straight line.

During your chariot's movement, each unmounted medium-sized or smaller creature in its path must make a Dexterity saving throw (DC 10 + the driver's Chariot Driving skill modifier). On a failed save they are trampled beneath the hooves and wheels and take 4d6+4 bludgeoning damage, are knocked prone, and are incapacitated until the end of their next turn.

Creatures that succeed at their Dexterity save shift themselves out of the way and must move to one side or the other of your chariot's course. If your chariot has scythes, the enemies that moved aside from the chariot's path are still in range of scythe attacks and must make a Dexterity saving throw against the scythes as normal. Details on scythe attacks are in the chariot stat blocks ([pg. 236](#)).

Normally, your chariot is unable to overrun more than one creature at a time, and Chariot Driving checks must be made to avoid being overturned. But while Ride Over the Foe is active your chariot may overrun as many creatures as possible and no Chariot Driving checks are necessary.

Large-sized or larger creatures cannot be overrun and halt the chariot's movement if they are in the way.

Your chariot and its passengers are immune to attacks of opportunity during the chariot's movement.

Warrior's Path: Student of Scathach

There is a school overseen by the greatest warrior-woman to ever live, and the harsh lessons taught there have inspired a whole generation of fighters to achieve feats once thought impossible.

Battle Trance: (3rd level)

Always prepared for the sword-dance, you have been trained to enter an altered state of mind at a moment's notice. During combat encounters you have advantage on all Athletics and Acrobatics ability checks. You may now make as many as two reactions per round during combat. And you can't be surprised, meaning you may act normally during surprise rounds initiated by enemies. Further, every time one or more spent Glory points are recharged during combat you recharge +1 additional Glory point.

The Measured Stroke: (3rd level)

You are quick to see your enemies coming and you may meet them with a precisely-timed blow that stops them in their tracks. During combat when an enemy moves into your melee range you may use your reaction to immediately make an attack of opportunity against them. If your attack is successful you stagger the enemy, halting their advance and rendering them unable to make any further movement until the end of their next turn.

The Pierced Flagstone: (7th level)

Your blows can split shields, sunder armor, and rend even the most beastly hides. When you make a successful attack roll, as a free action you may decide to spend 3 Glory points and reduce the enemy's AC by -1 for the remainder of the combat encounter. You may spend no more than 3 Glory points per attack roll, but you may repeat this with each successful attack and further reduce the enemy's AC. Once you have cleaved through any armor-granted AC or natural AC, you begin reducing Dexterity-granted AC as you hobble the enemy with punishing blows.

The Hero's Coil: (11th level)

You have honed your reflexes and learned the precise way to tense or slacken your muscles in an instant. You know how to contort your body at the exact moment an enemy's strike is about to land, allowing you to roll along a sword's edge, cushion a cudgel blow, or lean with the thrust of a spear point. After the attack is deflected, you follow through and deliver a counter-strike with whiplash speed.

You may now make as many as three reactions per round in combat. Further, you may now use a reaction to reduce the damage taken when you are hit by a melee weapon attack. When you do so, the damage is reduced by 1d12 + your Dexterity modifier. If your roll exceeds the enemy's damage roll and you take no damage, you may immediately make a bonus melee attack against that enemy.

Legendary Feats: (15th level)

You have trained long and hard, and have now mastered one of the legendary warrior-feats.

Choose one:

- **The Cat Feat:** You dart and weave in a deadly frenzy, striking in one place for an instant and then in another the very next. You can spend 2 Glory point and use your standard action to make a melee attack roll against any number of creatures within your melee reach, with a separate roll for each target. At the beginning of this standard action you may spend 2 more Glory points per every 5 extra feet in all directions that you would like to extend the reach of your attacks. In premise you are moving among your enemies with lethal speed, too quick to follow. But in mechanical terms you are not actually moving anywhere, simply expanding the reach of your melee attacks into a radius. All attack rolls made this way count together as one standard action, and each creature within your reach can only be attacked once. At the end of your standard action your attack reach reverts to normal.
 - **The Thunder Feat:** Requires a shield in your off-hand. As a standard action you can spend 3 Glory points and pound an unearthly rhythm on your shield, sending out mighty reverberations that split ears and quake wits. Each creature within 20 feet of you must make a Constitution save (DC 8 + your proficiency bonus + your Strength modifier). If they fail they take 1d8 thunder damage and are deafened and stunned for one round. On a success they take half damage are only deafened for one round. At the beginning of your standard action you may spend 3 more Glory points to upgrade the effect. Per every 3 extra Glory points spent you can increase the damage by one die size and extend the duration of all effects by 1 round. You are immune to the Thunder
- Feat, but other friendly creatures are not and they must also roll saving throws if within the effected area. You gain +1 Glory point per each creature killed by this feat as if you had made a weapon attack.
- **The Javelin Feat:** Requires at least 6 javelins and both hands free. As a standard action you can spend 6 Glory points and indiscriminately fill the air with rocketing projectiles. You throw all your javelins in rapid-fire succession, or all at once with several clenched in each hand. All creatures standing within a 45-foot cone in front of you must make a Dexterity saving throw (DC 8 + your proficiency bonus + your Strength modifier). If they fail they take 6d6 + your Strength modifier in piercing damage. Creatures who succeed at their saving throw take half damage. At the beginning of your standard action you may spend 1 more Glory point per every extra javelin you would like to throw, increasing the damage by 1d6. You gain +1 Glory point per each creature killed by this feat as if you had made a weapon attack.

Names For Characters and Clans

Personal Names

The clan that a person belongs to is of great importance, but there is also a strong sense of individualism that is felt for one's own name. Indeed, the reputation of a person's name is just as important as the reputation of their clan. Many warriors announce their names loudly and often, and people both great and humble hope for their name to one day be remembered.

When a parent and child have the same name, *Mór* ("big") and *Óg* ("young") are used to differentiate, meaning "the Elder" and "the Younger" respectively.

Male names

<u>D100 Roll</u>	<u>Name</u>						
		26	Cluni	52	Fithel	78	Padraig
1	Abhan	27	Colm	53	Flaithri	79	Ragnall
2	Aedan	28	Conan	54	Foll	80	Rhuadri
3	Aedh	29	Connor	55	Forban	81	Rian
4	Aghaderg	30	Cormac	56	Gann	82	Riddoc
5	Aghamor	31	Crevan	57	Iarfhlaithe	83	Rinnal
6	Ailin	32	Daithi	58	Ibar	84	Riobard
7	Alban	33	Darragh	59	Laoghaire	85	Roarc
8	Ardan	34	Declan	60	Leari	86	Ronan
9	Aron	35	Derfal	61	Loman	87	Rori
10	Ardgal	36	Diarmat	62	Lorcan	88	Ros
11	Benen	37	Domnan	63	Lugaid	89	Roth
12	Bileachai	38	Donal	64	Lunn	90	Seamus
13	Blamec	39	Donogh	65	Madan	91	Senchan
14	Bran	40	Doran	66	Maedoc	92	Setni
15	Breadan	41	Eamon	67	Mahon	93	Sheigh
16	Brendan	42	Eochaid	68	Maolmordha	94	Slaine
17	Brodi	43	Eoghan	69	Mulconri	95	Sreng
18	Cael	44	Eoin	70	Murtagh	96	Tadhg
19	Caith	45	Erc	71	Nechtán	97	Tiernan
20	Callum	46	Faolan	72	Nevan	98	Tomaltach
21	Caolan	47	Feidhelm	73	Niall	99	Torin
22	Cathal	48	Fergal	74	Nolan	100	Ultan
23	Ciaran	49	Fiacaid	75	Odanodan		
24	Cillian	50	Fingan	76	Odhran		
25	Cirb	51	Finian	77	Oscar		

Female names

<u>D100 Roll</u>	<u>Name</u>						
		26	Cait	52	Ethna	78	Moira
1	Aine	27	Ceanna	53	Euginis	79	Moriath
2	Aideen	28	Cessair	54	Fand	80	Muireann
3	Aileen	29	Chiomara	55	Fedlimid	81	Nainse
4	Airmid	30	Ciannait	56	Fiadh	82	Nessa
5	Aisling	31	Ciara	57	Findelb	83	Niamh
6	Alma	32	Cliona	58	Fiona	84	Nora
7	Alva	33	Clodagh	59	Fionnuala	85	Nuala
8	Anu	34	Colleen	60	Gelais	86	Orlaith
9	Aodhamair	35	Corid	61	Glenna	87	Pegeen
10	Arlise	36	Creidne	62	Gormlaith	88	Regan
11	Artis	37	Cruina	63	Grainne	89	Riona
12	Banba	38	Cunla	64	Grian	90	Roisin
13	Beare	39	Dara	65	Imogen	91	Rowen
14	Beatha	40	Dealla	66	Ina	92	Saoirse
15	Becuma	41	Dectera	67	Isleen	93	Searc
16	Berrach	42	Delbchaem	68	Lana	94	Sila
17	Bevin	43	Desa	69	Laoise	95	Sinead
18	Binne	44	Devnet	70	Lasairfhiona	96	Siobha
19	Blair	45	Eabha	71	Luiseach	97	Tallula
20	Blaithine	46	Edana	72	Mab	98	Tuirna
21	Breena	47	Eileen	73	Macha	99	Una
22	Brig	48	Eilis	74	Mael	100	Ulaine
23	Cailiegh	49	Eimear	75	Mairead		
24	Cailin	50	Elatha	76	Maite		
25	Cairean	51	Elva	77	Meriel		

Parental Surnames

A male's surname generally takes the form *Mac* (meaning "son of") or *Ui* ("descendant of"). A female's surname replaces *Mac* with *Nic* (meaning "daughter of"), or *Ui* with *Ní*. In either case this is then followed by the name of a parent.

Normally it is the name of the father that serves as the surname of both sons and daughters, but this is not always the case. It is not unusual for a female to choose to take the name of her mother as her surname, and kings Conchobar Mac Nessa of Ulster and Aillil Mac Mata of Connacht are notable though rare examples of males who have taken the names of their mothers.

If a woman marries, she is not compelled but may choose to identify herself to others by her husband's surname. In this case, *Nic* is replaced by *Bean Mac* ("wife of the son of"), or

Ní is replaced by *Bean Ui* ("wife of the descendant of"). In both cases *Bean* may be omitted, using simply *Mac* or *Ui*.

Family Surnames

Within a clan, family groups with a distinguished common ancestor might collectively refer to themselves by *Ui* followed by that ancestor's name. A person can use this familial surname interchangeably with their parental surname, the former being used to emphasize their lineage and relations, and the latter being used as a more personal self-declaration.

Beyond a single family group, a whole clan might use a familial surname as their title but this is not always the case. The names of many clans are derived from other sources and older times.

Clans

Airtachta	Érainn	Morna
Baiscne	Erdini	Muiredaig
Blani	Fernmag	Robogdi
Brigante	Fir Domnann	Scoti
Cauchraige	Fir Falga	Soghain
Ciannachta	Fir Luirg	Uaithni
Connachta	Fir Maige Féne	Uí Broscai
Conmhaícne	Gaileanga	Uí Crimthainn
Corcu	Gáilióin	Uí Folaing
Duibne	Gangani	Ui Uais
Cruithin	Laeghis	Ulaid
Dáirine	Laigin	Utemi
Dúnochada	Luceni	Velabraige
Ebdani	Leth Cathail	Velaunti
Enechglais	Magnachta	Vennicni
Eoghanachta	Menapi	

A person's kinship in a clan is an identity far broader and deeper than any surname, connecting them with others beyond their immediate family and rooting them in a community that shares a common history. An individual relies on their clan as a foundation by which to orient their place in Ériu, and in turn the clan relies on all of its individuals to uphold its cohesion and continuity, and to preserve its territory as their homeland.

The names listed above are merely a sample of the hundreds of clans that exist throughout the land. More clans have come and gone than history may ever recall, and so players should feel free to devise a clan of their own if they wish, using either a familial surname or the examples above as a guideline for the typical forms that a clan name might take.

Another way to name a clan in honor of a founding figure is to take that founder's name and add the suffix “-achta” to the end of it. “-achta” means “descendants of” just like “Uí”, but it is a more archaic form of expression.

The name of the Fir Bolg people means “men of the bag,” and many clans within that tribe identify themselves in the same fashion, placing “Fir” at the front of their title.

Backgrounds

The people of Ériu observe a social caste system which can be broadly divided into four categories: Royalty, nobility, free folk, and servants. There are various sub-groups within these categories and each of the nine backgrounds detailed below roughly corresponds to a particular level of social status. The caste that a person grew up in is just as significant a part of their roots as the clan they were born to, but it does not determine their destiny. Ériu has room for social mobility and, in these chaotic times, there's always a chance that the mighty will fall or the humble will become great.

Your choice of background will provide proficiency in a skill and, in the case of some backgrounds, other proficiencies such as the use of a tool kit. Each background also comes with a unique role-play feature for social interactions with the people of Ériu.

Aside from weapons and armor, which are provided by your choice in class, your character's possessions and starting wealth are determined by your choice of background.

Descendant of Chieftains

Born to high standing in your clan, you have been raised to one day be a leader. You may be a child of royalty but, since you do not personally occupy that station, you are of the noble caste by default. Still, there is much expected of you.

Skill Proficiencies: Choose one: Brehon Law (Int), Chariot Driving (Str), or Persuasion (Cha).

Other Proficiencies: You can read and write ogham signs. Refer to the *filí* class description (pg. 73).

Equipment / Starting Wealth: A set of fine clothing, a rich cloak, a pair of shoes (brogues). An assortment of possessions chosen from the items list (pg. 150) equivalent in worth to 8 (4d4) *sét* or less.

Feature: Place of Honor. You are usually able to secure an audience with a ruler if you make a proper request. During feasts or councils, you are by default granted a seat nearby the host or other notable individuals, making it easier to interact with them in these settings.

Temperament (d8)

1	Confident. You have a talent for taking charge which is usually recognized by others.
2	Discerning. You always keep a level head and try to appraise every person and situation.
3	Generous. You believe that an open hand earns loyal comrades and followers.
4	Head-Strong. Once you have made a decision there are few things that can sway you from it.
5	Imperious. You know your place in society and do not hesitate to remind others of their own.
6	Possessive. You take what you can and let nothing slip through your fingers without good reason.

7	Showy. Whether by a display of riches or bravery in battle, you always make a point of being seen.
8	Well-Raised. Your good manners and observance of protocol distinguish your noble ancestry.

Lifestyle up to Present Day (d6)

1	Courtly. Growing up in your parent's hall you learned the value of diplomacy and intrigue, and you became accustomed to earning influence at the elbow of a chieftain or king.
2	Dispossessed. It may be that your once-great clan had fallen on hard times, or perhaps greedy kinfolk denied you your rightful place. Either way you have been forced to do whatever you can to make ends meet.
3	Harried. Your family often encountered rivals, whether they were other clans or usurpers among your own. You have learned to always be alert and ready for hostility from any direction.
4	Indulgent. You grew up with access to the finer things in life and have come to expect a high standard of living.
5	Martial. The honor and wealth of your clan has been maintained by feuding and plunder. Ever since you were old enough to hold a weapon you've known battle.
6	Obligation. As an heir of leaders you were always taught that responsibility to one's kinfolk and subjects comes before anything else in life, and you have stayed true to that principle.

Aspiration (d6)

1	You aim to one day sit upon the throne of a kingdom, perhaps even the high seat of Tara itself.
2	There are rivals who have opposed your bloodline for too long, and you intend to bring them low for the sake of of clan and kin.
3	The names of your ancestors ring throughout history in bardic praise, and you are driven to one day be counted alongside them.

4	The expectations of your heritage weigh on you like chains. You wish to thwart the course laid out for you so that you may find your own way.
5	Mistakes were made by your predecessors and dishonor has been your inheritance. You now set out to heal the land of old wounds and to regain the trust of your people.
6	The chieftain of your clan, your kinsman, is a heavy-handed tyrant. You have judged them as unfit for the throne and now work to overthrow their rule.

Misgiving (d6)

1	You fear that you are unworthy of the proud legacy that has been handed down to you.
2	You have never been close with the common folk of your clan, and you have little confidence in their opinion of you.
3	It seems to you as if scheming relatives and jealous rivals lurk around every corner, and you are ill at ease whenever in courtly company.
4	Day and night your mind is fraught with questions of justice, duty, and birthright. You find it difficult to reconcile the ideals of nobility with the reality.
5	The brehons challenge your family's lawful right to lead the clan, and a concerning amount of folk are swayed by their claim.
6	The druid who attended your birth foretold dark tidings for the whole clan, the omens of which have haunted you throughout your life.

Ollamh's Pupil

As a child your parents earned you the priceless honor of learning at the feet of a great sage. Regardless of what caste you were before such an education, you are now equipped to aspire to any station you wish. Most people with such a background graduate to being filidh, who are of the noble caste.

Skill Proficiencies: Choose one: Bardic Verse (Cha), Brehon Law (Int), Druid Lore (Wis), or Medicine (Wis)

Other Proficiencies: You can read and write ogham signs. Refer to the filí class description ([pg. 73](#)).

Equipment / Starting Wealth: A set of fine clothing, a traveling cloak, a pair of shoes (brogues), a wooden harp. An assortment of possessions chosen from the items list ([pg. 150](#)) equivalent in worth to 6 (3d4) *sét* or less.

Feature: Informed Opinion. In the absence of anyone else more qualified, you are usually the one that others turn to for answers. Even chieftains might be willing to consult with you. Your advice on a matter will always be given fair consideration, if not always followed. This is more sure to be the case if you actually know what you're talking about.

Temperament (d8)

1	Absent-Minded. You are often distracted by your thoughts and pay little attention to events at hand.
2	Clever. You pride yourself on always having a plan. It is not often that your quick wit is outdone.
3	Eccentric. There is something peculiar about you. Most folk fail to see the logic behind your oddity.
4	Outspoken. You always share your opinion, even when no one asked for it. They'll thank you later.
5	Patient. Through long periods of contemplation you have learned to maintain an unshakable calm.
6	Restless. You are always seeking the next piece of knowledge. Your tutor's patience often ran thin.
7	Secretive. You closely guard what you know. Not everybody is privileged to learning such as yours.
8	Studious. You prefer the company of other thinkers with whom you can share ideas.

Lifestyle up to Present Day (d6)

1	Adviser. Your cultivated mind had earned you service in the hall of a chieftain. You were consulted on all matters concerning your expertise and your opinion was usually given due consideration.
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2	Isolated. You've lived the lonely life of a hermit, perhaps guarding a precious piece of knowledge or meditating on nature and the mysterious ways of gods and spirits.
3	Itinerant. You've traveled from hearth to hearth, hall to hall, sharing your knowledge for those who will reward it. But you never stayed long, for there was always more to see and learn.
4	Rural. You found that your learning is honored by common folk in their hovels just as it is by kings in their halls. You've led a rustic life providing wisdom to humble homesteads and villages.
5	Teacher. In the same way that your teacher took you under their wing, folk began sending their children to you as pupils. Your occupation has been to prepare them so that your knowledge doesn't die with you.
6	Truant. In your youth you were prepared for a life of the mind. But somewhere along the way you chose another path, much to the disapproval of your teacher.

Aspiration (d6)

1	You are determined to ensure that someday the world will know of your genius.
2	A mystery that long eluded your tutor is now yours to contend with, and you are committed to discovering the truth of it.
3	You long to come into closer communion with the gods, to understand their purposes and perhaps even hear their voices.
4	There is an ancient, sacred place lost somewhere in the wilderness, known only through tales told to you by your tutor. You wish to one day find it.
5	You see the big picture and dream of a grand united destiny for Ériu and its people, above and beyond the petty clan divisions and unending squabbles.
6	Tales of the Otherworld have always ignited your curiosity, and finding a way to cross the veil and explore that far realm has been a lifelong dream.

Misgiving (d6)

1	Your tutor was god-touched and often related lessons through incomprehensible parables and metaphors. You are uncertain of whether you ever truly grasped the meaning.
2	You have conceived of a new idea or theory that, if given voice, you expect would provoke the condemnation of most other learned folk.
3	You are learned enough to be aware of how little you actually know, and so you often second-guess your own decisions.
4	By your estimation, most folk are either simple or foolish. Perhaps you sympathize with them, but you rarely expect great things from others.
5	Otherworldly, perilous things lurk in wait for unsuspecting mortals. You know enough of such beings and forces to make you fear the dark.
6	Having spent much of your time away from day-to-day life while you were absorbed in your studies, you've never developed much confidence in navigating the world or dealing with people.

Fosterling of a Warrior

To reaffirm loyalty between families, you were brought up by one of your parents' comrades. Trained for combat throughout their entire lives like you were, most professional fighters are members of the noble caste. Though there are also quite a few commoners who are handy with a club or spear and make a living with it.

Skill Proficiencies: Choose one: Acrobatics (Dex), Athletics (Str), or Intimidation (Str/Cha)

Equipment / Starting Wealth: A set of plain clothing, a traveling cloak, a pair of shoes (brogues), a bronze torc. An assortment of possessions chosen from the items list ([pg. 150](#)) equivalent in worth to 4 (2d4) *sét* or less.

Feature: Bond of Battle. Any martial-type character who you fight alongside in combat might come to consider you to be a reliable comrade and steadfast friend. These people may be called upon to aid you in future battles provided that they are not prevented by their own obligations and loyalties, or by other circumstances such as time and distance.

Temperament (d8)

1	Boastful. You are proud of your past, and tell grand tales of yourself to all who would listen.
2	Courageous. No matter the challenge, you are always to be found at the forefront.
3	Disciplined. Years of training have given you self-control, and the will to do what must be done.
4	Eager. You rush into everything with a zeal that makes others seem sluggish by comparison.
5	Hot-Tempered. It doesn't take much to rouse your passions.
6	Mild. Your temperate and approachable manner belies the formidable mettle within you.
7	Ruthless. You use any means necessary, take no half-measures, and leave no loose ends.
8	Selfless. Your life is spent in service to others. Whether for kin or lord, you give your all to them.

Lifestyle up to Present Day (d6)

1	Duty-Bound. Though perhaps you would have chosen another life for yourself, circumstance brought you into the service of a chieftain or ruler, and honor or necessity has prevented you from abandoning that path.
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2	Exiled. It could be that you were sent away alone for displeasing your lord, or perhaps it was your lord who was driven out and you loyally followed them. Either way, for now there is no going back.
3	Mercenary. You've lived a hard and perhaps cruel life as an itinerant killer, earning what you can with spear and sword, always seeking profit and plunder in the next battle, honor-bound to nothing.
4	Peaceful. There was a time when sowing and harvesting was more prevalent than fighting. Whether you relished the peace while you could or were bored senseless, it has been some time since you last took a weapon in hand.
5	Trainer. Your days were filled with exercises and tests of skill, either for yourself or for the overconfident youths who it was your duty to shape into fighters.
6	Well-Rewarded. You were generously compensated for your service and loyalty. You fought hard for your position and life wasn't always easy, but there was plentiful food, due respect, and warm beds.

Aspiration (d6)

1	You have sworn upon your blood and honor that one day you will be known as the greatest living warrior in Ériu.
2	In the past your wrath mastered you and you unjustly committed great harm. Now you desire to make amends.
3	You fight for a day when you may finally be able to lay aside your weapon and enjoy peace.
4	A wrong committed against you long ago still burns like a hot coal in your gut, and you will have your vengeance.
5	In the days of their youth your foster-parent was the wielder of a famous weapon. But it was lost and has passed into other hands. You've set out to claim it for yourself.
6	There is a person or place you have sworn to protect, and you intend to do so at whatever cost.

Misgiving (d6)

1	You know that every warrior has their breaking point, no matter how brave. You secretly question your own courage and dread the day that you flee from a foe.
2	Though you may be capable in battle, it is out of necessity rather than passion. In truth you detest combat, but you know that saying so could be interpreted as a sign of weakness.
3	You are haunted by atrocities witnessed or deeds committed on the battlefield, and at times their lingering images darken your thoughts.
4	There is an opponent who you fear. By their reputation you expect that if you ever met face-to-face they might slay you with little effort.
5	You are aware of how your own anger can get the better of you, and so you don't trust yourself in delicate situations.
6	You have never met a mortal or beast that cannot be overcome with strength of arms. But this confidence evaporates when you are in the presence of the otherworldly and unnatural.

Artisan's Apprentice

As soon as you were old enough to work, your hands were set to learning the finer crafts. Artisans, as well as merchants, are free folk who occupy the upper level of the commoner caste. Their specialized skills are usually in high demand, making them valuable individuals. Some even do so well that they live like nobility.

Skill Proficiencies: Choose one: Deception (Cha), Insight (Wis), or Persuasion (Cha)

Other Proficiencies: Proficiency in one crafting tool set of your choice.

Equipment / Starting Wealth: A set of plain clothing, a traveling cloak, a pair of shoes (brogues). One set of crafting tools of your choice. An assortment of possessions chosen from the items list ([pg. 150](#)) equivalent in worth to 2 (1d4) *sét* or less.

Feature: Expert Hagglers. While negotiating a barter trade, you are usually able to convince the other party to lower their demand or offer a little extra.

Temperament (d8)

1	Mercurial. Your mood shifts from day to day. Most people excuse it as the quirk of a true artist.
2	Negotiator. You are well-practiced in making bargains and finding a way for all to be satisfied.
3	Perfectionist. If something is to be worth doing it must be done right. You never say “good enough.”
4	Practical. You make use of the tools within your reach and do not dream beyond your means.
5	Prideful. If anyone has a problem with how you do business, they’d better keep it to themselves.
6	Reliable. When you make a contract, all involved can be assured that you’ll see it through.
7	Sophisticated. You have refined sensibilities and appreciate quality when you see it.
8	Squanderer. You are prone to distraction. Wealth and time seem to slip through your fingers.

Lifestyle up to Present Day (d6)

1	Cheated. A formerly-trusted business partner or a greedy chieftain had taken advantage of you, and the brehons failed to hold them to justice. Since then you have been trying to recoup your losses.
2	Destitute. Somehow your work just never caught the right eye, or perhaps you were simply meant for other things. The life of an artisan has not been easy for you.

3	Employed. Your work earned the patronage of a chieftain and you were taken into the service of their household as the resident practitioner of your craft.
4	Inspired. Everyday work has never interested you, and you've turned down many contracts that you saw as mundane. But occasionally inspiration struck, and you built your reputation and kept yourself fed with singular pieces of craft.
5	Trader. You've plied your wares on the road, following the trading fairs and setting up temporary shops in various places. You've always had to follow demand and pursue profit.
6	Unpracticed. Whether because of lost passion or by necessity, you set aside the tools of your trade some time ago and followed another way of life.

Aspiration (d6)

1	You work and hone your craft to one day be recognized as a master artisan.
2	Your craft is but a means to secure the prosperity and wealth that you desire.
3	You've been told in the past that you had no talent and that you'd amount to nothing. You aim to make your critics eat their words.
4	You seek divine inspiration for your work and hope that the gods will see fit to create wonders through your hands.
5	The master artisan who taught you was famous for creating a famous item of peerless craftsmanship. You wish to create a piece that will either complement or rival your master's work.
6	There is a legendary material with special properties that can only be found in the Otherworld, and you wish to collect it to use in your craft.

Misgiving (d6)

1	You are your own worst critic, and whatever it is that you devise or undertake, it usually fails to satisfy your vision.
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2	You have little faith in the handiwork of others, and are not comfortable unless the tool or weapon you hold is one of your own making.
3	You have been cheated too many times. You don't trust anybody else in matters of trade, making it difficult to conduct business cordially.
4	You are too concerned with ensuring that other people like you, and so are prone to being taken advantage of.
5	You are so absorbed in your work that you easily become agitated when you are pulled away from it by other concerns.
6	The nobility of Aes Sidhe courts have been known to snatch away mortal artisans whose work catches their eye. You fear being taken to slave at your craft in the Otherworld.

Child of the Land

Raised by farmers, herders, fishers, woodcutters, or other such folk, you've lived a simple, pastoral life. The vast majority of people in Ériu are humble free folk who make a subsistence living off the land. Such a life is never easy. Some are stricken by poverty, but a few are fortunate and shrewd enough to accumulate a significant herd of cattle, making them incredibly wealthy.

Investments must be made to protect such herds, so mercenary warriors are hired, the homestead is fortified with a palisade, and after some time an enterprising herder might come to resemble a mighty chieftain, earning them the title "Cattle Lord." Cattle lords inevitably become entangled with the affairs of nobility, blurring the boundaries of their caste status.

Skill Proficiencies: Choose one: Animal Handling (Wis), Nature (Int), or Survival (Wis)

Equipment / Starting Wealth: A set of plain clothing, a traveling cloak, a fishing net. An assortment of possessions chosen from the items list ([pg. 150](#)) equivalent in worth to 8 (4d4) *unga* or less.

Feature: Hearth and Home. You are able to ingratiate yourself to folk of the countryside with familiar ease. After you have spent a long rest in a village or homestead, and so long as you have committed no offense against them, the people who live there will come to see you as one of their own. They will help you without hesitation if you ever return to their door seeking shelter, food, or any other boon that is within their means to provide. This is done out of genuine fondness for you and exceeds the typical obligations of hospitality that are expected from any host.

Temperament (d8)

1	Ambitious. Fed up with your humble origins, you strive to achieve greater things.
2	Care-Free. The great and grim matters of the world have never held much weight in your mind.
3	Charitable. However little you may possess for yourself, you always take joy in sharing it.
4	Honest. You believe that life is less of a hassle if you mean what you say and say what you mean.
5	Provincial. You hold the unfamiliar at arm's length and take your time to trust anyone new.
6	Respectful. You treat your peers as equals and have a healthy regard for those who merit it.
7	Serious. You are preoccupied with hard work and harsh realities, and take little time for levity.
8	Shiftless. You have a knack for avoiding work, and tend to pursue your own idle interests.

Lifestyle up to Present Day (d6)

1	Filial. You never strayed far from where you were born. You were raised by supportive parents and in turn you've dutifully supported them in their old age. Family has been everything to you.
2	Impoverished. Life has been hard, as it is for many humble folk. Oftentimes it was considered a blessing simply to have enough food to last through a winter.
3	Prosperous. The land has been generous to you, and its bounty flowed into your home. By such good fortune was your family able to secure a high status among your neighbors.
4	Service. You worked the land under the direct protection and authority of a chieftain, perhaps even within sight of their hillfort. A share of what you produced went to them as tribute.
5	War-Ravaged. The land of your home was often subjected to raiding and invasion, and you may have even been driven away as a refugee.
6	Wayward. As soon as you were old enough to take care of yourself you left your family and their way of life and never went back.

Aspiration (d6)

1	There is a great beast or monster that roams the wilds near your home, and it has preyed upon many farmsteads. You have promised to slay this creature.
2	A childhood rival from your village has struck out into the world to find fame and fortune, and you will not allow yourself to be outdone.
3	When you were young, your sibling went missing without a trace. You believe that they were taken to the Otherworld, and you still hope to find them someday.
4	The welfare of your family and home is your primary concern. All you do is to ensure that they are provided for.

5	You wish to gather the greatest herd of livestock that has ever been seen in Ériu and one day be a mighty cattle lord, the most prosperous caste among free commoners.
6	Your family was somehow driven from their old homestead, and so you venture out into Ériu to find a new place where you might set down roots.

Misgiving (d6)

1	Though you may not admit it, you frequently suffer from homesickness and yearn for simple days on the farm.
2	You are too self-aware of your humble origins, and so you feel out of place in the affairs and halls of the high and mighty.
3	You were told too many ghost stories by the fireside while growing up, and now the thought of unquiet spirits holds a special terror for you.
4	Your family suffered at the hands of an abusive noble, and so you hold a resentment and suspicion towards all people of high birth.
5	In your youth, a terrible fire burned down your family's homestead, and ever since you have had a fear of open flames.
6	The more familiar you become with the harsh realities of the outside world, the less at peace you are within yourself.

Servant of a Hall

The roof your parents raised you under was not their own, but you never went cold or hungry. As part of a larger household, you lived alongside many other people and there was always something going on. In the halls of chieftains and other wealthy individuals, servants are always present. Though they are free folk belonging to the same clan as their hall's master, a servant possesses very little property of their own by which to support themselves. Dependent on the support of kin, they trade their service in return for a livelihood.

Skill Proficiencies: Choose one: Insight (Wis), Performance (Cha), or Sleight of Hand (Dex)

Equipment / Starting Wealth: A set of plain clothing, a traveling cloak, a wooden or bone flute. An assortment of possessions chosen from the items list ([pg. 150](#)) equivalent in worth to 6 (3d4) *unga* or less.

Feature: Collaborator. You know how to become easy friends with the serving folk of halls and hostels, and you may quickly win their cooperation. Servants often go overlooked by their masters and sometimes even hear things that they are not expected to hear. After you have spent a short rest as a guest in a hall or hostel, servants become more likely to share some information or do you a favor if asked.

Temperament (d8)

1	Attentive. Details rarely escape your notice, and you are quick to address them.
2	Bombastic. You are most comfortable at the center of attention.
3	Devious. You have a sly bent of mind that is well-suited to ruses and plots.
4	Genial. Good cheer comes easily for you, and you have a talent for spreading it around to others.
5	Inconspicuous. You keep your head down and find it convenient to be overlooked.
6	Irresponsible. When you are bidden to do something you take it as merely a suggestion.
7	Loyal. Always to be found at hand when needed, you are ever reliable.
8	Witty. Wordplay comes easily to you and you're always quick with banter.

Lifestyle up to Present Day (d6)

1	Chief's Retainer. You were the personal attendant of your hall's master. You earned their favor and lived well at their side.
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2	Entertainer. Always the one that guests called for when they were feeling glum or bored, you were usually spared from chores and labor.
3	Cupbearer. You served in an important ceremonial position, carefully tending the tables of nobility during feasts and checking for poisons.
4	Messenger. You traveled all over Ériu on behalf of your chief, delivering their word and returning with news.
5	Cook. The kitchens were your domain, where you prepared many a sumptuous feast. You never went hungry.
6	Watchman. Though you were not considered to be a true warrior, a spear was placed in your hands and you were posted at the gate. It was your business to question and announce all newcomers, and to watch the horizon for enemies.

Aspiration (d6)

1	You hope to one day be called master of a hall of your own, where you may put your feet up by the fire and have your wishes tended to.
2	The hall where you served for much of your life holds many bad memories. You would dearly like to burn that hall to the ground, or at least give its master a good thrashing.
3	The responsibilities of lofty seats do not interest you as much as the freedom to go where you wish. You would much rather be welcome at every court in the land than have a court of your own.
4	While you were tethered to your duties you were never able to venture far from the hall. Now that you go where you wish, you would like to see all the sights of Ériu, and perhaps even the world beyond the sea.
5	You wish to earn welcome into the household of Tara itself so that you may have the honor of serving at the hand of the high king.
6	Throughout the generations your kin have been scattered, serving in various halls across Ériu. You wish to reunite them all and rebuild your clan.

Misgiving (d6)

1	There are those who say that you should know your place and not aspire above your station. Though outwardly dismissive of such words, you are secretly plagued by the same doubts.
2	You are ill at ease in positions of authority and cannot help but be made uncomfortable by the deference of others.
3	You have trouble accepting that to err is human and you show little tolerance for any shortcoming, whether in yourself or others.
4	You are reluctant to contradict or oppose others of higher social standing, even when it may be justified to do so.
5	Having never possessed much to call your own, you tend to make most decisions based on a mindset of scarcity even when you're prospering.
6	You have a tendency to needlessly take the whole world onto your own shoulders and you dislike accepting help from others.

Orphan in a Strange Land

Born outside of Ériu, you were brought here as a child and somehow became stranded. Your presence here is a peculiarity, and so you live somewhat outside the caste system. Such people usually become rootless travelers, making their home wherever they lay their head.

Skill Proficiencies: Choose one: Insight (Wis), Investigation (Int), or Persuasion (Cha)

Equipment / Starting Wealth: A set of plain clothing, a traveling cloak. A wagon or a coracle rowboat (choose one). An assortment of possessions chosen from the items list ([pg. 150](#)) equivalent in worth to 6 (3d4) *unga* or less.

Feature: Worldly Perspective. Gael or Fir Bolg characters only. You are from a foreign land across the sea. Your knowledge of history, geography, other cultures extends beyond the shores of Ériu. You are able to speak Latin, the common language of the Roman empire, as well as the language of your birthplace if it is not Latin.

Feature: Changeling. Aes Sidhe characters only. You were born in the Otherworld, but as a baby you were exchanged with a mortal child and left in Ériu by your parents. If you ever encounter and can identify your Aes Sidhe parents, they might gift you some form of inheritance or birthright. Or, if the mortal child for whom you were exchanged still lives and you encounter them, your relationship is sure to be a fateful one.

Temperament (d8)

1	Bitter. Your abandonment has made you resentful, and you often curse the fate that brought you here.
2	Daydreamer. Your mind tends to wander far away, imagining other places and times.
3	Guarded. You rarely share your thoughts, and do not reveal your inner self easily.
4	Gregarious. You've found that the best way to make yourself welcome is with a warm smile.
5	Inquisitive. This new home of yours holds many new experiences and many mysteries to uncover.
6	Irreverent. The strange and quaint customs of this land hold little significance for you.
7	Resolved. Whatever sadness that may be in your past, you have left it behind you.
8	Wholehearted. You put yourself forth and invest entirely in every endeavor, seeking connection.

Lifestyle up to Present Day (d6)

1	Ambassador. You were taken in by a chieftain's household and your unique status made you well-qualified to serve as an envoy to other courts, in Ériu and perhaps even abroad.
2	Settled-In. You integrated into Ériu's way of life and soon became as much a part of the land and its native culture as any who were born here.
3	Harassed. There were those among your adoptive community who held hostility for the unfamiliar, and they did not hide their spite towards you.
4	Rebel. You've never conformed to the typical way of life in Ériu. You've carried yourself apart from mainstream society and kept to the ways of your homeland.
5	Voyager. Seeking a way back to your old home, you took to the sea and have spent many years sailing its currents and visiting distant harbors.
6	Wanderer. Your position as something of an outsider has enabled you to navigate between territories and social spaces in a way that can't be done by those who were born into this world.

Aspiration (d6)

1	The only thing that you deeply desire is to find a place that truly feels like home, a spot to call your own.
2	Whether to reconcile with them or hurl your reproach at them for leaving you, you wish to find your parents.
3	The people who took you in never accepted you totally, and so it never felt like a real family. You seek people with whom you can feel at home.
4	Whether out of a desire to be accepted, or because you know yourself to be exceptional, you intend to one day be famous and beloved by the people of Ériu.
5	It seems that your parents abandoned you in Ériu for your own protection. You have been alerted to an enemy that has arrived in this land, hunting you to end a vendetta against your family. You seek to understand their motivations, and to survive.

6	You are not even sure who your birth family is, or where you were born. You seek to unravel the mystery of your origins and one day travel to your homeland, if only to see it just once before returning to your true home in Ériu.
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Misgiving (d6)

1	You've not yet found a place where you can be at peace, and you've begun to wonder whether you are simply not meant to find it in this world.
2	While you do hold affection for your friends and adoptive family, you sometimes feel that they fail to genuinely understand you.
3	You are anxious that the life you have made for yourself here might one day slip away from you just as suddenly as your old life once did.
4	You assume that most people will take their leave of you as easily as they arrive, and so you make little effort to connect with them.
5	You may not yet be able to admit it to yourself, but any memories that you may have of your old home grow more distant and vague with each passing day, deepening your estrangement.
6	You've never caught on to the local sense of humor. You are constantly missing jokes, or are left wondering whether something said to you was intended as sarcasm.

***f*ormer Slave**

Once kept in bonds, you are now free to seek your own path in life. Slavery is an unfortunate fate that could befall anyone in Ériu, but it is also one that can be overcome. It is not unusual for a person to have spent some years as a slave after a raid from a neighboring clan, until escaping or being set free.

Skill Proficiencies: You had a life before your enslavement, and it does not define your attributes. You may choose proficiency in any one skill.

Equipment / Starting Wealth: A set of plain clothing, a traveling cloak. An assortment of possessions chosen from the items list ([pg. 150](#)) equivalent in worth to 4 (2d4) *unga* or less.

Feature: Steady Gaze. You have been tested by mistreatment and hardship more than most people. Now again a free person, it is your lawful right to stand tall before all others and look them straight in the eye. When you choose to meet the eyes of another, even a ruler, they might sense your tempered strength of character and feel more inclined to treat you with respect above your station.

Temperament (d8)

1	Careful. You've learned the value of keeping your peace and not further provoking a situation.
2	Defiant. You bow to no one and spit back any disrespect that is given to you.
3	Forgiving. With compassion for the mistakes of others, you accept that the world is imperfect.
4	Pleasure-Seeking. You've had the worst that life can offer, and now you want to enjoy the best.
5	Protective. It is a natural impulse for you to stand up for the less fortunate and downtrodden.
6	Thick-Skinned. Compared to past struggles, most of life's annoyances hardly register with you.
7	Vengeful. You let no slight or abuse go unanswered, and you never forget.
8	World-Weary. You've had your fill and are fed up, and yet still you get up every morning.

Lifestyle up to Present Day (d6)

1	Escaped. One day you slipped away from your labors and never looked back. Perhaps you've had to remain hidden from pursuers and start over from nothing, or maybe you got away scott free.
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2	Fresh Start. You were returned to the world of the free after serving out a brehon-appointed sentence. As required by law, your former master provided you with the means to begin life again.
3	Good Graces. Your old master took a liking to you, one day granted you your freedom, and permitted you to remain as a member of the household if you wished.
4	Retribution. You had been ill-treated, and almost every waking moment since regaining your freedom has been spent in the effort of ensuring that your former abusers feel your wrath.
5	Returned Home. Though this chapter of your life had been the worst yet, you were fortunate enough to have a home to go back to. You returned to your clan and resumed your old life as best you could.
6	Put Down Roots. Though you certainly didn't plan for it to happen, during your servitude you found a reason to stay. After regaining your freedom you decided to build a new life here.

Aspiration and Misgiving

While your time in bondage may have influenced your outlook on the world and determined the condition of your life up until now, it does not define who you are. You had another life before captivity, and so you many choose any other background from which to receive your aspiration and misgiving.

Outlaw's Bastard

Born into a bloodline of ill repute, you have made a life for yourself on the fringes of society. Outlaws are treated like wolves by settled folk, held at arm's length as potentially dangerous outsiders. A life of dishonor and unchecked violence is indeed what drives many people to this desperate situation, but that is not true of all who bear society's scorn. Some are born into the life, or driven to it by misfortune and persecution.

Skill Proficiencies: Choose one: Intimidation (Str/Cha), Stealth (Dex), or Survival (Wis)

Equipment / Starting Wealth: A set of plain clothing, a traveling cloak, a wolf skin. An assortment of possessions chosen from the items list ([pg. 150](#)) equivalent in worth to 2 (1d4) *unga* or less.

Feature: We Can Do Better Than This. If you encounter other outlaws, you may have a chance to convince them to follow you in hopes of improving their lot in life. This does not change their legal status as outcasts in the eyes of society, and associating with them may harm your chances of improving your own standing. But if there's hope for you to redeem your honor through great deeds, the same might be said for them. Or, you might just embrace the dangerous life of a bandit chief.

Temperament (d8)

1	Dashing. You make the most of your free-willed lifestyle, and enjoy performing acts of bravado.
2	Dissenter. Ever the contrarian, part of the reason you lead the life you do is out of sheer defiance.
3	False. Honesty is a luxury you've never been able to afford. By now lies are an almost natural reflex.
4	Feral. You've been away from proper society for so long that you're starting to turn a bit wild.
5	Furtive. You resent scrutiny, and tend to shy away from crowded locales.
6	Honor-Seeking. You aspire to a higher purpose, and are always seeking to redeem your name.
7	Opportunist. You never pass up any chance to reap some benefit from a situation.
8	Rueful. You are accustomed to misfortune, and by now have come to accept it with dry humor.

Lifestyle up to Present Day (d6)

1	Bandit. You've stalked roads and forest paths, taking whatever you needed or wanted and evading those who would bring you to justice.
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2	Fugitive. Pursuit has dogged your steps, and you have never been permitted to stay in one place for too long lest you be ran to ground.
3	Given Shelter. You would have perished from starvation or the cold had it not been for the pity and generosity of others.
4	Hiding in Plain Sight. Perhaps taking a new name among a different clan, none of your neighbors know of your true identity, and you've done what you can to keep it that way.
5	Proven Worth. Though the high and mighty of your clan have never cleared the stain from your name, the common folk know that you can be trusted, and so they disregard your legal status.
6	Survivalist. You've had as little to do with other people as possible, and lived a hard life deep in the wilderness away from persecution.

Aspiration (d6)

1	You embrace your condemnation as an outlaw, and intend to throw it back in everyone's face by becoming the most notorious outlaw that Ériu has ever known.
2	You have sworn to yourself that one way or another your family's honor will be restored and you will take your rightful place among your old clan.
3	Whatever form of success you seek, all that matters to you is that you go about achieving it by your own means and in your own way, without owing loyalty to anyone else.
4	Old rivals took advantage of your family's outlaw status and you were made to feel like a hunted animal. Now, you intend to be the hunter.
5	You are a child or sibling of one of the most ruthless and wanted bandits in Ériu, but you are nothing like them. In fact, you have sworn to bring your kin to justice.
6	You have loved ones from whom you have been estranged for too long. You wish to find them in an attempt for reconciliation.

Misgiving (d6)

1	Driven away into the wilderness, at least one of your parents found an untimely death there. Ever since then you have dreaded the remote and desolate places of Ériu.
2	Too many times you have been awakened with a knife held to your throat by a supposed friend, and so you hold little or no trust for anybody who you encounter on the road.
3	However fair your intentions might be, you are convinced that your demeanor is too foul for gentle company, and so you keep yourself apart from others.
4	A mortal is at the mercy of more than just the elements when alone in the wild. Your many eerie encounters with the otherworldly have made you fervently superstitious.
5	You have accumulated enough grievances that some days you consider forsaking human contact altogether.
6	More than once you have been pursued by manhunters who tracked you with hounds. Your close escapes from baying packs of hounds have left you with an uneasiness around the beasts.

Geasa

When building their characters players may choose to take a geas onto themselves in exchange for a benefit of some kind. Taking a geas is not a necessary part of the rule set and may be declined by the player. A player may not pick their geas and must roll a d20 to receive one from the table.

A geas is a responsibility laid upon an individual by the gods or by fate itself. They are idiosyncratic taboos or obligations that prohibit or demand certain forms of conduct. Not every person has a geas, and geasa most often fall upon heroes and rulers. Some people have a geas upon them from the time of their birth, while others acquire theirs later in life. A single person may have more than one geas at a time.

There is a balance in the universe that must be maintained, and beings obeying their geasa is an element of that balance. The terms and conditions of a geas vary widely from person to person, and often they seem so arbitrary or even absurd that their relevance is hard to

discern. But the results speak for themselves, as it is known that when a person lives in harmony with their geas, they are gifted with beneficial virtues. Conversely, a broken geas can result in a curse descending upon the bearer.

The Brehon subclass of the Filí is able to grant and remove geasa as part of their Governance of Geasa feature ([pg. 84](#)).

Breaking a Geas

If a player character commits an act contrary to their geas, the Verse Master rolls d100 percentile dice. If the percentile roll result is 20% or lower, the character is spared and no curse occurs, but if the result is 21% or higher, a curse befalls them. Refer to the mechanics for curses ([pg. 169](#)) for further details. Whether the player character avoids a curse or not, the benefits of their geas have ceased and will not reactivate until after the player character has corrected their behavior and taken a long rest.

Geasa

D20 Roll	Geas	Boon
1	Never sleep indoors.	Advantage on Survival checks.
2	Every offer of hospitality must be accepted.	Complete a long rest in five days rather than seven while under a roof as a welcome guest.
3	Never give your true name on a first meeting.	Advantage on Deception checks.
4	Never enter a room where a hound is not present.	Advantage on Animal Handling checks.
5	Never refuse a challenge of any sort.	Advantage on Intimidation checks.
6	So long as you are able to stand on your own feet let no healer touch you.	+5 temporary hit points. +10 at level 5, +15 at level 10, +20 at level 15. Temporary hit points are restored after a short rest.
7	Bathe only in running water.	Advantage on Nature checks.
8	Always strive to be the first into battle.	Advantage on Initiative rolls.

9	Always wake and rise before dawn.	Darkvision 30 feet.
10	After taking a bladed melee weapon in hand, do not sheathe it or put it down until it has drawn blood.	+1 to all melee damage rolls.
11	Never get drunk at a feast (drinking at all other times is permitted).	+1 Charisma.
12	Carry a hurley stick wherever you go, never let anyone take it from you.	+1 Dexterity.
13	Never refuse a dying person's request.	Advantage on death saving throws.
14	Speak nothing but the truth to bards, brehons, and druids.	Advantage on saves against charm or mind-altering effects.
15	Do not comb your hair or bathe more than once per full moon.	+1 Constitution.
16	Your first resort for settling disputes must be to challenge your rival to a footrace.	+5 movement speed.
17	Your first resort for settling disputes must be to challenge your rival to a game of fidchell.	+1 Intelligence.
18	A dead crow, weasel, or toad must be hung around your neck at all times.	Advantage on Wisdom saving throws against curses.
19	Eat no meat except wild boar.	+1 Strength.
20	Never speak while in open sunlight. You may speak only while under shade or after sundown.	+1 Wisdom.

Making Up Geasa

Feel free to populate the table with your own made-up geasa, and be as wild as you like with them. Just be sure to get approval from the Verse Master for whatever accompanying boons you come up with.



Feats and Honorific Titles

When a hero learns a Feat they have an opportunity to take an honorific title related to their new special ability. If they already have an honorific title, they may choose to change it if they wish, to be something related to the newly acquired feat. Heroes may choose to drop the old honorific title, or to accumulate multiple honorific titles like badges of honor. Generally speaking, no two heroes should have the same honorific title, unless it is meant as a collective title like “The Thunder Twins,” “The Axehead Brothers,” or “The Wolf-Sisters of Morgane.”

Each feat provides some example titles, but heroes should feel free to make up their own. Alternatively, they can take on titles given to them by comrades, patrons, or the commonfolk.

Acorn Initiate

Prerequisite: Intelligence 13

Though not given to a life of learning, your mind is keen enough to pick up a few tricks along the way.

- You learn two cantrips of your choice.
- Choose a fili subclass: bard, brehon, or druid. Choose one 1st level spell from the spell list of your chosen subclass. Using this feat, you can cast the spell an amount of times per long rest equal to your proficiency bonus.

Amergin’s Counsel

Prerequisite: Charisma 13

You are known for your wise words, and your companions always feel fortified in spirit after listening to you speak on what is good in life.

- Once per short rest, you can spend 10 minutes giving sage advice and encouragement to your allies. When you do so, choose up to six friendly creatures, including yourself, who can see, hear, and understand you. Each creature gains temporary hit points equal to your character level + your Charisma modifier.
- You may choose an honorific title, such as Honey-Tongue, or the Worthy-Minded.

The Apple Juggling Feat

You are an adept juggler, granting the following benefits:

- Increase your Dexterity score by 1 to a maximum of 20.
- While most characters may be able to juggle 3 or 4 items with a sufficient Acrobatics roll, you can effortlessly juggle up to nine small items, such as apples, or light thrown weapons such as daggers.
- This feat allows you to essentially carry and use up to nine such items at once for as long as you can maintain Concentration, rather than being limited to one weapon in each hand.
- This feat also allows you to make an extra light thrown weapon attack beyond your normal number of attacks per attack action.
- You may choose an honorific title, such as Fast-Hands, The Juggler, or The Knife.

Blood of Giants

The blood of giants runs in your veins, granting you the following benefits:

- Increase your Strength score by 1, and the normal maximum of 20 in any ability score does not apply to this bonus. You can take this feat up to two times, gaining +1 Strength each time.
- The first time you take this feat, you also gain a 'Powerful Frame' and thus count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.
- You may choose an honorific title, such as The Colossus, Giant-Kin, The Mountain, or Titan-Blooded.

By Paths Unseen

You've learned the ways by which the fae folk travel and can follow in their footsteps, if only for a moment.

- Increase your Wisdom score by 1 to a maximum of 20.
- You learn the *misty step* spell and can cast it once as a spell-like ability. Recharges on a short rest.
- You may choose an honorific title, such as Fae-Foot, Lightfoot, Mist-Walker

Dance of the Morrigan

Prerequisite: Longsword or spear proficiency

You are skilled in the art of Celtic spear combat, gaining the following benefits:

- Increase your Dexterity score by 1 to a maximum of 20.
- You may use your Dexterity bonus when attacking with a longsword or spear, as though it had the finesse descriptor.
- Battle is but a dance of death to you. At the beginning of your turn, you may make a Acrobatics check as a free action. Any attack you are aware of that beats your AC, but not your Acrobatics roll only does half damage.
- You may choose an honorific title, such as Battle Dancer, Child of Morgane, or Crow-Feeder.

Familiar With Injury

Prerequisite: Intelligence 13

Though you do not have the privileged education of a Filí, as a warrior you have come to know wounds all too well and by necessity you have learned how to tend them.

- Increase your Intelligence score by 1 to a maximum of 20.
- You gain skill proficiency in Medicine checks if you do not already have it.
- You gain use of the Healing Arts feature as is described in the Filí class description.

Faugh a Ballagh

'Faugh a Ballagh' is a battle cry, meaning 'clear the way.' You have become an embodiment of this battle-cry, plowing fearlessly through foes and gaining the following benefits:

- Increase your Strength score by 1 to a maximum of 20.
- You may utter this cry once per combat. If you perform a Dash action in straight line, you may attempt a free **Push** maneuver against each foe in your path. Your movement ends only when you fail a **Push** attempt or at the end of your movement speed. At the end of your movement you may make a single free Attack Action.
- When you utter this cry you may immediately make a new save against any fear effects you may currently be subject to.
- You may choose an honorific title, such as Battle-Charger, The Bull, The Foe-Plough, or The Unstoppable.
-

Fearless Display

Fighting in the nude is an ancient martial tradition, practiced by only the bravest. Your enemies see that you are heedless of danger, and they are unnerved by such ecstatic confidence. With nothing to hide and nothing to lose you brazenly defy the enemy and dare them to face you, gaining the following benefits:

- When you are wearing no clothing or armor at all or nothing but a shield, you may add your Proficiency bonus to your AC, along with any Shield Bonus. If you take more than one feat with this quality, you can only add your Proficiency bonus once.
- When you are wearing no clothing or armor at all or nothing but a shield, you are immune to all fear effects.
- When you are wearing no clothing or armor at all or nothing but a shield, all enemy humanoids who begin their turn within 30 feet of you in combat must succeed at a Wisdom saving throw (DC 8 + your proficiency bonus + your Strength or Charisma modifier, whichever is higher) or else be frightened of you until the beginning of their next turn.
- You may choose an honorific title, such as Battle-Streaker, Battle-born, Bloody-Brecks, The Agile, The Fearless, or The Skyclad.

The Gale-Breath Feat

Your breath is a whirlwind, giving you the following benefits:

- Increase your Constitution score by 1 to a maximum of 20.
- Up to once in a round as a free action, you can make a Push attempt at an adjacent foe by blowing mightily at them. Roll 1d6 at the beginning of each subsequent turn. This ability recharges on a 5 or 6.
- **Synergy:** If you also have the Apple Juggling Feat, you can juggle small apple-sized objects with your breath alone, temporarily freeing your hands for other tasks.
- You may choose an honorific title, such as The Blustering, Bellows-Breath, or The Long-Winded.

A Good Laugh and a Long Sleep

You heal faster than the average adventurer, granting the following benefits:

- Increase your Constitution score by 1 to a maximum of 20.
- You double all healing you either obtain or receive during a short or long rest. You still cannot go over your normal hitpoint maximum however.
- You may choose an honorific title, such as The Boisterous, The Hearty Soul, or The Irrepressible.
-

A Ground-Eating Pace

Prerequisite: Constitution 13

You travel hard until you reach your destination. Not even a broken leg would keep you down.

- Increase your Constitution score by 1 to a maximum of 20.
- You are unaffected by the first two levels of exhaustion.

Hindsight is Insight to Foresight

You have an uncanny knack for learning from your mistakes, obtaining the following benefits:

- Increase your Wisdom score by 1 to a maximum of 20.
- If you fail a skill check or other ability roll, you may attempt a DC 10 Insight check to gain Advantage the next time you roll a check for the same skill or ability, provided you have not taken a short or long rest in-between.
- You may choose an honorific title, such as The Observant, The Quick-Study, or The Wise-Fool.

Hunger is Good Sauce

Your stomach is like a cast-iron cauldron, except it seems to expand or contract on command. You gain the following benefits:

- Increase either your Constitution score by 1 to a maximum of 20.
You only require half rations to avoid the effects of hunger, but can also easily eat twice as much as the average person your size.
- You can eat almost anything as though *Purify Food and Water* had been cast on it.
- Gain Advantage on all Constitution saves against the effects of alcohol, poison and food-bourn diseases.
- You may choose an honorific title, such as The Iron-Bellied, The Bottomless, or Of the Gilded Gut.

Keener

Prerequisite: Charisma 13

You have trained your voice in the traditional tones of mourning. With magic invoked by your wailing, measured cries, you keep away foul spirits.

- Increase your Charisma score by 1 to a maximum of 20
- Once per long rest, as a standard action you may start keening, and may maintain this with concentration for up to one hour. While you are keening, all otherworldly beings with the spirit sub-type that are within 60 feet of you and can hear you must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Charisma modifier). On a failed save they are turned for one minute or until they are damaged. On a success they are immune to the effect until the beginning of their next turn. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Keep Your Feet

Prerequisite: Dexterity 13

You have an uncanny ability to stay upright and balanced no matter what comes at you.

- Increase your Dexterity score by 1 to a maximum of 20
- You cannot be knocked prone unless grappled by a creature or overwhelmed beneath a considerable mass. Further, you always land on your feet from falls of 20 feet or less in height and ignore damage from the first 20 feet of any fall.

The Lightning Stroke Feat

Your weapon-arm is so fast, your weapon generates a powerful electric charge as it splits the air, granting the following benefits:

- Once per round, you can make a single one of your melee or ranged attacks at such a blindingly fast speed, that it generates an additional 1d6 points of lightning damage on impact.
- You gain Resistance to lightning damage.
- You may choose an honorific title, such as Lightning-Spear, Shock-Hammer, or Storm-Stroke.

Luck of the Fae

Through your grandmother's blessing, a luck charm, or the circumstances of your birth, you manage to lead a charmed life, gaining the following benefits:

- Increase your Dexterity or Charisma score by 1 to a maximum of 20.
- When you roll a 1 on the D20 for an Attack roll, ability check, or saving throw, you can re-roll the die and must use the new roll.
- Whenever you must make a saving throw, you gain a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1).
- You may choose an honorific title, such as The Cheat, Fate-Stealer, Of the Four-Leaf, The Lucky, or The Trickster.

Naught But a Shield

Prerequisites: Shield Proficiency

Fighting in the nude is an ancient martial tradition, practiced by only the bravest. You are among those fearless elite warriors who enter combat with naught but their shield and the open air between them and their enemies, gaining the following benefits:

- Increase your Strength or Dexterity score by 1 to a maximum of 20.
- When you are wearing nothing but your shield, you may add your Proficiency bonus to your AC, along with your normal Shield Bonus. If you take more than one feat with this quality, you can only add your Proficiency bonus once.
- When you use your shield as an improvised weapon to shield-bash a foe, you gain your proficiency bonus to the attack roll, and it does 1d6 + Str damage on a hit, instead of the normal 1d4 + Str damage for an improvised weapon. This is normally bludgeoning damage for most shields.
- You may choose an honorific title, such as Battle-Streaker, Battle-born, Bloody-Brecks, The Agile, The Fearless, or The Skyclad.

Oghma's Brawn

With astounding ease, you take up weapons that are nearly impossible for others to lift.

- Increase your Strength score by 1 to a maximum of 20.
- You are able to wield weapons intended for creatures up to one size category larger than you.
- When you make a successful attack roll with a weapon that you are wielding in two hands, as a free action you may make an opposed Athletics check against the target creature. If you succeed at this check, the creature is thrown ten feet away from you and falls prone.

Prepared Warriors Assure Peace

Though strong, you are also wise enough to know when to stay your blade. Through strength and wisdom you gain the following benefits:

- Increase either your Strength, or Wisdom, or Charisma score by 1 to a maximum of 20.
- While bearing arms, you may add BOTH your Strength modifier and your Charisma modifier to Persuasion or Intimidation ability checks to avert a fight with humanoids.
- If a fight with humanoids has already broken out, you are able to continue attempting one check per turn to diffuse the fight until the first death has occurred.
- You may choose an honorific title, such as The Prepared, The Restrained, or The Gentle.

Prone Fighting

You have trained yourself to fight from a prone position, gaining the following benefits:

- Increase your Strength or Dexterity score by 1 to a maximum of 20.
- Enemies no longer gain advantage on melee attacks against you while prone.
- When you attack a foe from a prone position for the first time, you may apply any sneak attack bonuses you may have. If you do not possess the Sneak Attack class feature, you may add a d4 to your damage roll instead.
- In a pinch, you can throw a ranged weapon with your foot. This halves the weapon's thrown range, and prevents you from benefiting from Extra Attack class feature, but the attack is otherwise made normally.
- You may choose an honorific title, such as the Badger, Sly-Blade, or The Unshakable.

The Rain of Blood Feat

Once per round, when you strike a living foe with a slashing or piercing weapon, you may do it in a way that either they, or another adjacent foe gets a rain of blood in their eyes, granting the following benefits:

- The foe targeted by this effect must make a Con save DC 5 + Damage dealt, or be blinded for one round. This only works when striking a foe that can bleed.
- The foe you struck with the attack takes 1d4 bleed damage at the beginning of their turn for an amount of rounds equal to your proficiency bonus.
- You may choose an honorific title, such as the Blood-Spurer, Blood-Storm, or Of the Red Rain.
-

The Road Rises to Meet You

You are a surefooted traveler, gaining the following benefits:

- Increase either your Dexterity or Constitution score by 1 to a maximum of 20.
- Your movement ignores all penalties for difficult terrain.
- You gain Advantage on Dexterity Saves made to avoid a fall.
- You may choose an honorific title, such as The Path-Finder, Trailblazer, or Wayfinder.

Rock Hurler

You can catch and throw stones like a giant, and are a master at hurling sports. Your incredible sportsmanship grants you the following benefits:

- Increase your Strength score by 1 to a maximum of 20.
- You can throw large rocks or other similarly weighty objects as missile weapons with a Strength based attack roll with proficiency. Your throws have a range 30/90 ft., one target. Hit: 1d10 + Str bludgeoning damage.
- Once per round as a reaction, you may 'catch' a single boulder, sling-stone, or improvised ranged weapon that has been hurled at you, without taking damage. The stone or improvised missile must be smaller than you are to be caught in this manner.
- You may choose an honorific title, such as Caber-Tosser, The Hurler, Long-Arm, Skull-Caver, or Strong-Arm.

Ropewalking

You are adept at walking surfaces as narrow as a taut rope, granting the following benefits:

- Increase your Dexterity score by 1 to a maximum of 20.
- You gain Advantage on Acrobatics rolls to walk along a tightrope, narrow ledge, narrow wall, a tree branch, or similarly precarious narrow object without falling, and you may ignore movement penalties for difficult terrain when moving along such surfaces.
- You may choose an honorific title, such as The Acrobat, Ledgewalker, Rope Walker, or The Surefooted.

The Feat of the Stunning Stone

You are skilled at striking and stunning two targets with one stone, granting the following benefits:

- If two enemies are within 5 feet of each other, you may make a ranged attack with a sling or thrown rock at one of them. If the attack hits, you may make a second bonus attack roll against one of the other foes within five feet without using a second attack. Each foe struck in this manner must make a Constitution save vs. DC 5 + damage dealt, or become stunned for one round. You can only use this ability once per round.
- You may choose an honorific title, such as Rock-Flinger, Sling-Arm, Stone-Skipper, Sure-Shot, or Two-Birds.

Salmon of Knowledge

Prerequisite: Spellcasting class feature.

You have captured and eaten a ‘salmon of knowledge,’ though it is between you and the Verse Master whether this was the literal act of catching and eating a magical salmon, or a metaphorical act of the spiritual awakening of your own genius. Either way, you gain the following benefits:

- Increase your Intelligence score by 1 to a maximum of 20.
- Gain an amount of additional skill or tool proficiencies equal to your Intelligence modifier.
- Gain a number of additional languages equal to your Intelligence modifier.
- You may choose an honorific title, such as The All-Knowing, The Mad, or The Wise.

Shapeshifter

Whether it be by learning a magic trick or by some inherent ability, you are able to take the form of a particular beast.

- Increase your Wisdom score by 1 to a maximum of 20.
- Upon taking this feat, choose one beast of CR ½ or lower from the “Beasts” section of the bestiary. You may now assume that form as a bonus action once per short rest for an amount of hours equal to your character level.

Sharpened Shield Rim

You bind your round shields in a bronze rim with a razor edge: an old trick among warriors.

- While your round shield is equipped, when an enemy fails a melee attack roll against you, as a free action you may inflict 1d6 slashing damage to them.
- Your round shield may now be used as a thrown weapon. 1d6 slashing, range 20/60 feet.
- This feat cannot be applied to targes or long shields.

Shelly Coated

Prerequisite: Spellcasting class feature.

You have sat along riverbeds and passed the time with the fae known as shellycoats, and learned their ways. This includes not only their closely guarded mystic secrets, but also how to fashion yourself a shellycoat for protection. A shellycoat is a fur cloak from a long-haired animal or beast that has been magically encrusted by a number of shells, from such creatures as snails, oysters, crabs and turtles, providing a sort of shell armor, and granting the following benefits:

- Wearing your shellycoat, your Base AC is 15, and you can add up to 2 points of your dexterity bonus to this.
- A shellycoat counts as medium armor in all respects, except that it does not require medium armor proficiency.
- A shellycoat is a status symbol among the fey. You gain advantage on Persuasion rolls where fey are concerned.
- You gain advantage on stealth rolls in swampy or aquatic environments.
- While another might borrow your shelly-coat, they would not gain these benefits, and it would act only as a simple hide armor.
- You may choose an honorific title, such as Fey-Friend, The Shell-Clad, or Clatter-Cloak.

Shield Kick

You are adept at temporarily negating a foe's shield's protection with a swift kick. You gain the following benefits:

- Increase your Strength or Dexterity score by 1 to a maximum of 20.
- You can perform a shield kick as a free action. If you succeed on an opposed Athletics roll against a foe with a shield, they lose their shield bonus to AC until the start of their next turn.
- Your prodigious kick also grants advantage on Strength rolls to kick in doors, and other physical obstacles.
- You may choose an honorific title, such as Door-Kicker, Foe-Stomper, or Thunderfoot.

Shield Leap

Prerequisites: Salmon Leap, Shield Kick

You can combine your Salmon Leap with a Shield Kick to gain the following benefits:

- If the shield kick is successful, you can leap upon your foe's shield, thereby doing 2d6 crushing damage, and may make an attack action with Advantage. The foe must make a Strength save DC 8 + Your Proficiency bonus + your Strength Score, or fall Prone and become Restrained underneath their own shield, and your own weight.
- You may choose an honorific title, such as Battle-Leaper, Blood-Salmon, Foe-Smasher, or Shield-breaker.

Stars Make No Noise

You move like a swift and silent shadow in the twilight. You are so quiet you gain the following benefits:

- Increase your Dexterity score by 1 to a maximum of 20.
- Gain Darkvision, if you do not already have it.
- At night, or in other dark conditions (low light or darker), you can use Stealth while moving your normal speed, or even Dashing.
- Those who do not have line of sight to you make Perception checks at disadvantage due to your silent movements, and cannot detect you with their passive perception.
- You may choose an honorific title, such as Ghost-Walker, The Shadow, or Silent-Blade.

Ten-At-A-Blow

When your foes are foolish enough to line-up before you, you can slay them ten-at-a-blow, and will not think it too many! You gain the following benefits:

- Increase your Strength score by 1 to a maximum of 20.
- When you have foes lined up before you in a row, you can hit multiple foes with a single spear or javelin throw. If your throw reduces the first target to zero hitpoints, you may make a second attack roll against another foe up to 10 feet behind them. If that roll hits and the damage reduces them to zero hitpoints, you may make a third attack roll against yet another foe standing up to 10 feet directly behind them, and so on, striking down foes in a row until either an attack misses, a damage roll fails to reduce a foe to zero hitpoints, or until you have felled 10 foes lined up in this manner.
- **Synergy:** If you also have the Lightning Feat, the lightning damage applies to each foe struck in the single row.
- You may choose an honorific title, such as Foe-Piercer, Of the Mighty Spear, or Rank-Breaker.

Thick-Blooded

You are possessed of a hearty fortitude, and seemingly incapable of bleeding to death in battle, gaining the following benefits:

- Increase your Constitution score by 1 to a maximum of 20.
- You gain Resistance to all nonmagical Piercing and Slashing damage, as well as any blood-draining special attacks.
- You may choose an honorific title, such as The Invulnerable, Thick-Blood, The Undying, or The Unkillable.

To the Health of Your Enemies' Enemies.

Prerequisite: Persuasion proficiency

You always know just how to bolster your allies in combat, granting the following benefits:

- Increase either your Constitution, or your Charisma score by 1 to a maximum of 20.
- When you roll initiative at the beginning of combat, all allies within 20 feet of you gain temporary hitpoints equal to your Persuasion skill bonus (with a minimum bonus of +1).
- Whenever a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Charisma modifier (with a minimum bonus of +1).
- You may choose an honorific title, such as The Bolsterer, The Drink-Toaster, The Speech-Maker, or The Warrior's Inspiration.

Traditional Battle-dress

Prerequisites: Shield Proficiency

Fighting in the nude is an ancient martial tradition, practiced by only the bravest. The act of scoring protection not only proves your bravery, it also calls down the favor of the gods. By observing this ritual custom of battle you are granted supernatural protection, gaining the following benefits:

- Increase your Strength or Dexterity score by 1 to a maximum of 20.
- When you are wearing no clothing or armor at all or nothing but a shield, you may add your Proficiency bonus to your AC, along with any Shield Bonus. If you take more than one feat with this quality, you can only add your Proficiency bonus once.
- When you are wearing no clothing or armor at all or nothing but a shield, you gain advantage on all saving throws against magical effects.
- You may choose an honorific title, such as Battle-Streaker, Battle-born, Bloody-Brecks, The Agile, The Fearless, or The Skyclad.

A Traveler has Stories to Tell.

You are a gifted storyteller, and can always find a place reserved by the fire. You gain the following benefits:

- Increase your Charisma score by 1 to a maximum of 20.
- Your first night in a new homestead or village, you gain Advantage on Performance rolls to tell stories of your travels, and to Persuasion rolls to obtain hospitality.
- You may choose an honorific title, such as Of The Gilded Tongue, The Rover, The Wanderer, The Tale-Smith, or Yarn-Spinner.

Wind at Your Back

You move as though there is a continual wind pushing you ever onward and upward. Your hair and clothing seem to constantly toss and billow as if in a light wind, even when there is no perceptible breeze. You gain the following benefits:

- Increase your Dexterity score by 1 to a maximum of 20
- Your Speed increases by 10 feet.
- Gain Advantage on Athletics rolls made for jumping.
- You may choose an honorific title, such as Long-Strider, Swift-Step, Wind-Bourne, or Wind-Walker.

Wave Runner

Prerequisites: The Stick Test

So light are your footfalls that you are able to run upon water.

- Increase your Dexterity score by 1 to a maximum of 20
- When moving from land to water, you are able to move on the water's surface as if it were solid for the first 15 feet of movement.
- While moving with the Stick Test class feature activated, if you move from land to water, you are able to then move on the water's surface as if it were solid ground. As soon as you end your turn you lose this benefit.

New Skills

The Arcana, History, and Religion skills have been removed. In their place, Bardic Verse (Cha), Brehon Law (Int), Chariot Driving (Str), and Druid Lore (Wis) are newly added skills.

Bardic Verse (Cha)

Replaces the skill of History. Bardic Verse is used primarily by the bard subclass as a part of their spellcasting and for certain subclass features.

As an illiterate society, Gaelic culture preserves its knowledge through oral tradition. Fulfilling the role of the History skill, Bardic Verse represents the composition, memorization, and recital of great tales and epic poetry, in which historical names, places, and events are passed down through the generations. It is highly respected both as a form of learning and as a refined art.

Through their performances, bards share their knowledge far and wide and audiences everywhere listen with rapt attention. Because of this, almost every person in Ériu knows all the popular tales and recognizes all the great names of history, and general knowledge of the past does not require any ability check. Proficiency in Bardic Verse comes in handy when trying to recall precise details or obscure topics, such as the lineage of a particular clan or the history of a specific area.

Bardic Verse may also be employed in social encounters for purposes similar to the Performance skill. Whereas Performance relies on one's ability for creative expression and is used to entertain, charm, or even confound, Bardic Verse relies on one's ability for dignified recitation and is used to educate and win respect. Bardic Verse checks and Performance checks might even be used in harmony so that one enhances the effect of the other.

Brehon Law (Int)

Brehon Law is used primarily by the brehon subclass as a part of their spellcasting and for certain subclass features.

It may be employed during social encounters to remember and interpret the customary laws of the land, which are many and intricate. It is useful for anyone to be proficient in it, as recalling a particular law at the right time may be used to your advantage in a relevant circumstance. It may help you win a claim, protect you from accusations, or ingratiate you with others. Refer to the "Introduction to Ériu" section of this book to find various references to particular brehon laws.

Chariot Driving (Str)

Chariot Driving is used for the effective and full-speed handling of chariots in combat, as well as their repair if they become damaged. Chariot Driving checks are called for in certain circumstances that are laid out in the "Chariot Rules and Stats" section.

Druid Lore (Wis)

Replaces the skills of both Arcana and Religion. Druid Lore is used primarily by the druid subclass as a part of their spellcasting and for certain subclass features.

In Ériu, magic and religion are considered to be one and the same. Fulfilling the roles of both the Arcana and Religion skills, Druid Lore is referred to for knowledge in all things supernatural. It may also be employed to perceive, interpret, and interact with otherworldly beings and phenomena.

Economy and Barter

Ériu runs on a cashless barter economy, and trade is moderated by three abstract units of value called “*unga*,” “*sét*,” and “*cumal*.”

Sét is the primary unit, and it is based on the worth that Gaelic society vests in cattle. Livestock and all the products they provide are a guarantee of prosperity, foundational to the way of life in Ériu. Because of this, cattle are the basis and measure of wealth. Brehon law has appraised every conceivable form of treasure and property and determined standardized *sét* values for them all, either as a price for purchase or if traded away as a payment.

One *sét* is equivalent to half an adult cow’s worth, so a whole cow is two *sét*. A calf is one *sét* and a bull is twelve *sét*. An ox (a castrated bull) is one *sét*. Unhealthy or elderly cattle represent no value.

For items of a value less than one *sét*, a smaller unit of abstract value also exists, called “*unga*.” This is most often represented in trade by various trinkets, common goods, or household wares. The worth of six *unga* is equivalent to one *sét*.

For convenience in larger transactions, a larger unit known as *cumal* can be counted, representing the worth of three cows, or six *sét*.

6 *unga* = 1 *sét*

6 *sét* = 1 *cumal*

Haggling

Common folk can’t be expected to remember the brehon-assigned value of every single thing, though everybody at least manages to agree on the standard value of cattle. Unless a transaction is presided over by the exacting discernment of a brehon, notions of value are often open to interpretation and haggling.

Don’t worry about the in-game economy too much. It is flexible enough for adjustments to be made as needed.

Barter Value is Different From Coinage

Be careful that you don’t think of an item’s barter value as translating directly to currency. For example, hair combs are small, lightweight, and are valued at the most basic denomination of worth (1 *unga*), all qualities which would make them convenient stand-ins for coins. If a player character begins using hair combs like currency, carrying around a sack of them and offering bushels of combs for exchange in every transaction, the Verse Master would be justified in having NPCs give them a hard time (“What do you expect me to do with twenty hair combs? Come back with something useful to trade.”). Of course there are professional merchants who would be receptive to trading various items in bulk, but for most people the practicality of a trade is as much of a consideration than its abstract value, if not more.

Staying Rich While on the Road

Some players might miss the convenience of coins. After all, coins can be quickly and easily counted, put in a pocket or pouch, and carried down the road. In comparison, a barter system might seem clumsy and bothersome. When a person's wealth is invested entirely in their material possessions or livestock, it's difficult to imagine traveling with very much of it. What's a wandering adventurer to do?

- You don't have to worry about paying for room and board, the laws and customs of hospitality see to that. Food is usually included. However, the host might request a favor or gift in return.
- An adventurer's honor and reputation works as a form of credit. If you are well-known and liked enough as a hero, most things such as meals will be offered unconditionally.
- Whether you've done good deeds for a village or loyally served a chieftain, they will be glad and may even feel honor-bound to provide basic essentials for you. When you need something simple like a new shield or a new pair of shoes, it's likely that all you need to do is request it from a friendly patron or community.
- Most player characters will belong to a clan, have a lord whom they serve, or they may even have a hall or homestead of their own. Any of these can be treated as a "home base." When you are offered a gift or reward that would be inconvenient to travel with, such as a herd of cattle, you can request that it be delivered to your home so that it can be kept there for you.
- Debts are usually accepted. If your wealth is at home but you are traveling, you can still make trades and bargains by promising the goods to be delivered at a later date. (Example: "So it's agreed, I'll have the lumber and cattle sent to you before autumn.") If you make such an agreement, be sure that you fulfill it! A person who breaks their promises and doesn't pay their debts will make many enemies and do great damage to their own honor and reputation.
- High-value pieces of apparel and jewelry such as torcs or cloak brooches might be worn to look nice and serve as status symbols, but they also serve as easily portable pieces of wealth. If a payment is asked of you, you can simply remove a torc from your arm and offer it forth.
- The typical activities of an adventurer are likely to be impeded while traveling with cattle or other livestock. To free you from this concern, you would be wise to hire some people to herd the animals for you. There will usually be some local shepherds willing to offer their temporary services in return for payment. Of course, these services will not be available within the territory of a clan where you just raided the cattle. Upon driving the herd to whatever destination you wish, these shepherds will take their payment and return home.

Items and Their Standard Values:

This list provides a broad selection of the equipment, goods, and items that will typically be encountered. Each item has a standard value, but these values are not immutable.

Animals

Chicken: 2 *unga*

A novelty bird that is still relatively new to Ériu but soaring in popularity. Their egg production places the birds in high demand. Mediterranean sea traders can't import them fast enough.

Calf: 1 *sét*

Young cattle not yet grown into its full worth; an investment for the future.

Ox: 1 *sét*

A castrated bull. Only the most impressive bulls are used for husbandry. All others are destined for either the roasting spit or the farm yoke.

Goat, Sheep, Pig: 1 *sét*

Much is said of cattle in Ériu but sheep are just as ubiquitous, prized for their thick wool. Pigs and goats can be found in fair numbers, though they are more liable than cattle or sheep to go feral if left to forage for themselves.

Cow: 2 *sét*

The essential livestock, without which the current way of life would not be possible. It is not only the economy that revolves around this animal, but culture and warfare as well. There are hundreds of thousands of cattle in Ériu, perhaps outnumbering humans. Refer to Appendix F: Creature Statistics for a stat block (pg.).

Wolfhound: 5 *sét*

A tall and swift beast, standing over three feet at the shoulder. Wolfhounds are intelligent and independent, bred and trained for combat as well as hunting, and immensely loyal. Refer to Appendix F: Creature Statistics for a stat block ([pg. 221](#)).

Common Horse: 1 *cumal*

Perhaps more accurately called a pony, such animals are stout and hardy and are often used to pull wagons or ploughs. Some folk have even become adept at riding them, particularly among the clans of the western mountains who prize them for their nimbleness over rough terrain. Refer to Appendix F: Creature Statistics for a stat block (pg.).

- Chariots pulled by common horses only have a Strength score of 16 (+3) instead of their normal 18 (+4), a speed of 50 feet instead of their normal 60 feet, and they cannot make hoof attacks in combat.

Bull: 2 *cumal*

Treated in many ways as a sacred animal, emblematic of virility and majestic strength. Highly valued for its breeding potential. Refer to Appendix F: Creature Statistics for a stat block ([pg. 225](#)).

Warhorse: 4 *cumal*

A horse bred and trained for war. Originally imported from the land of Gaul, such horses are large enough to haul a chariot at full speed and fierce enough to brave an enemy in combat. Refer to Appendix F: Creature Statistics for a stat block ([pg. 223](#)).

- Chariots pulled by warhorses have their normal ability scores, move at full speed, and can make hoof attacks as normal.

Apparel

Wooden brooch: 1 *unga*

Little more than a simple wooden peg to fasten one's cloak in place.

Traveling cloak (brat): 2 *unga*, 2 lb.

Anyone abroad will want a thick cloak to hold off the rain and cold. It can be arranged about the body in various practical ways, and also used as a blanket.

- If a character sleeps overnight outdoors without a cloak, they must make a Constitution saving throw (DC 12). On a failed save they take a level of exhaustion.

Set of plain clothing: 4 *unga*, 3 lbs.

Inexpensive and practical, standard fashion.

Pair of shoes (brogues): 5 *unga*, 1 lb.

Comfortable shoes and boots are not as simple to make as they might seem. Most people will go barefoot whenever they are able and only put on shoes when necessary or for special occasions, so as to avoid wearing them out needlessly. Sandals are an unfamiliar Roman fashion.

- When crossing particular types of non-magical difficult terrain such as jagged or rocky ground, a character can sacrifice a pair of shoes which they are wearing in order to ignore the movement penalty for up to 100 feet. The shoes will require repair before this can be done again, and a cobbler will demand 4 *unga*.

Bronze brooch: 1 *sét*

For many people, a bronze brooch on their cloak is the fanciest apparel they can afford.

Bronze torc: 4 *sét*, 1 lb.

A badge of recognition bestowed by a chieftain to their followers. Awarded to up-and-coming warriors.

Set of fine clothing: 5 *sét*, 4 lbs.

The proper fashion expected of anyone who can afford it.

Rich cloak: 2 *cumal*, 3 lbs.

Trimmed with animal fur and dyed several colors, a garment for chieftains.

- If a character sleeps overnight outdoors without a cloak, they must make a Constitution saving throw (DC 12). On a failed save they take a level of exhaustion.
- A character wearing a rich cloak has advantage on saving throws against non-magical cold effects.

Iron torc: 2 *cumal*, 1 lb.

A badge of recognition bestowed by a chieftain to their followers. Awarded to proven warriors.

Set of rich clothing: 4 *cumal*, 5 lbs.

Even those who can afford such garments will not wear them often. This apparel needs to be treasured, lest it be damaged or worn out. Only donned for the finest occasions and feasts.

Silver torc: 6 *cumal*, 1 lb.

A badge of recognition bestowed by a chieftain to their followers. Awarded to favored warriors.

Gold torc: 10 *cumal*, 1 lb.

A badge of recognition bestowed by a chieftain to their followers. Awarded to champions.

Gold and jeweled brooch: 15 *cumal*, 1 lb.

A true sign of royalty, worn by only the richest people in Ériu.

Tuigen: 25 *cumal*, 8 lbs.

A bright cloak made of colorful bird feathers, worn as a vestment by ollamhs. Grants advantage on all spellcasting ability checks.

Common Goods and Wares

Wicker basket: 1 *unga*, 1 lb.

To help carry things. This is the local version of a backpack, and can be hung from a person's shoulders with the attachment of leather straps.

10 ft of rope: 2 *unga*, 5 lbs.

Woven from plant fibers. For securing, fastening, hoisting, hauling, climbing, trussing, etc. You never know when you'll need a good length of rope.

5 days' travel rations: 2 *unga*, 5 lbs.

Hard bread and cheese with dried fruit, meat, and fish. 2 *unga*'s worth will keep you going for 5 days.

Farming implement, household utensil: 2 *unga*

Any typical domestic item. Pitchforks, brooms, etc.

Small cooking pot: 4 *unga*, 6 lbs.

It may not be the best choice for traveling light but it is a priceless luxury when trekking and sleeping around a campfire.

Fishing net: 5 *unga*, 3 lbs.

Very useful for catching your dinner.

- Grants a +2 bonus on all Survival ability checks made to catch fish or other small waterborne creatures.

Simple weaving loom: 1 *sét*, 2 lbs.

A small wooden frame upon which threads can be hung and arranged. A crafting tool necessary for the creation of basic fabric products like clothing. Used by characters with proficiency in weaving tools.

Farm plough: 2 *sét*

An essential part of the sowing season for farmers. Requires at least one ox or horse to pull.

Set of crafting tools (carpentry or smithing): 3 *sét*, 5 lbs.

Used by characters with proficiency in Carpentry, Blacksmithing, or Goldsmithing. A different set is required for each proficiency.

Cauldron: 5 *sét*, 30 lbs.

Deep-bellied and heavy, whatever is cooked in this could feed an entire hall's worth of people.

Expert weaving loom: 1 *cumal*, 20 lbs.

A much larger loom at which one sits to work. A crafting tool necessary for the creation of fine fabric products like tapestries and war banners. Used by characters with proficiency in weaving tools.

Instruments

Wooden or bone flute: 1 *unga*

A whittled stick with several holes along it, good for a merry tune. Many people carry one and pass idle time playing with it.

Drum: 5 *unga*, 3 lbs.

A common musical instrument, used to provide rhythmic accompaniment to singing and poetry.

Bullroarer: 1 *sét*, 2 lbs.

A carved wooden block on a length of rope which, when swung through the air around one's head, produces an eerie wailing sound. This sound is believed to capture the attention of spirits, and so bullroarers are sometimes used by *filídh* as ceremonial instruments when invoking magic.

- Often used as a spellcasting focus.
- A spellcaster may swing a bullroarer as a bonus action at the same time that they roll a spellcasting ability check. Having done so, on a natural 1 the spellcaster may re-roll their spellcasting ability check and must keep the new result. In order for a bullroarer to be used, the area surrounding you must be clear with no other creatures or obstructions within 10 feet.

Hunting horn: 1 *sét*, 2 lbs.

Used for signaling allies or flushing out game.

- Allows for simple one-way communication across long distances of up to one mile. Communication can be more detailed if particular signals are pre-established by a party.

Wooden harp: 5 *sét*, 2 lbs.

The classic tool and companion of any bard.

Carnyx: 2 *cumal*, 10 lbs.

A bronze war horn, with its mouth cast in the shape of a screaming boar. It is a tall instrument, and when held to the player's mouth it rises in an "S" shape above the heads of the throng. When played it produces a terrifying sound, not unlike the shrieking of a real boar, but with an added metallic clamor and a haunting resonance. It is said that this sound is the conjured voice of a god, though whose voice it may be is not certain. Perhaps all of them.

- A carnyx may be played as a standard action, and in order for its effect to remain active its playing must be maintained with concentration. Every enemy creature that can hear the carnyx and begins its turn within 30 feet of the carnyx's player must make a Wisdom saving throw (DC 12). On a failed save the creature takes disadvantage on its first attack in that round. Whether it succeeds or fails its save, if a creature remains within 30 feet of the carnyx's player and if the carnyx continues to be played, the creature must repeat the Wisdom saving throw at the beginning of each turn.

Golden harp: 15 *cumal*, 5 lbs.

A prized trophy, emblematic of a bard's mastery in their art.

Luxuries

Wooden or bone hair comb: 1 *unga*

Basic grooming is held up as such a virtue in Ériu that most people carry a comb on them at all times. Though ubiquitous, combs are treated as prized personal possessions and are usually embellished with decorative carvings.

- A character must make all Persuasion ability checks with disadvantage if they go for more than three days without a hair comb in their possession.

Cask of ale or mead: 1 *sét*, 10 lbs.

Locally brewed, frequently enjoyed in great quantities.

- An individual drinking more than two alcoholic drinks must make a Constitution save, with a DC equal to 8 + the number of drinks consumed. If the save is failed, the imbiber gains a level of exhaustion, plus an additional level for every 2 points they failed the save by. If they gain 6 levels of exhaustion, they are merely incapacitated and not dead. Levels of exhaustion gained in this way can be removed by a short rest instead of a long rest.

Plain Fidchell board and pieces: 1 *set*, 2 lbs.

A hand-carved set used for the popular strategic board game called Fidchell. Many people adore the game, and pass hours each day playing it.

- Can be used to play fidchell ([pg. 194](#)).

One gold coin: 2 *sét*

Brought as treasure from foreign lands. It has the profile of a Roman emperor stamped on it.

Silver hair comb: 4 *sét*

For tending only the most luxurious locks of hair.

- A character must make all Persuasion ability checks with disadvantage if they go for more than three days without a hair comb in their possession.

Cask of wine: 1 *cumal*, 10 lbs.

A true luxury, imported from the warm and supposedly decadent southern lands of the Mediterranean.

- An individual drinking more than two alcoholic drinks must make a Constitution save, with a DC equal to 8 + the number of drinks consumed. If the save is failed, the imbiber gains a level of exhaustion, plus an additional level for every 2 points they failed the save by. If they gain 6 levels of exhaustion, they are merely incapacitated and not dead. Levels of exhaustion gained in this way can be removed by a short rest instead of a long rest.

Silver cup: 1 *cumal*, 1 lb.

Polished Silver Mirror: 2 *cumal*, 2 lbs.

It is a rare and marvelous thing to observe oneself in such a way. Some people become absorbed by the experience, especially fae folk.

- If a polished silver mirror is held up before an Otherworldly being with the Fae sub-type, it must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Wisdom modifier). On a success it is immune to the effects of silver mirrors for 24 hours. On a failure it catches sight of its own reflection in the mirror and becomes charmed by the mirror's holder. This effect ends as soon as the fae creature loses sight of itself in the mirror.

Gold cup: 3 *cumal*, 1 lb.

Woven tapestry: 4 *cumal*, 15 lbs.

Richly decorated Fidchell**board and pieces:** 4 *cumal*, 4 lbs.

Fidchell is seen as a game of honed and cultured minds, and so it is just as popular among the noble castes as it is among the commonfolk. Some wealthy players are so enamored with the game that they commission the creation of special fidchell boards, inlaid with intricate carvings and detailed with precious metals. Excellent boards such as these are sometimes offered as trophies in contests of fidchell.

- Can be used to play fidchell ([pg. 194](#)).

Raw Materials**Small animal pelt:** 3 *unga*, 1 lb.

A trapper's bread and butter, traded for the fur or various crafting purposes.

Boar, cattle, or deer hide: 1 *sét*, 5 lbs.

The raw material for sturdy leather.

Wolf skin: 1 *sét*, 5 lbs.

Often adorning warriors' heads and helmets with its fierce visage, or used for luxurious cloaks and mantles.

Pair of boar's tusks, bull's horns, stag's antlers: 2 *sét*, 2 lbs.

Ceremonially potent totems, but also valued as material for crafting items.

Bolt of wool fabric: 2 *sét*, 3 lbs.**Cask of cedar oil:** 4 *sét*, 5 lbs.

For the preservation of trophy heads ([pg. 175](#)).
5 uses per cask.

Barrel of copper ore: 4 *sét*, 40 lbs.**Bear skin:** 5 *sét*, 15 lbs.

Brought over from Alba, the mightiest and most exotic of beasts also have the warmest and most generously-proportioned furs.

Barrel of salt: 1 *cumal*, 30 lbs.

An essential trade commodity. Desirable for cooking and necessary for food preservation.

Wagon-load of lumber: 1 *cumal*, 200 lbs.**Wagon-load of harvested oats:** 1 *cumal*, 200 lbs.**Wagon-load of harvested wheat:** 2 *cumal*, 200 lbs.**Barrel of iron ore:** 3 *cumal*, 50 lbs.

Tools of War

Bronze helmet: 3 *cumal*, 5 lbs.

Sturdy and well-made, such a cap might well save a person's life.

- When a melee attack scores a critical hit against the wearer, the wearer can choose to reduce the attack to simply doing normal damage. After this is done the helmet breaks, and it must be repaired before it can be used again.
- A blacksmith NPC will demand 1 *cumal* to do the repair, or a player character with proficiency in blacksmithing and access to a forge can do it by making a d20 roll during a short rest with access to a forge (DC 12. Remember to add your proficiency bonus). A player character can only attempt one repair roll per short rest.

War banner: 4 *cumal*, 10 lbs.

Woven in many bright colors and with intricate designs, a war banner lifts the hearts of all who see it flying upon the wind.

- May be carried in one hand or planted in place. All creatures allied to the banner's carrier who are within 60 feet of the banner and can see it gain 10 temporary hit points. (Object AC: 10, Hit Points: 20).

Iron helmet: 6 *cumal*, 6 lbs.

Sturdy and well-made, such a cap might well save a person's life.

- When a melee attack scores a critical hit against the wearer, the wearer can choose to reduce the attack to simply doing normal damage. This can be done twice before the helmet breaks, and it must be repaired before it can be used again.
- A blacksmith NPC will demand 1 *cumal* to do the repair, or a player character with proficiency in blacksmithing and access to a forge can do it by making a d20 roll during a short rest (DC 12. Remember to add your proficiency bonus). A player character can only attempt one repair roll per short rest.

Bronze horse barding: 15 *cumal*, 60 lbs.

A glorious suit of scaled metal armor that can be placed upon a warhorse pulling a chariot.

- +2 AC to a horse wearing bronze barding. +2 AC to a chariot if both horses pulling it are wearing bronze barding, +1 to a chariot if only one horse is in armor.

Vehicles

Rowboat (Coracle): 3 *sét*, 40 - 80 lbs.

Made of wicker and covered in sealed animal hide, coracles are for easily traversing the land's many rivers and lakes. The largest variety of coracle can transport up to four people with some cargo. Smaller one-person coracles are lightweight and can be hoisted out of the water and carried on a person's back, allowing for easy transport over land between bodies of water.

Wagon: 4 *sét*, 100 lbs.

With a considerable carrying capacity, a wagon allows for the transport of larger inventories. It has only two wheels, which are usually about 5 feet in diameter and formed of solid wood instead of spokes. There's no seat on the wagon where a driver could sit, all the space is dedicated to cargo. The wagon can be pulled by hand, with an average humanoid able to pull 200 pounds for a fair distance over level terrain. A draft animal such as a horse or ox may also be hitched to the wagon and led by a tether, allowing for even greater weights to be pulled.

Chariot: 30 *cumal*, 75 lbs.

A vehicle of war and elite travel, prized by the nobility. (pg. 236)

Sailboat: 50 *cumal*, 5,000 lbs.

Thirty feet long, ten feet wide. For traversing seas and lakes, and rivers that are deep and wide enough to accommodate them. Requires at least three people to crew properly; one to steer the rudder and two to work the sails. There is below-deck space for storage but not enough for people to shelter comfortably.

Scythed chariot: 50 *cumal*, 100 lbs.

A vehicle of war and elite travel, prized by the nobility. Reinforced for impact in battle and fitted with razor-sharp scythes on its wheels. (pg.)

Royal chariot: 100 *cumal*, 125 lbs.

A vehicle of war and elite travel, prized by the nobility. This particular chariot is the finest meeting of art and engineering known in Ériu. (pg.)

Armour

The fashion of war tends to prioritize swiftness and agility, and it is a rare warrior who dons heavy armor to fight the way the Romans do. Nonetheless, the smiths of the Gaels are accomplished at their work and the chain links of their ringmail are as solid as any worn by a legionnaire. Every fighter outfits themselves for the battlefield, and there are no uniforms among the warbands. For every warrior wearing a mail shirt there is another scoring protection entirely and fighting in the nude. The majority go to battle in only a tunic or leather jerkin. Even when a warrior can afford to take on a helmet, shield, and chestpiece, this will usually be the extent of their kit.

Armour	Value	Armor Class (AC)	Strength	Stealth	Acrobatics	Weight
Light Armor				-	-	
Thickly-Woven Tunic	5 <i>unga</i>	11 + Dex bonus	-	-	-	2 lbs.
Leather Jerkin	2 <i>sét</i>	12 + Dex bonus	-	-	-	6 lbs.
Medium Armor						
Hide Coat	2 <i>sét</i>	13 + Dex bonus (Max of 2)	-	-	-	8 lbs.
Boiled Leather Cuirass	1 <i>cumal</i>	14 + Dex bonus (Max of 2)	-	Disadvantage	-	12 lbs.
Heavy Armor						
Bronze Chestplate	4 <i>cumal</i>	15	Str 12	Disadvantage	-	16 lbs.
Ringmail Shirt	10 <i>cumal</i>	16	Str 13	Disadvantage	Disadvantage	20 lbs.
Shields						
Targe	3 <i>unga</i>	+1	-	-	-	3 lbs.
Round Shield	1 <i>sét</i>	+2	-	Disadvantage	-	6 lbs.
Long Shield	2 <i>sét</i>	+3	Str 12	Disadvantage	Disadvantage	10 lbs.

Weapons

The spear, the club, and the axe are weapons of the everyman, tools easily obtainable by any farmer who wishes to defend their home. But the sword is the weapon of warriors, made for one purpose, as much a symbol of status as a torc or chariot.

Aside from a customary exchange of javelins before the hand-to-hand clash, most warriors give very little thought to ranged combat. Almost every person knows how to use a sling, learning in childhood as a matter of course. Archery is not in common practice and it's especially unusual to see bows used on the battlefield, though it's not unheard of.

Weapon	Value	Damage	Weight	Properties
Simple Melee Weapons				
Club (Shillelagh, Hurley Stick)	1 <i>unga</i>	1d4 bludgeoning	2 lbs.	Light
Dagger	2 <i>unga</i>	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Great Club	3 <i>unga</i>	1d10 bludgeoning	10 lbs.	Two-handed, heavy
Hand-Axe	3 <i>unga</i>	1d6 slashing	3 lbs.	Light, thrown (range 20/60)
Javelin	3 <i>unga</i>	1d6 piercing	3 lbs.	Thrown (Range 40/100)
Sickle	2 <i>unga</i>	1d4 slashing	2 lbs.	Light
Spear	4 <i>unga</i>	1d6 piercing	3 lbs.	Thrown (range 20/60), versatile (1d8), reach
Staff	2 <i>unga</i>	1d4 bludgeoning	2 lbs.	Versatile (1d6)
Whip	2 <i>unga</i>	1d4 slashing	1 lb.	Finesse, reach, special*
Simple Ranged Weapons				
Bow	3 <i>unga</i>	1d6 piercing	2 lbs.	Ammunition (range 80/300), two-handed

Hurling Ball (Sliotar)	1 <i>unga</i>	1d4 bludgeoning	1 lb.	(Range 20/60), must also be wielding a club (Hurley Stick) in order to use
Net	5 <i>unga</i>	-	3 lbs.	Special**, thrown (range 10/20)
Sling	1 <i>unga</i>	1d6 bludgeoning	-	Ammunition (range 60/200)
Martial Melee Weapons				
Battle Axe	1 <i>cumal</i>	1d8 slashing	4 lbs.	Versatile (1d10)
Great Spear	2 <i>cumal</i>	1d10 piercing	5 lbs.	Reach, two-handed, heavy
Longsword	3 <i>cumal</i>	1d8 slashing	3 lbs.	Versatile (1d10)
Mace	1 <i>cumal</i>	1d8 bludgeoning	6 lbs.	Versatile (1d10)
Shortsword	3 <i>cumal</i>	1d6 piercing	2 lbs.	Finesse, light
Targe Spike	2 <i>sét</i>	1d4 piercing	1 lb.	Must be attached to a Targe. Targe may be used as an offhand weapon

*While you have a whip equipped in your primary hand you can attempt a grappling check against a target creature within ten feet of you. Also, having a whip equipped grants +2 to all Chariot Driving checks in combat (except for repairs).

**A medium or smaller creature hit by a net is restrained until it is freed. A net has no effect on creatures that are formless, or creatures that are huge or larger. A creature can use its standard action to make a DC 11 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the net (AC 10) also frees the creature, ending the effect and destroying the net. However, d100 percentile dice must be rolled at the same time the damage is rolled, and if the result is 51 or higher, the creature in the net also takes the slashing damage.

Magic

Rules for Spellcasting

Spellcasting Ability: Filí who choose the Bard subclass use Charisma as their spellcasting ability. Filí who choose the Brehon subclass use Intelligence as their spellcasting ability. Filí who choose the Druid subclass use Wisdom as their spellcasting ability. Fénnid who choose the Faerie Rover subclass use Wisdom as their spellcasting ability. This is for the purposes of determining your spell attack modifier and spell save DC.

Subclass	Spellcasting Ability
Bard (Filí)	Charisma
Brehon (Filí)	Intelligence
Druid (Filí)	Wisdom
Faerie Rover (Fénnid)	Wisdom

Spellcasting ability checks: The Filí subclasses of Bard, Brehon, and Druid are all required to make an ability check every time they attempt to cast a spell, with the DC shifting depending on the spell's level (pg. 74). Casting cantrips does not require this check. The spellcasting done by Faerie Rovers is intuitive, and so they do not need to make spellcasting skill checks.

These spellcasting ability checks fulfill any verbal and somatic casting requirements of a spell, and as such require the caster to have the use of their hands and/or voice.

All subclasses have a different spellcasting skill. Bards make a Bardic Verse (Cha) check, Brehons make a Brehon Law (Int) check, and Druids make a Druid Lore (Wis) check.

Subclass	Spellcasting Ability Check
Bard	Bardic Verse (Cha)
Brehon	Brehon Law (Int)
Druid	Druid Lore (Wis)

If you succeed at your spellcasting ability check the spell is cast successfully. If you fail your check, the spell fizzles and you have used up your standard action for that turn, but no spell slots are spent.

If you roll a natural 1 on your spellcasting check, a curse befalls you as a backlash against your improper ritual. The Verse Master rolls a d12 on the "Curses" table (pg. 169).

See the "Invocation Points" feature within the filí class description for details on bonuses that are gained when the DC of a spellcasting ability check is exceeded by particularly high rolls (pg. 74).

Ritual Casting: Bards, Brehons, and Druids can take 10 minutes to cast a spell as a ritual if that spell has the ritual tag and they have the spell prepared. When a spell is cast as a ritual, the spellcasting ability check does not need to be made. However, ritual casting does require material components in the form of a sacrifice to the Otherworld. The sacrifice can be any creature or item, but the creature's amount of Hit Dice or the item's value in *set* must be at least double the spell's level. Faerie Rovers are unable to perform ritual casting.

Spellcasting Focus: A spellcasting focus is an item used for ritual or totemic purposes, through which spellcasting can be channeled. Material components are no longer used for spells, but in their place a spellcasting focus is necessary. When casting a spell that requires a material component, a spellcasting focus must be used. Each subclass uses different spellcasting focuses, which are detailed in the subclass descriptions.

Spell Lists:

All of the spells listed below are sourced from the OGL rule set, with the exception of four new spells detailed at the end. The only spells that have been specifically changed are the following:

- The *Remove Curse* spell is no longer 3rd level, but is now raised to 6th.
- Creatures transformed by *Polymorph* retain their original mental ability scores.
- Whereas the *True Seeing* spell and the *truesight* attribute describe the ability to see into the ethereal plane, for this rule set they instead impart the ability to perceive the thinning of the barrier between the mortal world and the Otherworld at certain times and places.

Cantrips

Blade Ward		
Dancing Lights	Mending	Sacred Flame
Druidcraft	Message	Shillelagh
Friends	Minor Illusion	Spare the Dying
Guidance	Poison Spray	Thaumaturgy
Light	Prestidigitation	True Strike
Mage Hand	Produce Flame	Vicious Mockery

Bard Spell List

<u>1st level</u>	Phantasmal Force	Greater Restoration
Animal Friendship	See Invisibility	Legend Lore
Bane	Shatter	Modify Memory
Bless	Silence	Seeming
Charm Person	Suggestion	
Detect Magic		<u>6th level</u>
Disguise Self	<u>3rd level</u>	Mass Suggestion
Dissonant Whispers	Fear	Remove Curse
Faerie Fire	Feign Death	True Seeing
Find Familiar	Revivify	
Heroism	Speak With Dead	<u>7th level</u>
Silent Image	Tongues	Mirage Arcane
Sleep	Water Breathing	Project Image
Speak With Animals	Water Walk	Regenerate
Unseen Servant		
<u>2nd level</u>	<u>4th level</u>	<u>8th level</u>
Animal messenger	Compulsion	Antipathy/Sympathy
Augury	Confusion	Glibness
Calm Emotions	Divination	Power Word Stun
Detect Thoughts	Greater Invisibility	
Enthrall	Hallucinatory Terrain	<u>9th level</u>
Gentle Repose	Phantasmal Killer	Foresight
Invisibility		Power Word Heal
Lesser Restoration	<u>5th level</u>	Power Word Kill
	Dream	The Stray / Come Hither

Brehon Spell List

1st level

Alarm
Bane
Bless
Command
Detect Magic
Detect Poison / Disease
Divine Favor
Guiding Bolt
Purify Food and Drink

2nd level

Aid
Augury
Branding Smite
Detect Thoughts
Heat Metal
Hold Person
Knock
Lesser Restoration
Protection From Poison

3rd level

See Invisibility
Shatter
Warding Bond
Zone of Truth

4th level

Blight
Compulsion
Divination
Greater Invisibility

5th level

Commune
Dream
Greater Restoration
Hallow

6th level

Remove Curse
True Seeing

7th level

Divine Word
Project Image
Regenerate
Symbol

8th level

Antimagic Field
Power Word Stun

9th level

Dolorous Stroke
Foresight
Imprisonment

Faerie Rover Spell List

1st level

Alarm
Animal Friendship
Detect Magic
Detect Poison / Disease
Entangle
Fog Cloud
Goodberry
Longstrider
Speak With Animals

2nd level

Animal Messenger
Barkskin
Beast Sense

3rd level

Darkvision
Gust of Wind
Locate Animals / Plants
Locate Object
Misty Step
Pass Without Trace
Protection from Poison
Silence

Conjure Animals
Plant Growth
Speak With Plants
Water Breathing
Water Walk

4th level

Wind Wall
Freedom of Movement
Grasping Vine
Locate Creature

5th level

Commune With Nature
Insect Plague
Tree Stride

6th level

Find the Path
House of Quicken Trees
True Seeing

Druid Spell List

1st level

Animal friendship
Bane
Bless
Create or Destroy Water
Detect Magic
Detect Poison / Disease
Entangle
Faerie Fire
Find Familiar
Fog Cloud
Goodberry
Purify Food and Drink
Speak With Animals
Unseen Servant

2nd level

Animal messenger
Augury
Barkskin
Beast Sense
Continual Flame
Gentle Repose
Gust of Wind
Heat Metal
Invisibility
Knock
Lesser Restoration
Moonbeam
Protection From Poison

See Invisibility

3rd level

Call Lightning
Conjure Animals
Daylight
Feign Death
Meld Into Stone
Plant Growth
Revivify
Sleet Storm
Speak With Dead
Speak With Plants
Stinking Cloud
Water Breathing
Water Walk
Wind Wall

4th level

Blight
Divination
Grasping Vine
Greater Invisibility
Hallucinatory Terrain
Ice Storm
Polymorph
Stone Shape
Wall of Fire

5th level

Commune
Commune With Nature
Control Water
Dream
Greater Restoration
Hallow
Insect Plague
Tree Stride

6th level

Move Earth
Remove Curse
Sunbeam
True Seeing

7th level

Mirage Arcane
Project Image
Regenerate

8th level

Antipathy/Sympathy
Control Weather
Earthquake

9th level

Foresight
True Polymorph
Well-Burst

***N*ew Spells:**

The Stray / The Come Hither

Bard, 9th level enchantment

Casting Time: 1 minute

Range: 60 feet

Components: Verbal, somatic, spellcasting focus

Duration: Until Dispelled

You “put the Stray” on a target creature. The target must succeed on a Wisdom saving throw against your spell save DC or else fall under the effects of the spell. If the creature succeeds at its saving throw, it is immune to the effects of this spell for 24 hours. On a failed saving throw, the creature enters an altered state. Without hesitation they take to the road and begin to travel aimlessly. They have a destination in mind, but regardless of whether it’s a real place or a figment they will never find it. The effected creature loses all perception of time and they take no heed of the sun or moon in the sky, even traveling at night as if it were broad daylight. They are no longer subject to the effects of thirst, hunger, or fatigue, and so they travel endlessly, compelled to forever seek a destination they will never reach. The effected creature is aware of its surrounding so far as broad details are concerned, but they will not recognize any landmarks or familiar locations and might even walk right past their intended destination without ever actually seeing it. The effected creature is aware of other creatures and will acknowledge their presence if necessary, but they will not recognize anyone even if they are in fact close friends and relations. If other creatures attempt to reason with the effected creature it will plead confusion as to what they are talking about. If other creatures attempt to physically hinder the effected creature from traveling, the effected creature will resist them desperately. If successfully hindered from traveling and kept in one place, the effected creature will take 5d10 psychic damage each day until they are allowed to again travel. If allowed to travel, the effected creature will tirelessly wander back and forth across all of Ériu for the rest of their life.

Alternatively, you can choose to use this spell to “put the Come Hither” on a target creature. The target must succeed on a Wisdom saving throw against your spell save DC or else fall under the effects of the spell. If the creature succeeds at its saving throw, it is immune to the effects of this spell for 24 hours. On a failed saving throw, the creature enters an altered state. Without hesitation they travel straight to a specific location named by you. Upon reaching this destination they will stay there, never leaving the spot. If asked why they refuse to move from this location they will doubtlessly have some elaborate but nonsensical explanation. Just like for the Stray, the effected creature’s perception of time’s passing and their own surroundings is altered, and they are likewise made impervious to thirst, hunger, and fatigue. If forcibly taken away from this spot the effected creature will suffer 5d10 psychic damage per day until they are allowed to return there.

Once every month, the effected creature may attempt the Wisdom saving throw, and on a success they come to their senses and recover from the effect. You may choose to end the effect at any time, but you need to have the effected creature present because the effect can only be lifted if you lay your hands on them.

The Dolorous Stroke

Brehon, 9th level transmutation

Casting Time: 10 minutes

Range: Touch

Components: Verbal, somatic, spellcasting focus

Duration: Until Dispelled

Laying your hands on a melee weapon, you invest it with the potential to deal a fateful blow so that it might carry out your judgment. The next time that this weapon is used for a successful melee weapon attack against a creature, it automatically deals a critical hit. If it survives the damage, the creature that was targeted with the melee weapon attack then needs to make a Charisma saving throw against your spell save DC. On a successful save it is immune to the effects of this spell for 24 hours. If the target creature fails its save, it has been dealt a Dolorous Stroke, and is maimed by the attack.

A creature who has been maimed by a Dolorous Stroke is severely weakened and wracked by constant pain, permanently suffering four levels of exhaustion. Until this spell effect is lifted, no medicine or magic can relieve the pain or heal the wound. But the more remarkable effect may be what happens to the land around the target creature. If the target creature claims any sovereignty or stewardship over a piece of land or a territory, that land suffers and withers in sympathy with its master. Crops fail and thorny brambles grow in their place, choking out the fields. Cattle grow thin and give less milk, and wild predators grow bolder. It either rains too much or too little, and cold winds blow colder. Any misfortune that could befall a land all begin to converge in this one place. The amount of land effected by this spell is proportionate to the status and authority of the target creature. If the target creature claims only a farmstead and its surrounding fields then these effects are localized entirely to that spot. If the target creature is a chieftain then the land of their whole clan is effected. If the High King himself suffers a Dolorous Stroke, then all of Ériu will suffer these effects. The well-being of the land is inextricably bound with the well-being of its ruler.

At the time that you lay your hands upon the melee weapon and cast this spell, you name specific conditions which will dispell the effects if fulfilled. These conditions must relate to the target creature in some way going through a personal progression: Whether it is a lesson they must learn, a quest they must undertake, or a wrong they committed which must be set right, if the target creature takes this step and fulfills whatever you set before them, the spell's effects will end. If the effected creature dies while the spell is still active, the land's suffering will be gradually relieved over the course of a year. You may choose to end the effect at any time, but you need to have the effected creature present because the effect can only be lifted if you lay your hands on them. When the spell is ended, the target creature is immediately cured of all exhaustion levels and is healed of their wound. Their land is likewise healed, and in fact returns more bountiful than before. In a cathartic show of renewal, this land's next harvest season will produce a bounty twice as large as has ever been seen before.

Well-Burst

Druid, 9th level evocation

Casting Time: 1 hour

Range: 200 feet

Components: Verbal, somatic, spellcasting focus

Duration: Permanent

You summon up sacred waters from deep within the earth, coaxing a well to rise to the surface. Upon breaking the surface, the well gives forth water at the rate and volume of a small river. During your casting time you may choose to direct the flow of the water, in which case the water will form a river that runs in the direction you indicate. This will only work within what the landscape allows; the water will not flow up a hill if you point that way, but will rather follow your direction as best it is able by flowing around the hill. The river is 10 feet deep and 20 feet wide, and its waters flow quickly enough to sweep away any large-sized or smaller creature that is not prepared to resist the current. If you do not manipulate the water in any specific direction during your casting time, it will form a lake. If you cast the well-burst on level ground the lake will begin to spread around the well immediately. If you cast the well-burst on the side of a slope then it will flow downhill as far as it must but will begin to form a lake as soon as the landscape allows.

If you stop casting the spell before the whole 1 hour casting time is complete, the water will immediately stop flowing and it will all drain away into the landscape. If you keep casting the spell until the 1 hour is complete, then the well becomes a permanent water source and any river or lake that issues forth from it becomes a permanent feature of the landscape. If a lake was formed, roll 5d12 and multiply the result by 100. The result is the area in square feet covered by the lake, not accounting for depth.

The House of the Quicken Trees

Faerie Rover, 6th level transmutation

Casting Time: 1 minute

Range: Touch

Components: Verbal, somatic, spellcasting focus

Duration: Concentration, up to 24 hours

You lay a trap for unsuspecting humanoid. Find a clearing in a forest or a stretch of open ground at the forest's edge. To cast this spell, find a circle of open and level ground that is at least 30 feet in diameter, and touch the ground at the center of this circle. When you begin casting this spell, twelve birch saplings immediately sprout up at regular intervals along the periphery of this circle. These saplings grow with supernatural speed, but they do not shoot straight upward. Instead, after growing up for about six feet they all lean in towards one another. Meeting in the center above your head, the trees' branches spread out laterally and form a roof for what is quickly becoming a roundhouse. Dense, interwoven vines and thickets grow up in between the birch trunks and form walls for the roundhouse, leaving open a 10-foot wide door. All of this takes place over the course of you casting the spell. Once your spellcasting is concluded, the finishing touch of a fae illusion is laid over this arboreal roundhouse.

The newly-grown structure is glamoured to appear like a normal, comfortable roundhouse. This illusion comes with further visual effects as well as auditory effects. Any unsuspecting passersby would see not only a well-kept roundhouse with its door open wide; the illusion would also show warm firelight issuing through the open door, and the passersby would hear merry voices within. If a creature were to go into this house they would see a well-furnished and welcoming interior, stocked with every luxury imaginable. They would also see illusiory figures of people at leisure which, though phantoms, are a convincing recreation of actual beings. Upon entering the house a creature may make a Perception ability check (DC 20). On a success they realize the house's true nature. On a failure they are convinced that the house and its

offerings are real. If they eat illusory food they believe that they actually taste it, they can recline on the furniture without realizing that it's made out of plants, etc. Either way, as soon as a creature passes through the threshold of the house, it is too late.

As many creatures as possible may enter the house before the house's next phase begins. As soon as any creature within the house turns to leave, they realize that they cannot find the door. The door has vanished with nobody noticing, and there were never any windows. At the moment of this realization the rest of the illusion falls away, revealing the house's actual plant construction. All creatures within the house must now make a Wisdom saving throw against your spell save DC. On a successful save a creature is not effected and may attempt to escape the house by any means. On a failed saving throw a creature suddenly finds that their feet are stuck to the house's floor. Once any part of an effected creature's body comes into contact with the floor, it becomes stuck and cannot be removed by any means whatsoever. The more a creature struggles, the more stuck they become. If the creature was not standing but was instead reclining on a piece of furniture the plant life that made up the furniture now suddenly recedes away, leaving them to fall onto the floor and become stuck entirely. A creature that succeeded at its Wisdom saving throw may attempt to rescue an effected creature by pulling them off the floor with an Athletics ability check against your spell save DC, but this is not an ideal option. The effected creature would not be pulled off the floor so much as torn off, and they would leave behind a piece of whatever is stuck to the floor, dealing them 5d6 slashing damage.

From a range of up to one mile away, you may maintain this effect with concentration for up to 24 hours, at which point the spell ends. Once the spell is over, any effected creatures become unstuck from the floor. The vines and other smaller bits of plant life that filled in the house's walls recede and decay back into nothing. However, the twelve birch trees that provided the frame of the house now straighten up, no longer

forming a roof, and they remain standing in the circle where they grew.

Curses

Incurring a Curse

There are six ways by which a curse might be brought down on a character's unfortunate head:

1. Hit a fili character with an attack roll.
2. Break the terms of a geas.
3. Cross or disturb a ghost fence.
4. Have a curse laid upon you by the spell-like ability of a magic user.
5. As a magic user, roll a natural 1 on a spellcasting ability check.
6. As a host attack your guest, or as a guest attack your host.

In the first and second triggering circumstances, the Verse Master rolls d100 percentile dice.

- A curse befalls a fili's attacker on a percentile roll of 86% or higher. The Verse Master rolls a d12 to determine the particular curse, the fili may not choose.
- For breaking a geas, if the percentile roll result is 20% or lower, the character is spared and no curse occurs, but if the result is 21% or higher, they are cursed.

- The Verse Master rolls a d12 to determine the particular curse.

In the third, fourth, and fifth triggering circumstances, the target of the curse may make a Wisdom saving throw.

- For the third and fourth circumstance, the target creature must meet or overcome the spell save DC of the creature who either built the ghost fence or is actively attempting to lay the curse upon them.
- If they rolled a natural one on a spellcasting ability check, they roll against their own spell save DC. On a failed save the Verse Master rolls a d12 to determine the particular curse.
- If the target of the curse succeeds at their Wisdom save the curse fails and no effects occur.

In the sixth circumstance, where laws of hospitality have been broken, the curse effects are immediate and without any percentile rolls or saves. The Verse Master rolls the d12.

Curse Effects

Most entries on the d12 list are spells taken from the OGL spell list, but with alterations:

- After the d12 has been rolled and the curse has been selected, the target of the curse does not get to make any saving throws that may be called for in a spell's description. The spell's effects take place automatically.
- Any effect being applied as a curse has an indefinite duration and is permanent if left untreated.
- The effects of a curse can only be cured or dispelled by the *Remove Curse* spell, which in this rule set has been raised to a 6th level spell.
- With the exception of some hero NPCs, curses apply to all humanoids, whether Aes Sidhe or mortal, including player characters.
- Beasts, otherworldly beings, Fomorians, and some hero NPCs are immune to curses.
- Refer to annotations that accompany some table entries for details.

Curses

Roll a d12	Curse Effect
1	Blindness/Deafness ¹
2	Flesh to Stone
3	Ray of Enfeeblement
4	Polymorph ²
5	Contagion ³
6	Feeblemind
7	Hold Person
8	Muteness ⁴
9	Banishment ⁵
10	Fear ⁶
11	1 to 5 levels of exhaustion ⁷
12	Transformation into a Gealt ⁸

¹ If a player character actively inflicted the curse, that player gets to choose whether to apply blindness or deafness. Otherwise, flip a coin or roll percentile dice with a 50% split.

² If a player character actively inflicted the curse, that player chooses what beast the target is turned into, otherwise Verse Master's choice. The target may only be turned into a beast which is native to Ériu.

³ If a player was the source of the curse, that player chooses which disease. Otherwise, roll a d6.

⁴ Unable to make any vocal sound whatsoever. Prevents the casting of spells and the use of abilities or class features that have verbal requirements.

⁵ Banished to the Otherworld. Target is not incapacitated as in the spell's rule book description, but becomes lost in that strange realm. Where exactly in the Otherworld the target is sent is up to the Verse Master. If the target is already in the Otherworld they are instead sent to the mortal world, though perhaps somewhere other than Ériu.

⁶ Frightened by everything and everyone. Must attempt at all times to run and hide from others.

⁷ Roll 1d6 to determine which level of exhaustion. Re-roll on 6.

⁸ Refer to stat block at the back of this book ([pg. 234](#)).

Enchantments for Weapons and Armor

A weapon, piece of armor, or item may be imbued with no more than two enchantments. All enchantments are permanent. Upon obtaining an enchanted weapon, piece of armor, or item, a character or creature must spend a long rest (seven days) with it in order to attune with it so that they are able to benefit from its bonuses and utilize its effects. An enchanted weapon, piece of armor, or item can only be attuned to one character or creature at a time. Characters can only be attuned to a maximum of three enchanted items of any type at a time. With some exceptions, no item or piece of equipment may have more than one enchantment placed upon it.

Weapons

Battle-lust: For every consecutive successful attack roll made with a weapon with this enchantment, it deals an additional +1 bonus damage up to a maximum of +4. If an attack roll made with this weapon fails, or if a round of combat passes without an attack having been made at all, the bonus damage is reset to +0 and must be built up again. This bonus damage is magical and ignores any resistances to bludgeoning, slashing, or piercing damage that a target creature may have.

Blessing: The weapon gains +1 to all attack and damage rolls, and all attacks made with this weapon deal magical damage.

Deadly barbs (Piercing weapons): When a weapon with this enchantment scores a critical hit against a creature, razor-sharp barbs suddenly grow and branch out from its point and shoot deeper into the creature's body. The weapon becomes fixed in the creature's body and cannot be removed until the wielder speaks a word of command to retract the barbs as a bonus action. For each round that the weapon remains stuck in the wound, the creature suffers damage equal to a roll of the weapon's damage die. The creature must make a DC 15 Constitution saving throw. If they fail their save then they are incapacitated and immobilized by these barbs until the weapon removed by the wielder. On a successful save they manage to remove the weapon themselves.

Flaming: The wielder of a weapon with this enchantment can use a bonus action to speak its word of command, causing flames to erupt around the weapon. These flames shed bright light in a 30 foot radius and dim light for an additional 30 foot radius. While this weapon is ablaze, it deals an extra 1d6 magical fire damage to any target it hits. Flammable objects that come into contact with the weapon will catch on fire. The flames that cover the weapon are harmless to the wielder and last until the wielder uses the word of command again or drops or sheathes the weapon. This feature can be activated three times per long rest.

Foe-seeker (Thrown weapons): When the wielder of a weapon with this enchantment throws it as a ranged attack, they may make a DC 15 Dexterity check. If this check is successful they may roll 1d6 and select an amount of additional target creatures equal to their roll's result that are within a 60 foot radius of them. Whether the ranged attack hits or misses its current target, the weapon continues in its flight and may even alter its course in order to try to hit the next closest target creature. Each time the thrown weapon attempts to hit a new target creature the wielder must make a new attack roll, and then a new damage roll on each successful hit. After making an attack against a target creature, the thrown weapon will only attack the next closest creature that was selected as one of its targets and it will not go outside a 60 foot

radius around the wielder. After having made an attack roll against each target creature, the thrown weapon will end its flight and come to rest either on the ground or in an enemy.

Mountain-cleaver (Melee weapons): As a standard action the wielder of a weapon with this enchantment may strike the ground in front of them with it and make an attack roll. If the ground the wielder is striking is mostly soil its object AC is 15. If the ground is mostly stone its object AC is 17. If the attack roll exceeds the ground's object AC a great wave of earth erupts forward from the wielder in a 30-foot cone. Each creature standing in that 30-foot cone must make a DC 15 Dexterity saving throw or else be knocked prone and take 2d8 bludgeoning damage if the ground is mostly soil, or 4d8 bludgeoning damage if the ground is mostly stone. If they succeed at their save the damage they take is halved and they remain standing. You may make use of this enchantment two times per short rest. If the attack roll fails to break the ground's object AC it does not expend a use.

Return (Shields also): As a bonus action, if a weapon or shield with this enchantment lays within 60 feet of its wielder, they may put out an empty hand and speak a word of command. This weapon or shield will then immediately fly through the air and into the wielder's grasp. If another creature is holding this weapon or shield at that time, they may make a DC 15 Strength or Dexterity save in order to keep it and prevent it from answering the wielder's call.

Sunlight: The wielder of a weapon with this enchantment can use a bonus action to speak its word of command, causing the light of the sun to shine from it. This weapon now sheds bright light in a 60 foot radius sphere, and dim light for an additional 60 foot radius. Any creatures that are sensitive or vulnerable to sunlight are effected the same way by this. Two times per short rest, as a standard action, the wielder may hold this weapon aloft and speak a second word of command to cause it to momentarily flash even

brighter. All creatures within a 60 foot radius of the wielder that can see them must make a DC 15 Dexterity saving throw to avert their eyes in time, or else they become blinded for 1d4 rounds. Any comrades and allies that are given prior warning before the flash do not need to roll the Dexterity save. This weapon continues to shine until the wielder speaks the first word of command again or drops or sheathes the weapon.

Truth-teller: If a weapon with this enchantment is touched to a creature or used to threateningly menace them within melee range, that creature must make a DC 15 Wisdom saving throw. If they fail this saving throw they are incapable of speaking any falsehood and must plainly answer all questions asked of them until the weapon is removed from their sight. In addition, the words of the wielder are imbued with a magical influence, granting them a +5 bonus to all Persuasion and Intimidation skill checks.

Wind-caller (Melee weapons): The wielder of a weapon with this enchantment can use a bonus action to cause a whirling gust of wind to briefly surround them immediately before or after they make a melee attack with this weapon. Doing so allows the wielder to fly up to 10 feet in any direction without provoking attacks of opportunity. Any distance covered this way is in addition to the wielder's movement speed. Further, while holding this weapon the wielder may take a standard action to cast the spell *Gust of Wind* as a spell-like ability once per short rest.

Armor and Apparel

Charisma (Crown, cloak, necklace, or torc):

An item with this enchantment grants its wearer +2 Charisma. This enchantment can enhance an ability score beyond its typical limit of 20.

Constitution (Armor, belt, helm, or torc):

An item with this enchantment grants its wearer +2 Constitution. This enchantment can enhance an ability score beyond its typical limit of 20.

Dexterity (Armor, belt, or torc):

An item with this enchantment grants its wearer +2 Dexterity. This enchantment can enhance an ability score beyond its typical limit of 20.

Harder than stone (Armor or shield):

An item with this enchantment grants its wearer an additional +1 AC, and it is impossible to sunder or break this item. AC bonus to a cumulative +2

Immunity (Helm, necklace, torc, belt, or sword scabbard):

An item with this enchantment grants its wearer immunity against all disease and poison conditions and effects. Poison damage is halved.

Intelligence (Crown, helm, or hood):

An item with this enchantment grants its wearer +2 Intelligence. This enchantment can enhance an ability score beyond its typical limit of 20.

Invisibility (Cloak or helm):

An item with this enchantment allows its wearer to cast the spell *Invisibility* as a spell-like ability once per short rest.

Protection against magic (Armor, shield, or helm):

Whenever the wearer or holder of an item with this enchantment fails a saving throw against a spell or other magical effect, they may choose to roll again but must keep the new result. This effect may be used twice per short rest.

Roar (Shield or targe): When an enemy fails a melee attack roll against the holder of a shield or buckler with this enchantment, the holder may immediately declare that the attack had been deflected by the shield. When this is declared, the enemy's strike upon the shield's surface causes the shield to produce a resounding roar that sounds like the crashing waves of the sea. The sheer force of the noise causes all enemies within 5 feet to be pushed back five feet. This effect may be used only three times per short rest.

Strength (Armor, belt, helm, or torc):

An item with this enchantment grants its wearer +2 Strength. This enchantment can enhance an ability score beyond its typical limit of 20.

Swiftess (Shoes):

Shoes with this enchantment grant their wearer +10 movement speed.

Water-breathing (Helm or necklace):

An item with this enchantment grants its wearer the constant ability to breathe underwater. The wearer still retains the ability to breathe air.

Water-walking (Shoes):

Shoes with this enchantment grant their wearer the constant ability to move across the surface of water, mud, and snow. If the wearer wishes to descend past the surface of the liquid as normally, they may do so at will.

Wisdom (Crown, helm, or hood):

An item with this enchantment grants its wearer +2 Wisdom. This enchantment can enhance an ability score beyond its typical limit of 20.

Wound-closing (Armor, shield, or sword scabbard):

During a combat encounter, a character who wears or holds an item with this enchantment may restore 1d10 of their hit points per round at the beginning of their turn. This effect is constant during combat though not

outside of it. During a short rest the wearer/holder of this item may double any healing they receive.

Head Hunting

Head hunting is a prominent feature of warfare in Ériu. Following a battle or single combat, a victor will usually remove the head of a particularly remarkable enemy and take it home as a trophy.

There is ceremonial magic at work in the act of taking an enemy's head. As is believed throughout Ériu, a creature's soul resides in its head. This means that the head is a totem of great power. When a victor claims the head of an enemy, they also claim a measure of sovereignty over the soul that once resided therein. The soul of the defeated has passed to their next life in the Otherworld and they are not compelled to serve the victor directly, but the victor acquires a measure of that soul's vitality. Warriors who collect many heads accumulate not only prestige, but spiritual potency as well.

Taking Heads

After winning a combat encounter in which humanoid enemies were slain, each party member may claim the head of one chosen humanoid foe. If there are not enough heads to go around or if two or more party members make claims to the same head, it is left to the players to negotiate the distribution. Who delivered a killing blow, who did more damage to a particular enemy, or who was the most instrumental in achieving overall victory are all relevant factors that should be weighed.

It is necessary for the one claiming a head to perform the decapitation themselves. A weapon that delivers slashing-type damage is necessary for this. If a character does not have a slashing-type weapon they can borrow one if a party member is willing to lend theirs. No attack rolls are necessary for the cut.

A character may not claim more than one head per combat encounter, and no more than two heads may be carried at a time. Honorable warriors value quality over quantity and only want to take and display the heads of worthy foes. Indiscriminately piling as many heads as possible into a sack would be seen as an embarrassing and disrespectful act. Heads are usually hung from a warrior's belt with woven basket-nets or by their own hair.

Consecrating Heads

After it is removed from its body, the head must then be consecrated during a short rest as soon as possible. Over the course of this short rest the

head is ceremonially treated and prepared. First there is the grisly and delicate work of trimming viscera from the severed neck and removing the brains through a small hole made at the base of the skull. Then the head must be washed and groomed with its hair arranged properly. All the while, words of memorial and recognition must be spoken over the head, honoring its former owner as a worthy foe by recounting the battle that led to this moment. Finally, the head is given a coating of cedar oil ([pg. 155](#)) so that it may be preserved from the worst of decomposition. After this is done, the head hunter's victory is complete and the head has been claimed as their trophy.

Discovering Totemic Properties

A totemic property is a magical effect or function that is exhibited by the heads of exceptional individuals. The potency of a particularly remarkable soul may leave behind a trace of magic in the head that sheltered it, and this trace manifests as a boon that can be harnessed by the victor who claims the head. Some totemic boons manifest through an inherent quality that is granted to the holder, while others are a function carried out by the head itself.

Upon finishing the consecration of a head, roll d100 percentile dice.

For heads taken from enemies of CR or character level 10 and below, if the result is anywhere within 1-85, then the head is mundane and simply best suited for display in a trophy hall. But if the result falls within 86-100, then it is discovered that the head housed a heroic soul

and now possesses a totemic property. For enemies that had a CR or character level of 11-15, you only need to roll 51 or above to discover a totemic property. For enemies that had a CR or character level of 16 or above, their heads always possess totemic properties.

Totemic heads from higher-level foes grant more impressive effects, as per the tables below.

	Heads from enemies of CR/level 10 and below	Heads from enemies of CR/level 11-15	Heads from enemies of CR/level 16 and above
d100 result necessary to discover a totemic property	86% or more	51% or more	No roll necessary

If you have discovered that a head possesses a totemic property, you must then determine what that particular effect is. Corresponding to the character level or CR of the enemy whose head you have taken, refer to one of the tables below and then roll a d20 to determine which effect the head imparts.

Attunement: A totemic head is attuned to the character who claimed and consecrated it, and only that character can use or be effected by its totemic property. A head's totemic property is only granted to a character when they are carrying the head on their person.

Carrying Capacity: Totemic heads occupy the same space as freshly claimed heads in a character's carrying capacity, and no more than two heads of any type may be carried at once.

Totemic Head Effects

Roll a d20

From Enemies CR/level 5 and Below

D20 Roll	Totemic Effect
1	Nagging Advice
2	Rolling
3	Healer
4	Introspective
5	Inquisitive
6	Naturalist
7	Perceptive
8	Tracker
9	Mask
10	Ventriloquist
11	Helpful Servant
12	Frightful Scream
13	Sentry
14	Remote Viewing

15	Charioteer
16	Sunlight
17	Animal Interpreter
18	Augur
19	Vicious Mockery
20	Poisonous Bite

1. **Nagging Advice:** This head constantly offers passive-aggressive advice. Sometimes the advice may even be useful. When you make a Skill check, roll a 1d4. On a 4, the advice aids you by providing Advantage per the Help action.

2. **Rolling:** This seemingly indestructible head can roll independently and magically at the same speed as the Attuned character, or their mount. The Attuned character may direct the head's movement as a free action, though the head may move no more than 60 feet away from the Attuned character. This head can double as a ball in most sports, and seems to delight in such despite getting thrown or knocked about. It can be used as an improvised weapon in a pinch (1d4 + Str damage, thrown, Range 30 ft.).

3. **Healer:** With sage guidance, this head provides advantage on Medicine checks. Also, when expending hit dice for healing during a short rest, the Attuned character can roll one extra hit die without any expenditure.

4. **Introspective:** This head provides advantage on Insight checks. Also, once per long rest, if the head is held before a creature, the creature must succeed at a Wisdom saving throw (DC = 10+ Attuned creature's proficiency modifier). If the character fails at their save they suddenly feel compelled to admit or simply blurt out a secret that they might know.

5. **Inquisitive:** This head's eyes shift about constantly, taking in every detail and providing advantage on Investigation rolls. Also, it has Darkvision up to 60 feet even if its holder does not, and it will speak up if it sees any items of interest that might be overlooked in the dark.

6. **Naturalist:** This head provides Advantage on Nature checks. Also, rain doesn't actually fall on you and you manage to stay dry in any weather.

7. **Perceptive:** This head provides advantage on Perception checks. Also, you are able to see farther than usual and can make out fine details from up to a mile away.

8. **Tracker:** This head provides advantage on Survival checks. Also, the disposition of all wild animals towards the Attuned character is improved to friendly.

9. **Mask:** The Attuned character can magically swap faces with the head for any amount of time, using it as a disguise.

10. **Ventriloquist:** The Attuned character is able to project their voice or the head's voice to sound as if it is emitting from a point up to sixty feet away from them.

11. **Helpful Servant:** The head coughs up a magically-conjured rat, bird, or toad. The conjured creature can understand the speech of the Attuned creature and will follow any and all instructions as best it is able until vanishing after an amount of hours equal to the Attuned creature's proficiency bonus. This may be done an amount of times per short rest equal to the Attuned creature's proficiency bonus.
12. **Frightful Scream:** (*Recuperation*) When not in use, it's prudent to keep this head muffled. The head lets out a horrifying scream, forcing hostile creatures within 40 feet to make Wisdom saving throws (DC = 10+ Attuned creature's proficiency modifier). On a failed save a creature becomes frightened of this head's owner for 1d4+1 rounds. This totemic property can only be activated an amount of times equal to the Attuned creature's proficiency bonus before it requires recuperation.
13. **Sentry:** Forever on the lookout, this head can detect all humanoid creatures and beasts within 100 feet, and will speak up and alert the Attuned creature whenever it senses anything.
14. **Remote Viewing:** The Attuned creature can see through the head's eyes, and can travel separately from the head up to three miles away.
15. **Charioteer:** This one belonged to skilled chariot driver. This head provides advantage on Chariot Driving checks. Also, any chariot that the Attuned creature is riding gains +10 feet of movement speed.
16. **Sunlight:** (*Recuperation*) Bright golden hair flows upon this head. When activated, this head emits bright sunlight in a 30-foot radius and dim light for 30 feet beyond that. This is more than standard torchlight, and any creatures with a weakness to sunlight or effected the same way by this. This light can be maintained for up to one hour, or deactivated at any time before then. This totemic property can only be activated an amount of times equal to the Attuned creature's proficiency bonus before it requires recuperation.
17. **Animal Interpreter:** This head has a knack to perfectly mimic the sound of any animal. The Attuned creature is able to understand and speak with beasts.
18. **Augur:** (*Recuperation*) This head constantly murmurs quietly to itself. The head can be consulted as if casting the spell *augury*, and the head will answer such questions in a way as determined by the spell's rules. This totemic property can only be activated an amount of times equal to the Attuned creature's proficiency bonus before it requires recuperation.
19. **Vicious Mockery:** As if by reflex, from time to time this head will blurt out a scathing insult. During combat, at the beginning of every turn the Attuned character may roll 1d6. On a 6, the head casts *vicious mockery* at any creature of the Attuned character's choice within 60 feet. The spell save DC is determined by the Attuned character's Charisma modifier.
20. **Venomous Bite:** (*Recuperation*) This head's teeth drip with a noxious venom. The head can be used as a thrown weapon, Range 30 ft. On a successful hit, the head bites the target creature, dealing 1d6 piercing damage. The Target creature must make a Constitution saving throw (DC = 10 + Attuned creature's proficiency modifier). On a failed save, the target creature gains the poisoned condition for 1 hour.

From Enemies CR/level 6-10

D20 Roll	Totemic Effect
1	Silent Movement
2	Increased Speed
3	Switch Locations
4	Fire Breath
5	Shrink to Small Size
6	Ward Against Curses
7	Fog Breath
8	Fae Names
9	Law-Keeper
10	Caddy
11	Diplomat
12	Concentration
13	Historian
14	Performer
15	Strong Foe
16	Trickster
17	Polyglot
18	Gale Breath
19	Rope-Hair
20	Singer

[Head effect descriptions still in progress]

From Enemies CR/level 11-15

D20 Roll	Totemic Effect
1	Curse-Speaker
2	Shrink to Tiny Size
3	Fleetness
4	Slowfall
5	Bardic Knowledge
6	Blindsense
7	Clever
8	Drunkard
9	Fasting
10	Fool
11	Gambler
12	Hardhead
13	Vigilance
14	Inspiration
15	Mad Prophecies
16	Lucky
17	Fireball
18	Mighty Foe
19	Grow to Large Size
20	Medium to the Otherworld

[Head effect descriptions still in progress]

From Enemies CR/level 16 and above	
D20 Roll	Totemic Effect
1	Guide to the Otherworld
2	Truesight
3	Ban Sidhe Wail
4	Death's Gaze
5	Unhallowed Bowling
6	Head of Glory
7	Epic Foe
8	Iron-Breaker
9	Petrifying
10	Undying
11	King Head
12	Vorpal Blows
13	Haunting
14	Foresight
15	Truth-Teller
16	Beast-Master
17	Cloud-Caller
18	Mirage
19	Impenetrable Darkness
20	Fated Oath

[Head effect descriptions still in progress]

Storage in Trophy Halls and on Chariots

Any character desiring to accrue a collection of heads cannot carry them all at once. So they need have access to a place where the heads may be stored, such as a hall of the character's own or the hall of a ruler who is friendly with them. Many rulers keep trophy halls dedicated to the housing of heads collected by their warriors.

If a character is able to store their heads in one of these places, then along with the mundane

trophy heads they may also begin accruing a collection of totemic heads with different magical effects.

Trophy heads may also be stored on chariots, hung upon them in grisly displays of prowess and ferocity. The amount of heads that a chariot may bear depends on the chariot's particular type.

Recuperation of Expended Totemic Properties

Many heads provide constant passive effects, or their effects may be activated a certain amount of times per day. But other heads perform effects that require a great deal of spiritual exertion, and these particular heads require rest from time to time.

If an effect in the list above is tagged with “(*Recuperation*),” that means that it may only be activated an amount of times equal to the user’s proficiency bonus before it needs to be recharged.

In order to recharge an exhausted totemic head, it must be placed in a trophy hall, given a new coating of cedar oil ([pg. 155](#)) to ensure preservation, and left to reside there for seven days. After this seven-day period of rest the head’s totemic property will be restored to full use.

Alternatively, if a head is given a new coating of cedar oil, hung upon a chariot, and carried through five combat encounters, the head will be invigorated and its totemic property will be restored to full use. Trophy head totemic properties are not considered active while on a chariot as they are technically in storage and not equipped on a character’s person.

Gameplay Without Headhunting

It is understood that the gore necessitated by head-hunting mechanics might be distasteful to the sensibilities of some gaming groups. As an alternative, Verse Masters can take the magical effects listed above and simply apply them to items rather than heads. Those wondrous items can then be distributed as loot just like in a typical role-playing game.

Chariat Driving

In this rule set, while a chariot is used and referred to as a vehicle, it statistically resembles and functions like a creature with special qualities.

Horses, Drivers, and Passengers

A chariot requires two horses to pull it and a humanoid creature to drive it. By default, each chariot is pulled by two horses. Horses are not represented as distinct creatures when pulling a chariot, but rather are considered to be part of the chariot's creature-like statistics. If the two horses are separated from the chariot then it loses its creature-like statistics and is simply an inanimate object. Unlike horses, drivers and passengers are still counted as distinct creatures when with a chariot.

Unless a character is driving the chariot, the chariot is unable to take any actions aside from movement, which is then made at the Verse Master's discretion.

Most chariots have a default carrying capacity of 2 medium-sized creatures: the driver and 1 passenger. Creatures riding the chariot occupy the same space as the chariot without having to specify their location within its huge-sized 15x15 area. If the chariot is within an enemy's attack range then all creatures riding it are within range as well, and creatures riding the chariot may extend their attack range in all directions from the chariot's area.

Actions

The chariot has its own standard, movement, and bonus actions, and performs them during the driver's turn in the initiative order.

Holding the reins in one hand and a weapon or shield in the other, the driver must dedicate their standard actions to driving the chariot. However, the chariot features *Ride-By Attack* and *Warding Maneuver*, detailed in the chariot stat blocks, allow the driver to perform

certain bonus actions and reactions. The passenger is free to perform their actions as normal.

Movement and Direction in Combat

Each round during combat the driver must spend their standard action to drive the chariot. If the driver does not perform the Drive action the chariot will not move. Or, if the chariot was already in motion during the previous round, its movement will slow to 30 feet and it will simply continue to move on its own in whatever direction it is already facing, unless obstructed.

Normally, creatures are able to easily change direction and face whichever way they wish while moving or while staying in place. This is not the case for chariots. A chariot has a forward-facing front, and players must keep track of its direction. Chariots cannot change direction while standing still but may do so at any point during their movement action, and then they can make no more than a 90 degree turn per movement action. Turns at less extreme angles can be made freely, but a full 90 degree turn requires a Chariot Driving check from the driver (DC 10). On a failure the chariot is overturned.

If a chariot moved during its previous turn it is considered to still be in motion at the beginning of its following turn. If the driver explicitly halted the chariot's movement or if it did not move at all during its previous turn it is considered to be at a stand-still at the beginning of its following turn and it must move forward at least five feet before it can change direction.

Boarding and Disembarking in Combat

If a chariot is standing still, having halted or not moved on its previous turn, a character may simply board or disembark as part of their movement action with no extra effort. However, during combat if the chariot moved during its most recent turn it is considered to still be in

motion, and any character attempting to board or disembark at that time must make an Athletics or Acrobatics check (DC 12). On a success they manage to leap onto or off of the chariot at full speed. On a failure they do not board the chariot, or they disembark clumsily, and in both cases they lose the rest of their movement for that turn. If a critical failure (a roll of 1) is made during a boarding attempt, the chariot overruns the character, who takes 4d6+4 bludgeoning damage and falls prone, and the chariot's driver must make a Chariot Driving check (DC 14) or else the chariot will be overturned.

A chariot that is already at its passenger capacity may not be boarded.

Overtuned

If a chariot overruns a creature or attempts to make a 90 degree turn, but its driver fails their Chariot Driving check, then the chariot is overturned. The chariot comes to an immediate halt and takes 6d6 damage. Each creature on the chariot is thrown from it by 15 feet in a random direction and takes 4d6 bludgeoning damage. The chariot cannot move while overturned and will remain in this state until fixed. In order to get the chariot right-side up again a character must make a DC 14 Strength check as a standard action.

Chariot hit points, Dead Horses, and Breaking

Since the hit points of a chariot do not make a distinction between the condition of the horses or the vehicle, it would be difficult to determine whether to make a heal or repair action. Therefore chariots simply restore health during a short rest by spending their hit dice and adding their Constitution modifier.

When the chariot is brought to 0 Hit Points or lower, roll a d100. On a result of 1-50% one of the horses pulling the chariot dies. On a result of 51-100% a vehicle component of the chariot breaks.

Dead Horse(s): When one of the horses pulling your chariot dies the chariot comes to a complete stop and behaves as if dead. It will remain in this

condition until a character takes a full round action to unhitch the dead horse from the chariot. Once this is done the chariot will “revive” if the other horse is still living, however it is only restored to half health and cannot be healed further, and it can only move at half speed. A new horse must be obtained before the chariot will return to full capability. If both horses are dead then the chariot becomes an inanimate object.

Broken: When a part of the chariot breaks the chariot comes to a complete stop and behaves as if dead. It will remain in this condition until a character takes 1d4+1 standard actions and rolls a Chariot Driving check (DC 14) to make hasty repairs. Once this is done the chariot will “revive,” however it is only restored to half health and cannot be healed further, and its AC is reduced by -4. A long rest must be taken in order to repair the vehicle properly before it will return to full capability.

Trophy Head Displays

Trophy heads may be stored with chariots, hung upon them as ornaments in grisly displays of prowess and ferocity. The amount of heads that a chariot can carry depends on its particular type.

Many totemic heads provide constant passive effects, but other heads perform their effect when activated by their owner. Activated effects eventually expend their uses. Normally, in order to recharge an exhausted totemic head, it may be placed in a trophy hall, given a new coating of cedar oil to ensure preservation, and left to reside there for seven days.

But with a chariot, if a head is given a new coating of cedar oil, hung upon the chariot, and carried on that chariot through five combat encounters, the head's totemic property will be recharged to full use. The totemic property of trophy heads are inactive while stored on a chariot.

Chariot Stat Blocks

Refer to the creature stat blocks provided for chariots at the back of this book ([pg. 236](#)).

Bardic Competitions

Bards relish deciding the reputations of warriors with their compositions but, ironically, they are not above such concerns themselves. A bard measures their renown against those of their peers as much as any warrior. Rather than crossing swords on the battlefield, bards determine their hierarchy and bragging rights by matching wits on the stage. As a bard refines their art they inevitably become known throughout the territories of many clans, and there are few halls large enough to contain the egos of two or more such celebrities. When multiple bards meet at a feast or other such event, they are sure to arrange a competition between themselves. Ostensibly these are collaborative performances for the benefit of the assembled audience, but every bard knows that professional pride is at stake.

Contestants

Bardic competitions usually take place between two to four contestants. If there were many more performers than that, all vying for attention, it would become discordant and may tax the audience's ability to keep up with all the different acts. As player parties are not likely to have more than one bard at a time, the Verse Master should plan to provide some NPCs as opponents. This is usually a venue intended only for filid of bardic education. Gifted warrior poets have been known to occasionally share the stage with bards, but those who are of a plain-spoken disposition may find themselves to be out of their element in such a structured and refined custom.

Turn Order

A bardic competition is a very structured and formal encounter, and as such it is not rare for the contestants to simply and politely agree on the order of turn-taking among themselves. But if they cannot decide who goes first, the matter is settled by a drawing of straws, which is represented by an unmodified d20 roll for initiative. The turn order that is decided upon, by whatever means, is the order that will be followed for the remainder of the encounter and repeated each round.

Acclaim

The objective for each contestant in a bardic competition is to earn the acclaim of the audience. This is tracked through an "Acclaim score," and the first contestant who reaches an

Acclaim score of 30 points is declared the winner. All contestants begin the competition with an acclaim score of 0. At the end of each of their turns each contestant automatically gains an amount of Acclaim points equal to 1d6 + their Charisma modifier.

On their turn each contestant may perform one of the following actions:

Recital: Bardic Verse check (DC 12). With rehearsed delivery and poise, the contestant gives their own word-for-word rendition of a traditional piece of work that they have memorized. It may not earn the contestant any praise for their own creativity or innovation, but it is a tried-and-true classic to which others must give due respect.

On a successful check the contestant who performed this action is immune to any Parody and Upstage actions that may be attempted against them by other competitors until their next turn. If the contestant fails their check then the audience is bored by their predictable display, and the 1d6 that they would normally roll for Acclaim is temporarily reduced to 1d4 for that turn.

Improvisation: Performance check (DC 15). In a stroke of inspiration the contestant lets forth with an artful expression of their own sudden devising, much to the excitement of the audience. A successful check doubles a contestant's Charisma modifier bonus to the Acclaim points gained that turn. On a failed check their bold artistic choice falls flat and they must roll the 1d6 for their

Acclaim points that turn without adding any Charisma modifier bonus.

Showmanship: Acrobatics or Sleight of Hand check (DC 15). The contestant embellishes their performance in some way, perhaps playing an instrument with spectacular flair, performing a trick such as juggling while singing, or augmenting the impact of their storytelling with evocative gestures. If their check is successful they earn the good will of the audience and their Charisma modifier is doubled for 1d4 rounds. On a failed check they fumble and must make their next ability check with disadvantage.

Parody: Persuasion check (DC 15). With a sly grin the contestant chooses a rival contestant as their target and subtly mocks that target's performance by adapting and subverting it with their own twist on the theme, tune, or rhyme. On a successful check the target's Acclaim points are reduced by an amount equal to half of what they earned on their most recent turn (rounded up), and the Acclaim points of the contestant who performed this action are increased by an equal amount. On a failed check the contestant accidentally makes their target's original performance look better by comparison and their target is given a bonus amount of Acclaim points equal to half of what they scored on their most recent turn (rounded up).

Upstage: Insight check (DC 15). The contestant attempts to read the mood of the audience to interpret what would really grab their attention and have the broadest appeal. If their check is successful the contestant briefly steals the show, and another target contestant of their choice is forced to make all ability checks with disadvantage until the end of their next turn. On a failed check the contestant who attempted this action is shushed or shouted down by the audience, who don't appreciate their showboating, and the contestant gains no Acclaim points whatsoever on this turn.

Reward

[Design still in progress. Each special social encounter will yield special benefits as well as XP!]

Brehon Judgments

Before brehon law was codified, there was no particular order by which society could be arranged. Each chieftain and community handled affairs in their own way. Because of this there was great disunity and misunderstanding between clans. It was the last High King of the Fir Bolg, Eochaid Mac Eirc, who remedied this and brought law to the land. But Eochaid did not devise and impose any laws upon his people. Rather, Eochaid sent filídh out across Ériu to visit the clans and villages, so that they may learn of each community's local customs and methods. These filídh became the first brehons. After gathering and memorizing the many countless forms of law that the people of Ériu had decided for themselves, the brehons returned to Eochaid. The High King and his brehons formed a conclave, and there they debated and compromised until all the disparate laws of Ériu's people were reconciled and merged into one whole.

Brehon law is a common law system, derived and standardized from the grassroots customs of Ériu's people. There is no statutory legislation: No chieftain or ruler in Ériu, not even the High King himself, has the power to create and hand down new laws. An ideal ruler supports brehons in maintaining the laws and provides the means to enforce the laws if necessary. In less ideal situations, brehons often have to act as a balance against the excesses of overbearing rulers.

Brehons are the scholars and interpreters of the law. A novice brehon is trained in the very same way the laws were first collected: by traveling from community to community and learning from the people. Even as they travel and learn they are tasked to begin their work as judges, bringing order to every community they pass through. When a brehon arrives in a community, the people are sure to present them with the disagreements and dilemmas that trouble them.

Below are a few possible cases that might call for the judgment of a brehon.

1d12 Roll Result	Case to be Judged
1	A shepherd demands compensation from a hosteler, claiming that the hosteler's hound has been preying upon their sheep. The hosteler blames wolves and in turn accuses the shepherd of trying to profit with false accusations.
2	A wife and husband who are going through a divorce have evenly divided the herd of cattle that they owned together, with the exception of the herd's only bull, which they both make a claim to.
3	A warrior is accused of murdering a farmer. The warrior claims that the farmer was armed and that the deed was done in lawful and consented single combat. The warrior also claims that there was a filí who served as witness to the duel, but the filí cannot be immediately found for testimony.
4	A chieftain has taken a traveling artisan captive, claiming that the artisan tried to cheat them with shoddy work. The artisan says that the chieftain is

	simply trying to get out of paying the agreed-upon price for the work that was done.
5	A parent couple demand the return of their child, who is fostered to another family, but the foster parents have so far refused. The birth parents claim that the foster parents are not raising the child properly. The foster parents claim that the child is better off with them.
6	A clan wishes to expel a family who has come from another kingdom and settled in their territory. The family claims that they were given permission to migrate here by the clan's recently-deceased chieftain.
7	One bard claims that he was attacked and wounded by another out of professional jealousy. The accused bard claims that the roles were reversed and that the wound was given in self-defense.
8	A servant has been accused of criminal impropriety for wearing the six colors of the fili caste. The servant asserts that they are rightfully of the filidh, and they are willing to demonstrate their education to prove it.
9	A clan fears that their elderly chieftain is losing vigor and with it any ability to lead effectively. The chieftain must be questioned and tested to prove that they are still capable of fulfilling their duties, or else they must be talked down from their throne and made to abdicate.
10	A trader has accused a warrior of being in possession of property that is rightfully theirs. The warrior refuses to return the property. They claim that they had fairly taken it from a rival clan as spoils of war, after the rival clan had first plundered it from the trader.
11	Several fisherfolk complain that another fisher has been unfairly monopolizing a small river and threatening any others who attempt to cast a net into its waters. The accused fisher claims that they are simply defending their family's ancestral rights to the river.
12	A farmer has accused a neighbor of stealing their only horse. The neighbor says that they found the

	horse wandering loose and that they have a claim to it since its true ownership cannot be proven.
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Participants

Brehon judgment encounters are made up of three parties: two NPCs who oppose one another over a legal dispute, and the brehon player character who is placed between them. The goal of the NPCs is to each try various arguments in order to influence the judgment in their favor. The goal of the brehon player character is to keep a clear and impartial mind, resisting the influence of both NPCs and managing the proceedings until a fair and balanced verdict may be reached. The Verse Master might play both NPCs, but it is encouraged that one or two other players be involved by handing them control of the NPCs for this encounter.

Turn Order

The encounter proceeds as a series of rounds. At the beginning of each round, all participants select an argument. The NPCs then get a turn rolling their d4s for Influence, and then the brehon player character goes at the end of the round.

Bias

At the beginning of the encounter the brehon player character makes an Investigation roll to set their “Bias” score. This determines the Influence score that the NPCs want to reach in this encounter. When the Influence score of one of the NPCs reaches or exceeds the brehon’s Bias score, the brehon is swayed from impartiality and fails the encounter.

Influence

Both NPCs have “Influence” scores, representing the degree to which their words have swayed the brehon’s judgment. Each NPC’s primary goal in the encounter is to gain a higher Influence score than the other, and both start the encounter with scores of 0. The brehon’s primary goal in the encounter is to reduce the Influence scores of

both NPCs back to 0. On each of their turns, in addition to whatever action they take, an NPC may automatically raise their Influence score by a roll of 1d4 as they debate for their personal interests.

Arguments

At the beginning of each round, the brehon player character and both NPCs must each choose one of the following forms of argument:

- Appeal to Emotion
- Appeal to Logic
- Appeal to Tradition

An NPC’s choice indicates which argumentative approach they will take for that round, and the brehon’s choice indicates which argumentative approach would best appeal to them for that round. If an NPC chooses the same form of argument that the brehon has chosen, then on their turn that NPC may roll an additional 1d4 for Influence points.

Each participant makes their choice of argument at the beginning of a round with a quick match of Rock-Paper-Scissors using Emotion, Logic, and Tradition.

Playing a Brehon Judgment:

Investigation Check and Bias Score

A brehon judgment encounter begins with the brehon player character making an Investigation check. Through this check the player character familiarizes themselves with the details of the case, forms their own first impressions, and determines how difficult they can expect this judgment to be. There is no DC for the check, but the result of this roll sets the brehon’s Bias score.

If the Influence score of either NPC reaches or exceeds the brehon’s Bias score, the brehon is convinced to make an unfair judgment in the overwhelming favor of the NPC with the most Influence. If this occurs then the brehon has failed the encounter, as they have neglected to

uphold the legal ideals of balance and impartiality.

After the Bias score has been determined the encounter then moves into the turn order and a sequence of rounds.

Selecting an Argument

At the beginning of each round, all three participants must select one of three forms of argument (Appeal to Emotion, Appeal to Logic, or Appeal to Tradition). Each participant makes their choice at that moment in a quick match of Rock-Paper-Scissors using Emotion, Logic, and Tradition.

NPC's turns

After Arguments have been selected both NPCs each take their turn, rolling 1d4 for Influence points. If the NPC chose the same argument as the brehon, they may roll an additional 1d4 and add the result to their Influence score.

Brehon's turn

After both NPCs have made their arguments and rolled for Influence points, it is the brehon's turn to pose questions to the NPCs and exert some control over the proceedings before things get out of hand.

On their turn the brehon PC may perform one of the following actions:

Examination: Insight check (DC 12). The brehon chooses one of the NPCs to interview. The brehon prompts the chosen NPC to further explain their side of the case so that the brehon may scrutinize the details. On a successful check the brehon may roll 1d8 and the chosen NPC's Influence score is reduced by an amount equal to the roll's result. On a failed check the chosen NPC may immediately increase their Influence score by a bonus 1d4.

Call for Order: Intimidation or Persuasion check (DC 15). The brehon player character chooses

one of the NPCs and attempts to compel them to be silent and keep peace for a time. On a successful check the brehon may roll 1d6, and the chosen NPC is then unable to make any rolls to increase their Influence score for an amount of rounds equal to the roll's result. This can be used on an NPC already under its effect, but the new 1d6 roll must be used. If the brehon fails their check the NPC becomes belligerent, disturbing the proceedings, and the brehon gains disadvantage on their next ability check.

Contemplation: Brehon Law check (DC 15). The brehon player character chooses to not directly interact with either NPC for their turn, and instead retreats into their own mind to consider the facts and collect their thoughts. On a successful check the brehon may roll 1d4 and gains advantage on that many following ability checks. On a failed check the brehon's thoughts wander, run in circles, or hit a wall, and their turn is simply wasted.

Announcing a Verdict

Once the brehon has successfully reduced the Influence scores of both NPCs back to 0, the brehon may attempt to settle the matter and end the debate by making a Verdict roll. A Verdict roll may be made as a free action at the end of the brehon's turn. It cannot be made unless both NPCs have an Influence score of 0 at that time, but it may be made immediately as soon as this requirement is fulfilled.

For a Verdict roll the brehon makes a Brehon Law check (DC 15). On a successful check, a fair and harmonious verdict is made and the encounter ends as a success for the brehon.

If the brehon fails their check there is no penalty but the encounter continues, a new round begins, and the NPCs have a chance to raise their Influence scores once more.

Reward

[Design still in progress. Each special social encounter will yield special benefits as well as XP!]

Curadmir

In every feast the meat of wild boar is the most coveted dish, not only for its savory taste but also for the symbolic importance of the animal in Ériu's culture. The wild boar is a creature known for its vigor, tenacity, and bravery, and is seen as the noble warrior of the animal kingdom. As such its flesh is reserved to be dined upon only by those of high standing. But during all feasts, the rear haunches of a cooked boar, considered to be the choicest cut, are set aside and called the "champion's portion," reserved for the greatest and most accomplished warrior who attends the feast. To be given the champion's portion by the feast's host is a great honor.

Of course, if there is a truly famous and peerless hero present, it will likely be given to them without any competition. But oftentimes, there are many who stand up to lay their claim to it. When this occurs, the custom of curadmir is invoked.

Curadmir is a competition of bravado and pride between warriors in order to determine who is worthy of the champion's portion. All attention in the feasting hall will be given to the warriors, who meet in the middle of the hall before the seat of the host, each loudly proclaiming their own glory and achievements to be greater than the others. While these rowdy contestants rarely possess a bard's gift with words, it is still great entertainment for the onlooking feasters. This bragging and swaggering carries on until the wills of the contestants begin to falter and, one by one, each backs down or is put in their place, until only one remains standing to lay their claim to the champion's portion.

Contestants

A curadmir encounter always includes at least 3 contestants. If not that many player characters are involved the Verse Master should add some NPCs as rival contestants. This is a stage for fighters, and the more learned and dignified sorts of folk, such as filid, tend to recuse themselves from such brash jostling.

Turn order

Turns are taken by each contestant like in a combat encounter. A new initiative is rolled at the top of each round, only instead of being modified by Dexterity the contestant's initiative rolls are modified by Charisma. This determines who is quicker with their speech or stronger in presence, getting a word in edge-wise or commanding the floor. Any time a new initiative is rolled, a contestant may choose to hold their roll and instead take their turn at the end of the round.

Confidence

In curadmir encounters each contestant has a resource called "Confidence points," and it serves a role similar to hit points. A contestant's

Confidence points begin at an amount equal to their Strength score plus their Charisma score. This beginning amount is a character's maximum, and may not be exceeded. When a contestant's Confidence points are reduced to 0 they must withdraw from the competition.

On their turn each contestant may perform one of the following actions:

Boast: Intimidation or Persuasion check (DC 12). Before making the check, the contestant must choose whether this Boast is intended "offensively" or "defensively." If the contestant chooses to Boast offensively, they must then choose a particular rival at whom they are directing the boast. The contestant then makes their Intimidation or Persuasion check. On a

successful check, note the amount by which their roll exceeds the DC of 12.

If the contestant Boasted offensively, the Confidence points of their chosen rival take "damage" and are reduced by an amount equal to that by which the boasting contestant exceeded the check's DC, or a minimum damage of 1.

If the contestant boasted defensively, their own Confidence points are restored by that same amount, though it may not exceed the maximum amount of Confidence points with which the contestant began the encounter.

If the contestant fails their Intimidation or Persuasion check, the check for their next Boast must be made with disadvantage. (Remember, in this rule set Intimidation may be modified by Strength as well as by Charisma, whichever is higher for a character.)

Flourish: Acrobatics or Athletics check (DC 15). The contestant attempts to show off with some dazzling display of strength or skill. If successful, the contestant deals 1d8 damage to the Confidence points of every rival in the encounter. On a failed check they fumble, look foolish, and take 1d12 “damage” to their own Confidence points.

Heroic Posture: Acrobatics or Chariot Driving check (DC 15). The contestant chooses to keep silent and allow their rival(s) to have their say, but they strike a dramatic pose or take a powerful stance, attempting to give an impression of impervious ego and unshakable self-assurance.

If this check is successful they gain “resistance” to all boasts and flourishes directed towards them until the start of their next turn, reducing any “damage” to their Confidence points by half (rounded up).

In addition, each time a contestant who is holding a Heroic Posture takes damage to their Confidence points, they may roll 1d6. If the result of this roll is higher than the halved “damage” to their Confidence points, that “damage” is negated entirely and redirected back at the rival who attempted to inflict it upon them.

If a contestant attempting a Heroic Posture fails their Acrobatics or Chariot Driving check, their rivals can see through their facade and all “damage” to their Confidence points is doubled until their next turn.

Scorn: Intimidation or Persuasion check (DC 15). The contestant attempts to cut a rival down

to size and directs an insult at them. If the contestant’s check was successful, their target is stunned into a brief indignant silence, forcing them to skip their next turn. If the contestant’s check fails then their target hurls a stinging retort back at them and it is the contestant who attempted this action that is stunned into having to skip their next turn. A character may be effected by only one Scorn action at a time.

Declaring a Winner

Once a contestant’s Confidence points are reduced to 0 they must withdraw from the encounter. The encounter ends when there is only one contestant left standing. This remaining contestant is named the victor and granted the champion’s portion of the feast.

Reward

[Design still in progress. Each special social encounter will yield special benefits as well as XP!]

Druidic Ceremonies

As common folk go about their everyday lives they are always mindful of the Otherworld that lies just beyond sight. Every aspect of this mortal world is entwined with the otherworldly: every rock, tree, river, and wisp of wind. Every creature too, including mortals themselves. And this is to say nothing of the countless fae beings and spirits that might be encountered. Countless small customs and behaviors must be observed in order to successfully navigate this unseen landscape, but sometimes charms and lucky habits aren't enough to keep ill fortune at bay. Druids serve communities in such times. Whether it is to placate spirits, speak to the gods on a community's behalf, avert a natural disaster, or conduct a marriage or funeral, it is a druid's responsibility to see to the spiritual safety and guidance of Ériu's people.

Below are a few possible hardships that might call for the ministrations of a druid.

1d12 Roll Result	Ceremony to be Conducted
1	A family's newborn baby is being haunted and coveted by dark spirits, so a charm of protection must be laid upon the child and the family's home.
2	An impetuous band of warriors desire for blessings to be placed upon their weapons before they embark on a raid.
3	Farm fields have gone barren, and spirits of the land must be coaxed to aid in their rejuvenation.
4	The fae beings of a forest have been offended by the folk of a nearby village, and they require placation before they take vengeance.
5	There is a burial or interment to be ministered, and a soul to be commended to the Otherworld.
6	A herder's animals have been stricken with a pestilent disease, and a cure must be divined.
7	A young couple ask for the rite of marriage, so that their union may be consecrated for a bright and bountiful future.
8	An ancient and beloved tree has been blown over in the wind of a storm, and its spirit must be laid to rest before its venerable lumber can be harvested for use in great works of craft.
9	It has been foretold that a river will flood soon. Several homesteads will be washed away if this comes to pass, so a sacrifice and appeal to the gods must be made in order to avert the disaster.

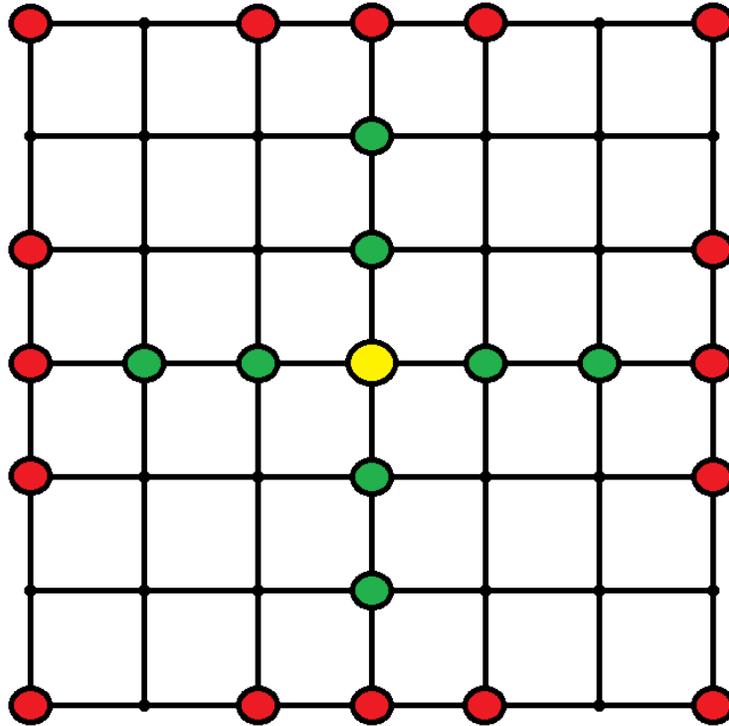
10	A clan has acclaimed their new chieftain and a druid is needed to conduct the coronation. By this solemn act, sacred duties to the land are laid upon the candidate and their rule is made lawful.
11	There is a medicinal need to collect precious mistletoe from the boughs of a sacred oak tree, which must be done with great reverence and sacrifice.
12	As the universe completes another of its many endless cycles, the auspicious celestial alignment calls for a ritual of observance. Folk are gathered to chant beneath the stars and celebrate the coming of the sun.

[Design still in progress]

Sport and Games

Fidchell

Fidchell is an incredibly popular strategic board game, played by both commoners and nobility. The game involves two players: one with 16 attackers, who begin on the outer edge of the board, and other has the king, who sits at the center of the board with his 8 defenders arranged around him. The attackers are attempting to capture the king, while the defenders are trying to ensure the king's escape.



Conditions for Victory: In order for the attackers to win, they must capture the king by surrounding him on all four sides. The defenders win if the king escapes by reaching the outer edge of the board.

Turns and Movement: The two players take turns, each moving only one piece per turn. Attackers move first. All pieces may move as far as they choose along any straight line (like a rook in chess). Pieces are not able to move through any space that is occupied by another piece. The king is the only piece that is able to stop on the center space (called “the throne”), but all pieces can pass through it.

Capturing Pieces: Pieces are captured by flanking them on two opposite sides. If a piece moves into or through a space that is between two pieces of the opposing team, that piece is not captured. A piece must be actively flanked by the opposing team during the opposing team's turn in order to be captured.

The king cannot be captured by only two enemy pieces, and must be surrounded on all four sides. The king may pass through and stop on “the throne” space at the center of the board, but if the king is on a space that is immediately adjacent to the throne, it only takes three attackers, one for each remaining side, to capture him. The king is able to help capture attacker pieces.

Variant Rules: The defenders can only win if the king reaches one of the four corners of the board. The attackers do not start with pieces on the corners, thus they start with only 12 pieces instead of the typical 16. Nor can they enter any of the four corner spaces during play. To capture the king along the edge of the board, it only takes three attackers.

Hurling

[Design still in progress]

Racing

[Design still in progress]

Tossing

[Design still in progress]

Troscud

No person is above the authority of brehon law, not even kings and queens. Or at least that's the hopeful ideal. The reality is that oftentimes those with wealth, authority, and influence may make their own rules so long as they give *filídh* and warriors a seat at their table and make a token effort of honoring the law with customary gestures. The exploitation of power over common folk is as possible here as it is anywhere else in the world. But ancient tradition gives the people of Ériu a recourse by which they are entitled to speak truth to power. This is the practice called "troscud," fasting for justice. When a person suffers or witnesses an injustice that they believe must be addressed, but they are unable to compel the culprit into the presence of a brehon and cannot confidently issue a challenge to single combat, they may invoke troscud.

How Troscud is Done

From sunrise to sunset, the petitioner who has begun an act of troscud must sit outside the door of the person they are accusing and they must fast, declining all food and drink. After the sun has set the fasting petitioner may return to their own home for rest and sustenance, but they may eat only bread and drink only water, and must return to the accused person's door by sunrise the next day to continue their protest.

While a fasting petitioner sits outside the door of the accused during all daylight hours, the neighbors of the accused will be sure to take notice and understand the meaning of it, and they will inquire for the purpose. The fasting petitioner must clearly explain their case to all who ask, and word of the troscud will be sure to spread quickly through the community.

Troscud is a solemn and honored tradition, and by virtue of the self-denial that it requires it is appreciated as an act that is not lightly undertaken. If a person feels so strongly as to pursue justice through troscud, and if they explain their case well, those who are told of the cause will usually deem it as justifiable. In this way the fasting petitioner earns the moral support of the community. When the attention of a whole community has been drawn to the act of troscud then there is little chance of it being overlooked any longer by brehons, who will now be watching with interest.

What follows is a contest to see who's conviction will fail first.

Obligations of the Accused

An accused person with a troscud petitioner at their door will find themselves placed under several honor-bound prohibitions. They may not drive away or harm the petitioner and must allow them to remain, and they are obliged to fast also. Just like the person fasting outside their door, they may not partake in any food or drink, except for bread and water after sunset. The commonly accepted logic is that if the accused person is self-assured and confident in their own innocence, then they must be willing to demonstrate their conviction by answering the petitioner's act of self-denial with self-denial of their own.

Many people who wish to demonstrate their virtue and their compliance with tradition will furnish the threshold of their home with a bench for the comfort of any petitioner who may come to make use of it.

Ending and Resolving Troscud

Either person may choose to end their fast and formally admit defeat at any time. If it is the accused who admits defeat, they must then submit to the judgment of a brehon. The brehon is called upon to mediate the payment of reparations to the petitioner or, if the petitioner's accusation is severe enough, to decide a punishment for the accused.

If it is the petitioner who admits defeat then their case is simply dismissed and the matter is considered closed.

Ignoring Troscud or Cheating

If the accused person chooses to disregard the customs of troscud and is caught indulging in anything more than the bread and water that is permitted after sunset, or if they drive the petitioner away from their door, they will essentially be admitting guilt as their neighbors will see that they have behaved without honor and seem to have no conviction in their own innocence. If the accused refuses to submit to the judgment of a brehon after admitting defeat or being caught cheating, then they will be declared an outlaw.

Likewise, if the petitioner is caught sneaking more than bread and water after dark, or if they move away from the door of the person they are accusing at any time during daylight hours, their case will not only be dismissed but they may also face great shame from the community for making a seemingly frivolous accusation.

Troscud and Player Characters

Player characters are usually a wandering sort who are rarely at home, if they even have a home. Because of this, any NPC who brings an act of troscud against a player character may not always find a door to sit outside of, and they must be prepared to undertake the trial of following that player character wherever they go in their travels.

A treacherous player character may take advantage of this lonely time on the road to cheat their obligation to fast, elude the petitioner, or even dispose of the petitioner away from the eyes of any community. But if the player character honors the troscud, the petitioner will sit themselves at the door of any building that the player character happens to enter, and they will spread word of their accusation in every community that the player character passes through.

Saving Throws and Exhaustion From Fasting

At the end of every day during which a character has fasted in observance of troscud, they must make a Constitution saving throw (DC 12). On a failed save the character gains 1 level of exhaustion. For every saving throw after the first the DC increases by 2.

Exhaustion gained in this way cannot be alleviated until the contestants conclude their fasting.

Appendix A: The Kingdoms of Ériu

Midhe

The realm of Tara and the High King. This is the most populous kingdom of Ériu, being where mortals first settled upon the island long ago. For this reason it also has the greatest concentration of sacred sites and the most land cleared for agriculture, making it both the spiritual center and the breadbasket of Ériu. The Fianna are headquartered here, led by the hero Finn Mac Cuhal.

Midhe is ruled from the Hill of Tara by Cormac Mac Airt of Clan Airtachta. Cormac comes from a line of high kings, and he is praised as a wise judge. Even the brehons compliment his skill at lawkeeping. This does not dissuade challenges against his rule, however, and the title of High King weighs heavily upon him.

Ulster

The strongest and most aggressive of the kingdoms, with a reputation for the greatest warriors. But it is also the most fractious kingdom. This internal division is enough to keep Ulster from overwhelming its neighbors, and it has inspired a diaspora of clans to leave and colonize Alba's western isles. The Warriors of The Red Branch serve Ulster with the hero Cuchulain at their head.

Ulster is ruled from Emain Macha by Conchobar Mac Nessa of Clan Ulaid. Conchobar is strong and vigorous, the very image of a warrior-king. But he is also self-interested and impulsive, which has inspired feuds with some of his followers.

Connacht

The homeland of most Fir Bolg clans. When the Children of Danu conquered the island in ancient days, they allowed the Fir Bolg to choose which portion of the island they would keep as their

own, and the Fir Bolg chose this land. The people of Connacht are known for their stubbornness above any other quality, and it is here that ancient traditions have held on strongest.

Connacht is ruled from Cruachan by Maeve Nic Eochaid of Clan Connachta. Maeve is adored by her people, Fir Bolg and Gael alike. With passionate oratory and charisma, she is able to rally them for any cause.

Munster

A strange and distant place, by the estimation of all others in Ériu. Its settled land is open to the southern sea, and so it receives the most foreign visitors and trade, but dense forests separate it from the rest of Ériu. It is said that the veil between the mortal world and the Otherworld is thinnest in these lands, and the accent and customs of its people seem to reflect this.

Munster is ruled from Caherconree by Cu Roi Mac Daire of Clan Erainn. Cu Roi literally stands apart from other rulers, for none are as aloof and mysterious as he. Possessing inhuman strength and an assortment of magic tricks, his reputation precedes him as if he were some kind of otherworldly being.

Leinster

In recent years this kingdom has been weakened by misfortune, making it the favorite target of raids not only from neighboring kingdoms, but from Alba across the sea as well. Lone travelers and isolated homesteads are sure to be targeted so people keep together for safety in numbers. It is protected only by the shrewd diplomacy of its king, as well as the fear of a supernaturally bestial hound that answers to his command.

Leinster is ruled from Dun Ailinne by Mesgegra Mac Dathó of Clan Laigin. Mesgegra is an anxious man, beset by nothing but trouble

and worry. But he is also clever and wise. Many have been the times that a ruse or plot devised by him managed to narrowly avert some calamity from befalling his people.

Appendix B: The Gods and the Otherworld

The Tuatha De Danann

The Clan of the Goddess Danu. Unified by kinship, these learned folk are the primary group to claim the title of deity. While gods in the eyes of mortals, they act as elders and chieftains to many of their younger kin, the clans of the Aes Sidhe.

Danu

The deep mother from whom all her tribe is descended. She has never been encountered by mortals, and is known only by name through her children. It is said that she slumbers in the Otherworld, upon the waters of the Well of Knowledge. It may even be that she is an embodiment of the Well of Knowledge.

Lugh

Of the Long Arm, wielder of the unquenchable Spear of Lugh. The bringer of illumination, master of all arts, and champion of his people. If he were to claim but one domain he might take to the sky, for his face shines like the sun and his sling stones are like thunderbolts. He is the prophesied and greatest king of the Children of Danu.

The Dagda

The great provider of sustenance and wisdom, keeper of the miraculous Dagda's Cauldron. He can shift the sun and moon in the sky as he wishes, and the playing of his magical harp is what turns the seasons. It is said that he even knows the secret of life and death. He is the master of magic, and a tutor to druids.

Muada

The Silver-Handed, wielder of the unstoppable Sword of Light. The first king of the Children of Danu, who led his people forth into the world. For his foresighted leadership and willing abdication he is the paragon of lawful and honorable rulers.

Ériu

All seek her favor and blessing, for it is she who bestows the grace of sovereignty. She is the namesake of the island, in honor of her brokering the peace treaty between the Gaels and the Children of Danu.

The Morrigan

The Queen of Phantoms, who calls mortals to war so that the earth may be nourished by their lifeblood. She is a lustful but perilous lover, and has tempted many champions to their deaths. To embrace her is to embrace one's own fate, and to spurn her is to know her wrath.

Manannan

He who commands the seas, mists, and storms. He is the warden of the Otherworld, charged to maintain its mystifying boundaries. Of all the Tuatha De Danann he is the most distant and aloof in temperament, and yet his duties constantly bring him into contact with mortal-kind.

Brigid

She who bears the fire of life. Through winter she dwells by the hearth tending the embers, and in spring she emerges to return warmth and fruitfulness to the outside world. It is she who guarantees the laws of hospitality and sanctifies the home as a place of refuge.

Aengus Óg

The ever-youthful patron of love, music, and poetry. It is he who bards turn to for inspiration. His songbirds fly throughout Ériu, carrying his messages, bringing him news, and mercilessly mocking his enemies.

Boann

Lady of the sacred River Boann. Once upon a time she violated the sanctity of the Well of Knowledge and so its waters rose up and swept her away, creating the river that bears her name. She was drowned and reborn as the river itself. Now enlightened, she acts as a keeper of the Well of Knowledge.

Ogma

Strong guardian, wise adviser, and loyal steward. Inventor of the Ogham script. As mighty as he is well-spoken, he was the champion of the Tuatha De Danann before the coming of Lugh. Brehons aspire to emulate his diligence and eloquence.

Ethniu

Like a bright star she is the emblem of hope, born from darkness and yet the mother of light. Adopted into the Tuatha De Danann from Fomorian origins.

Dian Cecht

Physician of the gods, he is the great healer of all wounds and maladies. He is also a master of poisons and a jealous keeper of secret learning.

Goibniu

Masterful builder, blacksmith, and craftsman. A maker and giver of wondrous things. He brews a golden mead so miraculous that it grants eternal vigor.

Fluidais

Lady of the forests, shepherdess of herds both wild and tame. Hunters and cattle raiders often give tribute to her before embarking after their quarry.

Other Deities

The Children of Danu are not the only beings who are great in knowledge and influence.

Donn

Once a mortal king of the Gaels' ancestors. He died during the invasion of Ériu and arose in the Otherworld to become king of the dead. All mortal souls who come to the Otherworld pass before his throne and are offered the chance to swear fealty to him.

Failtiu

A benevolent and nurturing spirit of the land who gave everything of herself. First a widowed queen and foster-mother to Lugh, she then labored and sacrificed her life to bring agriculture to mortals. She is a patron of all Fir Bolg.

The Cailleach

The Crone of Winter. An ancient spirit of nature who has dwelt on this island since long before the children of Danu ever came. She is the embodiment of cold and disease, neither cruel nor caring.

Crom Cruach

The Crooked One. A primitive and petty spirit of idols, sustained by blood and groveling. It steals and withholds harvests in order to extort human sacrifice.

Fethra

King of the primordial darkness and revered ancestor of the Fomorians. His realm lies far beneath the earth and in the ocean's lightless depths.

The Otherworld and its Realms

Also known as Tir na nOg, the Land of the Young. The Otherworld makes up one half of the universe, in constant interplay with its companion, the mortal world. It is distant from the mortal world, divided beyond a veil, and yet it is also immediate and everywhere, weaved into all mortal things. It is a surreal and magical place. Concepts which are taken for granted in the material world, such as time and distance, become mutable or relative in the Otherworld.

It is the home of the gods, fae folk, spirits, and other even stranger beings. After death, mortal souls travel to the Otherworld to be re-embodied for their second stage of life, after which they are reincarnated into the mortal world to begin the cycle again. Whether a being is living or dead, fae or mortal, the veil between worlds can be traversed by many paths in either direction if the way is known.

The Well of Knowledge

A sacred and vast body of water at the heart of the Otherworld, perhaps at the heart of all things. It is the ultimate source from which all waters flow, entering the mortal world through the many wells of Ériu's landscape and giving birth to every river. Likewise, it is the source of all knowledge, with depths that are impossible to reach.

Mag Mell

The Plain of Joy. It is the innermost realm of the Otherworld, sitting upon the banks of the Well of Knowledge. Here can be found the four impossible cities of Falias, Gorias, Finias, and Murias, where the Children of Danu were raised. After the Tuatha De Danann and Aes Sidhe took their leave for the mortal world a change came over Mag Mell, as if a light had departed. Any who now return to that deep realm report that Mother Danu is nowhere to be found, and the cities have each fallen into chaos and strange

neglect. Whatever fate befell this former paradise is a mystery.

- **Falias**, of the north. Gripped in frost and ice. Gales of wind descend from cold stars and cruelly howl through the empty, scoured streets.
- **Gorias**, of the east. Buried beneath a shroud of grave-dust. In silent courtyards and crumbling tombs, mounds of pale gold forever lie.
- **Finias**, of the south. Wreathed in unquenchable flames. Great palaces and gardens now burn as a pyre for the ambition of kings.
- **Murias**, of the east. Sunken to the depths. Spires and steeples pierce the water's surface and, from marble halls far below, the tolling of bells can still be heard.

Tir Tairngire

The Land of Promise. It is the middle-realm of the Otherworld's mainland, a trial that must be crossed in order to venture further. The promise is that of eternal glory, and the opportunities that arise from strife. This is the realm of heroes and adventure, where battle is as essential as walking. Upon every mountaintop is the fortress of a warlord or sorcerer, at every pass or river crossing stands a champion awaiting challenge, and in every chasm there lurks a monster to be slain.

Emain Ablach

The Land of Apples. It is the outermost realm of the Otherworld's mainland, sitting upon the shores of the ocean and Tir fo Thuinn. Here is where most Aes Sidhe are settled, and where most of the Tuatha De Danann hold court. Emain Ablach is a place of peace and plenty, and mortals may mistake it for paradise, but the Children of Danu remember Mag Mell as it was. Manannan is master of the sea, but also warden of the Otherworld. Upon the shores of Emain

Ablach he maintains a girdle of dense, enchanted fog, by which all of the inner realms are warded against intruders and unwary voyagers.

Tech Duinn

The House of Donn. Off the coast of the inner realms and off the coast of Ériu, in both the Otherworld and the mortal world, there stands a great island of dark, sheer rock. Here is where Donn has made his throne. This is the gate of the dead, where mortal souls who have received their funerary rites are guided to pass into the Otherworld. After they are re-embodied, each mortal goes before the throne of Donn and is offered the choice to swear loyalty to the King of the Dead.

Ui Breasail

The Shrouded Isle. This is an island caught between worlds, constantly teetering across the veil. Encompassed by a nearly-impassable cloak of fog, it is usually cut off from both the mortal world and the other realms. But, once every seven mortal years, the fog breaks and the island appears for a brief time just off the west coast of Ériu. In generations past, inquisitive mortals who sailed over to explore Ui Breasail's shores became stranded upon the phantom island as it receded into the Otherworld with them. It is unknown what sort of lives these castaways lead within the fog, but every seven years the western coast of Ériu is subjected to raids from the alienated and mad clansmen of Ui Breasail.

Tir fo Thuinn

The Land Under the Wave. There is in fact no strict border between the Otherworld and mortal world, for they both float upon the same great ocean. Water flows freely between the worlds, and none more so than that of the open sea. In this way, mortal sailors lost upon the sea might find themselves traversing many strange currents. Those who sail upon the waters of the Otherworld often find as many wonders below

the waves as above them. A whole realm lies beneath the sea of the Otherworld, populated by all manner of beings. Terrestrial creatures are able to breathe below the surface in Tir fo Thuinn, for here the water is like air.

Islands of Immrama

Surrounding the Girdle of Manannan and the shores of the inner realms, countless islands are scattered upon the sea. None of these islands are the same as another, and none are mundane. It might be said that they are each in their own way more surreal and unearthly than many things encountered in the inner realms. One might be populated by peaceful folk with the heads of dogs, while the next is brimming to the surf with a horde of shrieking demons. Another will be under an enchantment that robs that wits from any who walk upon its shores, or have nothing upon it but a great silver pillar that reaches beyond sight into the sky. "*Immrama*" is the genre that bards give to stories about strange seaborne journeys, of which there are many, and most of them have to do with at least one of these islands. The islands are in fact countless, and for as long as a sailor voyages they will forever encounter new, strange shores.

Appendix C: Seasonal Festivals

There are four festivals that hold immense ritual importance to the people of Ériu. These festivals do not align with the equinoxes and solstices but instead fall between them. The equinoxes and solstices are certainly important events and the druids give them ceremonial recognition, but the festivals simply hold more cultural significance to the people. These are the transitional periods that mark the beginning of each new season.

In addition to the unique customs and rituals of each festival, on all occasions sacred sites are visited and offerings are made to the gods. These are also the appointed times when tribute is to be given to chieftains and monarchs. Feasting is always a part of celebrations, though it is more essential to the ceremonies of certain festivals and less so for others.

Imbolc

The Festival of Hearth and Home. After passing through the darkest depths of winter, the world begins to awaken. Ewes are the first creatures to recognize the coming of spring, giving milk for their early lambs. People watch their flocks closely for this sign and in preparation for the sun's return they carry out small domestic rituals of purification and renewal.

Homes are cleansed of winter's clutter and new candles are ceremonially lit to symbolize the return of life to the world. On the morning of Imbolc druids travel from home to home, leading celebratory processions and blessing every house they are welcomed into. This festival is presided over by the goddess Brigid, who emerges from her winter home to herald the rebirth of all things.

Spring Equinox

Beltaine

The Festival of the Rising Sun. As the mortal world continues its climb into the height of summer it also comes into alignment with the Otherworld, and all existence resonates with the vibrancy of life.

On the day of Beltaine bonfires are lit, signifying the ascendant powers of light and warmth. While druids conduct ceremonies of virility and fertility people dance wildly around these fires, even leaping through them, and cattle are driven about them. This is a time of lusty courtship, and many whirlwind romances are born in the firelight. The following day, humans and cattle alike are anointed with ashes from the bonfires to impart fruitfulness and good fortune, and the cattle are then driven out to their summer pastures.

Summer Solstice

Lughnasadh

The Festival of the First Harvest. The balmy last days of summer are when communities gather to share the hard work of reaping and threshing, and also to conduct all forms of business. Brehons form courts to mediate disagreements and confirm contracts for another year, marriages are negotiated and announced, and the petitions of clans are brought before kings and queens. Massive trade fairs are assembled, drawing traders and artisans from across all of Ériu. Anything imaginable can be found and bargained for at these fairs, and they even attract merchants from abroad with more exotic wares.

But the true centerpiece of the festival are the Tailteann games. At these games athletes and warriors meet on the field and compete in feats of physical prowess such as racing, javelin throwing, hurling, and all other forms of sport. These are the funeral games of the goddess Tailtiu, who labored to clear the land so that mortals could live upon it. She perished of exhaustion from her monumental effort, giving up her life in the mortal world. For this act her foster-son Lugh, the chief of the gods, began the Tailteann games in her honor.

Autumn Equinox

Samhain

The Festival of Death. As the days of autumn grow shorter the veil between worlds grows thinner. The last harvest is brought in and the Otherworld continues to draw closer and closer until the night of Samhain. On this night the veil opens entirely and the two worlds meet as one, freeing all spirits and fae to wander freely.

Great balefires are kindled with druid magic to keep the darkness at bay, and people gather together to enjoy one last feast in commemoration of the year's dying light. It is a feast of the dead, and places at the tables are left open for departed ancestors who, for this night, may walk again among the living. With the rising of the sun the spirits, fae, and ancestors all return to the Otherworld and the old year comes to an end. But the world must first go through the long death of winter before it can be reborn.

Winter Solstice

Appendix D: Inspirational Materials

Films

Productions by animation studio Cartoon Saloon

- *The Secret of Kells* (2009):
- *Song of the Sea* (2014):
- *WolfWalkers* (2020):

Production by Walt Disney Pictures

- *Darby O’Gill and the Little People* (1959):

Independent production written and directed by John Sayles

- *The Secret of Roan Inish* (1994):

Novels

Works by Morgan Llywelyn

- *Lion of Ireland* (1980)
- *Red Branch* (1989):
- *Druids* (1991):
- *Finn Mac Cool* (1994):
- *The Greener Shore* (2006):

The “Warlord Chronicles” trilogy by Bernard Cornwell

- *The Winter King* (1995):
- *Enemy of God* (1996):
- *Excalibur: A Novel of Arthur* (1997):

Comics

Works by Jim Fitzpatrick

- *Nuada of the Silver Arm* (1974 – 1975):
- *The Book of Conquest* (1978):

Series by Pat Mills

Sláine (1983 – ongoing):

The “Cú/Hound” trilogy by Paul Bolger and Barry Devlin

- *Protector* (2014):
- *Defender* (2016):
- *Liberator* (2018):

Works by publisher Cló Mhaigh Eo

- *An Tóraigheacht / The Pursuit* (2002):
- *An Táin* (2006):
- *Deirde agus Mic Uisnigh / Deirde and the Sons of Uisnech* (2009):

Non-Fiction

Works by archaeologist Barry Cunliff

- *The Ancient Celts* (1997):
- *Druids: A Very Short Introduction* (2010):
- *Celtic From the West, 1 – 3* (2012 – 2016):

Works by historian Peter Berresford Ellis

- *The Druids* (1994):
- *Celtic Myths and Legends* (2002):
- *The Celts: A History* (2004):

Works by seanchaí Eddie Lenihan

Appendix E: Irish Pronunciation

Basics

- The Irish alphabet has 18 letters (a b c d e f g h i l m n o p r s t u).
- The stress always goes on the first syllable of a word if there are no accented vowels. An accented vowel in a later syllable evens out the stress of the word.
- Short vowels are only given their full pronunciation within the first syllable of a word. In all other syllables, short vowels are reduced to the neutral “uh” sound.
- Long vowels are always given full pronunciation.
- Accented vowels are always long.

Lenition

Lenition is a linguistic term for a change that “softens” or “weakens” a consonant, which can alter the consonant drastically from its original pronunciation. This can be found in English with such examples as “ch,” “sh,” or “th,” but it occurs far more commonly in Irish.

While “h” can be pronounced independently in Irish, it is more often used as a silent modifier of other consonants. Whenever a consonant is immediately followed by “h” it is a lenition, though of course there are exceptions. The only consonants that cannot be lenited are “h” itself, as well as “l,” “n,” and “r”.

Eclipsis

Irish has another set of consonant combinations which occur at the beginning of some words and result in an alteration called eclipsis. The combinations are:

“bhf,” “bp,” “dt,” “gc,” “mb,” “nd,” and “ng”

In eclipsis, the latter consonant is “eclipsed” by the one preceding it. All you do is pronounce the first consonant and treat the last as silent. This is except for “ng,” which is pronounced together as in English, like the “ng” in “thing.” As for “bhf,” the first two letters “bh” are lenited together as “w”.

Broad and Slender Vowels

All vowels are categorized as being either “broad” or “slender.” This does not change. A vowel is always broad or always slender regardless of whether it happens to be short or long in its present context.

Broad vowels:	a (á), o (ó), u (ú).
Slender vowels:	e (é), i (í).

The distinction of broad and slender has no effect on how the vowels themselves are pronounced, because that is already decided by whether a vowel is short or long.

However, a consonant or a group of consonants will have its pronunciation changed depending on if it is surrounded by broad or slender vowels. In Irish spelling, consonants in the middle of words only ever have broad vowels on both sides or slender vowels on both sides, never a combination.

Consonants amid broad vowels are pronounced with a “-w” off-glide, and consonants amid slender vowels are pronounced with a “-y” off-glide.

This has particularly variable effects on lenited consonants.

Short Vowels

Written	Pronounced
a	“a,” like in “cat”
e	“eh,” like in “bed”
i	“ih,” like in “pit”
o	“auh,” like in “cot”
u	“uh,” like in “put”
ai	“a,” like in “cat”
ea	“a,” like in “cat”
ei	“ey,” like in “hey”

Long Vowels

Written	Pronounced
á	“ahw,” like in “father”
é	“ay,” like in “bay”
í	“ee,” like in “free”
ó	“oh,” like in “throw”
ú	“oo,” like in “too”
ae	“ay,” like in “bay”
ao	“ay,” like in “bay” (or “ow” or “ee,” depending on regional dialect)
eo	“ohw,” like in “bowl”

Simple Consonants

Written	Pronounced
b	“b” at the beginning of words, “p” elsewhere.
c	“k,” never “s”
d	“d” at the beginning of words, “t” elsewhere.
f	“f”
g	“g” at the beginning of words, “k” elsewhere.
h	“h,” but rarely occurs this way. (see next chart for lenition)
l	“l”
m	“m”
n	“n”
p	“p”
r	“r,” always rolled.
s	“s”
t	“t”

Lenited Consonants

Written	Pronounced (amid broad vowels)	Pronounced (amid slender vowels)
bh	“w”	“v”
ch	“kh”	“h”
dh	very soft, very breathy almost-“g”	“y”
fh	silent	silent
gh	very soft, very breathy almost-“g”	“y”
mh	“w”	“v”
ph	“f”	“f”
sh	“h”	“h”
th	“h”	“h”

Example Pronunciations

Irish Word	Pronunciation	Meaning
Abhainn	<i>a-wen</i>	river
Amhrán	<i>au-ran</i>	song
Aos Sí (Aes Sidhe is the archaic spelling)	<i>ay-shee</i>	people of the mounds
Bheatha	<i>va-ha</i>	home
Caoineadh	<i>kwee-nuh</i>	lament / mourning
Capall	<i>kap-al</i>	horse
Cara	<i>kar-a</i>	friend
Cath	<i>kath</i>	battle
Ceiliúradh	<i>kay-lur-uh</i>	celebration
Claíomh	<i>klayv</i>	sword
Cú	<i>koo</i>	hound
Cúchulain	<i>koo-hul-in</i>	hound of Culain
Dearg	<i>dayr-ig</i>	red
Draíocht	<i>dree-akht</i>	magic
Dubh	<i>doo</i>	black
Ériu	<i>ayr-oo</i>	abundance
Fáilte	<i>fal-chuh</i>	welcome
Farraige	<i>far-ih-guh</i>	sea
Fénnid	<i>fay-nid</i>	one who is free
Filí	<i>fih-lee</i>	seer
Fir Bolg	<i>fyr-bulg</i>	men of the bag
Fírinne	<i>fyr-in-yuh</i>	truth
Fhiona	<i>fyo-nuh</i>	wine
Foraois	<i>for-uhs</i>	forest
Gae	<i>gai</i>	spear
Glas	<i>glas</i>	green
Gorm	<i>gor-um</i>	blue
Lasair	<i>la-sayr</i>	flame
Midhe	<i>meath</i>	middle
Namhaid	<i>na-wid</i>	enemy
Óir	<i>ayr</i>	gold

Ollamh	<i>oll-uhv</i>	scholar / teacher
Rí / Ríg	<i>ree</i>	chieftain / king (“Ard Rí” means “High King”)
Samhain	<i>sa-wen</i>	a seasonal festival (original meaning lost)
Sciath	<i>skee-uh</i>	shield
Seirbhíseach	<i>shayr-ve-shakh</i>	servant
Síocháin	<i>she-ukh-awn</i>	peace
Sliabh	<i>sleeve</i>	mountain(s)
Spéir	<i>spayr</i>	sky
Talamh	<i>tal-uhv</i>	land / earth
Túath	<i>tooh-a</i>	tribe/clan

*While some of the above examples faithfully demonstrate the rules of pronunciation, other examples demonstrate how there will always be exceptions to every rule. Also, there can be great variation in pronunciations between regional dialects.

*While archaic forms of spelling have been chosen for particular words throughout this book, all the above information relates to modern Irish and is not representative of Old Irish.

Appendix F: Creature Statistics

HUMANOIDS BY CR:

Outlaw

Medium-sized Humanoid

A person driven away from clan and kinship, supposedly for some crime committed. Some are desperate and dangerous, but many just want to keep their heads down.

STR 13 (+1) **DEX** 12 (+1) **CON** 14 (+2) **INT** 9 (-1) **WIS** 9 (-1) **CHA** 8 (-1)

Armor Class 14 (Hide Coat)

Hit Points 7 (1d10+2)

Speed 30 feet

Skills Intimidation +1, Stealth +1, Survival +2

Senses Passive perception 9

Languages Gaelic, possibly Fir Bolg

Inventory Hide coat, hand axe

Challenge ¼ (50 XP)

Desperation. At the beginning of their turn the outlaw can choose to take a +1 bonus to attack and damage rolls in exchange for a -2 penalty to AC.

Opportunist. The outlaw gains advantage on attack rolls against enemies that are reduced to half of their hit points or less.

Run For It. After taking the Disengage action out of an enemy's melee reach the outlaw may make a Dash movement as a bonus action.

Actions

Hand Axe *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft, range 20/60 ft, one target. *Hit:* 4 (1d6+1) slashing damage.

Sling *Ranged Weapon Attack:* +2 to hit, range 60/200 ft, one target. *Hit:* 3 (1d6) bludgeoning damage.

Cultist of Crom Cruach

Medium-Sized Humanoid

Servants of the Crooked One. Driven mad and enslaved by the threat of famine, they would rather that human blood water their crops than risk displeasing their petty master.

STR 12 (+1) **DEX** 14 (+2) **CON** 10 (+0) **INT** 9 (-1) **WIS** 12 (+1) **CHA** 11 (+0)

Armor Class 13 (Thickly-Woven Tunic)

Hit Points 12 (3d8)

Speed 30 feet

Skills Athletics + 2, Stealth +1

Senses passive Perception 11

Languages Gaelic, possibly Fir Bolg

Challenge ½ (100 XP)

Seize the Sacrifice. The cultists of Crom Cruach will often act together in an attempt to to swarm their enemies and drag them down under sheer numbers. An enemy creature may not be targeted by more than one grapple attempt per round, but all grapple checks made by a cultist gain a bonus of +1 per every cultist ally that is within 5 feet of themselves or the creature that they are attempting to grapple.

For You, O King of Idols. Once they have successfully grappled a sacrificial victim, the cultists must take a moment to chant the dark words of their god and prepare the ceremonial blade. After a target creature has been successfully grappled for at least three full rounds by other cultists, the next melee sickle attack that a cultist of Crom Cruach makes against the target creature while they are grappled automatically hits and immediately kills them, slitting their throat to slake the thirst of the Crooked One.

Reap the Harvest. Once a cultist of Crom Cruach has performed “For You, O King of Idols” by killing a grappled creature, all creatures allied to the cultists that can see and hear the act of sacrifice go into a manic frenzy. All creatures under this effect gain one extra attack action in addition to their standard attack and a possible bonus attack. Further, they take a -2 penalty to all attack rolls, gain a +4 bonus to all melee damage rolls, and become immune to fear and charm effects.

Actions

Sickle. *Melee Weapon Attack:* +2 to hit, one target. *Hit:* 4 (1d4+2) slashing damage.

Sling *Ranged Weapon Attack:* +3 to hit, range 60/200 ft, one target. *Hit:* 5 (1d6+2) bludgeoning damage.

Young Warrior

Medium-sized Humanoid

Impetuous and headstrong, these smooth-faced striplings seek their first kill.

STR 12 (+1) **DEX** 12 (+1) **CON** 14 (+2) **INT** 8 (-1) **WIS** 8 (-1) **CHA** 10 (+0)

Armor Class 15 (Padded tunic, Shield)

Hit Points 16 (2d12+4)

Speed 30 feet

Skills Athletics +2, Intimidation +1

Senses Passive perception 9

Languages Gaelic, possibly Fir Bolg

Inventory Padded tunic, shield, spear, javelins (2)

Challenge ½ (100 XP)

Eager Charge. For the first round of a combat encounter, the young warrior gets advantage on all attack rolls.

Reckless. At the beginning of their turn the young warrior can choose to take a +2 bonus to attack and damage rolls in exchange for a -2 penalty to AC.

Actions

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 10 ft or range 20/60, one target. *Hit:* 4 (1d6+1) piercing damage or 5 (1d8+1) if wielded in melee with two hands.

Javelin. (2) *Ranged Weapon Attack:* +3 to hit, range 40/120, one target. *Hit:* 4 (1d6+1) piercing damage.

Charioteer

Medium-Sized Humanoid

No proper champion is without a loyal companion to drive their chariot and dress their wounds.

STR 16 (+3) **DEX** 14 (+2) **CON** 12 (+1) **INT** 8 (-1) **WIS** 10 (+0) **CHA** 12 (+1)

Armor Class 15 (Leather jerkin, targe)

Hit Points 20 (3d10+4)

Speed 30 feet

Skills Athletics +3, Animal Handling +3, Chariot Driving +6, Medicine +2

Senses Passive perception 10

Languages Gaelic, possibly Fir Bolg

Inventory Leather jerkin, targe, shortsword, whip

Challenge ½ (150 XP)

Healing Arts. During a short rest the charioteer may tend to one injured creature, for which he must make a Medicine check (DC 10). On a success, they may expend and roll as many of that creature's hit dice as desired and add the creature's Constitution modifier to the result. The target creature regains that many lost hit points.

Actions

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 6 (1d6+3) piercing damage.

Whip. *Melee Weapon Attack:* +5 to hit, reach 10 ft, one target. *Hit:* 5 (1d4+3) slashing damage.

Javelin. (4) *Ranged Weapon Attack:* +5 to hit, range 40/120, one target. *Hit:* 6 (1d6+3) piercing damage.

Outlaw Chief

Medium-sized Humanoid

Some individuals take to the life of an outlaw rather too well, and before too long a posse of other outlaws forms around them.

STR 15 (+2) **DEX** 12 (+1) **CON** 14 (+2) **INT** 11 (+0) **WIS** 9 (-1) **CHA** 12 (+1)

Armor Class 14 (Hide Coat)

Hit Points 14 (2d10+4)

Speed 30 feet

Skills Intimidation +3, Stealth +3, Survival +2

Senses Passive perception 10

Languages Gaelic, possibly Fir Bolg

Inventory Hide coat, hand axes (2), great club

Challenge 1 (200 XP)

Ringleader. The outlaw chief receives +4 temporary hit points per each outlaw with them in a combat encounter. 4 temporary hit points are lost per each outlaw ally that is removed from the encounter.

Keep Your Heads Down. Outlaw followers of the chief within a range of 100 feet gain advantage on Stealth checks and may use their bonus action in combat to perform the Hide action.

Scatter. As a free action on their turn the outlaw chief may call for a withdrawal. All allied outlaws who can hear the outlaw chief may immediately use their reaction to take the Disengage action and slip out of combat. If an outlaw is not currently within melee reach of an enemy to disengage from, they may instead use their reaction to move up to half their speed.

Actions

Hand Axe (2) *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft, range 20/60 ft, one target. *Hit:* 5 (1d6+2) slashing damage.

Great Club *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 6 (1d8+2) bludgeoning damage.

Hunter

Medium-sized Humanoid

Someone who has made a living out of traversing the wilderness.

STR 12 (+1) **DEX** 16 (+3) **CON** 13 (+1) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 9 (-1)

Armor Class 13

Hit Points 12 (2d10+2)

Speed 30 feet

Skills Animal Handling +2, Athletics +2, Perception +2, Stealth +5, Survival +5

Senses Passive perception 12

Languages Gaelic, possibly Fir Bolg

Inventory Bow, arrows (10), dagger

Challenge 1 (200 XP)

Woodwalk. The hunter is unaffected by non-magical difficult terrain and may traverse it at full movement speed.

Hunter's Mark. The hunter may spend a bonus action to choose a creature they can see within 100 feet and mark it as their quarry. The effect ends after three hours, when the hunter cancels it at will, or when the target dies. While it is active the hunter deals an extra 1d6 damage to the target whenever they hit it with a weapon attack, and they have advantage on any Perception or Survival check made to track and find the target. The hunter may not have more than one Hunter's Mark effect active at a time.

Sneak Attack. The hunter may add 1d6 of damage to any attack they roll with advantage.

Actions

Bow. *Ranged Weapon Attack:* +3 to hit, range 100/320, one target. *Hit:* 6 (1d6+3) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft, range 20/60 ft, one target. *Hit:* 5 (1d4+3) piercing damage.

Proven Warrior

Medium-sized Humanoid

The reliable front line of any clan's warband. These warriors have a few fights under their belts.

STR 14 (+2) **DEX** 13 (+1) **CON** 16 (+3) **INT** 8 (-1) **WIS** 10 (+0) **CHA** 10 (+0)

Armor Class 16 (Leather jerkin, Shield)

Hit Points 27 (3d12+9)

Speed 30 feet

Skills Athletics +3, Intimidation +2

Senses Passive perception 10

Languages Gaelic, possibly Fir Bolg

Inventory Leather jerkin, shield, spear, shortsword, javelins (3)

Challenge 2 (450 XP)

Bold Charge. For the first 1d4 rounds of a combat encounter, the proven warrior is immune to all charm and fear effects.

Reliable Comrade. While the proven warrior is within 5 feet of a friend or allied creature in combat, they both have advantage on all saving throws.

Go Down Fighting. If the proven warrior's hit points are reduced by half or more, they may make one bonus attack roll on their turn.

Actions

Multiattack. The proven warrior can make two attacks with their longsword or javelins.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft, one target. *Hit:* 6 (1d8+2) slashing damage or 7 (1d10+2) if wielded with two hands.

Javelin. (3) *Ranged Weapon Attack:* +4 to hit, range 40/120, one target. *Hit:* 5 (1d6+2) piercing damage.

Hardened Warrior

Medium-sized Humanoid

A true veteran of the battlefield, these grizzled fighters often train and inspire the next generation of warriors.

STR 16 (+3) **DEX** 14 (+2) **CON** 18 (+4) **INT** 8 (-1) **WIS** 12 (+1) **CHA** 10 (+0)

Armor Class 19 (Boiled leather cuirass, shield)

Hit Points 50 (5d12+20)

Speed 30 feet

Skills Athletics +4, Intimidation +3

Senses Passive perception 11

Languages Gaelic, possibly Fir Bolg

Inventory Boiled leather cuirass, shield, spear, longsword, javelins (4)

Challenge 4 (1,100 XP)

Invigorating Charge. The hardened warrior gains an amount of temporary hit points equal to the cumulative amount of damage dealt by them against hostile creatures within the first round of a combat encounter. These temporary hit points are lost at the end of the encounter.

Inspiring Example. All young warriors and proven warriors within 30 feet of the hardened warrior gain an amount of temporary hit points equal to the hardened warrior's own amount. Young warriors and proven warriors may not benefit from the Inspiring Example of more than one hardened warrior at a time.

Second Wind. As a bonus action on their turn, the hardened warrior may regain hit points equal to 1d10+5. After Second Wind has been used, the hardened warrior may roll a d4 at the beginning of each of their turns, recharging Second Wind on a result of 4.

Actions

Multiattack. The hardened warrior can make two attacks with their longsword or javelins.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 10 ft or range 20/60, one target. *Hit:* 6 (1d6+3) piercing damage or 7 (1d8+3) if wielded in melee with two hands.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft, one target. *Hit:* 7 (1d8+3) slashing damage or 8 (1d10+3) if wielded with two hands.

Javelin. (4) *Ranged Weapon Attack:* +5 to hit, range 40/120, one target. *Hit:* 6 (1d6+3) piercing damage.

BEASTS BY CR:

Wolfhound

Medium-sized Beast

A noble creature, standing over three feet tall at the shoulder. Trained for both hunting and war, they are capable of taking down other creatures more than twice their size. They are intelligent and independent, but famously loyal.

STR 13 (+1) **DEX** 14 (+2) **CON** 12 (+1) **INT** 3 (-4) **WIS** 11 (+0) **CHA** 8 (-1)

Armor Class 14 (Natural armor)

Hit Points 24 (4d8 +4)

Speed 50 feet

Skills Perception +4, Stealth +1

Senses passive Perception 14, Darkvision 60 ft.

Challenge 1/2 (100 XP)

Keen Senses. The wolfhound has advantage on Perception checks that rely on hearing or smell.

Pack Tactics. The wolfhound has advantage on attack rolls against a creature if at least one of the wolfhound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Bred to Hunt. Once per combat encounter, as a bonus action the wolfhound may move up to half its speed towards a hostile creature and still make its movement action as normal.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (2d4+1) piercing damage. On a successful hit, if the target is a medium-sized or smaller creature it must succeed on a Strength saving throw (DC 13) or be knocked prone.

Wolf

Medium-sized Beast

Referred to as *Mac Tir*, meaning “the son of the forests,” the wolf occupies a special place. They are seen as a direct inversion of humanity: the wilderness is theirs, and civilization is ours.

STR 13 (+1) **DEX** 16 (+3) **CON** 14 (+2) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

Armor Class 15 (Natural armor)

Hit Points 24 (4d8 +8)

Speed 50 feet

Skills Perception +5, Stealth +3

Senses passive Perception 14, Darkvision 60 ft.

Challenge 1 (200 XP)

Keen Senses. The wolf has advantage on Perception checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Social Creatures. The wolf receives +1 to all saving throws per each member of its pack that it can hear and/or see within 60 feet of it, to a maximum of +5.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (2d4+1) piercing damage. If the target is a creature, it must succeed on a Strength saving throw (DC 13) or be knocked prone.

Howl. [In progress]

Warhorse

Large-sized Beast

A horse bred and trained for war. Originally imported from the land of Gaul, such horses are large enough to haul a chariot at full speed and fierce enough to brave an enemy in combat.

STR 18 (+4) **DEX** 12 (+1) **CON** 14 (+2) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

Armor Class 12 (Natural armor)

Hit Points 42 (6d10+12)

Speed 60 feet

Senses Passive perception 14

Challenge 2 (450 XP)

Features

[In Progress]

Actions

Multiattack. The warhorse makes two attacks with its hooves.

Hoof. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12+5) bludgeoning damage.

Boar

Medium-sized Beast

Implacable and deadly, wild boar are seen as the noble warriors of the animal kingdom. As such, their flesh is reserved as fit to be dined upon by only warriors of the noble caste and above.

STR 16 (+3) **DEX** 12 (+1) **CON** 16 (+3) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 6 (-2)

Armor Class 14 (Natural armor)

Hit Points 54 (6d12+18)

Speed 40 feet

Senses Passive perception 10

Challenge 3 (700 XP)

Frenzied Charge. If the boar moves at least 20 feet straight towards an enemy, the first successful tusk attack made on the same turn automatically deals a critical hit.

Goaded Rage. Each time that the boar takes damage from an attack, its own attack damage modifier is increased by +1, to a maximum of +10. This bonus stacks cumulatively, and is lost at the end of the combat encounter.

Virility. When the boar is slain, those who dine upon its meat gain advantage on all Strength and Constitution ability checks and saving throws until their next long rest.

Actions

Multiattack. The boar makes two attacks with its tusks.

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+3) slashing damage. Critical hit 19-20.

Reactions

Death Throes. When the boar is reduced to 0 hit points, as an immediate reaction it may make one last tusk attack at any creature within melee range.

Bull

Large-sized Beast

Treated in many ways as a sacred animal, emblematic of virility and majestic strength. Highly valued for its breeding potential. An irresistible force when roused to anger.

STR 20 (+5) **DEX** 10 (+0) **CON** 19 (+4) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 8 (-1)

Armor Class 14 (Natural armor)

Hit Points 100 (10d12+40)

Speed 40 feet

Senses Passive perception 10

Challenge 5 (1,800 XP)

Trampling Charge If the bull moves at least 20 feet straight towards a creature and hits them with a horn attack, the creature must make a Strength saving throw (DC 18) or else be knocked prone. If the creature is knocked prone, the bull can make one hoof attack against it as a bonus action.

Single-Minded. At the beginning of its turn, the bull may choose to take a -4 penalty to its AC for one round. In exchange, the critical hit range of all attacks made by the bull during that round is extended to 17 and above.

Stubbornness. The bull is immune to all fear effects.

Actions

Multiattack. The bull makes two attacks with its horns.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+5) piercing damage.

Hoof. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12+5) bludgeoning damage.

Reactions

Swat the Flies. When the bull takes damage from a melee attack, as a reaction it may make a bonus hoof attack against the creature who made the attack.

OTHERWORLDLY BEINGS BY CR:

Lavellan

Tiny-sized Otherworldly Being (Monster)

Resembling an over-sized shrew, with a long tail covered in quills. A lavellan is an otherworldly rodent, about the size of a cat, which makes its burrows at the edge of water. Their vision is poor and they are easily agitated. When threatened by any larger creature that even so much as approaches them, a lavellan will first try to ward away the potential threat by throwing projectile quills from its tail. If this fails and a creature comes too close to the lavellan, it will let forth with a toxic cloud of gas and make its escape. Cattle often run afoul of these anxious rodents when they go down to the waterside to drink, coming upon burrows unawares. Cattle herders thus have a special resentment for lavellans, and will usually offer bounties for their pelts.

STR 2 (-4) **DEX** 12 (+1) **CON** 9 (-1) **INT** 2 (-4) **WIS** 10 (+0) **CHA** 5 (-3)

Armor Class 11

Hit Points 1 (1d4-1)

Speed 20 feet, swim 20 feet

Damage Immunities Poison damage

Condition Immunities Poisoned

Skills Stealth +2

Senses Darkvision 30 feet, passive Perception 10

Challenge ¼ (50 XP)

Scurry. All attacks of opportunity against the lavellan must be made with disadvantage.

Little Target. All ranged attacks against the lavellan must be made as if it had three-quarters cover (+5 to AC and Dexterity saving throws).

Actions

Poison Quill. *Ranged Weapon Attack:* +2 to hit, range 30/100, one target. *Hit:* 2 (1d4) piercing damage. The target must make a Constitution saving throw (DC 12). On a success nothing happens. On a failure they take 1d4 poison damage and gain the Poisoned condition. At the end of each turn the target creature may repeat the Constitution saving throw to lose the Poisoned condition, but they will not become immune and can be effected again if hit with another quill.

Reactions

Noxious Cloud. When another creature moves within ten feet of the lavellan, as a reaction it may immediately emit a dense cloud of toxic gas in a twenty-foot radius around itself. Any creature caught in this cloud must make a Constitution saving throw (DC 13). On a success a creature gains the Poisoned condition while within the cloud. On a failure the creature gains the Poisoned condition, takes 2d4 poison damage, and begins taking 2d4 poison damage at the beginning of each of their turns while within the cloud. The creature will recover from the Poisoned condition and stop taking damage as soon as they leave the cloud's radius. When there are no longer any other creatures within the cloud's twenty foot radius, the lavellan may make its escape and disappear from the encounter. The cloud persists around the lavellan for four rounds even if the lavellan is killed or incapacitated. The lavellan can use this feature only once per combat encounter.

Far Darrig

Small-sized Otherworldly Being (Fae)

Often referred to as “red men” for the preferred color of their clothing. These diminutive and shy folk are also less generously referred to as “rat men,” for their uncanny resemblance to rodents. Seelie far darrig usually form warren-communities together, which might be dug right below a human settlement, even a hillfort. Unseelie far darrig will usually take up residence in the abandoned dens of badgers and foxes. No matter their variety, far darrig have a reputation for creeping about human settlements and breaking and entering into homes at night while the occupants sleep. The seelie will simply warm their hands by the fire, enjoy some vittles, and maybe tidy up after themselves, while the unseelie are more likely to steal everything that they are able to get away with.

STR 7 (-2) **DEX** 16 (+3) **CON** 12 (+1) **INT** 9 (-1) **WIS** 10 (+0) **CHA** 9 (-1)

Armor Class 14

Hit Points 8 (2d6+2)

Speed 30 feet, burrow 10 feet

Skills Perception +4, Stealth +6

Senses Darkvision 60 feet, passive Perception 14

Languages Gaelic

Inventory dagger, sling

Challenge ¼ (50 XP)

Keen Senses. The far darrig has advantage on Perception checks that rely on hearing or smell.

Sunlight Sensitivity. While in direct sunlight, the far darrig has disadvantage on attack rolls, as well as on Perception checks that rely on sight.

Scurry. All attacks of opportunity against the far darrig must be made with disadvantage.

Fae Glamour. The far darrig can innately cast the *alarm* spell three times per day.

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. *Hit:* 5 (1d4 + 3) piercing damage.

Sling. *Ranged Weapon Attack:* +4 to hit, range 60/200 feet, one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Ballybog

Small-sized Otherworldly Being (Fae)

Frog-faced fae who, as their name might suggest, live in bogs. In the most inaccessible parts of bogs they shelter together beneath awnings woven from reeds. During rainy days, they venture further afield. Seelie ballybogs will usually go out of their way to guide lost human travelers out of bogs and back to paths, while unseelie ballybogs will do the exact opposite, misdirecting and confusing their victim and laughing at their hopelessness.

STR 12 (+1) **DEX** 14 (+2) **CON** 13 (+1) **INT** 10 (+0) **WIS** 13 (+1) **CHA** 7 (-2)

Armor Class 15

Hit Points 20 (5d6+5)

Speed 30 feet, swim 30 feet

Senses passive Perception 11

Challenge ½ (100 XP)

Fenstrider The ballybog is unaffected by difficult terrain in bogs. Additionally, it has advantage on all Stealth ability checks made to hide and move silently in bogs, and may hide even when only partially obscured.

Watch Your Step Whenever an enemy creature begins a movement action or makes an attack roll while in difficult terrain during a combat encounter with the ballybog, the creature must make a Dexterity saving throw (DC 13). On a failed save the creature takes a level of exhaustion.

Down in the Muck Whenever the ballybog hits a creature with a successful club or stone attack, or if a creature targets the ballybog with a grapple action, the creature gets mud in its eyes and takes disadvantage on all attack rolls until the end of its next turn.

Fae Glamour The ballybog can innately cast the following spells: cantrip: *dancing lights*. 2/day: *stinking cloud*. 1/day: *hallucinatory terrain*. The ballybog's spellcasting ability is Wisdom (spell save DC 13).

Actions

Club (shillelagh). *Melee weapon attack:* +3 to hit, reach 5 feet, one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Stone. *Ranged weapon attack:* +3 to hit, range 20/60 feet, one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Pech

Small-sized Otherworldly Being (Fae)

Little folk with incredible strength. Their heads are usually bald but for a tonsure of long, wire-bristle hair that rest like a crown over their large ears. Despite their small size, peches are known to be among the strongest folk, able to bend iron in their bare hands and lift a house off its foundations. They are known for their short tempers and general gruffness. When appropriately appeased, a Seelie pech might be convinced to help with such tasks that require brawn as plowing fields, clearing fallen lumber, or hauling stones for a building. Of course, they would rather do all of this when no mortals were looking. An unseelie pech is likely to knock a person's head off simply for bothering them.

STR 20 (+5) **DEX** 11 (+0) **CON** 15 (+2) **INT** 10 (+0) **WIS** 14 (+2) **CHA** 8 (-1)

Armor Class 13

Hit Points 24 (4d8+8)

Speed 20 feet

Skills Athletics +6

Senses passive Perception 12

Languages Gaelic

Challenge 1 (200 XP)

Crushing Grip The pech has advantage on all grappling checks against medium-sized or smaller creatures. While holding a creature grappled, at the beginning of its turn the pech automatically deals 1d6+5 bludgeoning damage to that creature.

Bear the Load The pech counts as two sizes larger when determining its carrying capacity and the weight it can push, drag, or lift.

Heavy-Handed The pech deals triple damage to objects and structures.

Fae Glamour The pech is able to innately cast the cantrip *mending*.

Actions

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 5) bludgeoning damage.

Boulder. *Ranged Weapon Attack:* +6 to hit, range 40/120 feet, one target. *Hit:* 13 (2d8+5) bludgeoning damage.

Dobhar-chú

Large-sized Otherworldly Being (Monster)

Giant, vicious river otters, eight-to-ten-foot long aquatic ambush predators. It might be said that their long snouts make them look like furred crocodiles. They hunt alone, but families of up to 5 to 6 adults will share territory along a river, and will quickly respond if they hear one of their own call for help.

STR 17 (+3) **DEX** 16 (+3) **CON** 13 (+1) **INT** 3 (-4) **WIS** 10 (+0) **CHA** 8 (-1)

Armor Class 15 (natural armor)

Hit Points 36 (6d10+6)

Speed 40 feet, swim 40 feet

Skills Perception +2, Stealth +3

Senses Passive perception 12

Challenge 1 (200 XP)

Hold Breath The dobhar-chú can hold its breath underwater for up to ten minutes.

Ambush Predator The dobhar-chú has advantage on all stealth checks while it is swimming in water. If the dobhar-chú begins its turn hidden in water and there is a creature within its movement range, on its turn the dobhar-chú may move to that target creature and, as a bonus action, make an attack against it with advantage.

Whistling Call. After its hit points have been reduced by half or more, as a bonus action the dobhar-chú may cry out with a shrill howl, summoning 1d4 more members of its pack to come to its aid. The new dobhar-cús will enter the encounter at the end of the next round. This may be done once by only one dobhar-cu per combat encounter.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 feet, one target. *Hit:* 8 (1d10+3) piercing damage. If the target is a creature, it must succeed on a Strength saving throw (DC 14) or be knocked prone.

Burach-Bhadi

Medium-sized Otherworldly Being (Monster)

A giant leech. Not a very formidable creature, but if it latches on the situation might turn deadly.

STR 13 (+1) **DEX** 12 (+1) **CON** 14 (+2) **INT** 1 (-5) **WIS** 8 (-1) **CHA** 3 (-4)

Armor Class 12

Hit Points 24 (4d8+8)

Speed 5 feet, swim 20 feet

Senses Blindsight 30 feet

Challenge 1 (200 XP)

Exsanguination. The burach-bhadi is a voracious blood-drinker. With each moment that it is allowed to remain latched on, its victim is drained of the strength to fight. Every time that the burach-bhadi makes a successful bite attack against a creature that it already has grappled, that creature gains one level of exhaustion.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) piercing damage. On a successful hit the target is grappled (escape DC 13). While it has a creature grappled, the burach-bhadi automatically succeeds at all bite attacks.

Sluagh

Large-sized swarm of small Otherworldly Beings (Spirit)

When a mortal's soul is not given proper funerary rites and conducted to their next life in the Otherworld, they are left to wander the mortal world, lost. Many of these lost souls congregate together into swarms called sluagh. When night falls a sluagh will go sweeping aimlessly across the landscape, flying and wailing like the wind. Creatures can usually hear a sluagh coming and might have enough time to get out of the way or fortify their home with charms against spirits. Those caught unawares or who could not escape the sluagh's path in time get swept up and carried off into the sky.

STR 1 (-5) **DEX** 12 (+1) **CON** 10 (+0) **INT** 9 (-1) **WIS** 13 (+1) **CHA** 16 (+3)

Armor Class 11

Hit Points 16 (4d8)

Speed 0 feet, fly 50 feet (hover)

Damage Vulnerabilities Fire, Psychic, and Radiant damage.

Damage Immunities Acid, Cold, Necrotic, Poison, and non-magical Bludgeoning, Piercing and Slashing damage.

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Incapacitated, Paralyzed, Petrified, Poisoned, Prone, Restrained, and Stunned.

Senses Darkvision 120 feet, Truesight

Challenge 3 (450 XP)

Detect Life. The sluagh can magically sense the presence of creatures up to 1 mile away that aren't undead or constructs. The sluagh knows the general direction they're in but not their exact locations.

Incorporeal. The sluagh can move through other creatures and objects as if they were difficult terrain.

Bounded by Water. The sluagh is incapable of crossing or flying over running water. The flow must be naturally occurring and substantial enough to at least be called a spring, stream, or creek.

Light Weakness. While in bright sunlight, the sluagh has disadvantage on attack rolls, ability checks, and saving throws. Dim light is ineffective.

Voices on the Wind. Each creature of the sluagh's choice that is within 60 feet of the sluagh and aware of it must succeed on a DC 15 Wisdom saving throw or become incapacitated as they are overwhelmed by the anguished cries of the sluagh's many voices. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful they are immune to this effect for the next 24 hours.

Chill to the Bone. When a sluagh enters the same space as a creature that has been incapacitated by Voices on the Wind, that creature automatically takes 1d4 cold damage and 1d4 psychic damage. If an incapacitated creature begins its turn occupying the same space as the sluagh, it takes 1d4 cold damage and 1d4 psychic damage. This has no effect on creatures that are not incapacitated by Voices on the Wind.

Actions

Whisk Away. If the sluagh is occupying the same space(s) as one or more creatures that it has incapacitated with Voices on the Wind, as a standard action it may pick up the creature(s) and move with them as if the creature(s) were grappled. The sluagh may fly no higher than 30 feet when moving with a creature. The sluagh is incapable of whisking away creatures that are not incapacitated by Voices on the Wind, or if they are large-sized or bigger. If an incapacitated creature succeeds at their Wisdom saving throw and recovers from their condition they drop from the Sluagh's hold.

Cu Sidhe

Medium-sized Otherworldly Being (Monster)

A large black dog with pointed ears and eyes that burn like hot coals. Because of its unearthly qualities many believe it to be a specter but it is indeed flesh and blood.

STR 16 (+3) **DEX** 14 (+2) **CON** 14 (+2) **INT** 6 (-2) **WIS** 11 (+0) **CHA** 10 (+0)

Armor Class 15 (natural armor)

Hit Points 48 (8d8+16)

Speed 40 feet

Damage Resistance Non-magical bludgeoning, piercing, and slashing damage

Skills Perception +5, Stealth +2

Senses Darkvision 60 feet, passive Perception 15

Languages Understands Gaelic

Challenge 4 (1,100 XP)

Keen Senses The cu sidhe has advantage on Perception checks that rely on hearing or smell.

Padfoot The cu sidhe can innately cast the spell *invisibility* on itself 3 times per day.

Omen of Death Any creature that sees the cu sidhe must make a Wisdom saving throw (DC 10). On a success nothing happens and the creature does not need to repeat this save for the remainder of the encounter. A creature that fails their saving throw has their hit point maximum reduced by the removal of one full hit die, and they will lose another full hit die every 24 hours afterwards. If Constitution-granted hit points remain after all the creature's hit dice have gone, their hit point maximum begins to be reduced by an amount equal to the result of one hit die roll made every 24 hours. This will continue until the creature's hit points are reduced to 0, at which point they will immediately die without saves. This effect can only be halted and reversed by the *remove curse* spell.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 7 (1d8+3) piercing damage. If the target is a creature, it must succeed on a Strength saving throw (DC 14) or be knocked prone.

Fire Breath The cu sidhe exhales fire in a 15-foot cone. Each creature in that area must make a Dexterity saving throw (DC 14), taking 18 (6d6) fire damage on a failed save, or half as much damage on a successful one. Roll a d6 at the beginning of each of the cu sidhe's turns, Fire Breath recharges on a result of 5-6.

Gealt

Medium-sized Otherworldly Being (Monster)

Cursed to lose their human sanity, these unfortunates receive a transformation to accompany their new frenzied state. Now turned into a raving half-bird monster, a gealt takes off into the wilderness and eludes all attempts by loved ones to capture them or lure them back to civilization.

STR 16 (+3) **DEX** 18 (+4) **CON** 14 (+2) **INT** 7 (-2) **WIS** 9 (-1) **CHA** 12 (+1)

Armor Class 16 (natural armor)

Hit Points 70 (10d10+20)

Speed 50 feet, climb 30 feet

Senses passive Perception 9

Languages Gaelic (incoherent)

Challenge 4

Flying Leaps. Though it cannot actually fly, the gealts' wing-like arm feathers do assist its mobility by granting a jump distance of 50 feet.

Impenetrable Madness. The gealt is immune to being charmed or otherwise mentally effected by magic, and magic cannot put it to sleep. If a spellcaster targets the gealt with the *detect thoughts* spell, they are stricken by what they encounter and are stunned until the end of their next turn.

Lunatic Raving. At the beginning of each of their turns, all humanoid creatures within 60 feet of the gealt who can hear it must make a Wisdom saving throw (DC 12). On a success nothing happens. If a humanoid fails their saving throw they take 2d8 psychic damage and are incapacitated until the beginning of their next turn, when they must repeat the saving throw if still within 60 feet. If the humanoid is a player character, at the same time that they make a Wisdom saving throw they may also choose to make a Druid Lore check (DC 17) in an attempt to interpret prophecy from the gealt's seemingly nonsensical words. On a success they discern a glimpse of the future as if they had cast the *divination* spell. A player character may only attempt this Druid Lore check once per day, and only if they have skill proficiency.

Unpredictable. At the beginning of each of its turns the gealt must roll 1d8, and its behavior for that turn is determined by the roll's result. **(1-4:** The gealt attempts to flee from the encounter by any means necessary and moves as far away from all other creatures as it is able. **5-6:** The gealt suddenly turns aggressive and attacks a randomly determined creature within melee reach. If there is no creature to attack within reach, they move towards the nearest one. **7:** The gealt makes no movement or actions but intensifies its lunatic raving, inflicting disadvantage on all Wisdom saving throws until the beginning of its next turn. **8:** The gealt experiences a fleeting moment of lucidity, remembers its former life as a human, and may speak and behave normally until the beginning of its next turn. During this time it acts with the personality and mental Ability scores that it possessed before its transformation, and it ceases its lunatic raving.)

Actions

Multiattack. The gealt makes three attacks: one with its bite and two with its talons.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 8 (1d10+3) piercing damage.

Talons. *Melee Weapon Attack:* +5 to hit, reach 5 feet, one target. *Hit:* 7 (1d8+3) slashing damage.

Reactions

Desperate Escape. When a gealt is targeted by a grapple attempt by another creature, in addition to rolling an opposing Acrobatics or Athletics check to escape the grapple, the gealt may also make a bonus bite attack against the creature attempting the grapple.

CHARIOTS BY CR:

Chariot

Huge war vehicle

STR 18 (+4) **DEX** 12 (+1) **CON** 14 (+2) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

Armor Class 15

Hit Points 42 (5d10+12)

Speed 60 ft.

Senses passive Perception 11

Challenge 3 (700 XP)

Make Way. When a chariot thunders close by, it's perfectly natural to jump back or flinch. Attacks of opportunity made against the chariot and any characters riding it have disadvantage.

Trampling Charge. Even war-trained horses will not charge headlong into a readied wall of enemies, but a talented charioteer can goad them to run down a straggling warrior here and there. If the chariot moves at least 20 feet straight toward an unmounted medium-sized or smaller creature and then hits it with a hooves attack on the same turn, the chariot overruns the target creature and may pass through the creature's occupied space. If it is overrun, the target creature takes the hooves' bludgeoning damage of 2d6+4 as well as an additional 2d6, is knocked prone, and is incapacitated until the end of their next turn. Upon overrunning the target creature, the chariot's driver must make a DC 14 Chariot Driving check. If the check fails, the chariot takes 4d6 damage and is overturned. If two or more creatures are adjacent to one another and in the chariot's path, the chariot cannot overrun all their occupied squares at once.

Trophy Display. The chariot provides storage space for up to two trophy heads.

Combat Platform. Melee attacks made by the driver and passenger have advantage against unmounted medium-sized or smaller creatures.

Ride-by Attack. During the chariot's movement action, when the chariot passes by a creature within 5 feet to either side, the driver may use their bonus action to target the creature with a melee attack.

Warding Maneuver. If the chariot is hit by an attack, the driver can use their reaction to roll 1d8 if they are wielding a weapon or shield in the hand which is not holding the reins. The driver rolls the die and adds the number rolled to the chariot's AC against the attack. If the attack still hits, the chariot has resistance against the attack's damage. The driver may do this an amount of times per short rest equal to their Strength modifier.

Actions

Hooves *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+4) bludgeoning damage.

Scythed Chariot

Huge war vehicle

STR 18 (+4) **DEX** 12 (+1) **CON** 14 (+2) **INT** 3 (-4) **WIS** 12 (+1) **CHA** 7 (-2)

Armor Class 16

Hit Points 63 (9d10+18)

Speed 60 ft.

Senses passive Perception 11

Challenge 5 (1,500 XP)

Make Way. When a chariot thunders close by, it's perfectly natural to jump back or flinch. Attacks of opportunity made against the chariot and any characters riding it have disadvantage.

Trampling Charge. Even war-trained horses will not charge headlong into a readied wall of enemies, but a talented charioteer can goad them to run down a straggling warrior here and there. If the chariot moves at least 20 feet straight toward an unmounted medium-sized or smaller creature and then hits it with a hooves attack on the same turn, the chariot overruns the target creature and may pass through the creature's occupied space. If it is overrun, the target creature takes the hooves' bludgeoning damage of 2d6+4, along with an additional 2d6, is knocked prone, and is incapacitated until the end of their next turn. Upon overrunning the target creature, the chariot's driver must make a DC 14 Chariot Driving check. If the check fails, the chariot takes 4d6 damage and is overturned. If two or more creatures are adjacent to one another and in the chariot's path, the chariot cannot overrun all their occupied squares at once.

Scythe Attacks. During the chariot's movement action, any creature that the chariot passes within 5 feet to either side must make a Dexterity saving throw (DC 10 + the driver's Chariot Driving modifier). On a success the creature dodges the scythes as they whirl past. On a failure the chariot gets to make a free attack roll against the creature with its scythes.

Trophy Display. The scythed chariot provides storage space for up to four trophy heads.

Combat Platform. Melee attacks made by the driver and passenger have advantage against unmounted medium or smaller creatures.

Ride-by Attack. During the chariot's movement action, when the chariot passes by a creature within 5 feet to either side, the driver may use their bonus action to target the creature with a melee attack.

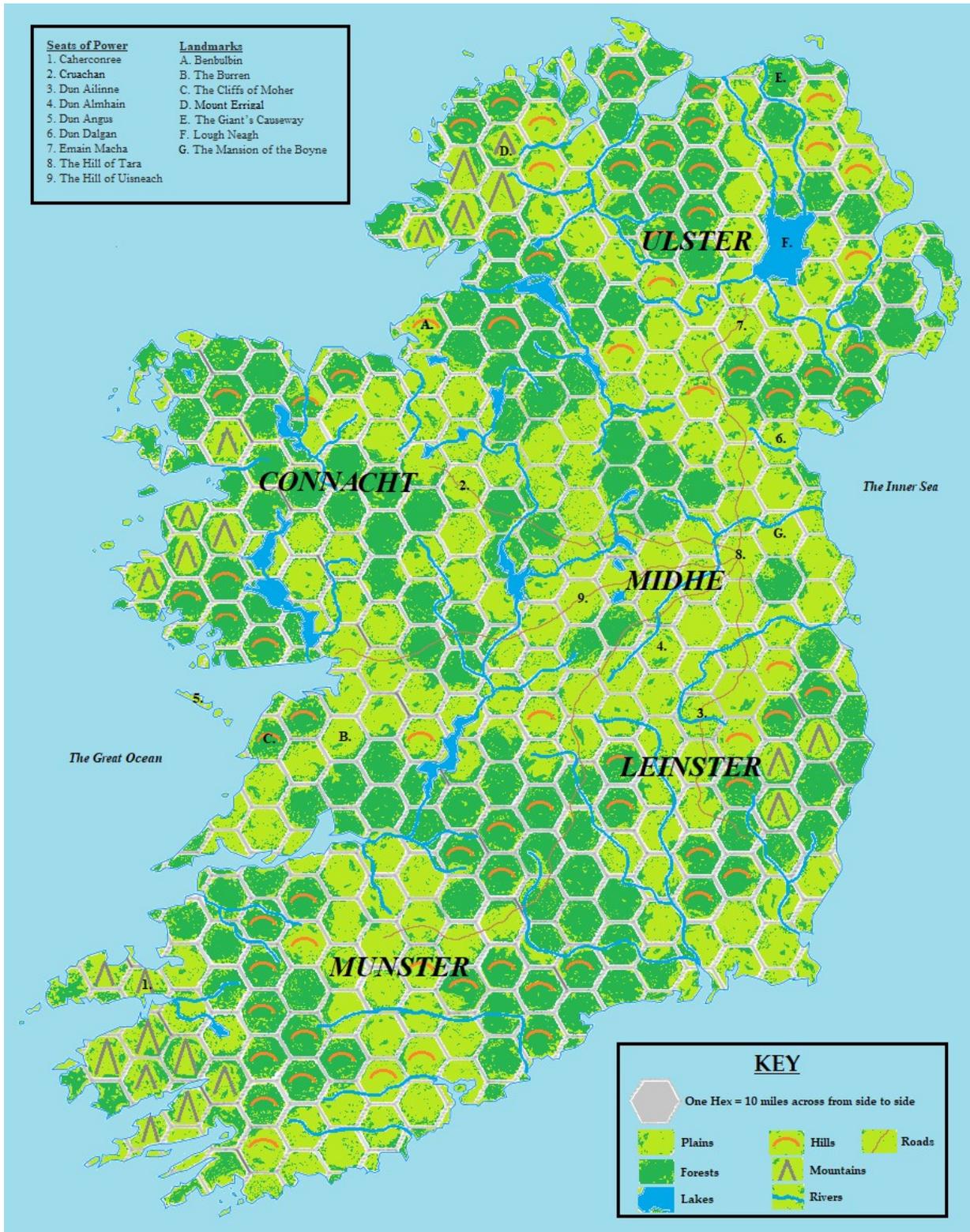
Warding Maneuver If the chariot is hit by an attack, the driver can use their reaction to roll 1d8 if they are wielding a weapon or shield in the hand which is not holding the reins. The driver rolls the die and adds the number rolled to the chariot's AC against the attack. If the attack still hits, the chariot has resistance against the attack's damage. The driver may do this an amount of times per short rest equal to their Constitution modifier.

Actions

Hooves *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+4) bludgeoning damage.

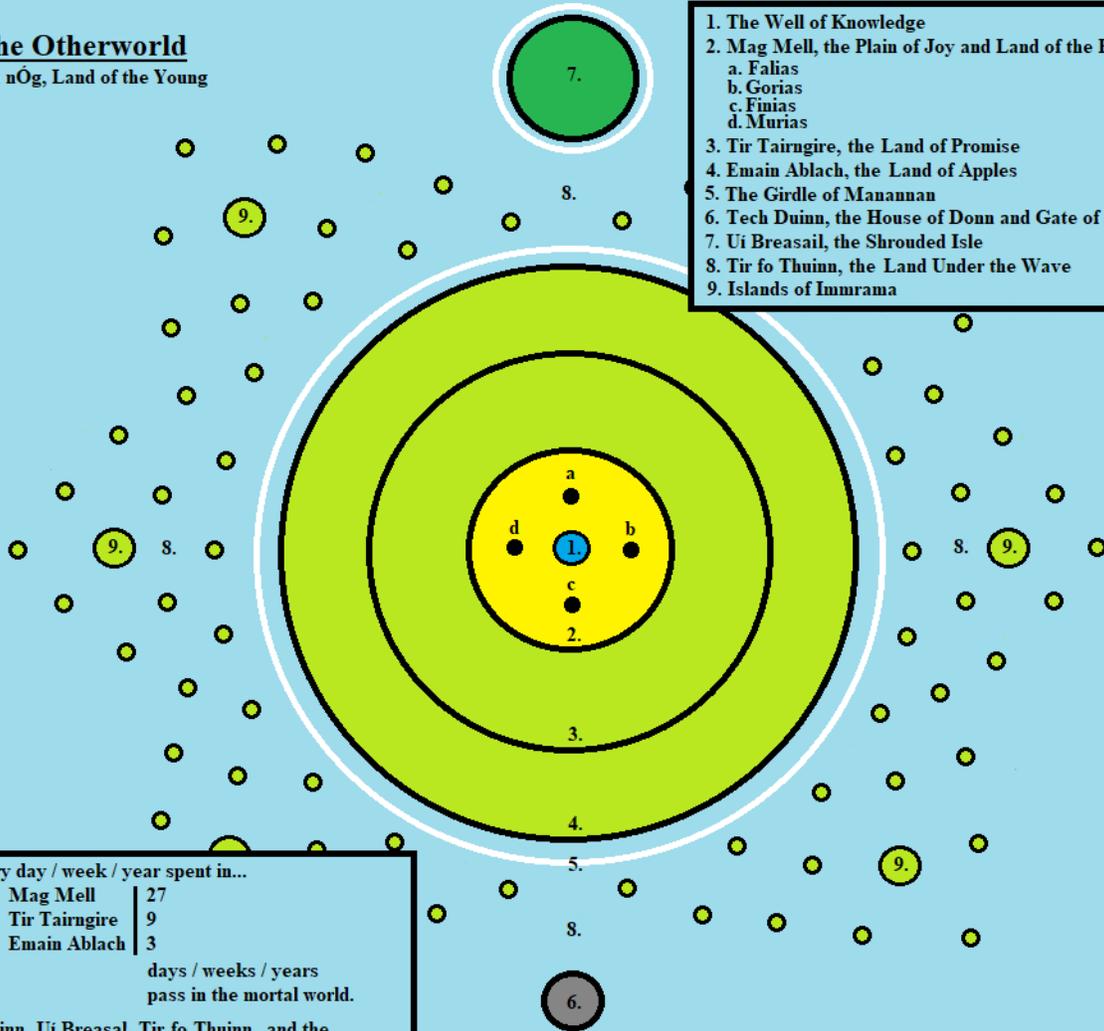
Scythes *Melee weapon attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage.

Appendix G: Maps



The Otherworld

Tir na nÓg, Land of the Young



1. The Well of Knowledge
2. Mag Mell, the Plain of Joy and Land of the Four Cities
 - a. Falias
 - b. Gorias
 - c. Finias
 - d. Murias
3. Tir Tairngire, the Land of Promise
4. Emain Ablach, the Land of Apples
5. The Girdle of Manannan
6. Tech Duinn, the House of Donn and Gate of the Dead
7. Ui Breasail, the Shrouded Isle
8. Tir fo Thuinn, the Land Under the Wave
9. Islands of Immrama

For every day / week / year spent in...

Mag Mell	27
Tir Tairngire	9
Emain Ablach	3

days / weeks / years
pass in the mortal world.

Tech Duinn, Ui Breasal, Tir fo Thuinn, and the Islands of Immrama all sit adjacent to the mortal world, and so move through time at the same pace.

Appendix H: “The Stolen Harvest”

A Sample Adventure

[Design still in progress]