

Book I: Codex of the Immortals

by Aaron Allston

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Welcome to the Codex of the Immortals! In this book, we're going to describe everything DMs and players need to know in order to use Immortals in a DUNGEON & DRAGONS® game campaign. Since the Wrath of the Immortals set involves high-level characters, you will need the D&D® Rules Cyclopedia in order to use these books to their fullest advantage.

Arrangement of the Codex

The Codex of the Immortals is arranged this way:

What Are Immortals? explains what Immortals are and the role they play in mortal campaigns.

Immortals of the Known World describes those Immortals who are most active in the Known World and HOLLOW WORLD® settings. These Immortals represent a wide variety of personalities and interests and can easily be adapted to other campaign settings.

Becoming Immortal discusses the means by which mortals—player characters and NPCs alike—can become Immortals.

The Immortal Character Class explains in detail the powers and special abilities Immortals possess, including many new spells.

The Immortals Campaign describes ways to run a campaign where the player characters are Immortals, as well as advice on how to design scenarios for characters whose powers so far exceed those of any mortals.

Artifacts tells how to create artifacts, those most dangerous and powerful of all magic items.

Monsters details powerful creatures that will normally be found only in Immortal-level campaigns, either in the company of Immortals as their servitors, or as their foes.

Planes and Dimensions talks about the planes of existence and the special properties of each. It also explains the concept of alternate dimensions. Included in this chapter is a description of Pandius, the City of the Immortals.

For Owners of the Original Immortals Set

Owners of earlier D&D® products dealing with Immortals, especially the original *Immortals* boxed set (now out of print), should be aware that a number of rules have been changed in this revision: whenever a conflict between sources occurs, the DM™ should follow the rules given here. The rules also supplant those given in the D&D® Rules Cyclopedia.

The Sphere of Matter is no longer limited to human characters. Immortals of this Sphere can have originally belonged to any species or character class, just as with the other Spheres.

Although each Sphere favors one character class, members of any character class may attempt to achieve Immortality in any Sphere.

The experience level structure for Immortals has changed. Immortals now have 36 experience levels, much like mortal character classes. These are arranged in six tiers: Initiate, Temporal, Celestial, Empyrean, Eternal, and Hierarch.

There is no longer any limit on number of Immortals who can exist at specific experience levels, and there are no "Olympics" to determine who achieves higher experience levels. Most importantly, the term "Hierarch" no longer applies to the single highest-ranking Immortal in a Sphere but to all Immortals of 31th level and above.

Spells no longer belong to any specific Sphere. Instead of players having to keep track of the relationships between spells and Spheres, any Immortal can choose to cast any spell.

The definitions of Planes and Dimensions have been made much simpler; terms such as "tetraspace" and their ilk have been removed from the game. The "bias" rules have also been removed from these guidelines; each plane can now have completely individual effects on magic and the effects of the various Spheres.

There is no longer any specific meaning to Immortals' names, and Immortals do not acquire new names at various experience levels. Nor are fledgling Immortals forced to choose a new name to distance themselves from their mortal identities, although most choose to do so.

Last Notes

It's a good idea to have a rough familiarity with this rulebook before moving on to the adventure in Book II, but it's not absolutely necessary; DMs wishing to run an adventure involving Immortal NPCs will find most of the information they need to know in the first two chapters of this book.

For now, though, just turn the page to find out all there is to know about the Immortals.

Much of Codex of the Immortals is drawn from the previously-published work of several game designers, including Jim Bambra, Robert J. Blake, Bruce and Beatrice Heard, Frank Mentzer, Tom Moldvay, Douglas Niles, Ken Rolston, Carl Sargent, Gary Thomas, and many other authors who contributed Immortals to the Known World setting.

Thanks also go to Mark Bennett and Thomas J. Mahaney II for commentary and criticism.

In this chapter, we'll discuss what Immortals are and what they do in a standard D&D® campaign—a campaign where all the player characters are mortals. Later in this book, we'll talk about using PC Immortals as the basis for a campaign.

Definitions

First, let's quickly define a few terms which we'll be using in *Wrath of the Immortals*.

Hierarch: a senior Immortal, one who has considerable influence within his or her Sphere of Power.

Home Plane: the plane to which the Immortal's life force is attached and to which it always returns. An Immortal "killed" anywhere else is simply banished back to his or her home plane; an Immortal killed on his or her home plane is forever destroyed.

Immortal: a powerful being who does not age or die and who serves a Sphere of Power. All Immortals were once mortals like the player characters, although some have been Immortal for so long they have forgotten the species to which they originally belonged.

Prime Plane: the plane where most campaign worlds are situated, including the Known World and HOLLOW WORLD® settings. The Prime Plane is an entire universe, capable of holding an infinity of separate campaign worlds.

Sphere of Power: one of the five basic forces that compose all of reality: Matter, Energy, Time, Thought, and Entropy. Each Immortal serves one Sphere and draws his or her power from it.

Sponsor: an Immortal who helps a mortal achieve Immortality.

What Immortals Are

In the D&D® game Known World setting, Immortals are magical beings of great power. Some are patrons of heroes; some are sponsors of villains; some are the representatives of certain natural forces or personality traits.

All Immortals were once mortal beings, whether humans, demi-human, humanoid, or other. During their lifetimes, they discovered that there was another, higher level of existence and set out on a path to attain that level.

They beseeched Immortals to become their patrons; they undertook quests significant to those Immortals; and those who survived, when they were wise and experienced enough, attained Immortality in one of the five Spheres of Power.

Immortals do not die of old age, disease, or damage, though it is possible for one to perish under special circumstances. They do not need to eat, drink, or breathe, although they enjoy these activities.

They possess abilities which mortals can only dream of, including casting spells which are far more powerful than mortal magic. They are not affected by magic cast by mortals.

They live in fantastic planes of existence and only interact with the Prime Plane when they want to.

Immortal Goals

An Immortal's goals are

- (1) To advance the influence of his or her Sphere,
- (2) To gain personal power, and
- (3) To achieve personal goals.

Immortals advance the influence of their Spheres by countering the activities of the Immortals of other Spheres and by learning more of the way the multiverse works than representatives of other Spheres.

They gain personal power by serving greater Immortals, who may reward them with additional power; by adventuring and learning, thus making themselves more powerful; by giving power and support to their mortal followers, thereby increasing their influence; and by countering the activities of enemy Immortals who might seek to hinder these goals.

Immortals also have personal goals and interests. Sometimes those interests may be related to the character's mortal life—for example, an Immortal who was a warrior might promote fighting abilities and warlike behavior in her followers, just as an Immortal who belonged to the ancient Traldar people might be a patron of the descendants of that culture. Sometimes those interests are the result of the character's personality: one Immortal might be in love with another and work to help her in any way he could, even if the two belong to different Spheres of

Power; another might despise a specific Immortal and work against him at every opportunity, even if they are of the same Sphere.

Immortal Opponents

With their infinite lifespans and great power, Immortals have all the time and influence they need to accomplish all their goals. Only one thing stands in their way:

Other Immortals.

Not all Immortals have the same goals; often they have conflicting desires. They don't all get along as friends and allies, any more than do all fighters or all magic-users. Consequently, they often work at cross-purposes. If anything can keep an Immortal from accomplishing his or her goals, it's another Immortal with an opposed goal.

Nor do Immortals just confine their conflicts to themselves. Immortals *meddle*. They set goals which involve the Prime Plane, and in so doing, they interfere in the lives of mortals, monsters, and other Immortals—anyone who stands in their way and anyone whose help they want to further their ends.

This basic conflict is the source for a lot of trouble on the Known World... and the basis for a lot of adventures which player-characters will encounter.

What Immortals Aren't

There's one important thing to remember when DMing Immortals in a campaign:

Immortals are not monsters.

That might sound self-evident, but this statement is trickier than it looks.

In the D&D® game system, a "monster" is any creature or character controlled by the DM—that's the official definition.

But in the minds of many players, a "monster" is also anything which the PCs kill or capture in order to thwart plans, gain experience, and take loot. It's this definition that does not apply to Immortals.

Many DMs will be tempted to throw Immortals up against their high-level player-characters in direct conflict: the heroes get to the end of the adventure, knock down the doors of the throne

room, and there's an evil Immortal seated on the throne. The Immortal jumps up, makes a few nasty pronouncements, attacks the heroes, and is ultimately cut down...

If you take this approach, then the players will simply regard Immortals as extra-powerful monsters. They won't have any respect for the Immortals, won't have any fear of them, and won't feel any awe and majesty when the Immortals appear in a campaign.

There are better ways to use Immortals in a campaign, and this chapter tells how.

The Spheres of Power

We've mentioned here and in the D&D® Rules Cyclopedia that each Immortal belongs to one of five Spheres of Power. Let's discuss what that means.

The Five Spheres

The multiverse—the combination of all known planes—is made up of five ingredients: Matter, Energy, Time, Thought, and Entropy. These are the five Spheres of Power.

A Sphere is not the same as a plane. A Sphere of Power does not exist as a place; characters can never go to the "Sphere of Matter," for example.

Instead, a Sphere is an ingredient. Every plane is made up of all five Spheres of Power, but each plane contains a different balance. Planes that have a high proportion of Energy tend to be more magical than those dominated by Matter, planes dominated by Time more orderly than those with a large component of Thought in their make-up, with any area that comes under Entropy's sway soon crumbling into decay.

The Sphere of Matter is closely related to the element of earth. Its purpose is to withstand destruction and decay. This sphere stands for sturdiness and stability. Matter is the building block of all things. Rich in variety, Matter is easily mutable to any form. Matter is opposed to Time's efforts to cause change and provides Thought with existing order.

The Sphere of Energy is closely related to the element of fire. Its purpose is to create more energy and activity. Energy is dynamic and highly active. It seeks to alter and transform things, consuming

Matter, speeding up Time, and exciting Thought to release more energy. Highly temperamental, Energy is also very creative, channeling magical energies to bring new things into being. Energy is opposed to Thought's efforts to control it and seeks to transform Matter at the highest possible level despite the ravages of Time.

The Sphere of Time is closely related to the element of water. Its purpose is to promote change in all things while remaining unchanging itself and to maintain the flow of time. Time is everywhere, ebbing and flowing, recycling the lessons of the past to remind the present. It is a creative, shaping force causing change through aging and rebirth. Time is opposed to Matter's efforts to withstand change, consumes Energy over time, and teaches Thought the lessons of history.

The Sphere of Thought is closely related to the element of air. Its purpose is to understand all of existence and to make all other Spheres its tools. Thought is the very essence of self-consciousness. It is realization, philosophy, and understanding. Thought seeks to analyze and understand everything in order to manipulate the other powers of the multiverse. Thought opposes the chaotic excesses of Energy and attempts to gain control of Time to create form and order in Matter.

The Sphere of Entropy is not related to any element. Entropy is the weakening of the fabric of the multiverse: rot, weathering, disintegration. It seeks to bring all things to a stop, causing oblivion. Its purpose is the ultimate destruction of the multiverse. The four other Spheres of Power oppose Entropy but cannot destroy it, since to do so would unbalance reality and bring about their own destruction as well. At the same time, Entropy itself can not exist without the presence of the other Powers, so it seeks first to subjugate before bringing about oblivion. Entropy seeks to destroy Matter, dissipate Energy, stagnate Time, and stifle Thought.

The multiverse is best served when there is balance between the Spheres of Power. If one Sphere should ever gain an overwhelming dominance over the others, all would suffer, for balance between all the Spheres is necessary for harmony. Thus, while each Sphere constantly

strives to advance and grow, the other Spheres try to maintain the balance by retarding or countering an opposing Sphere's growth.

Spheres and the Immortals

Each Sphere is a source of power. Every Immortal is a servant of one, and only one, Sphere. In order for a character to become an Immortal, he or she must first gain the patronage of an existing Immortal. That Immortal is the servant of one specific Sphere, and if the character attains Immortality he or she will become a servant of that same Sphere.

Immortals belonging to the same Sphere have a common interest—the preservation and advancement of their Sphere. But they're not a tightly-knit team of co-workers. In life, they belonged to different species, different character classes, different alignments. They'll work together for the benefit of their Sphere, but they may be simultaneously plotting against one another for the advancement of personal plots and private interests.

Spheres and Alignments

In three of the spheres (Matter, Energy, and Time), one alignment is dominant; in the other two (Thought, Entropy) no alignment dominates.

But even though most Immortals in a given Sphere may be of the same alignment, there will always be exceptions. In other words, although the Sphere of Energy favors the Chaotic alignment, there are still Immortals who serve that Sphere who are Lawful or Neutral. A Sphere's preference simply means that most individuals serving the Sphere will be of that alignment.

Matter tends toward the Lawful alignment (order and form in all).

Energy tends toward the Chaotic alignment (disorder and uniqueness).

Time tends toward the Neutral alignment (seeking change, but at a steady, controlled rate).

Thought does not favor a single alignment, but is equally disposed to all alignments.

Entropy does not favor any alignment, but only beings who are of evil disposition willing serve Entropy.

Limitations On Immortals

The Immortal Hierarchs have long recognized some important facts.

First, since they were once mortals themselves, they realize that the Prime Plane would not produce fit candidates for Immortality if it were directly ruled by Immortals. Such a situation would result in generations of mortals who dared not rebel, who could easily and conveniently be kept in the dark about the ways of magic, who would increasingly rely on their Immortal rulers to solve all their problems. Within generations, mortals would be pets, and no worthwhile candidates for Immortality would ever appear again.

Second, Immortals are much more durable than mortals are. An Immortal can destroy a mortal with comparative ease, and might do so out of irritation or by sheer accident. Most of these Hierarchs recognize that mortal life is unfair enough; a world where Immortals were constantly harming or destroying mortals would be even more unfair.

So the Immortal Hierarchs, long ago, established a rule among themselves:

*On the Prime Plane,
Direct Action Against Mortals is
Forbidden.*

This does not mean that Immortals cannot meddle in the affairs of Prime Plane worlds. It does mean that Immortals—all Immortals—are forbidden to go to the Prime Plane in Manifestation Form in order to accomplish their goals. It's as simple as that. There are exceptions to this ruling, but those exceptions are rare.

The Hierarchs created a spell usable only by Immortals to allow them to scan the Prime Plane for the tell-tale emanations of direct Immortal intervention on the mortal planes. An Immortal who just shows up in the Prime Plane and starts killing the mortals he or she dislikes will be noticed. The scanning Immortal will report to the Hierarchs, who will send out a party of guard-Immortals to capture the offender and drag him or her before a council of Hierarchs for trial.

For this reason, Immortals influence mortals through a variety of other, indirect ways.

They appear to mortals in dreams, describing what they want the mortals to do. They take on Mortal Identities (which the scanning spell cannot detect as a product of Immortal magic) and intervene in mortal affairs with only the powers of capable NPCs. They establish doctrines (rules and guidelines) for their followers and make those doctrines known to the clerics of their clerical orders.

Of course, not all Immortals are happy to bow to the will of the masses. A few—some evil, some good—chafe at the "direct action" rule and violate it whenever they think they can get away with it. Most, however, are content to hide their Immortal natures by taking Mortal Identities and advance their plans in those Mortal Identities.

Exceptions To the Rule

There are times when Immortals can take direct action against mortals.

First, when a council of Hierarchs (which is composed of one Hierarch from each of the five Spheres) orders an Immortal to take direct action in the Prime Plane, such action is legal. Sending Im-



mortals to capture another Immortal who is active on the Prime Plane is one such example. There is always a guard-unit on duty for such an occurrence, with standing orders to seize troublemakers in the Prime Plane, so they don't need to wait for a council to convene in order to take action. Note that even Hierarchs are subject to the rule; without permission from a council, a Hierarch must not interfere directly in the Prime Plane.

Second, an Immortal can take direct action in the Prime Plane when he or she is punishing a faithless cleric who is a follower of that Immortal. Normally, when an Immortal's cleric does something bad (i.e., violates the doctrines of the clerical order), the Immortal visits a mild punishment on him or her, one which doesn't require direct intervention. For example, the Immortal may deny the offending cleric spells for a few days. However, a cleric could become utterly evil, mad, or simply opposed to the Immortal and require additional and greater punishment. The Immortal can appear in the Prime Plane and visit punishment on the cleric directly, in the presence of mortal witnesses, if he or she wishes; all the offended Immortal has to do is notify a Hierarch of his or her Sphere and the Immortals scanning the world for Immortal interference ahead of time.

Third, an Immortal can establish and fulfill prophecies. He or she still has to notify a Hierarch and the scanning Immortals first, but then he or she is free to take some action which the mortals will take as a sign. He or she might cause a blood-red comet to fall, or an island to rise in the ocean, or a giant wall with an inscription to appear in the wilderness; all actions which require him or her to expend Immortal magic, but for the purpose of communicating rather than attacking. Note that the Hierarchs would punish an Immortal who had the above-mentioned comet crash into the mortal followers of his or her enemies, caused an island to rise in the path of mortals he or she doesn't like, or created a wall on top of someone who irritated him or her: that's interference.

How To Use Immortals

There are two ways to use Immortals in a campaign: as plot devices in mortal-level campaigns and as characters in

Immortal-level campaigns. For the use of Immortals as player characters, see Chapter Five: The Immortals Campaign. In this section, we'll talk about using them as plot devices.

A "plot device" is a way the DM™ accomplishes something in a campaign—something that isn't directly a result of the player-characters' own motivations and goals. Let's say the DM wants to run a series of adventures where the PCs go off to war against a foreign country. Whatever incident sparks the war, whether the PCs are involved are not, is a plot device.

Plot devices can be used to introduce new stories, to motivate characters to do specific things, to throw interesting new wrinkles into an existing plot, to alter or destroy current plans of PCs or NPCs, and to do many other things besides. While Immortals are not the only type of plot devices used by DMs (and they shouldn't be!), as the PCs become higher-level characters, the Immortals will interfere more and more with their lives.

What Immortals Do

Immortals have a variety of professional and personal goals which often touch the lives of mortal player-characters. Here are some of those goals, and the way they tend to sweep PCs off into adventures.

Gaining Power For the Sphere

Each Immortal belongs to a specific Sphere of Power. In Chapter Two: Immortals of the Known World, we describe why Spheres of Power each Immortal serves.

Every Immortal is saturated with the energy of one Sphere and wishes for his or her Sphere to become greater than the others. He or she therefore takes advantage of any opportunities to increase the power and influence of his or her Sphere at the expense of the others. This is the Immortal's "professional" goal. Here's how he or she accomplishes it:

Acquiring or Destroying Artifacts. An artifact is a powerful magical item created by an Immortal and possessing some of that Immortal's personal energy. Since each Immortal belongs to a Sphere of Power, every artifact is saturated with the energy of its creator's Sphere. Some arti-

facts were created long before the current society of Immortals came into being; today's Immortals have no idea how many there are or who created some of them.

Immortals spend a lot of time trying to find artifacts—either to seize or destroy the artifacts of other Spheres or to rescue the artifacts of their own Sphere when such artifacts are missing or in the hands of enemy Immortals.

When this sort of thing happens on the Prime Plane, as it often does, the Immortals tend to persuade their mortal followers (or, better yet, non-aligned mortal adventurers) to do their work for them. Sometimes the Immortal will secretly accompany those mortals in a Mortal Identity; on other occasions, when he or she doesn't want other Immortals to grow suspicious because of frequent absences on his or her part, he or she will simply watch the events from afar.

Learning the Secrets of the Multiverse. The Immortals know more about the way the multiverse works than mortals do, but there are still many things they don't know. Immortals of each Sphere realize that the more secrets they learn that the Immortals of the other Spheres don't know, the more likely they are to achieve their goals and the more powerful their own Sphere will become.

Consequently, the Immortals go out exploring the multiverse (and other dimensions as well), trying to learn everything they can of the rules which govern reality. This tends to remind them of their mortal lives as adventurers, since they're exploring strange new lands which are often filled with exotic cultures and dangerous monsters. . . but the difference is that they're exploring on a cosmic level, travelling from plane to plane instead of dungeon to dungeon or country to country.

Sponsoring New Immortals. There is theoretically no limit to the number of Immortals who can exist at the same time, but their numbers are surprisingly few, considering that they have all the sentient beings who have ever lived in the multiverse to draw on. However, there just aren't very many mortals who are lucky, stubborn, and talented enough to achieve Immortality. Therefore, all Immortals try to sponsor likely mortals to Immortality, in the hopes that their Sphere will acquire more new Immortals than other Spheres. Some of the craftier

and more patient Immortals will become patrons of player characters from 1st level onward; others only interest themselves in adventurers who are already high in level.

Weakening Opposed Immortals. Since each Sphere seeks to control the others without being controlled itself, one way for Immortals to advance the power of their Sphere is by reducing the power of Immortals of another Sphere. This is a favorite activity of the Immortals of Entropy, but all the Spheres engage in it to some extent to maintain the balance of Powers.

Accomplishing Personal Goals. Immortals are not just mindless slaves of their Spheres. They have their own personal goals, likes, and dislikes. Many of the goals they possessed as mortals would have been met, or become irrelevant, when they became Immortal; but many others will have remained, and they will have acquired new goals as well. Much of an Immortal's time can be taken up in directing the activities of that Immortal's clerics or watching over people who look up to him or her for protection.

Plots

Immortals can accomplish some of their goals personally, but they typically have too many goals to attend to all of them personally. To accomplish the remainder of their goals, they conduct *plots*. An Immortal plot is any series of events that an Immortal sets into motion in order to achieve a goal, and which he or she monitors and occasionally directs without participating in continuously.

For example, let's suppose the Immortal Tarastia sets a plot into motion by persuading or tricking a party of mortals to accomplish her goal for her. She will do this very surreptitiously because Immortals are very good at spying on one another in order to figure out (and interfere with) each other's plots.

Afterwards, Tarastia will monitor the progress of her plot through use of her Immortal magical powers (described in great detail in Chapter Four: The Immortal Character Class). When things go wrong with her plot, she can either sit back and hope matters straighten themselves out (assuming she has great confidence in the mortal adventurers' abilities), or risk revealing her involve-

ment by intervening—often by sending help (such as monstrous allies or other adventurers).

The Element of Secrecy

Immortals go to great lengths to keep their involvement a secret. This is because Immortals of other Spheres, especially the Sphere of Entropy, stay alert in the hopes that they will uncover other Immortals' plots. They then do their best to thwart those plots, so that other Immortals do not gain the benefits that success would bring them. Often, they also expose the plots to embarrass the Immortals involved.

Of course, an Immortal who works to thwart another Immortal's plot is also plotting himself or herself. The best revenge an Immortal can take if one of his or her plots is ruined is to disrupt the plots of the Immortal responsible. Between plots and counterplots, it's easiest for an Immortal to accomplish something if no other Immortal knows about it.

How This Affects Player Characters

Immortal plots can sweep player characters into adventures in a variety of ways. Here are some examples.

"Good" Immortal Draws PCs Into Plot. An Immortal decides to conduct a new plot, and chooses one or more of the PCs to handle it for him or her. Perhaps the PCs are the only ones with the skills necessary to accomplish the goal; perhaps they're already closely associated with some key element of his or her plan; perhaps he or she is doing some long-term evaluations of them to see if they'll eventually shape up into good candidates for Immortality.

The Immortal might decide to persuade the PCs to help by telling them at least a part of the truth; in this case, he or she will probably appear to them in Incorporeal Form (described below), either directly or in their dreams. Or the Immortal might instead contact some of his or her high-ranking clerics and let them deliver a message to the PCs. However, this method runs the risk that other Immortals might discover his or her involvement and interfere.

Alternatively, the Immortal could trick the PCs into doing his or her dirty work. Even a good-natured and honorable Immortal might do this, especially if he or she intends to reward the PCs for their ef-

forts. The best way for an Immortal to do this is by dropping rumors of great treasure where the characters will hear of it; rumors which will lead the PCs where he or she wants them to go and against the villains he or she wants them to fight. Likewise, the rumors might involve the PCs' greatest enemies instead of treasure or hint at ways the PCs can accomplish their own goals. It's not uncommon for an Immortal to find out what a PC considers his or her ideal mate, find a mortal follower who answers that description, and have that follower meet and persuade the PC to undertake some adventuresome task.

"Bad" Immortal Draws PCs Into Plot. An evil Immortal uses many of the same tactics but will only tell the truth to an equally evil underling. If such an Immortal decides to use a PC party in a plot, he or she will always trick the PCs into helping. This gives the DM™ the opportunity to have the PCs realize they've been tricked at some point in the story—usually just after they've substantially helped the Immortal's evil plans. It often takes a lot of dangerous adventuring to reverse the damage they've inadvertently caused.

PCs Run Across Immortal Plot. With all these Immortal plots being conducted throughout the Prime Plane, it's inevitable that player-characters will stumble across some of them. The NPCs who are acting for an Immortal could be adventurers like the PCs or clerics in the Immortal's service; they could be good or evil; they could be serving a good or evil Immortal; they could be serving willingly or have been tricked. The story tends to be most challenging when it's a group of good adventurers tricked by an evil Immortal, and only the player characters notice enough of the results of what they are doing to realize the truth behind all these events.

PCs Initiate Immortal Plot. Sometimes, a group of PCs will actually spark an Immortal plot. They usually do this by making a discovery significant to one or more Immortals.

For example, a group of PCs might discover a long-lost artifact without realizing its importance. When the Immortals realize what's happened, they mobilize to acquire or destroy the artifact, setting their mortal pawns into action. Some might want to help the PCs get the arti-

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fact back to its rightful owner, some to steal the artifact for delivery to an opposed Immortal, some to destroy the artifact so that the Sphere to which it belongs will not profit from its return.

Important Things To Remember

When running a story in which the Immortals are heavily involved, it's easy to overwhelm the player characters with Immortal interference and unbalance the game. Here are some ways to keep this from happening.

Immortals Are Not Omniscient

Immortals do not know everything that is happening everywhere. They can

use their magical abilities, described in the "Immortal Character Class" chapter, to keep track of events, but they can't devote *all* their time to this. Consequently, they often lose track of adventuring groups and have to hunt around with their minions and their magic in order to find them again. For an Immortal, this is like watching a favorite sports event, one he or she has bet a lot of money on, but only being able to see fifteen minutes out of every hour.

What this means in game terms is that Immortals cannot spot PC heroes and send endless waves of enemies against them until they are dead. An Immortal might catch sight of them and arrange for them to have a nasty run in with a group of enemies, but he or she is likely to lose

track of them during their escape as more pressing matters interrupt and draw his or her attention away. The same is also true of Immortals who are kindly disposed to the PCs; they simply have too much to do to babysit mortals. At best they may arrange for the characters to have a helpful encounter with a wandering sage, bard, or healer who can help them before turning to other business.

Immortals Underestimate Mortals

Most Immortals tend to underestimate mortal adventurers. This is surprising, since they've been adventurers themselves; the reason is that most Immortals don't begin doing a lot of plotting until they've been Immortal for awhile... and the longer they've been away from the

Manifestation Form	Type of Immortal—					
	Initiate	Temporal	Celestial	Empyreal	Eternal	Hierarch
Armor Class:	0	-1	-4	-7	-10	-15
Hit Dice:	15*****	21*****	27*****	33*****	39*****	45*****
Hit Points	75	110	180	300	500	800
Move:	150'(50')	150'(50')	150'(50')	150'(50')	150'(50')	150'(50')
Flying:	360'(120')	360'(120')	360'(120')	360'(120')	360'(120')	360'(120')
Incorporeal:	720'(240')	720'(240')	720'(240')	720'(240')	720'(240')	720'(240')
Attacks:	2	2	3	3	4	4
Damage:	2d6 or special	2d6 or special	3d6 or special	3d6 or special	4d6 or special	4d6 or special
THACO:	8	5	2	2	0	-3
Anti-Magic	50%	50%	60%	70%	80%	90%
No. Appearing:	1	1	1	1	1	1
Save As:	IM1	IM7	IM13	IM19	IM25	IM31
Morale:	12	12	12	12	12	12
Treasure Type:	n/a	n/a	n/a	n/a	n/a	n/a
Alignment:	Any	Any	Any	Any	Any	Any
XP Value:	10,050	18,500	32,000	45,500	59,000	72,500

mortal existence, the easier it is for them to forget just how resourceful mortals can be.

Because they underestimate mortals, they'll often send out inadequate encounters against the PCs the first few times they try to thwart those characters. Of course, any Immortal will realize his or her mistake after suffering a few losses, but those critical first few times may allow the PCs enough time to win and survive.

Some Immortals Are Dumb

Though many Immortals are far more intelligent than mortals, others are not. Some are downright dumb. Even the ones who aren't dumb still make occasional mistakes, just like mortals.

However, it's usually not very satisfying for a PC group to survive an encounter because the Immortal was just stupid, so the DM™ should take this approach very rarely.

Immortals Plot Against One Another

If the PCs are fighting one Immortal, odds are good that there's another Immortal out there somewhere who wants to see them succeed. Characters who've done the best they can and yet still run into insurmountable odds might find themselves suddenly helped by the minions of other Immortals.

Immortals Are Less Important Than PCs
Although Immortals may rule whole

planes, in game terms the player characters are still the most important element of a campaign. The DM therefore needs to remember not to spend so much time on the activities, powers, and majesty of the Immortals that it takes away from the adventures of the player characters. Instead, Immortals should be used to make a campaign even more exciting and challenging.

“The Immortals' Fury” Adventure

The adventure booklet included with this boxed set is an entire campaign based around Immortal plots. It serves as

an example of the way their plans affect the lives of mortal adventurers.

The Manifestation Form

An Immortal has three types of bodies or forms: the Manifestation Form, the Incorporeal Form, and the Mortal Identity.

This section discusses the Manifestation Form at length and talks briefly about the other two forms, so that the DM will better understand the Immortal's abilities. The other two forms are described more fully in Chapter Four: The Immortal Character Class.

Power of the Manifestation Form

The Immortal's most powerful form is his or her Manifestation Form. This is the Immortal's true form, the way in which he or she appears before fellow Immortals. If you're familiar with Immortals from the old Immortals boxed set, this is the same as the "normal" form.

The Manifestation Form is the form the Immortal wears most of the time; it is his or her normal Immortal body. The Immortal chooses what his or her Manifestation Form looks like, but whatever its appearance, it will always radiate the power of an Immortal; an Immortal in Manifestation Form cannot disguise himself or herself as anything but an Immortal.

Some Immortals have two or more Manifestation Forms. They can switch instantly between these if they choose.

Chapter Four: The Immortal Character Class includes a wealth of details on creating individual, fully-detailed Immortal characters for use in a campaign. Typically, though, the DM won't need all those details. The information presented here are simplified characteristics of the Immortal's Manifestation Form.

Type of Immortal

Immortals have their own hierarchy, and the six types of Immortal shown here are their six ranks of authority. Initiates are the lowest-ranking Immortals, the ones who have just been promoted from mortal existence; each subsequent level is a higher rank. The highest-ranking Immortals are called Hierarchs; they make universe-shaping decisions and rule lesser Immortals.

Note: in previous rulebooks, including the D&D® Rules Cyclopedia, only three ranks of Immortals were shown: Average, Greater, and Ultimate. DMs who have started a campaign using those simplified guidelines should substitute Initiates and Temporals for "Average" Immortals, Celestials and Emphyreals for "Greater" Immortals, and Eternals and Hierarchs for "Ultimate" Immortals.

"Special" Damage

Aura Attack: Immortals in Manifestation Form are surrounded by a mystic radiance, or aura: a shining light which clearly demonstrates that they are not mortal beings. They can, if they wish, use this radiance as an attack.

When the Immortal decides to make an Aura Attack (either to impress friends and followers or to terrify enemies), all victims within 60' of the Immortal must make a saving throw vs. spells, receiving no bonuses from equipment, spell effects, or Wisdom score. If the saving throw fails, the victim is Awed.

The Immortal can decide whether the victim feels *terror* (treat as a *fear* spell of three turns duration), *paralysis* (lasting

three turns), or *charm* (treat as a *charm* spell with twice the normal duration). An Immortal in Manifestation Form can repeat this effect every round, but usually contents himself or herself with only one use per encounter.

Magic Use: The Manifestation Form has the potential to use any clerical, druidic, or magical spell any number of times per day (see Chapter Four: The Immortal Character Class for details).

If a mortal tries to dispel an Immortal's spell, treat the spell as if cast by a spellcaster whose level is twice the Immortal's HD. Thus, an Initiate Immortal with 15 HD has his or her spells dispelled as if they were cast by a 30th-level spellcaster; spells cast by a Celestial with 27 HD would be dispelled as if he or she were a 54th-level spellcaster!

When the damage done by a spell is determined by the spell-caster's level, use the Immortal's Hit Dice figure instead. Thus, a 45-HD Hierarch will throw a 45-die lightning bolt. Spells cast by Immortals are not subject to the rule given on page 32 of the D&D® Rules Cyclopedia that limits damage from spells to 20 dice; this applies only to mortal magic—



What Are Immortals?

Immortal magic is far more potent. The Immortal can vary spell duration as he or she pleases. He or she does not need spell books and does not forget spells as he or she uses them (and so can cast the same spell over and over).

Other Abilities

Anti-Magic: In addition to being immune to all mortal spells and items (see below), Immortals enjoy limited protection against the effects of other Immortals' spells and of artifacts. Each Immortal's Manifestation Form radiates an Anti-Magic field that has a chance (50%-90%, depending on the Immortal's level) of canceling magical effects and temporarily nullifying magical items with a range of 5'. In other words, within 5' of the Immortal, the Anti-Magic field will cause any magic other than the Immortal's own to fail if the DM (or Immortal's player) rolls that number or less on d100. Anti-Magic is not the same as *dispel magic*: magical effects negated by Anti-Magic return one turn after leaving the Anti-Magic area, unless the duration of the spell or effect has expired in the meantime. Magical effects which are instantaneous, such as a *fireball* spell, are destroyed by the Anti-Magic and do not reappear.

Communication: The Immortal can speak with any living creature as well as nonliving things related to his or her own Sphere; he or she has a magical ability which enables him or her to speak and understand the languages of these beings.

Regenerates: The Manifestation Form regenerates 1d4 hit point per day if the Immortal is active or 1d8 hit points per day if the Immortal does nothing but rest. If hurt, the Immortal usually casts healing magic on himself or herself.

Special Defense: When attacked by mortals, the Manifestation Form can only be hit by a +5 weapon or by an artifact. Immortals always receive the minimum damage possible from any such attack. For example, if a weapon normally does 1d8 + 5 points of damage, it will only inflict 6 (1 + 5) points of damage on an Immortal.

In the case of smash attacks (see the *D&D® Rules Cyclopedia*, page 104), the mortal attacker inflicts the minimum damage for the type of weapon used,

plus weapon bonuses, plus twice the character's Strength bonus; he or she does not get to add the total Strength score to the damage inflicted.

An Immortal always takes full damage when hit by a fellow Immortal or an artifact.

Special Defense vs. Mortal Magic: An Immortal in Manifestation Form is completely immune to all mortal magic spells and spell-like effects (such as dragon breath). This is in addition to the Immortal's Anti-Magic ability described above.

Special Defense vs. Poison: Manifestation Forms are immune to all poisons made by mortals or used by mortal creatures such as vipers.

Travel Powers: The Manifestation Form has the power to walk and run faster than most mortals, at 150' (50'); to fly at will, at 360' (120'); and to use all normal movement spells (such as *teleport*) at will.

For more information on special powers and abilities available to Immortals, see Chapter Four: The Immortal Character Class.

Other Forms

Incorporeal Form: Immortals can also take on Incorporeal Forms: misty, insubstantial, glowing forms that cannot be hurt by any sort of mortal magic or physical attacks (nor can they launch attacks against mortals). These forms are used primarily so that the Immortal can communicate with mortals; in this form an Immortal can enter into a mortal's dreams for safe and mysterious communication. Incorporeal Forms can move at 720' (240'). They are described at length in Chapter Four: The Immortal Character Class.

Mortal Identity: Immortals can also construct and inhabit Mortal Identities which are indistinguishable from the bodies of ordinary mortals. These forms can be of any character class or monster species; those belonging to a character class can be of any experience level. These forms are used primarily so that an Immortal can accompany mortals who are unwittingly involved in one of his or her plots. Mortal Identities are also described at length in Chapter Four: "The Immortal Character Class."

Immortals and Combat

Immortals never need to make morale rolls; like player characters, they can choose the action that best suits their interests and goals. Most Immortals consider it beneath their dignity to engage in combat, preferring to visit revenge on enemies later, at their own convenience and in a more subtle manner. An Immortal who does elect to stay and fight will certainly not fight to the death (i.e., the temporary banishment of his or her Manifestation Form) unless the fate of his or her Sphere depends upon it. Usually only an Immortal who delights in personal combat will melee with mortals.

"Death" and Immortals

If the Immortal's Manifestation Form is killed on any plane but his or her Home Plane, the Immortal's spirit returns to the Home Plane and immediately creates a new Manifestation Form. He or she is now stranded there for the number of days equal to his or her full hit point total. During this time, the Immortal cannot leave the Home Plane except in Incorporeal Form.

All Immortals automatically assume their true form (i.e., the Manifestation Form) on their Home Plane; here they cannot assume a Mortal Identity or Incorporeal Form. If an Immortal is slain on his or her Home Plane, that Immortal is utterly destroyed. However, not even the stupidest Immortal would stand around soaking up damage on his or her Home Plane; if cornered, an Immortal will always use his or her innate *teleport* ability to escape.

Manifestation Form Attack Rolls

Immortals in Manifestation Form make attacks using the Attack Rolls Table on the inside front cover.

In this chapter we present character sketches and game statistics for many Immortals. This listing represents only a fraction of those who exist, but it represents the majority of Immortals whose actions affect the Known World and HOLLOW WORLD® settings.

The following quick-reference chart shows all the Immortals described later in this chapter. The chart breaks them down by Sphere of Power and shows their approximate power levels (Initiate, Temporal, etc.), alignment, and major interests.

Groups, Cliques, and Councils

Immortals tend to fall into numerous formal and informal associations, many of which include Immortals from different Spheres of Power.

A **Group** is a set of Immortals who have banded together for some specific purpose or common goal. A Group may be organized formally or informally, but usually one Immortal is recognized as its leader.

A **Clique** is a set of Immortals who associate with one another out of friendship. Often members of cliques knew each other in their mortal lives. Cliques are almost always informal.

A **Council**, also known as a Council of Hierarchs, is a formal body consisting of one Hierarch from each Sphere. Each Council has a specific purpose, often regulatory or investigative of nature. Many Councils are permanent and long-lasting, but some are thrown together to address a specific situation and last only as long as does the crisis. All members of a Council are theoretically equal to one another—councils do not have leaders, just majority opinions.

Following are listings for several important Groups, Cliques, and Councils.

Chart of the Immortals

Sphere of Matter	Rank	AL	Interests
Atruaghin	Hierarch	L	Atruaghin Clans; "New Way" Azcans
Diamond	Celestial	L	Lawful Dragons
Djaca	Hierarch	N	Survival of Worlds
Faunus	Temporal	C	Forest Races; Hedonism
The Great One	Eternal	N	All Dragons
Ka	Hierarch	L	Lizardmen; Hollow World
Kagyar	Eternal	N	Arts; Dwarves; Brute-Men
Opal	Celestial	N	Neutral Dragons
Pearl	Temporal	C	Chaotic Dragons
Terra	Hierarch	L	Earth-Based Creatures & Races
Valerias	Hierarch	C	Romance; Passion
Sphere of Energy	Rank	AL	Interests
Alphatia	Celestial	L	Pacifism; Artistry; Opposing Alphaks
Benekander	Initiate	L	Restraint of Immortal Excesses
Eiryndul	Empyrean	C	Elves; Mischief; Forest Races
Ilkundal	Hierarch	L	Protection of Elves
Ixion	Hierarch	N	Banishing Darkness; Opposing Entropy
Mealiden	Empyrean	L	Protecting Ilkundal
Pflarr	Eternal	N	Study of Magic; Creation of Races
Rad	Empyrean	L	The Radiance
Rafiel	Empyrean	L	Shadow-Elves; Study of Radiation
Rathanos	Eternal	C	Energy Life Forms
Razud	Hierarch	N	Alphatians; Helping the Self-Sufficient
Tarastia	Eternal	L	Justice; Revenge
Thor	Eternal	N	Warrior's Codes of Honor
Zirchev	Celestial	N	Forest Folk (Centaur, Dryads, Etc.)
Sphere of Time	Rank	AL	Interests
Al-Kalim	Initiate	L	Making the Ylari Desert Lush
Calitha	Celestial	N	Oceans; Sea-Elves
Khoronus	Hierarch	N	Teaching Lessons of Time to Rulers
Ordana	Hierarch	N	Protection of Forests, Forest Races
Petra	Celestial	L	Fighting-Clerics; Besieged Cities
Protius	Eternal	N	Seas and Oceans
Vanya	Empyrean	N	War, Conquest
Sphere of Thought	Rank	AL	Interests
Asterius	Eternal	N	Trade; Merchants; Thieves
Diulanna	Celestial	N	Willpower; Strong-Willed Heroes
Frey	Celestial	L	Intelligent Warfare; Counseling Odin
Freyja	Celestial	L	Intelligent Warfare; Finding New Candidates
Halav	Celestial	L	Warfare; Opposing Humanoids
Karaash	Initiate	N	Orcs
Korotiku	Hierarch	C	Mischief; Thinking
Korytis	Temporal	L	Peace; Prosperity
Noumena	Hierarch	N	Tactics, Games, Puzzles, Mysteries
Odin	Hierarch	L	Wise Rule; Living Life to Fullest
Sphere of Entropy	Rank	AL	Interests
Alphaks	Empyrean	C	Destroying Alphatia
Atzanteotl	Hierarch	C	The Process of Corruption
Hel	Hierarch	N	Reincarnation
Loki	Eternal	C	Mischief; Betrayal
Masauwu	Eternal	C	Sponsorship of New Immortals
Nyx	Hierarch	N	Night; Darkness; Monster Races
Orcus	Eternal	C	Mass Destruction
Talitha	Eternal	C	Self-Gratification at Expense of Others
Thanatos	Hierarch	C	The End of All Life

Brotherhood of the Shadow (Group)

This group of Entropic Immortals organizes itself during the Wrath of the Immortals adventure. Its aim is to pretend to maintain neutrality in the conflict between the Immortals while secretly lending aid to whichever faction is losing at a given time, thus lengthening the war and ultimately weakening all the protagonists.

Members of the Brotherhood:

Atzanteotl (Hierarch of Entropy), Leader
Hel (Hierarch of Entropy)
Alphaks (Empyrean of Entropy)

Council of the HOLLOW WORLD (Council)

This Council of Hierarchs shaped Mystara's empty interior into the Hollow World and has watched over their creation ever since.



Members of the Council of the Hollow World agree in principle that the Hollow World should be used to preserve life-forms and interesting cultures from the outer world which might otherwise become extinct.

These members also have individual goals. Hel, for instance, draws on the cultures of the Hollow World to have unusual agents and murderers she can use on the outer world.

Members of the Council:

Ka (Hierarch of Matter)
Ordana (Hierarch of Time)
Ixion (Hierarch of Energy)
Hel (Hierarch of Entropy)
Korotiku (Hierarch of Thought)

Council of Intrusion (Council)

This Council of Hierarchs investigates intrusions from other dimensions, particularly those which look dangerous. For instance, if a planet from the Dimension of Nightmares appears on the Prime Plane or a vortex from the Dimension of the Old Ones pops up in one of the Outer Planes, it is this Council or its agents who go to investigate and make sure the intrusion poses no threat to the multiverse. If the intrusion is a threat, the Council takes steps, such as mustering the rest of the Immortals, to oppose it.

This Council is a very old and honorable one. Its membership gradually changes with time, but by ancient tradition all its members are of Neutral alignment.

Its members:

Khoronus (Hierarch of Time)
Ixion (Hierarch of Energy)
Nyx (Hierarch of Entropy)
Noumena (Hierarch of Thought)
Djaea (Hierarch of Matter)

Council of Mystara (Council)

This Council watches events on the world of Mystara, assigns observers to monitor the world for signs of Immortal magic and interference, and keeps its eyes open for actions by Immortals which, directly or even indirectly, affect the world in a negative fashion.

Its members:

Djaea (Hierarch of Matter)
Ilsundal (Hierarch of Energy)
Khoronus (Hierarch of Time)
Korotiku (Hierarch of Thought)
Hel (Hierarch of Entropy)

The Cynidiceans (Clique)

This clique consists of an Immortal "family": the only three Immortals who in life belonged to the now-lost culture of Cynidicea. Between them, they have kept the last remnant of that ancient civilization from vanishing. Each has no more than a few dozen surviving followers, to whom they devote what is, for Immortals, an unusual amount of personal attention.

The clique's members:

Gorm (Empyrean of Energy)
Madarua (Empyrean of Energy)
Usamigaras (Empyrean of Energy)

Fellowship of the Star (Group)

This group is founded during the course of the Wrath of the Immortals adventure. It is led by Rad and made up of Immortals who believe that the Radiance should be preserved, studied, and exploited in spite of its detrimental effects on magic in the Prime Plane. Several of its members also oppose the current Immortal hierarchy and seek to change the laws and traditions by which Immortals govern themselves. See Book II in this boxed set, *The Immortals' Fury*, for more details on this group's formation, activities, and goals.

The group's members:

Rad (Empyrean of Energy), Leader
Vanya (Empyrean of Time)
Ka (Hierarch of Matter)
Rafiel (Empyrean of Energy)
Eiryndul (Empyrean of Energy)
Asterius (Eternal of Thought)
Rathanos (Eternal of Energy)
Korotiku (Hierarch of Thought)

Immortals of the Northmen (Group)

This is a loose collective of Immortals whose common bond is that they are very interested in the races and nations of the Northern Reaches (Ostland, Vestland,

and Soderfjord). They often fight among themselves but unite whenever something threatens their favorite part of the Known World.

They include

Odin (Hierarch of Thought), Leader
Thor (Eternal of Energy)
Frey (Celestial of Thought)
Freyja (Celestial of Thought)
Loki (Eternal of Entropy)
Hel (Hierarch of Entropy)

Ring of Fire (Group)

This group is founded during the events of the Wrath of the Immortals adventure. It is made up of Immortals, especially those of the Sphere of Energy, who realize that the Radiance is drawing power from the Sphere of Energy and threatens to damage the relationship between that Sphere and the Prime Plane. Founded in direct opposition to the Fellowship of the Star, it seeks a halt to all use of the Radiance and the destruction of Rad.

Its members:

Ixion (Hierarch of Energy), Leader
Valerias (Hierarch of Matter)
Ilsundal (Hierarch of Energy)
Alphatia (Celestial of Energy)

Other Groups, Cliques, and Councils

The groups, cliques, and councils described above are just a representative sampling; dozens more are possible, and the DM can introduce as many as he or she wishes into the PCs' campaign world.

Descriptions of the Immortals

The rest of this chapter is made up of descriptions of Immortals. Here's how each Immortal is described:

Game Statistics: The first detail in this paragraph tells the Immortal's Rank and Sphere, followed by Immortal experience level. Next come Armor Class, hit points, Hit Dice, Movement Rates, Number of Attacks, Damage Per Attack, Anti-Magic, Saving Throws, Alignment, Ability Scores, Special Powers, and



Equipment Carried (if any).

Many Immortals carry weapons; these weapons will always be artifacts capable of hitting and doing full damage to Immortals. Since these artifacts are being wielded by Immortals, none of the handicaps or penalties they inflict on mortals apply (should one of these weapons somehow fall into mortal hands, the DM should consult Chapter Six: Artifacts and assign suitable malign effects).

The amount of Damage each Immortal inflicts depends on the attack form. Unarmed attacks (Punches) by Initiates and Temporals do 2d6 hit points of damage, those by Celestials and Empyreals do 3d6, and those by Eternals and Hierarchs do 4d6; in each case, Strength bonuses can increase the total. Weapon damage depends on weapon type, and again higher-level Immortals gain extra dice of damage—Celestials and Empyreals add one extra die; Eternals and Hierarchs add two, plus any Strength and magical-weapon bonuses. For example, Petra, a Celestial with a Strength of 20, does 3d6+4 points of damage with her Punch. If she prefers to attack with one of her *war hammers +5 of flying*, she does 1d6 base damage for the hammer, plus an extra 1d6 for being of Celestial rank, plus 4 points for Strength, plus 5 points of magical weapon bonus, for a total of 2d6+9 points per attack. If an Immortal has more than one favorite weapon, damage is listed for both for ease of reference.

Given their high ACs, most Immortals prefer not to wear armor. A few, however, were adventurers for so long that they don't feel comfortable without it. Because the appearance (leather, chain, plate) of an Immortal's armor has no bearing on the actual AC it provides, in the following descriptions the type of armor is given first, followed by the bonus it provides to the Immortal's overall Armor Class. For example, Vanya's normal AC is -20, but when she wears her special leather armor (-5 to AC) her overall AC improves to -25.

Followers' Alignment: This paragraph tells what alignments the Immortal's followers may have as well as the alignment the Immortal's clerics *must* have. "Followers" here does not mean the Immortal's henchmen and attendants but rather those mortals who adhere to the Immortal's clerical

philosophies (often referred to collectively as the Immortal's "following").

Special Clerical Powers: The clerics of most Immortals receive minor special powers which pertain to that Immortal's personality or province; this paragraph describes what power each cleric of this Immortal receives. In some cases these abilities increase the number (though not the level) of spells the cleric can memorize; in others they increase instead the selection of spells from which he or she can choose.

History: This section describes the Immortal's mortal life as well as major events of his or her Immortal existence. Many of the Immortals' Histories make references to nations and events of the Known World and HOLLOW WORLD® settings. Readers will find the Gazetteer series of supplements and the HOLLOW WORLD boxed set useful in becoming familiar with these settings.

Personality: In this paragraph, we talk about the Immortal's personality quirks and his or her individual goals.

Allies: Here, we describe the Immortal allies of this character, and why they work with one another.

Enemies: Likewise, most Immortals make enemies, and here we describe who they are and why they are opposed to the Immortal.

Appearance: This paragraph describes the Immortal's Manifestation Form(s). If the Immortal is one who spends a lot of his or her time in a Mortal Identity, the appearance of the Mortal Identity will be described as well.

Symbol: Most Immortals design a symbol to represent them and for display in the temples of the Immortal's followers. Each of these symbols constitutes a "Holy Symbol" when used against the undead.

DMing Notes: This optional paragraph includes any other notes useful for playing the Immortal.

The Immortals

Al-Kalim

Game Statistics: Initiate, Sphere of Time. 3rd level Immortal; AC -1; hp 85; HD 17; MV 150' (50'); #AT 2; D 2d6+3 (Punch) or 2d6+15 (*scimitar*); AM 50%; Save IM3; ALL; Str 18, Int 25, Wis 19, Dex 13, Con 15, Cha 18. Powers: Detection Suite, Fighter Options, Im-

proved Saving Throws vs. Mental Attacks, and Weapon Mastery (Grand Master of Normal Sword, Lance, and Mace). Weapon: *scimitar (normal sword)* +4.

Followers' Alignment: Any; clerics must be Lawful or Neutral.

Special Clerical Powers: Al-Kalim's clerics have a wider range of spells to choose from than most other clerics. In addition to all the spells on the Clerical Spell List (D&D® Rules Cyclopedia p. 33), they can pray for 1st and 2nd level druid spells. This does not mean that they get more spells per level than other clerics, merely that they have a larger repertoire of spells to draw on.

History: Suleiman al-Kalim was born in AC 800 to the Alasiyan nomads of what are now the Emirates of Ylaruam. Intelligent, tenacious, charismatic, and responsible, he was a born leader. Unsure of how best to use his talents, he spent time learning the ways of the fighter and the druid before finally becoming a cleric. In those days, much of Ylaruam was controlled by occupying troops from the empires of Alphatia and Thyatis; al-Kalim was able to unite the Ylari tribes into one nation and drive these foreign intruders out, until all Ylaruam was once again in Ylari hands.

A leader in both war and peace, al-Kalim next created a new form of government for his people to hold the tribes together as one nation. In it, the sultan rules over all Ylaruam but each tribe has its own sheik, who collectively with the chief clerics of the land make up an advisory council the sultan must consult before making any major decision.

After a quarter century's rule, al-Kalim retired from public life and turned his attention to the future of his people. Over the next four decades he leisurely pursued the Path of the Dynast, accompanied only by his faithful companion and scribe, Farid, to whom he dictated the *Nahmeh*. This compendium of his sayings contains military tactics, rules of wise government, parables, and, most importantly, his vision for the future: the Dream of the Desert Garden. By describing his vision of how the arid wastes of Ylaruam could be turned into an earthly paradise, al-Kalim inspired his countrymen with the desire to make their desert homeland into a lush, green nation from border to border.