

IMMORTALS COMPANION



**High level rules and options for the fifth edition
of the world's greatest roleplaying game**

IMMORTALS COMPANION

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INTRODUCTION

This book is an unofficial, non-commercial fan update for the fifth edition of the worlds greatest roleplaying game. It takes a number of sets of rules from previous editions of the game and updates them to make them compatible with the fifth edition rules.

Most of the rules contained in this book are taken from the boxed sets published in the early- to mid-eighties and commonly known as the “BECMI” sets (from their initials - Basic, Expert, Companion, Master, and Immortal) and it is from those names that the name of this book is derived.

The sets of rules in this book are as follows:

ESSENCE

These rules are for the creation of magic items. They posit a naturally magical substance called Essence which is harvested from magical creatures, used in the manufacture of magical items and released in their destruction. The rules also contain the new spells required to create and destroy magic items using essence.

These rules are the only ones in this book that are taken from an edition other than the “BECMI” edition. They are taken from the fourth edition of the game.

DOMINIONS

These are rules for ruling dominions as a lord, including economics and maintaining public morale. They also contain rules for recruiting and training armies and conducting large scale combats with armies numbering in the hundreds to thousands. The emphasis is on strategy and directing the large scale movement and tactics of the armies as a general.

THE MULTIVERSE

This section is more descriptive, although it does contain game rules. It contains a description of a multiverse comprising of a number of planes that can be used as the cosmology of a home-brewed setting or as a replacement cosmology for an officially published setting.

Although this section is mostly descriptive, it does contain a set of rules for randomly generating planes and their contents for when parties go exploring the multiverse.

IMMORTALS

This section includes rules for immortals - cosmic beings of great power. These cosmic beings can be used as non-player characters to add background detail to a setting or they can be used as player characters in an ultra-high level campaign or as the endgame of an epic mortal level campaign.

CHRONOMANCY

These rules give a set of mechanics for traveling through time that provide the key features that make time travel interesting from a game perspective (for example the ability to have history changed out from under you and to have to go and ‘put it right’) while remaining simple enough to be playable and avoiding most paradoxes. Although these rules were never explicitly laid out in the “BECMI” edition, a number of adventures from that edition involve time travel, and these rules are designed to make those various instances of time travel consistent with each other.

RULE DEPENDENCY

The five sets of rules in this book are designed to all fit together to create a particular style of campaign. However, you are not obliged to use them all. You can use some without using the others.

The three sets that are the most independent of the others are the essence rules, the dominion rules, and the chronomancy rules. Any of these can be used in isolation without needing any of the other rules and any of them can be dropped or ignored without any of the other rules needing them.

The rules for the multiverse setting assume that the rules for immortals are being used, but don’t rely on that being the case. They can be used in isolation with only minor tweaking being necessary.

The rules for immortals are the ones with the most dependency on other rules. Immortals spend a lot of time travelling around (and occasionally modifying) the planes, and the rules for that assume that you are also using the multiverse rules presented here. If you wish to use the immortals rules without using the multiverse rules then you will need to adapt them accordingly.

ESSENCE



Throughout the multiverse there are many magical substances, ranging from crystals to powders to herbs and plants to magical beasts. Some of these may be suitable for use as the material components for spells. Others may simply be magical in their own right.

Alchemists and magic users have learned to extract the raw magic from these substances and reduce it down to its purest form. This distilled raw magic has been given a wide variety of names in different places, but most adventurers simply call it “Essence”.

WHAT IS ESSENCE?

Essence is a silvery fluid which faintly resembles quicksilver (although any alchemist will instantly be able to tell the difference between the two). It has almost no mass, and has almost neutral buoyancy in both air and water; when in either it will hang like silvery wisps of cloud and gently settle no quicker than a bubble drifting down to the ground.

Essence is mostly inert, and can be safely stored for weeks or even months. It does not evaporate or get absorbed into materials, but after a very long time it may spontaneously disappear while powering an unpredictable magical effect. This is referred to as the essence “snapping”, and is generally considered to be an unwanted side-effect by those who use essence. Essence does not normally snap until years or even decades after it has been distilled, and its shelf life may be prolonged to a century or more by keeping it in a lead lined container.

Essence is normally measured in drams, like alcoholic spirits and other alchemical substances. A single dram of essence is around a teaspoonful. When considering the storage of large amounts of essence, a flask can hold around 100 drams, a bucket can hold around 3,000 drams, and a barrel can hold around 25,000 drams.

YOU DID WHAT TO IT?

Essence is not toxic, although most animals will avoid eating it. Various folk myths about essence talk about pregnant women eating it in order to increase the likelihood of their children being born as sorcerers, or about people gaining magical powers or even bizarre temporary magical effects from eating essence; but these stories are generally just rumour. In reality, if you eat essence you won't digest it and it will simply mix with the food in your digestive system and be harmlessly excreted with the remains of that food.

Of course, there is a very small chance that if the essence has been hanging around for a long time since it was distilled it might snap while inside you. This rare occurrence is probably behind the rumours of bizarre magical side-effects from eating it.

DISTILLING ESSENCE

A character who is proficient with an alchemy kit can use it to distil essence from substances containing it. No ability check is required for this.

If using materials with only trace amounts of magic in them; such as normal plants, herbs or crystals; it takes a large quantity of raw materials to yield a significant amount of essence, and a character can produce only a single dram of essence per day; in accordance with the standard rules for downtime crafting.

However, it is possible to produce far more essence from the corpses of magical creatures. Aberrations, Celestials, Dragons, Elementals, Fey, Fiends and Monstrosities are all considered to be magical and a large amount of essence can be extracted from their corpses. The corpse of a creature of one of these types will yield a number of drams of essence based on the following formula:

Drams of Essence = 5 x Challenge Rating x Challenge Rating

Round this to the nearest dram, so creatures with a challenge rating of ½ yield only a single dram of essence and creatures with a challenge rating below that yield nothing.

Distilling the essence from the corpse of a single creature alchemically takes a length of time based on the size of the creature and its corpse, and the corpse is destroyed in the process. If the corpse is not whole, the alchemist is only able to distil a proportion of the essence equal to the proportion of the corpse that they have.

Distillation Times

Creature Size	Time Needed
Tiny	10 minutes
Small	½ hour
Medium	1 hour
Large	3 hours
Huge	8 hours
Gargantuan	3 days

ESSENCE AS TREASURE

One of the main uses for essence in a campaign is as an alternative to treasure. Although the amount of essence that you can distil from a dragon's body will always be small change when compared to its hoard, for other monsters being able to recoup some value from the monster's corpse is a more realistic way of letting a party be rewarded than having unintelligent monsters inexplicably stash money or magic items in their dens.

USING ESSENCE

The main reason to use essence is to store and transport magical power. It is far easier to store a flask of essence than it is to store the dead chimera from which it was distilled, and far easier to transport it to where it might be used.

However, storing and transporting magical power is of no use if the power can't then be released in some manner.

SPELL CASTING

The main use of the magic stored in essence is for spell casting. Essence can be used to replace the spell components of any spell that has spell components which are designated by value and which are consumed by the casting of the spell. For every 5gp worth of material components that should be consumed by the spell, one dram of essence can be used (and consumed) instead.

For example if a spell consumes 500gp value of diamond dust each time it is cast, that spell can be cast using 100 drams of essence instead. The essence is consumed in the casting.

Note that if essence is used to power a spell, the spell must be entirely powered by essence. It is not possible to mix and match between essence and the normal spell components. For example if a spell consumes 10gp worth of charcoal, incense and herbs when cast, it can be cast using two drams of essence instead. However, it can't be cast using one dram of essence and 5gp worth of charcoal, incense and herbs. It must fully use one or the other.

ALCHEMY

Essence can act as the raw ingredients for any substance that can be made using an alchemy kit. For



each 5gp worth of ingredients needed to create a substance, one dram of essence can be substituted.

MAGIC ITEMS

Essence can be used to enchant magic items. See the spells in this chapter for more details.

ESSENCE AND THE MAGIC ITEM ECONOMY

The idea behind being able to create magic items from essence is to decouple magic items somewhat from the monetary economy. Characters crafting their own magic items removes the need for “magic item shops” and the player characters needing to travel to big cities in order to trade after each adventure (with the Teleportation Circle spell providing easy and cheap transport between cities, this is merely a chore rather than an exciting adventure anyway).

So on the one hand, crafting magic items from essence lets the players get the items they want without having to go from city to city to find them, and on the other hand crafting magic items from essence means there aren't shops full of magic items just waiting to be robbed.

NEW SPELLS

The spells in this chapter all deal with essence in one way or another. They are designed to be added to the following class lists:

Bard: Enchant Item, Gather Essence

Cleric: Disenchantment, Enchant Item

Druid: Distil Essence, Enchant Item, Gather Essence

Sorcerer: Disenchantment, Enchant Item

Warlock: Distil Essence, Enchant Item

Wizard: Disenchantment, Distil Essence, Enchant Item, Gather Essence

DISENCHANTMENT

3rd-level transmutation (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (a miniature model of a vice made from pewter)

Duration: Instantaneous

You remove the enchantment from a magical item of any kind (except an artifact). The item is physically unharmed (unless its very structure depends on its magical properties) although it is no longer magical; it becomes a mundane item of its type.

The magic that formerly powered the item is excreted in the form of essence. Normally a magic item that is disenchanting in this way will provide an amount of essence based on the power of the item's enchantment (10 drams for a common item; 50 for an uncommon item; 500 for a rare item; 5,000 for a very rare item; and 50,000 for a legendary item).

Consumable items (i.e. items with a limited number of uses or charges, and which don't recharge themselves) provide less essence than permanent items. The base amount for a consumable item is half that of a permanent item of the same rarity, and if a number of uses or charges have been used up then the amount of essence yielded will be further reduced accordingly.

EXAMPLE

A Helm of Brilliance is a very rare magic item which has 100 charges when it is made and which can't be recharged. If a helm of brilliance with 60 charges remaining in it is disenchanting, the amount of essence produced is:

$$2,500 \times 60/100 = 1,500 \text{ drams}$$

DISTIL ESSENCE

4th-level abjuration (ritual)

Casting Time: 1 action

Range: Touch

Components: V, S, M (a flask, vial or bowl made of jade worth at least 2,000gp)

Duration: Instantaneous

You extract all of the essence from the corpse of a creature, depositing it into the container which forms the material component of the spell. If the corpse is not whole, you only get a proportion of the essence equal to the proportion of the corpse that you have.

ENCHANT ITEM

1st-level transmutation

Casting Time: 8 hours

Range: Touch

Components: V, S, M (a miniature model of an anvil and tongs made from pewter)

Duration: Instantaneous



You infuse a mundane item with essence, causing it to absorb the essence and become a common magic item or a consumable uncommon magic item (i.e. an uncommon item with a limited number of uses or charges, and which doesn't recharge itself). You may choose the type of item created and any specifics such as command words, but it must be compatible with the base type of mundane item that you are targeting the spell on. A mundane axe can be made into any type of magical axe, but can't be made into a magical sword or into a potion.

The type of enchantment created must be that of a standard magic item that already exists in the campaign. You can't use this spell to invent unique items.

The amount of essence that must be absorbed by the item during the casting of this spell is based on the rarity of the item being created. A consumable common item requires 10 drams; a normal common item requires 20 drams; and a consumable uncommon item requires 50 drams. Note that the essence is part of the target of the spell and not a material component, and therefore simulating the casting of this spell using a scroll, a wish, or similar magic does not remove the need to have the essence as well as the mundane item.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can

create rarer items. These rare items require proportionally more essence to create.

- With a 2nd level spell slot, you can create a normal uncommon item (using 100 drams of essence).
- With a 3rd level spell slot you can create a consumable rare item (using 500 drams of essence).
- With a 4th level spell slot you can create a normal rare item (using 1,000 drams of essence).
- With a 6th level spell slot you can create a consumable very rare item (using 5,000 drams of essence).
- With a 7th level spell slot you can create a normal very rare item (using 10,000 drams of essence).
- With an 8th level spell slot you can create a consumable legendary item (using 50,000 drams of essence).
- With a 9th level spell slot you can create a normal legendary item (using 100,000 drams of essence).

GATHER ESSENCE

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch the corpse of a magical creature (an Aberration, Celestial, Dragon, Elemental, Fey, Fiend or Monstrosity) and all the essence within that creature is drawn to the location you touch.

With this spell, you can concentrate the essence of a creature into a single small body part, such as a horn or claw. If this body part is then removed from the corpse before the spell ends, it will contain all of the corpse's essence. Extracting the essence from the body part alchemically is treated as if extracting essence from a tiny creature, regardless of the size of the original corpse.

If the body part is not removed from the corpse before the spell ends, the essence within the corpse will diffuse out of the body part and back into the rest of the corpse.

RULING A DOMAIN



The fantasy worlds in which most campaigns are set pose a distinctive challenge to most rulers. Whereas in the real world it is quite rare for a ruler to be murdered or assassinated, fantasy campaign worlds tend to be much bloodier places. A real world king has guards and troops to protect them, but such things do little against the sort of enemies that can teleport into your bedchamber and disintegrate you while you sleep, or can cut down you and your bodyguards in a berserk rage after you fail to reward them for service as much as they feel they deserve.

Because of this level of danger, rulers in a campaign setting who are mere “normal men” rather than being the equivalent of seasoned adventurers won’t last very long, and as a consequence of this long lasting dynasties where people rule after a life of indolence simply because their parent ruled before them and their parent before them will be almost unheard of. Domains will change hands and be looted almost constantly and chaos will reign.

In order for there to be long term political stability there need to be two things. Firstly there needs to be a tradition of rulers being competent and able to look after themselves. Secondly there needs to be a way in which the majority of adventurers are channelled into socially acceptable behaviour.

These rules assume that the solution to both these problems is a system of patronage, and a model of adventuring as a high risk path to social mobility.

Basically, this is twofold in nature. Firstly, there is a tradition that in order to rule you need to have travelled and experienced the world as an adventurer. It’s established wisdom that this is necessary to prepare you for a life of rulership and to equip you to be able to properly handle dealings with other races, dragon attacks, infestations of magical shapeshifters, and similar threats to your domain.

This means that if a ruler wants their child to inherit their position they need to send them off adventuring as a rite of passage before that child can inherit.

Secondly, since adventuring is inherently dangerous and there’s a good chance that a ruler’s child isn’t going to come back alive (or may not have the drive to become an adventurer) a ruler also needs to foster a relationship with other adventurers in order to find a suitable heir. This relationship is one of mentoring. The ruler oversees the adventurers’ careers and moulds them into rulership material.

This kind of relationship is a win for everyone (both in and out of character!) From an in-character point of view it provides political stability in that rulers tend to be retired high level adventurers and are therefore much safer from plots and assassins than a “normal man” who was born into their position would be. It also provides a means of social mobility and a respectability to the adventuring profession. Becoming an adventurer is something that a peasant will do to try to improve their social standing and join the ruling class, and something a noble will do to prove themselves worthy to rule.

From an out of character point of view it provides a reason why a bunch of mid-level adventurers can't simply kill the local ruler and take their stuff, because that ruler is probably higher level than them, and also provides a reason why the higher level rulers will mentor and employ low level adventurers to do things that they could easily do themselves. The ruler is not doing this because they're lazy; they're doing it because it's part of a tradition of patronage and mentorship for a ruler to guide up and coming young adventurers. It keeps the adventurers grounded in society's mores and it provides support for the next generation of rulers.

These rules assume that the level of competence needed to have proven oneself worthy of domain rulership is to have reached approximately 9th level in an adventuring character class.

DOMAIN BASICS

An estate of land ruled by a noble in a feudal system (where the noble then owes fealty to a king) is called a Fiefdom. A fiefdom generally contains a central village or town, which contains its ruler's abode (usually a stronghold of some kind), and a surrounding area of farmland which may contain smaller villages or hamlets. Because of the need to be able to retreat to the stronghold for protection, or to get troops from the stronghold in time to protect an outlying part of the estate, a fiefdom is normally around 12-15 miles in radius. If you're using hex maps then this is approximately one 24-mile hex; an 8-mile hex plus the six other hexes that surround it; or a 6-mile hex plus the six other hexes that surround it and the twelve other hexes that surround them. However, due to the vagaries of geography, the shape and size of a specific fiefdom may vary slightly.

THE BASIC MEASURES

The state of a fiefdom is tracked by two scores: Its Population (measured in families rather than individuals – each family can be assumed to be approximately eight people if you want to work out the total headcount of the fiefdom for some reason), and its Confidence. The population of a fiefdom is pretty self-explanatory. The confidence is a score (usually somewhere between 0-400) of how happy and content the people living in the fiefdom are. The confidence score of a fiefdom translates into a named Mood, which has an effect on the income and stability of the populace.

The changes in these two values are tracked on a seasonal basis, with four updates per game year.

INITIAL SETTLEMENT

When a player settles in the wilderness, they will initially attract 1d10x10 families to come and settle under their protection. This settlement will have an initial Confidence equal to 150+1d100 (if a player takes over an existing fiefdom then the Game Master will have to set these scores by hand based on its current state).

The newly settled area will have a number of locally accessible resources based on a d10 roll:

Initial Resources (Number)

d10	Resources
1	one resource
2-7	two resources
8-9	three resources
10	four resources

Each resource will be of a type based on a d10 roll:

Initial Resources (Type)

d10	Resource Type
1-3	Animal
4-8	Vegetable
9-10	Mineral

SEASONAL UPKEEP

At the start of each season, the player performs the following actions:

Receive any surplus cash from the previous season, or pay any shortfall.

Increase the population of their fiefdom based on growth that has happened over the last season.

Adjust the confidence of their fiefdom based on whatever plans and events occurred during the previous season, changing its mood if necessary.

Plan for the coming season by:

- Assigning their population to the exploitation of the various resources that their fiefdom controls.
- Setting the tax rate and the number of festivals that will be held.
- Hiring or dismissing troops from the fiefdom's standing army and/or militia.
- Assigning spare service income (or cash) to the building of public works.

It's usually convenient to pre-calculate the amount of income and expenditure that will occur during the season during this planning phase, as well as pre-calculating how the plans will cause the confidence of the fiefdom to change. Occasionally one or the other of these will change over the course of the season due to unforeseen events, but it's useful to know what to expect at the start of the season.

Note that all changes in confidence due to the plan for the season or due to events that happen during a season are only applied at the start of the following season. They don't change during the season itself and therefore you don't need to re-calculate things in the middle of a season.

POPULATION

Each season the population will increase (from a combination of natural growth and new settlers) according to the following table:

Population Growth

Current Population	Population Increase
1-100	+100%
101-200	+75%
201-300	+50%
301-400	+33%
401-500	+15%
501-750	+10%
751-1,000	+5%
1,001+	+1%

Mood

At the start of each season, the Mood of the fiefdom is set by looking up the confidence of the fiefdom at that point. Changes to the confidence of a fiefdom due to events that happen during a season (or changes in the way that it is managed that season - such as changes to the tax rate) do not alter the Mood of the fiefdom immediately. Instead they kick in at the start of the next season when the Mood is re-calculated.

Moods and Unrest

Confidence	Mood	Troops needed	Rebels if too few troops	Confidence next season	Disaster avoidance
<50	Turbulent	n/a	95% (will attack with support from outsiders)	-10	None
50-99	Belligerent	50%	50% (will attack with 50% chance of support from outsiders)	-10	None
100-149	Rebellious	33%	50% (peaceful protest)	-10	None
150-199	Defiant	33%	50% (peaceful protest)	0	None
200-229	Unsteady	None	n/a	-2	None
230-269	Average	None	n/a	0	None
270-299	Steady	None	n/a	0	None
300-349	Healthy	None	n/a	0	None
350-399	Prosperous	None	n/a	0	25%
400-449	Thriving	None	n/a	0	25%
450+	Ideal	None	n/a	25	25%

Troops needed: the amount of troops needed (as a percentage of the number of families in the fiefdom) to prevent a rebellion occurring - note that in a Turbulent fiefdom a rebellion will occur regardless of the number of troops present.

Rebels if too few troops: the number of families that will rebel and refuse to work if there are too few

troops. If the rebels attack, they form an army of Peasant Militia consisting of 2.5 soldiers per rebel family.

Confidence next season: A bonus or penalty to next season's confidence score.

Disaster avoidance: the chance to avoid any disasters that would otherwise happen this season.

Moods and Income

Confidence	Mood	Poll Tax	Service & Resources if rebels	Service & Resources if no rebels
<50	Turbulent	None	0%	n/a
50-99	Belligerent	None	0%	25%
100-149	Rebellious	None	25%	33%
150-199	Defiant	None	33%	50%
200-229	Unsteady	100%	n/a	100%
230-269	Average	100%	n/a	100%
270-299	Steady	100%	n/a	100%
300-349	Healthy	110%	n/a	110%
350-399	Prosperous	110%	n/a	110%
400-449	Thriving	110%	n/a	110%
450+	Ideal	110%	n/a	110%

Poll Tax: the amount of poll tax that can be collected this season

Service & Resources if rebels: the amount of service and resource income that can be collected this season if there is a rebellion in progress (peaceful or not). Note that in the case of resource income there is a double hit since rebel families can't be assigned to the exploitation of resources and this penalty applies to the resource income from those families who are still working.

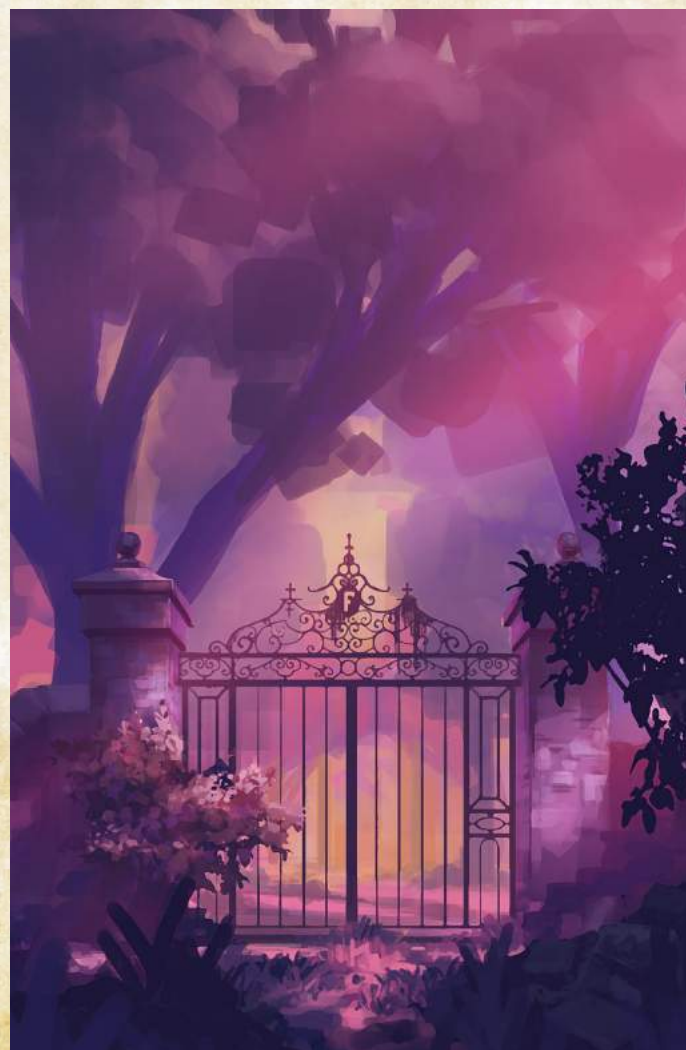
Service & Resources if no rebels: the amount of service and resource income that can be collected this season if there is no rebellion in progress.

INCOME

During the course of each season, the fiefdom receives income from the exploitation of resources, the collection of poll tax, and the servitude of its population.

Resource Income: Each family exploiting an animal resource provides 40gp; each family exploiting a vegetable resource provides 20gp; each family exploiting a mineral resource provides 60gp. If more than 50% of the families in the fiefdom are exploiting mineral resources then the confidence level takes a -1 penalty per % above 50. If any resource is left with fewer than 20% of the families in the fiefdom exploiting it then the confidence level takes a -1 penalty per % under 20. Resource income arrives in the form of cash profit from trading.

Poll Tax: The default poll tax is 20gp income per family. Each 2gp less than that gives +1 to the confidence level. Each 1gp over that gives a -1 to the Confidence level. Increasing the tax rate gives a one-off -30 to the confidence level. Decreasing the tax rate gives a one-off +5 to the confidence level. Poll tax is collected in cash.



Service: Each family provides 200gp of “virtual” income in the form of services. This can be used to pay expenses, but if any is left over it is wasted and doesn’t translate into actual cash.

EXPENDITURE

During the course of the season, the fiefdom must spend money on tithes, tax to the lord’s patron (usually the king), secular and religious festivals, and payment of a standing army.

Tithes: The fiefdom must pay 10% of its gross (cash & service) income to “the church” (the collective term for all the state-sanctioned temples and religions, who in turn will provide religious services to the populace). This can be paid by a combination of service and cash. If it is not fully paid, there is a -50 penalty to the confidence level.

Tax: The fiefdom must pay 20% of its gross (cash & service) income to the king. This can be paid by a combination of service and cash.

Festivals: Each festival held costs 50gp per family. This can be paid for by a combination of service and cash, and religious festivals can also be paid for with tithe money. The norm is to hold two religious festivals per season. If either of these is cancelled, there is a -5 confidence penalty. Any additional festivals held (either religious or secular) give a +2 confidence bonus each.

Troops: Troops can be paid for by a combination of Service and cash. The following types of troops are normally used:

Standard Troop Types

Type	Cost	Capability Score	Notes
Cavalry (Heavy)	400gp/season	5	Armed with swords; wearing chain or scale armour; and riding horses with chain barding.
Cavalry (Light)	200gp/season	3	Armed with spears; wearing leather armour or no armour; and riding horses without barding.
Horse Archers	300gp/season	4	Armed with short bows; wearing leather armour or no armour; and riding horses without barding.
Infantry (Heavy)	60gp/season	2	Armed with longswords and shields; wearing chain or scale armour.
Infantry (Light)	40gp/season	0	Armed with spears and shields; wearing leather armour.
Missile (Heavy)	200gp/season	3	Armed with longbows or heavy cross-bows; wearing leather armour.
Missile (Light)	100gp/season	1	Armed with short bows, slings or light cross-bows; wearing leather armour.
Peasant Militia	20gp/season	0	Armed with spears; wearing no armour. Don't increase in rank over time.

(For an explanation of capability score and rank, see the mass combat rules later in this chapter.)

More exotic troops (e.g. Mammoth Riders) may also be hired, although the Game Master will have to calculate their capability score and estimate their cost per season manually.

PUBLIC WORKS

Each season, any spare Service income that would otherwise be wasted can be used to start (or continue) building a Public Work such as a keep, temple or castle. The PC may supplement the Service income being used to build the Public Work with their

own money in order to finish a Public Work more quickly. Additionally, if the PC (or an acquaintance) is a spell caster with access to the Stone Shape, Fabricate and/or Wall of Stone spells and is willing to cast those spells regularly for free, they may double all building progress (both service and cash). Hiring an outside spell caster to cast those spells does not double progress, since it is assumed to cost a similar amount of cash for the long term hiring of the spell caster as that which would be otherwise saved.



When a Public Work is first started, the fiefdom gets an immediate confidence boost. This boost is then given a second time when the Public Work is finished. If the building of a Public Work is abandoned (i.e. a season passes without any progress being

made on it) then the confidence immediately drops by an amount equal to the boost given for starting the project. The confidence boosts and other effects of Public Works are shown in the table below:

Public Works

Building	Cost	Confidence Boost	Other Effects
Fortified manor house	35,000gp	+0	a quarter fewer casualties when defending in battle
Temple	150,000gp	+30	25% disaster avoidance
Mage's tower	200,000gp		half casualties when defending in battle
Keep	450,000gp	+20	half casualties and x2 troop multiplier when defending in battle
Small castle	900,000gp	+40	half casualties and x3 troop multiplier when defending in battle
Large castle	1,400,000gp	+50	half casualties and x4 troop multiplier when defending in battle
Teleportation Circle	18,250gp*	+10	Always takes a year to create, and must be paid for in cash (not service)

An existing keep can be upgraded into a small castle, and either of those can be upgraded into a large castle. In each of these cases, the cost and confidence boost is found by taking the difference between that of the existing structure and that of the new structure.

Although a permanent Teleportation Circle is not considered to be a public work (it can't be paid for using

service income and it requires a high level spell caster to construct it over the course of a year) it gives a similar confidence boost to a public work. If a permanent Teleportation Circle is created in a fiefdom, the fiefdom gains a +10 confidence boost at the start and end of the creation period, and loses a similar amount if the creation of the circle is abandoned part-way.

EVENTS

At the start of each season, after the player has made their decisions about the management of their fiefdom for the season, the Game Master should roll on the following table to determine what kind of event (if any) happens to their fiefdom this season:

Random Events	
d20 roll	Event
1	Disaster
2	Major Negative Event
3-6	Minor Negative Event
7-16	No Event
17-18	Neutral Event
19	Minor Positive Event
20	Major Positive Event

Disaster: Something terrible happens that costs the fiefdom some combination of -25 Confidence, -25% population, and/or -75% income no matter how well it is handled, and if handled badly by the ruler it will also drop the Confidence of the fiefdom to the upper limit of the next lower Mood (after any confidence drop from the disaster itself). If the Mood of the fiefdom is high enough, or if the fiefdom has a temple, there is a chance to avoid the disaster.

Major Negative Event: Something bad happens that costs the fiefdom some combination of -25 Confidence, -25% population, and/or -75% income if handled badly by the ruler, and even if handled well still costs some combination of -10 Confidence, -10% population and/or -30% income.

Minor Negative Event: Something bad happens that costs the fiefdom some combination of -15 Confidence, -15% population, and/or -50% income if handled badly by the ruler, but if handled well costs nothing.

Neutral Event: Something happens that gives the fiefdom some combination of +10 Confidence, +10% population and/or +25% income if handled well by the ruler; or costs some combination of -10 Confidence, -10% population and/or -25% income if handled badly.

Minor Positive Event: Something good happens that gives the fiefdom some combination of +15 Confidence, +15% population, and/or +50% income if handled well by the ruler, but if handled badly gives nothing.

Major Positive Event: Something good happens that gives the fiefdom some combination of +25 Confidence, +25% population, and/or +100% income if handled well by the ruler, and even if handled badly still gives some combination of +10 Confidence, +10% population and/or +40% income.

In all cases, the Game Master should determine the exact nature of the event (and the event should be role-played out to its conclusion). The player should not know what type of event (if any) is going to occur.

MASS COMBAT

ARMIES

Armies have their effectiveness in battle represented by two scores: Their Size and their Battle Rating. The size of an army is simply the number of creatures it contains. The battle rating of the army is a measure of how good at fighting (on average) each creature in the army is. Note that these two measures are independent of each other - an army does not get a bonus to its battle rating for being large.

Calculating the size of an army is trivial - it's simply the number of creatures in it. Calculating the



battle rating of an army is done by working out two values: the army's Capability Score and its Rank - and then looking them up on a table.

CAPABILITY SCORE

The capability score of an army is a measure of what the creatures within the army are capable of doing. There are fourteen tests that you apply to the army measuring different capabilities that it might have and it gains a point of capability score for each test that applies. Therefore the capability score of an army is always a value from 0-14. The fourteen tests are:

- Are at least 20% of the army mounted?
- Are at least 50% of the army mounted?
- Can at least 1% of the army fly?
- Can at least 20% of the army fly?
- Is the average movement rate of the army at least 35' per round?
- Do at least 20% of the army have missile weapons?
- Do at least 20% of the army have missile weapons with a range of at least 100'?
- Do at least 50% of the troops have medium or heavy armour?
- Do at least 50% of the troops have martial weapons?
- Do at least 1% of the army have magical abilities (breath weapon, poison, regeneration, gaze attacks, etc.)?
- Do at least 20% of the army have magical abilities (breath weapon, poison, regeneration, gaze attacks, etc.)?
- Does 100% of the army have magical abilities (breath weapon, poison, regeneration, gaze attacks, etc.)?
- Are at least 5% of the army spell casters?
- Are at least 20% of the army spell casters?

RANK

The rank of an army is a measure of how skilled it is. This counts for both how skilled each individual creature in the army is and also how well practised the army is at fighting as a unit. There are eight named ranks: Untrained, Poor, Below Average, Fair, Average, Good, Excellent, and Elite. For characters this is based on their level. For the standing armies of fiefdoms it is calculated as part of the fiefdom rules based on how long the army have been training together. For monsters, it is based on their Challenge Rating:

Army Ranks

Character Level	Challenge Rating	Rank
1-2	< 1	Untrained
3-4	1-2	Poor
5-6	3-4	Below Average
7-9	5-6	Fair
10-12	7-9	Average
13-15	10-12	Good
16-18	13-15	Excellent
19+	16+	Elite

Troops comprised of non-player characters for which you are not tracking the class and level of each individual (for example the standing armies of fiefdoms) have their rank calculated as follows:

- A full time army with regular training starts as Below Average when initially formed.
- A full time army with regular training increases by one Rank per year, to a maximum of Average (if it has never won a battle) or Elite (if it has won at least one battle).
- A full time army with regular training immediately increases by one Rank the first time it wins a battle, and immediately loses one Rank every time it is routed.
- Peasant Militia start as Poor if they are formed from 10% or less of the families in a fiefdom. If formed from more than 10% of the families, they start as Untrained. Peasant Militia do not increase in Rank over time, since they are not a full time army with regular training.

MERGING AND RECRUITING

When two armies are merged into a single one (or when a group of new recruits are added to an existing army to increase its size), the rank of the combined army is calculated as follows:

- Start with the higher of the Ranks of the two armies.
- For each 20% of the combined army that comes from the less good troops, reduce the Rank by one level.

- The Rank can never be reduced below the lower of the Ranks of the two armies.

Remember that if the two armies have different capabilities you may need to re-calculate the capability score of the combined army as well.

BATTLE RATING

To find the battle rating of the army, look up the army's rank and capability score on the following table:

Battle Ratings								
Capa- bility	Un- trained	Poor	Below Average	Fair	Average	Good	Excellent	Elite
0	2	6	9	12	15	18	22	28
1	2	7	10	13	17	20	24	31
2	2	7	11	14	18	22	26	34
3	3	8	12	16	20	23	29	36
4	3	8	13	17	21	25	31	39
5	3	9	14	18	23	27	33	42
6	3	10	14	19	24	29	35	45
7	3	10	15	20	26	31	37	48
8	4	11	16	22	27	32	40	50
9	4	11	17	23	29	34	42	53
10	4	12	18	24	30	36	44	56
11	4	13	19	25	32	38	46	59
12	4	13	20	26	33	40	48	62
13	5	14	21	28	35	41	51	64
14	5	14	22	29	36	43	53	67

BATTLES

When armies are going to clash in a location, you should prepare a rough map of that location split into areas. This can be done using hexes or it can be done by simply dividing the location into rough geographical regions (e.g. "the woods", "the west side of the village", "the fields north of the bridge", "the hill", and so forth). Each area should be somewhere between half a mile and a mile across. An area can only hold one army, and armies attack by invading the area occupied by another army.

BATTLE TURNS

Time during a battle is measured in Battle Turns. Each battle turn is much longer than a combat round. It can last anywhere from half an hour to two hours depending on the battle. At the start of each Battle Turn, all armies that are adjacent to an enemy army are considered to be Engaged with that enemy army.

When armies clash during a battle turn, the clash is resolved by calculating a Battlefield Bonus for each army based on three factors:

- The tactics that each army is using.
- The relative size of each army.
- Miscellaneous situational factors.

How well each army does in the clash is then determined by adding their battlefield bonus to their battle rating, and adding a d20. The army that gets the highest total "wins" the clash.

MOVING

Armies are resolved in order from the smallest to the largest. If an army is not engaged, it may move up to two areas, but must end its movement if it becomes adjacent to an enemy army after moving its first area. Armies can't move through other armies.

SPLITTING AND MERGING

During its movement an army can split into two or more smaller armies of the same type which can move in different ways. Each of the smaller armies must comprise of at least 20% of the troops in the army that is splitting. An army that is engaged may split in this manner, but at least one of the smaller armies into which it splits must be left

behind. Similarly, two armies comprised of the same type of troop can merge into a single larger army by simply moving into the same area.

COMBAT SPLITS

Once all armies have moved, each army that is engaged with another army (i.e. all armies that are adjacent to at least one enemy army) must fight all armies with which it is engaged. If an army is engaged with more than one enemy army, it must temporarily split into enough smaller armies to fight each of them individually. As with movement, the split may not result in any armies with a size smaller than 20% of the whole army (unless the army is totally surrounded and is engaged with more than five opponents at once!)

This temporary split last only for the duration of the fight, and at the start of the next battle turn the smaller armies (if they are still in the same area) will re-join to form a single army once more.

SITUATIONAL FACTORS

Finally, each side gets additional Battlefield Bonuses as follows:

- +2 if the army is in their home territory.
- +2 if the army have beaten this enemy before.
- +2 if the rank of the army is at least two higher than that of their enemy.
- +6 if ambushing an enemy while the enemy is unprepared.
- -2 if any allied force has routed.
- +4 if the battle is at night and the entire army has Darkvision.
- +4 if attacking or defending from higher ground or a town.
- -4 for mounted troops in mountains, woods, or at a stronghold.
- -4 for combat in Difficult Terrain unless at least half the army can fly.
- +2 if the army is defending.
- +10 if defending a bridge, narrow pass, or gorge.
- +8 if defending and the attacker must cross deep water.
- +6 if the army has more (by value) siege weaponry than its enemy does.
- +5 if at least 10% of the army is resistant to at least 80% of the enemy's attacks.
- +5 if the whole army is resistant to at least 80% of the enemy's attacks.
- +10 if the whole army is immune to at least 80% of the enemy's attacks.

- -2 if the army has medium fatigue.
- -6 if the army has severe fatigue.

SIZE

In each fight, the larger of the two armies in the fight gets a Battlefield Bonus based upon the ratio of their size to their opponent's size:

Battlefield Bonus for Relative Size	
Outnumbering	Battlefield Bonus
More than 50:1	+32
More than 40:1	+30
More than 30:1	+28
More than 20:1	+26
More than 15:1	+24
More than 10:1	+22
More than 8:1	+20
More than 7:1	+18
More than 6:1	+16
More than 5:1	+14
More than 4:1	+12
More than 3:1	+9
More than 2:1	+6
More than 1.5:1	+3
1.5:1 or Less	+0

Note that if an army is defending a stronghold (a fortified manor house, keep or castle) it may apply a multiplier to its troops before looking on this table based on the type of stronghold it is defending.

TACTICS

The commander of each army that is engaged must choose a tactic that the army will use against its enemy. All tactics for all armies are chosen in secret and revealed simultaneously (it's best to do this by writing them on paper and revealing the papers simultaneously). The six possible tactics are:

Advance: The army tries to advance in a controlled manner into its enemy's area, staying in formation if it has one. Although effective against withdrawing or holding armies, armies using this tactic can find themselves suffering if the enemy tries to envelop them or lure them into a trap. However, overall it is still one of the less risky tactics. This is a type of Attack.

Charge: This is an all-out attack, charging the enemy and attempting to punch through the front ranks to attack the more vulnerable troops. It is great

for punching a hole through troops that are trying to envelop you or for running down troops that are trying to withdraw, but it can be a costly tactic in terms of casualties. This is a type of Attack.

Envelop: The army tries to surround the enemy and attack from all sides. It is particularly effective against enemies who are holding position, but leaves the attacking army vulnerable to direct counterattacks and charges. This is a type of Attack.

Hold: The army tries to hold position (and formation if they have one), letting the enemy come to them and engaging them when they do. This tactic is a good defence against a normal advance or an attempt to lure the armies into a trap, but it is easily enveloped and can be counterproductive when the enemy tries to charge the holding army. This is a type of Defence.

Lure: The army tries to lure the enemy into making costly lunges and flanking manoeuvres, before attacking those troops committed to such manoeuvres. This tactic is effective against attacking troops and can be devastating against troops that

are trying to charge you; but is very weak against armies that are reluctant to engage directly, such as those trying to hold position or withdraw from combat completely. This is a type of Defence.

Withdraw: This is simply an attempt to leave the area with as little fighting as possible. It is a risky manoeuvre against enemies which are attacking, but can often avoid a fight completely if the enemy is holding position. This is a type of Defence.

An army that is using the advance, charge or envelop tactic is considered to be attacking. An army that is using the hold, lure or withdraw tactic is considered to be defending. This might mean that in a given clash both armies may be attacking, both may be defending, or one may be attacking and one may be defending.

Once all tactics have been revealed, the tactics of each pair of armies that are engaged are compared on the following table (note that both armies look on the table to get their respective bonus or penalty based on their chosen tactic; you don't just look once for the pair):

Tactics Comparison

Your Tactic	Enemy Advances	Enemy Charges	Enemy Envelops	Enemy Holds	Enemy Lures	Enemy Withdraws
Advance	+10% Casualties	-4 Battlefield Bonus	+10% Casualties		+10% Casualties	+2 Battlefield Bonus
Charge	+20% Casualties	+20% Casualties	+2 Battlefield Bonus	+20% Casualties	+20% Casualties	+4 Battlefield Bonus
Envelop	-2 Battlefield Bonus	+10% Casualties		+4 Battlefield Bonus	-10% Casualties	+2 Battlefield Bonus
Hold	-10% Casualties	-5 Battlefield Bonus	+20% Casualties	No Combat	-10% Casualties	No Combat
Lure	+2 Battlefield Bonus	+4 Battlefield Bonus	-4 Battlefield Bonus	-4 Battlefield Bonus		-10% Casualties
Withdraw	+20% Casualties	+30% Casualties	-10% Casualties	No Combat	-10% Casualties	No Combat

RESOLVING THE CLASH

The commander of each army rolls the following:

Battle Rating + Battlefield Bonus (from tactics, numbers and situation) + d20

Whichever army gets the higher total is the winner. Subtract the loser's score from the winner's score and look up the results on the following table:



Clash Results

Difference	Winner Casualties	Winner Movement	Winner Fatigue	Loser Casualties	Loser Movement	Loser Fatigue
0	10%	None	None	10%	None	None
1	0%	None	None	10%	Retreat	None
2-3	0%	None	None	20%	Retreat	None
4-5	10%	None	None	20%	Retreat	Medium
6-7	10%	None	None	30%	Retreat	Medium
8	20%	Retreat	Medium	40%	Retreat	Severe
9-10*	0%	None	None	30%	Retreat	Severe
11-13	20%	Advance	Medium	50%	Retreat	Severe
14-16	30%	Advance	Medium	60%	Retreat	Severe
17-18	10%	Advance	None	50%	Retreat	Severe
19-20	0%	Advance	None	30%	Breach	Rout
21-30	10%	Advance	None	70%	Breach	Rout
31+	10%	Advance	None	100%	Breach	Rout

* Maximum result possible if the winner chose a defensive tactic.

The number of casualties each side suffers may be modified by the tactic they are using, and further modified if they are defending a stronghold.

Movement is based on the areas in which the armies were at the start of the fight:

None: The army finishes the fight where it started. If the army chose the “Withdraw” tactic, this result is treated as a “Retreat” result.

Retreat: The army must retreat to an adjacent empty area (one not containing another army) of their choice. If there is no available adjacent empty area (or if the army is defending a stronghold) then the army stays where it is.

Advance: The army advances into the area vacated by the losing army. If the losing army was unable to retreat, this result is treated as a “None” result.

Breach: If the army is defending a stronghold, the stronghold’s defences have been breached and it will provide no further bonuses until it is mended. Otherwise treat this as a “Retreat” result.

Fatigue: Medium or Severe Fatigue has no immediate effect, but gives a penalty of future battles held in the same day. A Rout result means that the army ceases to exist, with its individual members either fleeing or surrendering, unless it is defending a stronghold.

THE MULTIVERSE



Whether it's from going ethereal, summoning elementals, or adventuring in the realms that lie beyond gates; most mortal adventurers have had at least a fleeting contact with other planes of existence outside the normal world on which lower level adventures take place. Even those who haven't are probably aware that there's a whole multiverse of planes out there, and these planes are the home of strange creatures and beings of incredible power.

When a campaign includes immortals, the planes play a much bigger role in things. Planar travel will be routine and each immortal character will have an entire outer plane of their own to call their home.

Because of the increased role of planes and planar travel in campaigns which include immortals, this section describes the multiverse.

ELEMENTS AND COSMIC PRINCIPLES

It is well known by mortals that everything in the universe is made from four elements; air, earth, fire and water. Some scholars familiar with the Ethereal plane propose that ether should be considered to be a fifth element, although there are clearly differences between ether and the other elements.

The reason for this confusion is that the universe is actually governed by five cosmic principles. Four of these work in competition with each other, and the fifth is opposed to the other four. The five principles are:

Energy: The principle of Energy is associated with activity and chaos, as well as the magical schools of Evocation and Illusion and the element of fire. Energy dominates Matter by making it unstable, opposes Thought's categorization, and is subject to Time's organisation. Fire burns earth and is in turn quenched by water.

Matter: The principle of Matter is associated with stasis and stability, as well as the magical schools of Abjuration and Conjunction and the element of earth. Matter dominates Thought by forcing it to be logical, opposes Time's attempts to change things, and is subject to Energy's introduction of chaos. Earth chokes air and is in turn burned by fire.

Thought: The principle of Thought is associated with perception and categorization of things, as well as the magical schools of Divination and Enchantment and the element of air. Thought dominates Time by enforcing free will, opposes Energy's chaos, and is subject to Matter's restriction. Wind dries water and is in turn blocked by earth.

Time: The principle of Time is associated with steady change, as well as the magical schools of Necromancy and Transmutation and the element of water. Time dominates Energy's chaos by organising its change, opposes Matter's stability, and is subject to Thought's imposition of free will. Water quenches fire and is in turn dried by wind.

Entropy: The principle of Entropy is associated with death and destruction, but not with any particular magical schools or elements. Entropy is in opposition to all the other principles.

The entire multiverse relies on these principles remaining in balance and immortals are the agents that maintain that balance. Energy, matter, thought and time all work in creative competition with each other, with immortals devoted to each principle ensuring that the competing principles don't dominate; while immortals devoted to the principle of entropy work to tear down and destroy what the others create in order to make room for further creation.

Although this competition and outright opposition between the cosmic principles and the immortals that serve them exists, all but the most crazed immortal is ultimately devoted to maintaining the balance between them in their own way. The relationship between immortals who follow different principles, even between those following entropy and the others, is not a state of war. It's closer to the relationship between players that belong to rival sports teams. They might oppose each other's plays, and this opposition might seem quite vicious to their supporters, but there's usually no personal animosity involved; and immortals devoted to opposed principles can get on fine socially.

There are always occasional exceptions, where immortals who repeatedly thwart each other's plans develop personal rivalries or even murderous vendettas, but this is the exception rather than the norm.

Of course, this is little consolation to the mortals who get caught in the crossfire.

THE PRIME PLANE

The Prime Plane (also known as the Prime Material Plane or even simply the Prime) is the plane on which most mortal level campaigns will start. The Prime is infinite in size, and contains an endless number of galaxies, stars and planets. The world on which most mortal level campaigns will start is just one of these planets, no different from billions of others.

While this in itself is enough to boggle the mind of many mortals, the Prime is actually much greater in size and scope than that.

Mortal creatures are three dimensional in nature, and tend to think that the Prime is also three di-

dimensional because that is all that they can perceive. In fact, the Prime is at least five dimensional.

DIMENSIONS, PERCEPTION, AND MAGIC

Imagine a flat sheet of paper on a desk with drawings on it. Now imagine that those drawings are actually little creatures who are alive and can move around. These creatures are two dimensional and their entire frame of reference is the two dimensional sheet of paper. No matter how hard they try they can never look up or lift themselves from the paper. As far as they are concerned the entire universe is two dimensional. Although from our vantage point we can see that their perspective is limited and that there is a third dimension that they are unaware of, they have no way to experience this. Their entire universe is two dimensional.

Three dimensional mortals are in a similar situation. They inhabit a three dimensional region of space, the majority being blissfully unaware of the existence of the fourth and fifth dimensions just as our creatures on the paper inhabit a two dimensional space blissfully unaware of the existence of the third dimension.

However, unlike our creatures on the paper, some three dimensional mortals do have a small amount of use for the fourth dimension even if they can't perceive it. Mortal magic works by making connections and short-cuts between three dimensional things by accessing the fourth dimension. This means that mortal magic doesn't work on planes that are only three dimensional.

Immortals are four dimensional creatures, and can perceive and travel in the fourth dimension at will. This means that they are able to perceive mortal magic and move by magical means as easily as mortals can see and move by mundane means. However, even immortals can't normally perceive into the fifth dimension. Immortal magic uses this dimension, and therefore only works on planes that are five dimensional.

Since the Prime is five dimensional, both mortal and immortal magic work there.

PARALLEL AND NIGHTMARE DIMENSIONS

Going back to our example of a two dimensional sheet of paper on a desk, imagine a whole stack of sheets of paper, all flat but each on top of the other, and all containing our drawn creatures. Each of these is a self-contained two dimensional space containing

creatures, and no matter how far each creature moves on its sheet it will never end up on a different sheet.

From the perspective of the creatures that inhabit them, these sheets are all totally separate; but from our point of view they're all simply part of the same three dimensional space. They're parallel, which means they never touch even if they're extended to be infinitely large, but they're all there next to each other.

Again, three dimensional spaces within a five dimensional plane work in exactly the same manner. The Prime, being a five dimensional plane, contains an infinite number of three dimensional spaces. They are each stacked on "top" of each other, and don't overlap despite their infinite size.

These multiple parallel three dimensional spaces within the Prime are often called "Parallel Dimensions", "Parallel Worlds" or "Parallel Universes" by the people who live there, and each is effectively an entire self-contained three dimensional universe housed within the larger five dimensional plane. The only way to get from one of these universes to another is to travel via the fourth dimension.

However, things get even weirder.

Imagine your desk with the piece of flat paper on it, but now also imagine that at the back of the desk there's a vertical piece of paper pinned to the wall. The two pieces of paper are both two dimensional, and they're both contained within the same three dimensional space; but they each use a different two of the three dimensions. They're not parallel at all, but perpendicular to each other; and this means that they pass through each other touching along an infinitely small line. In this case, if someone on the horizontal paper moves around they'll never end up on the vertical paper. They'll just reach the point where the two meet and pass straight across it. This is where our analogy breaks down slightly because sheets of paper aren't infinitely thin; they have a thickness; so you have to imagine that they're infinitely thin for this to work.

But in this case, even if the creature from the desktop paper moves through the third dimension and rises up from the desk they'll still never reach the vertical sheet hanging on the wall no matter how far they travel. To get from one piece of paper to the other requires not only travelling in a direction perpen-

dicular to your home piece but also dimensionally rotating your perspective during your movement.

In just this manner, there are other three dimensional regions (each a universe, infinite in size) within the five dimensional Prime that use a different subset of the five available dimensions; and they can't be reached by simply travelling through the fourth dimension using magic. One must also dimensionally rotate your perspective during your movement.

These dimensions are usually referred to as the "Nightmare Dimensions" or "Far Realms", and just as there are an infinite number of parallel familiar dimensions there are also an infinite number of parallel Nightmare Dimensions.

Because travelling to the Nightmare Dimensions requires dimensionally rotating your perspective, they are quite literally alien geometries (in the Lovecraftian sense) to people from a more familiar world; and the uninitiated traveller will find them incomprehensible, nightmarish and alien. Having said that, calling them the Nightmare Dimensions is a bit biased. Creatures from those dimensions (which are referred to as "aberrations") don't find them nightmarish or alien at all. However, they find the familiar dimensions just as alien as humans find their worlds. This alienation goes some way to explain the habitually strange and unpleasant behaviour of aberrations when encountered in the more familiar worlds. Not only are they incredibly alien, their minds have been twisted in order for them to be able to survive in our dimension (which is as nightmarish to them as theirs is to us).

By using five dimensional immortal level magic, immortals are able to travel and rotate in all five dimensions. They can therefore travel between familiar parallel universes and also travel to and from the Nightmare Dimension universes (and because they can freely rotate their perspective in a controlled manner rather than having it unnaturally twisted by a transition from one set of universes to the other neither set of universes seems nightmarish to them).

Returning to our desk for the last time, we see that the flat sheet on the desk and the vertical sheet on the wall are not the only two options. Each one uses two of the three available dimensions, and there is actually a third configuration possible. There could also be vertical sheets that are parallel to the side of the desk as well as flat sheets and vertical sheets parallel to the

back of the desk. Sheets in each of these three configurations are each perpendicular to the other two. In a five dimensional plane, there are a total of ten possible options for three dimensional regions or universes; each of which is perpendicular to all of the other nine.

However, it turns out that on the Prime Plane there are only two sets, not ten. The set of “Normal” universes and the set of “Nightmare Dimension” universes. The immortals know this because being able to rotate their perspective to face any direction they’d have been able to find any other sets of universes that were in existence. They suspect that for some reason to do with the way the multiverse works only these two particular configurations of dimension are stable.

BIAS

The Prime Plane is the only plane in the multiverse (other than the Astral) that is in balance and has no bias towards any of the five cosmic principles.

OTHER PLANES

As has been already mentioned, although the Prime contains an uncountable number of different parallel and nightmare dimensions; each of which is an infinitely large three dimensional universe; the Prime isn’t all that exists. There are a number of other planes out there that exist as well as the Prime.

These planes can be divided into three categories: Inner Planes, Outer Planes, and the Astral Plane.

THE INNER PLANES

The inner planes are a group of planes that are directly accessible from the Prime without needing to cross the Astral Plane. There are five inner planes: four elemental planes corresponding to the four elements (Air, Earth, Fire and Water) and the Ethereal Plane. Each of these planes is an infinitely large five dimensional space just like the Prime Plane.

There is an exact mapping between the inner planes and the prime plane, in that each inner plane has its own copies of the astronomical bodies contained in the prime plane, and these bodies contain the same rough geographical features (mountain ranges, seas, etc.) as those on the prime plane. However, artificial structures and vegetation will not be mirrored.

The correspondence between the planes extends to movement as well. If someone travels from the prime plane to the ethereal plane, travels north for a mile,

and then returns to the prime plane; they will arrive one mile north of their starting position.

This mapping of positions and locations is five dimensional, and consequently the inner planes each also have parallel and nightmare dimensions equivalent to those in the Prime Plane.

THE ETHEREAL PLANE

The ethereal plane is the plane most often visited by adventurers. It directly touches the prime plane at all points, which makes travel relatively easy (for example an adventurer under the influence of an Etherealness spell can move between the ethereal and prime planes at any location).

Everything on the ethereal plane is made from Ether, which is a kind of sticky grey ectoplasm that looks like dense smoke and feels cold and clammy to the touch. Ether can only exist on the ethereal plane. If it is brought off that plane onto any other plane it simply evaporates and vanishes leaving no trace.



The ethereal plane is constantly lit by a dim light, although visibility is equivalent to shadowy torchlight. There are no actual shadows, since the light penetrates the entire plane, but any ability that requires shadows to work will work in the dimly lit ethereal. There is no colour in the ethereal plane as the ether is all grey; although denser ether is more whitish. The only colours that can be seen are on objects or creatures that have entered the ethereal plane from other planes. This often makes such creatures and objects stand out vividly despite the low light.

While all the inner planes touch the prime plane, the ethereal plane actually overlaps to some extent. The ether is attracted to matter on the prime plane, and gathers and becomes denser in the ethereal equivalent of the location, being least dense where there is void on the prime plane and most dense where there is metal. Because of this effect, it is possible to “see” the shapes of things that are on the prime plane from the ethereal plane by seeing the patches of dense ether that correspond to them. This gathering effect is quick enough that a moving creature will have an ethereal “shadow” that moves with it.

BIAS

The ethereal plane is biased towards entropy.

AIR AND BREATHING

Although there is no actual air or water on the ethereal plane, both air and water breathers alike can breathe the etheric ectoplasm with no ill effect.

MOVEMENT & TRAVEL

Getting to the ethereal plane usually requires an Etherealness spell or a Plane Shift or Gate spell. There are no natural portals or rifts to the Ethereal Plane.

Movement in the ethereal plane is tricky at best, since even the most solid “ground” still gives. Walking is possible, but can only be done at half speed, since walking on the soft ether is like trudging through loose sand or snow and it counts as difficult terrain. However, this softness does have its advantages. It is possible for a solid being visiting the ethereal plane to push through the ethereal representations of solid prime plane objects. Pushing through dense ether in this way reduces movement speed to one quarter of normal.

Flying (both winged and magical) can be done in the ether at normal rates through the less dense ether

that corresponds to prime plane water, air or void, and can be done at half speed through the denser ether that corresponds to solid prime plane matter.

A second consequence of the overlap between the prime plane and the ethereal plane is that creatures able to see invisible things (whether through an innate ability or through a Detect Invisible spell) can see creatures or objects on the ethereal plane.

THE ELEMENTAL PLANES

In addition to the ethereal plane, there are four elemental planes touching the prime plane. These are the elemental planes of Air, Earth, Fire and Water.

As with the ethereal plane, there is a direct mapping between all points on each of these planes and the corresponding points on the prime plane, including parallel and nightmare dimensions.

Each elemental plane contains void just like the prime plane, and contains copies of the same astronomical bodies as the prime plane. However, unlike the prime plane versions of these bodies, all matter in an elemental plane is composed of only a single element, in different states that simulate the other elements as far as possible. In all cases however, the elemental version of the vacuum of space is still simply vacuum.

Each of these elemental versions of the astronomical bodies has the same basic geographic features (mountains, rivers, seas and so on) as the equivalent prime body; but vegetation and artificial structures are not represented.

The elemental equivalents of the other elements are as described below:

Air: The ground is made from soft but solid clouds, which halve the movement rates of any land based creature, counting as difficult terrain. However, these clouds are solid enough that they can't simply be pushed through. The atmosphere is clear air, and bodies of water are made from a smoky vapour that settles in depressions like liquid. The “liquid air” is viscous like water, and will support swimming creatures; although it can be breathed by air breathing creatures (but not water breathing creatures) without drowning. The sun and other large natural fire sources are made from balls of lightning. The soft nature of the ground and the fact that air breathing

creatures cannot drown in the seas and rivers actually makes the elemental plane of air a fairly safe place.

Earth: The ground is, naturally, normal earth and rock. The atmosphere is made entirely of floating dust motes, which force most travellers from the prime plane to have to cover their mouths and noses with scarves or wraps to avoid choking. Even without choking on the dust, it still cannot be breathed, so travellers need to either be able to go without air or to have some means of creating air. The seas on the elemental plane of earth are composed of a fine silty sand that behaves much like a liquid. Needless to say, it is just as inhospitable to air (and water) breathers as the atmosphere is. The sun and other large natural fire sources are composed of shining crystals, which (although they glow brightly) do not give out appreciable heat. The biggest problem for travellers to the elemental plane of earth is breathing. Other than that, the plane is relatively safe to explore.

Fire: The elemental plane of fire is naturally extremely hot. The ground is made from red hot glowing coals and ash, and the seas are made of runny lava with swirls of molten metal through it. The lava is soft enough to swim in (assuming you can take the heat) but neither air nor water breathers can breathe it. The atmosphere of the elemental plane of fire is comprised entirely of flame. Although the flame will scorch the lungs of any who try to breathe it, those who are protected from the heat find that it is actually breathable by air breathers. The sun and other large natural fire sources are, of course, simply white hot fire. At first glance, the elemental plane of fire appears to be the least hospitable of the elemental planes. However, once the problem of heat is overcome by some kind of magical protection, it is not too bad. The atmosphere can be breathed, and the ground is solid.

Water: On the elemental plane of water, the ground is primarily made of ice and snow. Seas and rivers are made of clear fresh water. The atmosphere in the elemental plane of water is comprised of pure water vapour, and air breathing creatures who try to breathe it will drown. Water breathers can breathe it with no difficulty. The sun and other large natural fire sources are made from glowing clouds of steam. These steam clouds are warm to the touch, but nowhere near as hot as real fire. Providing travellers can breathe water, and wrap up well to survive the cold, the elemental plane of water is a fairly safe place to

explore; although the constant moisture can make travellers feel incredibly uncomfortable after a while.

BIAS

Each of the elemental planes is biased towards the cosmic principle most closely associated with its element. Air is biased towards thought, earth towards matter, fire towards energy, and water towards time.

AIR AND BREATHING

On the Elemental Plane of Air, breathing can be done normally, even in the smoky vapour that passes for liquid in the plane's seas.

Breathing on the Elemental Plane of Earth requires both a Water Breathing spell (while on this plane, the spell can be cast as "Dust Breathing") or the equivalent and also blocking of the nose and mouth with cloth to prevent choking on the dust.

Trying to breathe in the Elemental Plane of Fire requires a Protection from Energy (Fire) spell or the equivalent in order to prevent taking 2d6 damage per round from the heat. Providing that protection is in place, the fiery atmosphere of the plane can be breathed without problem.

Breathing in the Elemental Plane of Water requires a Water Breathing spell or the equivalent. However, that spell will allow breathing both in the water vapour that makes up the atmosphere and also the seas and rivers of the plane.

MOVEMENT & TRAVEL

All four of the elemental planes touch the prime plane at all points, and the occasional natural (non-magical) rift can take you from a point on the Prime to a corresponding point on one of the four (or vice versa). Because of the direct mapping between the planes, travelling to one of them and walking a mile north before returning will return you to the prime plane one mile north of where you left. Of course, many spells that allow planar travel also allow you to specify your destination location within the plane, so this correspondence is not always apparent to the infrequent traveller. Travelling to the elemental planes while underground without having a specified destination is emphatically not recommended, since whatever tunnels have been dug on the prime plane are highly unlikely to have also been dug on the elemental planes, and the unwary traveller is likely to appear in solid rock (or the equivalent) and be instantly killed.



Once on the elemental planes, movement and travel is usually no different to travelling on the prime plane. The only exception being that land movement is slowed to half normal rates on the elemental plane of air due to the soft nature of the ground.

THE ASTRAL PLANE

The Astral Plane (also sometimes known as Astral Space or simply The Astral) is a unique place unlike any other inner or outer plane.

Like the Prime, it is an infinitely large five dimensional plane. However, something about the nature of the plane means that creatures with fewer than five dimensions are able to perceive in all five dimensions at once. This means that unlike the Prime plane where the inhabitants perceive that there are discrete three dimensional universes that are parallel and perpendicular to one another, instead visitors to the Astral perceive a single large (and rather confusing) void.

The Astral appears to be a homogeneous silvery void from any point, and there are few landmarks that allow orientation. There is no gravity in the Astral plane, and so no particular direction seems to be “up”. Because of the altered perceptions of creatures, and the fact that three dimensional creatures are free to move around five dimensional space, things appear rather different in the Astral. Any three-dimensional being there looks flat like a cardboard cut-out. If you are in front of someone, they appear to be facing you, and if you go around to the side of them they’ll still appear flat but now you’re looking at their profile. Only four-dimensional beings such as immortals actually look like solid three dimensional figures.

However, everyone has a shimmering aura (that’s just an optical illusion, not real) and any magical effects on them can be seen in this aura. This apparent flatness affects objects and spells as well as people, so a fireball would look like a flat disc of fire. This makes them much more difficult to target, and because of this, all mortal level spells that would normally allow a dexterity save for half damage now allow a dexterity save to take no damage at all. Missile and melee attacks are not affected by this. They still appear to be flat but this does not affect their game mechanics.

The Astral does not contain any natural features such as stars or planets, although it does contain a vast number of rifts to other planes. There are a large number of these that lead to the Prime Plane, and these lead to any number of parallel and nightmare universes, with multiple such rifts to each universe. In addition, there is a single rift to each outer plane that borders the Astral (which is most of them). From a distance these rifts look like dark specks against the silvery background, giving the plane an appearance something similar to a photographic negative of a starry sky. These rifts seem to form most readily where there is mass in the plane on the other side of the rift, so most of them open onto the surface of planets rather than into the middle of space.

Another curious quality of the Astral is that it has a strange timelessness. Although time does pass there and cause and effect work normally, objects and creatures do not age on the Astral plane. Creatures on the Astral (whether there by Astral Projection or there physically) do not need to breathe or eat or sleep. They get no older and they do not tire.

Conversely, it is not possible to rest and recuperate on the Astral and injuries do not heal naturally. In game terms, no matter how long one spends resting on the Astral plane one does not get the benefits of either a short or long rest. Objects on the Astral do not rot, rust or decay. After thousands or millions of years they will still be as good as new.

AIR AND BREATHING

Although the Astral contains no air, this is not a problem for travellers due to the timeless nature of the plane which means that they can last indefinitely between breaths.

MOVEMENT AND TRAVEL

Getting to the Astral Plane is generally done either through Astral Projection or via some kind of Plane Shift or Gate. There are occasional natural (non-magical) rifts to the Astral dotted around on the Prime Plane, and these can be sometimes used as well.

When on the Astral Plane, there is no gravity and no substance to push against or to impede travel. Objects and completely unintelligent creatures left unattended will simply drift away eternally until they eventually collide with something else.

Intelligent creatures are able to move around on the Astral plane by the power of their thought. This is an instinctual ability and does not need to be taught, although unintelligent creatures may panic and thrash around for a few minutes before they get the hang of it. Any creature in the Astral can fly in any direction at a movement speed equal to 10' per round per point of intelligence.

Although the Astral plane is theoretically coterminous with the Prime in that there is technically a one to one mapping between points on the Prime and points on the Astral, because creatures in the Astral are travelling in five dimensions rather than just three distances are skewed in strange ways compared to the Prime. While two objects are close together in the Astral movement and range is normal. However, all distances on the Astral are approximately a thousand times less than the equivalent distances on the Prime. This means that if there are two rifts from the Prime to the Astral (whether natural or magical) and they are two thousand miles apart on the Prime plane, on the Astral plane those rifts will only be two miles apart and they will be easily visible from each other's location. This spatial distortion combined with the

lack of local landmarks makes it nearly impossible to navigate on the Astral plane using dead-reckoning, and this restricts its use as a short cut between distant points unless those points are pre-existing rifts.

Because creatures in the Astral plane can see in all five dimensions, rifts to other parallel dimensions and nightmare dimensions may also be visible from the location of a rift to a character's home planet, as might a number of rifts to outer planes. The relative location of these rifts to each other is usually constant (they don't drift in relation to each other) and the location and patterns of rifts that can be seen from each point along with their apparent distances can be used as an aid to navigation.

BIAS

Like the prime plane, the Astral is balanced and not biased towards any of the cosmic principles.

OUTER PLANES

The vast majority of the planes in the multiverse are outer planes. Unlike the previously described planes, outer planes are all finite in size. However there is an uncountable (and possibly infinite) number of them.

Because immortals are able to alter and move outer planes, and have been doing so for aeons, outer planes can be extremely varied. The descriptions here are for outer planes in their natural state: planes that haven't had immortal interference.

All naturally occurring outer planes have a number of natural rifts between it and the astral, although other magical gates to and from the astral or other planes can also be temporarily created. Beyond a rift, each outer plane is not coterminous with any other plane. However, it is possible for an immortal to move an outer plane or create one in an unusual place, so very occasionally a rift to an outer plane will be encountered somewhere other than the astral.

Outer planes range in size tremendously, with the smallest able to contain a simple geocentric system comprising of a planet and a small number of orbiting moons and suns and the largest able to contain an entire universe full of galaxies.

Almost all outer planes are five dimensional and are very similar to the prime plane in that they theoretically contain a number of parallel and nightmare dimensions each of which appears to three dimen-

sional beings as a self-contained universe. However, unlike the prime there are a finite number of parallel and nightmare dimensions within each one; the exact number of which will be proportional to the size of the plane in that there can be approximately one of each per galaxy that the plane's dimensional spaces can hold. Therefore only the largest outer planes have multiple parallel and nightmare dimensions. The vast majority only have one dimension of each type. The rift to a five dimensional outer plane is equally likely to lead to a normal dimensional space within the plane or a nightmare dimensional space within it.

Five dimensional outer planes will usually contain their own indigenous life, and in such planes with a large number of inhabitable planets at least some of this life is likely to be sapient and to have developed culture and societies.

Because they have five dimensions, both mortal and immortal magic work on these planes. The presence of magic means that any indigenous societies are very likely to be magical in nature rather than technological, since the ability to use magic tends to stunt technological development. Technological solutions to problems have a tendency to remain curiosities rather than see mass use. Very occasionally a society will develop both technology and magic, but such societies have a tendency to blow themselves up when combining magic and technology in dangerous ways, so on a cosmic scale they tend to be brief and rare.

Four dimensional outer planes make up the majority of the remainder of the outer planes. Because these have only four dimensions, they will either contain parallel dimensions or nightmare dimensions (with an even chance of each) but not both. In almost all other respects they are identical to five dimensional planes. They have the same types of life and the same chance of magic and technological societies. The only other real difference is that immortal level magic does not work on these planes.

Almost all the remaining outer planes are three dimensional. Three dimensional planes are simple universes that don't contain multiple dimensions. The entire plane is a single dimensional area, with even odds of being normal or nightmare in nature. Three dimensional outer planes have the same chance of having life and societies as four and five dimensional planes, but since no magic works in a three dimensional plane such societies will always be technological in nature.

A very small minority of outer planes are only two dimensional. Two dimensional planes can contain stars, planets and even galaxies just like planes with three or more dimensions. However they are much less likely to contain life, and what life they do contain is never more complex than single celled organisms. Because of this, and because magic doesn't work on two dimensional planes, such places are usually ignored by most immortals and are regarded as a curiosity at best. However, occasionally an immortal will find a use for a two dimensional plane as a place to hide or store something they don't want to be easily found. Two dimensional planes only have a single dimensional area, and this counts as if it were a nightmare dimension to all non-native visitors who are used to planes with three or more dimensions.

The remaining outer planes, a vanishingly tiny proportion of them, are only one dimensional. One dimensional planes are invariably empty of native matter and energy, and never contain indigenous life. In fact the only things that are ever found in a one dimensional plane are things that have been left there by an immortal visitor. As with two dimensional planes, one dimensional planes have only a single dimensional area, and this counts as if it were a nightmare dimension to all non-native visitors who are used to planes with three or more dimensions.

AIR AND BREATHING

Outer planes are just like the prime plane in that they mostly contain airless void but many of the planets contained within them will have atmospheres.

MOVEMENT AND TRAVEL

Getting to an outer plane normally requires a Plane Shift or Gate spell, although it is also possible to travel to an outer plane using its rift that is found in the astral plane.

It is possible that an immortal may have altered an outer plane so that magical planar travel cannot be used to enter or leave the plane and the only way in and out is via the rift. It is also possible that an immortal may have moved the plane's rift out of the astral and into another outer plane (and if this has happened there are likely to have been multiple rifts formed as the planes collided). If both these have happened, then the only way to get to the plane is to travel to the plane that contains its rift or rifts, physically locate one of them, and use that to enter.

Finally, it is also possible that an immortal might have sealed the rift to the plane, in which case only another immortal can unseal it (but remember that if the plane has fewer than five dimensions then immortal magic will not work in it and therefore the rift can't be unsealed by an immortal who is inside the plane, only by one who is outside it).

Movement within an outer plane is generally the same as movement within the prime plane. Normal modes of walking, flying, swimming and so forth work as you would expect. However, if the outer plane in question has fewer than four dimensions then magical travel such as teleportation will not work.

It is important to note that the restrictions on magic in planes with fewer than five dimensions only affect people within the plane. Someone casting a Gate spell from the prime plane could open a gate to a three dimensional plane and the gate could be traversed in both directions even though no-one inside the plane would be able to cast an equivalent Gate spell. Wise and well prepared travellers to three dimensional planes leave an avatar or friend outside the plane who can come and rescue them in case they get trapped.

Because outer planes are finite, it is possible to travel far enough to reach their edge. When reaching the edge of an outer plane, the traveller encounters a solid wall of darkness that feels cool and smooth to the touch like glass or obsidian. No magic, neither mortal nor immortal, is able to mark, dent, scratch, penetrate, or otherwise affect this boundary in any way.

RIFTS

Rifts are natural phenomena that connect outer planes to each other and to the astral plane. Since it is possible for immortals to control and move rifts, they may also very occasionally be found on inner planes.

Each end of a rift looks like crack or hole in the world around 20' in diameter which emits a strong bluish-white light (on the astral plane they appear to emit darkness instead, due to the perception altering nature of that plane). The edges of a rift tend to be fractured in appearance, giving the whole thing the appearance of a bullet hole in glass. Rifts are normally airtight and watertight, but solid objects and creatures may pass through them. An object passing through a rift appears to "fall" into it silhouetted against the light as if falling down a deep hole, and is ejected from the far end of the rift.

Because of their opaque nature, travelling through a rift without advance knowledge of what is on the other side of it (for example through magical divinations) is extremely dangerous.

Immortals are capable of sealing a rift to prevent anything from going through it. When a rift is sealed in this way it is still visible and still emits light, but appears as just a series of cracks that are impossible to squeeze through rather than an open hole. It is not possible for mortal magic to open a sealed rift; not even a Wish can do so.

Immortals are also capable of "dragging" an outer plane around via one of its rifts. They can move the near end of a rift to a new location on the plane it is on or even move it onto a different plane.

When a plane is moved in this manner, it will form a new set of rifts in its new location. To determine the number of rifts that are formed, look at each plane to see how many rocky planets it contains



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of medium size or larger, and randomly connect planets from the plane with fewer each to a planet from the plane with more. These rifts will connect planets within normal dimensional regions to each other and planets within nightmare dimensional regions to each other. The astral plane is a special case here. If an outer plane is moved to be adjacent to the astral plane, every planet in the outer plane (in both normal and nightmare dimensional regions) will form a rift to a random location in the astral plane. In the case of outer planes which do not contain any planets, assume that one rift will form in space somewhere near the middle of the plane.

Creatures going through a rift into a plane with fewer dimensions than they have are automatically (and temporarily) reduced to the number dimensions they have to match the destination plane. Their full dimensionality will be restored when they leave the plane.

DEMIPLANES

Demiplanes are a variant of outer planes. Unlike full outer planes, it's possible for both mortal and immortal characters to create demiplanes magically. These demiplanes are much smaller than other outer planes, being little more than a small bubble of another plane pinched off into the astral usually not much larger than the size of a small barn (although immortals are capable of creating larger demiplanes than mortals are).

Demiplanes always have the same number of dimensions as the plane from which they were created. Since they are created by mortal level magic, this must be at least four dimensions and is likely to be five. However, because of their small size, demiplanes do not contain multiple dimensional areas. Instead the whole plane will be a single dimensional area, either normal or nightmare, to match the location from which it was created.

AIR AND BREATHING

Unlike normal outer planes, demiplanes are normally full of air and do not contain astronomical bodies. Instead there is a definite "down" direction in which gravity pulls.

MOVEMENT AND TRAVEL

Unlike normal outer planes, demiplanes do not have a rift to the astral plane, and must therefore be entered magically using Plane Shift or Gate spells (or re-use of the Demiplane spell by the same caster). The lack

of a rift to the astral plane means that it is not possible to travel to a demiplane using astral projection.

Because of this, it is possible for demiplanes to get "lost" if no-one is still alive who knows how to access them. Demiplanes are not stable and their magic fades over time. Accessing them with Gate or Demiplane spells keeps them stable, but if they are not accessed in this manner for a number of centuries they will collapse dumping their contents back into the plane from which they were created.

Within a demiplane, movement is normally fairly mundane. Their small size means that walking and flying are normally perfectly adequate methods of locomotion, although their four or five dimensionality means that magical movement is also possible if so desired.

RANDOM PLANES

Use the following rules for randomly generating planes and their contents.

DIMENSIONS

A randomly encountered plane (for example the plane at the other side of a rift that has been encountered for the first time) will have a random number of dimensions.

- Roll 1d10. If you get a 1-9 then the plane is five dimensional; if you get a 0 then roll again.
- If you get a 1-9 on the second roll, then the plane is four dimensional; if you get a 0 then roll again.
- If you get a 1-9 on the third roll, then the plane is three dimensional; if you get a 0 then roll again.
- If you get a 1-9 on the fourth roll, then the plane is two dimensional; if you get a 0 then the plane is one dimensional.

SIZE

Roll 3d6 to determine the size of the plane, applying a bonus or penalty to the roll depending on the number of dimensions the plane has.

- One dimension: -2
- Two dimensions: -1
- Three dimensions: +0
- Four dimensions: +1
- Five dimensions: +2

Random Plane Size

3d6 Roll	Size	Description
6 or less	Nanoplane	Big enough to hold a geocentric system with a single planet and orbiting mini-sun and mini-moon
7 to 10	Microplane	Big enough to hold a standard heliocentric solar system with a star and multiple orbiting planets
11 to 15	Standard Plane	Big enough to hold 10 star systems
16 to 17	Megaplane	Big enough to hold a whole galaxy with around 200 billion star systems
18 or more	Gigaplane	Big enough to hold a whole universe with around 150 billion galaxies

STAR SYSTEMS

One dimensional planes are always empty. For planes with more dimensions, the number and type of star systems will depend on the plane's size.

Nanoplanes have a 20% chance of being empty, otherwise they will contain one planet, one mini-sun, and 1d3-1 mini-moons. Check separately for their normal and nightmare regions.

For microplanes or larger, use the following rules for generating random star systems:

NUMBER OF SYSTEMS

Microplanes have a 10% chance of being empty, otherwise they will contain a single star system. Check separately for their normal and nightmare regions.

Standard planes have a 5% chance of being empty, otherwise they will contain 2d3+4 star systems. Check separately for their normal and nightmare regions.

Megaplanes will contain a whole galaxy full of stars in each of their normal and nightmare regions. At this scale the exact number of stars is not very likely to be relevant, but if you want to determine the rough size of the galaxy roll 2d20+80 and multiply the result by 20,000 to find the approximate number of stars that it contains.

Gigaplanes will contain 1d100+100 billion normal and nightmare regions, each containing 1d100+100 billion galaxies of varying sizes. As with Megaplanes, if you want to determine the rough size of a particular galaxy roll 2d20+80 and multiply the result by 20,000 to find the approximate number of stars that it contains.

NUMBER AND TYPE OF PLANETS

A randomly encountered heliocentric star system will have 1d12-2 planets. For each planet, roll 1d10 and

add the planet's number (i.e. the closest planet to the star is number 1, the second is number 2, etc.)

Random Planet Type

Roll (1d10 + Planet #)	Type
2-3	Small rocky planet
4-7	Medium rocky planet
8	Asteroid belt
9	Medium liquid planet
10-12	Large gas planet
13	Medium liquid planet (frozen surface)
14-16	Small frozen planet
17-20	Small companion star

INDIGENOUS LIFE

For each planet, use the following rules for generating its inhabitants:

- Planets that are close to their suns (planets number 1 and 2) each have a 1% chance of having fire resistant life.
- Planets that are in the "Goldilocks Zone" (planets number 3, 4 and 5) each have a 25% chance of having life.
- Planets that are far away from their suns (planet number 6 and higher) each have a 1% chance of having cold resistant life.

PHYSICAL ADVANCEMENT

Planets in two dimensional planes will have microscopic life only. For planets in planes with more than two dimensions, the level of physical sophistication of the life found on a random planet is determined by rolling a d10.



Planetary Life

Roll	Type
1	Microscopic life only
2-3	Slimes and oozes
4-6	Full plant life
7-8	Plant and animal life
9-10	Intelligent life

MAGICAL AND TECHNOLOGICAL ADVANCEMENT

Although there are exceptions, most planets that contain intelligent life follow one of three paths of development, largely determined by the attitude of the populace to magic.

Technology: In worlds where the primary attitude to magic is one of distrust, the world will undergo a renaissance where technology supplants magic and most magical creatures die off or are hunted to extinction. In such worlds magic is rare or non-existent.

Magic: In worlds where magic is embraced, magical solutions to needs will become commonplace and magic will flourish. Although basic technologies will become widespread, most post-medieval technology will remain undiscovered or will be seen as a novelty at best, since magical techniques can produce superior results.

Techno-magic: In some worlds, the scales tip neither way fully, and magic and technology develop side by side leading to a techno-magical society. This happens

most commonly when a relatively advanced form of one or the other branch of knowledge is introduced to a world that has already taken the opposite path, but occasionally it will develop naturally on a world that has maintained a knife-edge balance between the two at critical points in its development.

Mixing technology and magic leads to populations being able to wield great power, and this power is often greater than they have the ability to control. Techno-magical worlds therefore have a tendency to be very unstable, and most of them destroy themselves in terrible apocalypses. For this reason, immortals will often intervene on planets that they notice to be heading towards techno-magical societies, and push development one way or another; and since magical development is the route that is best at producing new immortals, the push tends to be in that direction with immortals suppressing technological development and encouraging magical development.

Of course, with immortals meddling behind the scenes, societies on any path may end up having their development artificially slowed, accelerated, or even reversed. Although the more “advanced” societies sound like nice places to live, they tend to result in spiritual stagnation and decadence, which is the last thing that immortals pushing for the dominance of their principle want. People need to be challenged in order to develop, and in the most advanced societies that challenge is just replaced by endless comfort.

There is a fourth path that a world can take; one of pure technology. In worlds that exist on three dimensional planes, magic simply does not work. Functionally, these worlds are little different from normal worlds following the technology path, except that instead of there being little magic there’s no magic at all.

To determine the path which a randomly encountered world has taken and the level of development along that path, roll 1d20 to find the path and 1d12 to find how far along the path the world is:

Development Path

D20	Path
1-14	Magical
15-19	Technological
20	Techno-magical

World Advancement

D12 Roll	Magical	Technological	Techno-magical
1	Stone Age	Stone Age	Stone Age
2	Tribal Druidism	Bronze Age	Tribal Druidism
3	Clannish Clericalism	Iron Age	Clannish Clericalism
4	Dark Age Sorcery	Iron Age	Dark Age Sorcery
5	Medieval Wizardry	Medieval	Medieval Wizardry
6	Medieval Wizardry	Medieval	Medieval Wizardry
7	Medieval Wizardry	Pre-Industrial	Crafting Industry
8	Renaissance Crafting	Pre-Industrial	Crafting Industry
9	Renaissance Crafting	Industrial	Magical Mod-Cons
10	Enchantment for the Masses	Early Space Age	Magical Mod-Cons
11	Enchantment for the Masses	Stellar Colonisation	Enchanted Colonies
12	Post-Scarcity Magitopia	Robots and Rayguns	Post-Scarcity Techno-Magic

The various ages are described below.

Bronze Age: The races on the planet have started using metal, resulting in improved agriculture and the ability to make war. Tribes gather together in small cities and become the first nations.

Clannish Clericalism: The races on the planet have discovered (or been discovered by) the gods that exist in the setting. They will have been taught how to use iron and will have developed into mostly theocratic empires, with those outside of the empires organising themselves into decentralised clans.

Crafting Industry: The techno-magical society has developed to the point where technology and industrial techniques such as assembly lines and advanced steam power is being used to routinely craft magical items. This often gives a “steampunk” feel to the world.

Dark Age Sorcery: The increase in free time and learning caused by the organisation and stratification of society has enabled people with natural magical talents to develop them in structured ways, leading to the emergence of sorcerers and bards. Societal changes also cause a break from the theocracies of the past into smaller states. With the old theocracies broken, darker religions and cults tend to spread to fill the gaps.

Early Space Age: The races on the planet will have started to explore their solar system and build early space stations or even colonies on other moons or planets within that system. Within their planet, they

have reached a modern (twenty first century) level of technology and will be beginning an information age.

Enchanted Colonies: With a combination of magic and technology, the races on the planet will have started to colonise other star systems. Suitable planets are found by a combination of technological space flight and divination magics, and interstellar transport and communication is performed instantaneously by magical means such as teleportation. Once a techno-magical society has reached this period it has gained some level of protection against self-destruction. Although an individual colony (or the original homeworld) may be destroyed, other colonies will likely survive.

Enchantment for the Masses: The teaching of magic is organised and widespread enough that although society on the planet might superficially look as if it is still medieval or renaissance, the people have equivalent luxuries to the modern world, with magical entertainment and communication, magical healthcare, simple magical transport, and the like.

Industrial: Steam, gas, and electricity are starting to be used on an industrial scale to enable mass production and factories. Transport is revolutionised with trains, lorries, steam ships, and even primitive aircraft. The world becomes a metaphorically smaller place resulting in much social upheaval and possibly even great wars.

Iron Age: Bronze utensils (and weapons) are replaced with iron ones, and the political landscape of the world changes with old kingdoms falling and large

empires taking their place. Improvements in agriculture and tool making cause cities to expand and grow, and there is much warfare around the world.

Magical Mod-Cons: The combination of magic and technology gives the world a modern feel, but with magical devices as ubiquitous as electronics. People think nothing of teleporting to work and having an Unseen Servant cleaning their home while they use their laptop computer. This is the most dangerous period for techno-magical societies; since ideological wars, terrorism, cults, or even lone agents can potentially have access to both powerful magics and powerful technology. Imagine the damage a single terrorist can do with a Wish spell, for example, in a world where nuclear reactors and bombs exist. Even without malice, the chance for societies in this period to accidentally destroy themselves is immense.

Medieval: The empires of the Iron Age have mostly collapsed and fallen to barbarians, and the post-empire world is fractured into petty kingdoms and fiefdoms. Technological progress has stagnated and runs slowly, with stratifications in society becoming entrenched.

Medieval Wizardry: A rise in literacy has enabled many of those without a natural magical talent to learn magic academically, and wizardry is born. Society is becoming more stable and egalitarian, and the more traditional religions are winning out over the darker cults. Deep entrenchment of social stratifications is mollified by the fact that even the lowest peasant can potentially learn powerful magic.

Post-Scarcity Magitopia: Magic is now so ubiquitous that no-one needs to work. Most things are magically created, and what isn't can be made by magically created servants such as constructs and golems. Everyone lives in luxury, and health and longevity are pretty much guaranteed for all. Society becomes somewhat stagnant as there is little to strive for.

Post-Scarcity Techno-Magic: A combination of technology and magic provides for people's every need, and people live in indolent luxury. All their physical needs are met by magically created resources, and everyone can spend all their time in virtual worlds fulfilling any fantasy.

Pre-Industrial: The rigid stratifications of society come under increasing strain, and there is much political change as monarchs are replaced or supplemented by parliaments, senates, and other representative governments. This, combined with an increase in innovation, produces an affluent middle class; and money ceases to be so strictly tied to social standing. Lone merchants and guilds give way to companies and corporations.

Renaissance Crafting: Magic ceases to be held in the province of individuals, as an increase in magical crafting techniques allow those with neither magical talent nor training to use crafted devices. Although the basic standard of living doesn't change significantly, quality of life is improved in lots of little ways by magical conveniences, and people have more free time.

Robots and Rayguns: Technology has progressed to the point that robots do all the work and people live lives of luxury. This may or may not lead to devastating wars between robots and the races they serve. If it doesn't, then society is likely to stagnate.

Stellar Colonisation: Although faster-than-light travel is not possible in three dimensional planes, in planes with more dimensions civilisations who have never discovered magic may find technological ways to tap into the extra dimensions, and in this period interstellar travel and the colonisation of other solar systems becomes possible. For those civilisations who are in three dimensional planes, this must be done with sleeper ships or colony ships.

Stone Age: Intelligent races have arisen on the planet, but they are as yet only able to use stone, wood and bone to make tools. Both magic and technology remain future discoveries, as most of people's time is taken on basic survival tasks and little spare time remains for experimenting and exploring.

Tribal Druidism: Primitive metal usage and the associated bronze age societal developments have led to the development of druidism and the first forms of spell casting to be developed from earlier spirit worship. Under druidic leadership, and with the help of nature magic, tribes gather together to form the first nations.

IMMORTALS



Immortals are beings of great power that embody the cosmic principles of the multiverse and ensure that balance between those principles is maintained.

All immortals were once mortals from the prime plane - it's not possible for creatures who have lived a majority of their lives on planes with a cosmic bias to become immortal. Only mortals that have spent the majority of their lives on a plane with cosmic balance are able to reach immortality, and the prime plane is the only plane with such balance (technically the Astral plane has similar balance, but the timeless nature of that plane means that it never counts as somewhere that someone has spent the "majority of their lives"). However, immortals can come from both normal dimensional regions and nightmare dimensional regions within the prime plane.

The name "Immortal" implies that immortal beings are creatures who will live forever and cannot be killed. This is not quite the case. On the one hand, immortals can indeed live forever and are deserving of the name for that reason alone. On the other hand, while immortals are no mere creatures - they are a higher class of being altogether - they are not completely invulnerable and they can die, although not by any means that a mortal opponent is capable of bringing to bear and certainly not by accident or disease. It takes a determined effort by an immortal or a being of similar power to kill another immortal.

So even if not exactly precise, the name is still a good fit for these beings who can alter the very structure of the multiverse on a whim to satisfy their preferences.

WHAT IMMORTALS DO

All immortals are aligned with one of the five cosmic principles that underlie the multiverse (energy, entropy, matter, thought and time), and the biggest priority in an immortal's life is to maintain the balance between these principles by working for the enhancement of their own principle throughout the multiverse. Immortals of energy, matter, thought and time do this in competition with each other, and immortals of entropy work to tear down the creations of those aligned with the other four principles.

It is worth stressing once again that the relationship between immortals who follow different principles, even between those following entropy and the others, is not a state of war. It's closer to the relationship between players that belong to rival sports teams. While they oppose each other on the field of play, and this opposition might seem quite vicious to their supporters, there's usually no personal animosity involved; and immortals devoted to opposed principles can get on fine socially.

Indeed, although this competition and outright opposition between the cosmic principles and the immortals that serve them exists all but the most crazed immortal is ultimately devoted to maintaining the balance between them in their own way.

This is particularly true of the immortals who are aligned to the principle of entropy. From a mortal perspective, these immortals and their servants seem incredibly evil; causing disasters, destroying whole civilisations, killing, corrupting, and generally be-

ing the antithesis of everything that is good and ordered about the world. However, from a cosmic perspective they are only maintaining the balance and what they are doing is unfortunate but necessary.

That's not to say that immortals aligned with entropy are all nice people underneath. Some of them are vile psychopaths who take deep pleasure in the death and suffering that they cause. But these are the exceptions, not the rule. Most of them are reasonable, if somewhat callous and inured to mortal suffering.

Of course, immortals are as varied in personality and work ethic as any other people. Some work tirelessly to advance the cause of their principle while others laze around just putting in a token effort. Some remain in one place and get heavily involved in immortal politics while others wander off to explore the infinite multiverse. Some will act as mentors and advisors to mortals while others will ignore mortal societies and live on an outer plane conducting obscure magical research.

INTERACTIONS WITH MORTALS

Since immortals are so powerful, their actions can be devastating to mortals. Two immortals coming into conflict, or an immortal of entropy going unchecked, can lay waste to an entire continent with ease.

Because of this extreme power disparity, mortals will often be terrified of immortals and will offer sacrifices to placate them. Similarly, mortals will appeal to immortals to solve their problems for them. Floods, famines, invading armies, marauding monsters: all of these can be readily dealt with by immortals.

Unfortunately, immortals have long experience with this and they know that worlds where immortals blatantly interfere and both create and solve problems for mortals openly end up with stagnant and unambitious mortals who rely on immortals like toddlers relying on their parents. Such mortals lack the spark and drive that they need to solve their own problems and, more importantly, to reach the levels of competence and power that will enable them to join the ranks of the immortals themselves. Worlds with open immortal interference do not produce new candidates for immortality, and all immortals want there to be more candidates for immortality.

As a solution to this, immortals with a vested interest in a particular world will usually come to some

sort of arrangement in order to protect that world and keep its inhabitants from childlike stagnation.

Leadership: A group of immortals, usually the oldest and most powerful immortal aligned with each of the principles who has a vested interest in the world, will form a council. This council will make decisions about world-spanning events or situations, and each of the council's members is responsible for enforcing those decisions amongst the immortals who follow their principle.

Numbers: The council will limit the number of immortals of each principle that are allowed to interfere with the world. Generally this limit will be same for each principle except entropy, which will have double the number of immortals compared to each of the other four since it is simultaneously in opposition to all of them.

For a world the size of earth, a limit of around 2,000 immortals is reasonable (333 of each principle except entropy which gets 666). This is not to say that no more immortals will be created when that number has been reached, or that immortals that come from other worlds won't be allowed to visit the world in question. It's just that the use of immortal power on the world (or that affects the world) by immortals outside the group is strictly forbidden and any outsiders who break this rule will find themselves quickly and severely punished by those in the group. Immortals aligned with entropy tend to take particular pleasure in this, even to other immortals aligned with their own principle.

Secrecy: Immortals are not allowed to reveal their existence, nature and abilities to mortals. This means not using blatantly immortal powers in the presence of mortals. Interfering with the world to further your aims is fine, as long as it is done circumspectly and with subtlety. Obviously it's not just physically demonstrating power that's the problem. Immortals who go out of their way to explain how immortality works and about the cosmic principles and balance that underlie it are also sanctioned.

Since this only applies to the world that is being protected, mortals who explore the planes, particularly the outer planes, may well learn much more about immortals and be exposed to them in ways that mortals who stick to the world won't be. Because of the nature of people, some information is

bound to make it back to the sages of the world, and there are a few groups and organisations who know much more about immortals than the average person in the street. It's pretty much common knowledge that there are powerful cosmic entities of some kind out in the planes but immortals are keen to spread the misinformation that these entities (i.e. them) can't enter the prime plane rather than let people know that they regularly do so in secret.

An exception is made for high level mortals who are ready or almost ready for the transition to immortality. These mortals will generally be approached by a prospective sponsor, almost always incognito, and given the information that they need in order to start whatever quests the sponsor feels like giving them prior to helping them become immortal.

IMMORTALS, RELIGION AND CLERICS

These rules assume that immortals have no connection with clerics or religion. Whatever religions exist, and whatever ineffable gods are the object of worship of those religions are independent of immortals. That's not to say that immortals aren't themselves religious. They may share the same faiths as mortals.

But immortals are not gods and do not pretend to be gods (doing so would be a breach of the arrangement they have to keep mortals in the dark about their existence and nature). Immortals act as patrons to warlocks (while keeping their true nature secret), but they do not act as patrons to clerics or paladins.

However, if you prefer your campaign to have immortals as objects of worship and to have them acting as the patrons of clerics, then this book also provides optional rules for that.

REACHING IMMORTALITY

Theoretically, reaching immortality is easy. All one has to do is to have a sufficiently strong life force to be able to cope with the transition (in game terms, this means being a 20th level character) and then to persuade an existing immortal to donate some of their power to you in order to make the transition happen.

In practise, of course, this is far from easy. It takes a significant commitment for an existing immortal to sponsor the creation of a new one, so finding an immortal willing to sponsor you is not a foregone

conclusion. Even if you do find one, you've still got to become strong enough to survive the transition.

Although some immortal sponsors may be rather matter of fact and business-like about the whole process, others may prefer to cloak the sponsorship in drama and ceremony, sending prospective new immortals on extended quests before being willing to donate the necessary power for the transition.

These quests are not all theatrics, however. They serve three important purposes. Firstly, they test the candidate's commitment to the principle with which they're going to be aligned. Secondly, they confirm that the candidate is indeed strong enough to survive the transition. And thirdly, they give the sponsor a chance to get to know the candidate and see them in action. Immortality is a long time to spend with someone who you don't get on with, and just because the candidate is capable of becoming an immortal doesn't mean the sponsor will necessarily want to spend the next few millennia with them.

Of course, the candidate isn't necessarily going to be told all this. Usually they're led to believe that the quests are an integral part of the process of becoming immortal, because that's a good motivator.

Once the sponsor is satisfied that the candidate is ready for immortality, they take the candidate to the outer plane that will serve as their home plane and actually make the transition. This is not an insignificant undertaking. It may have taken the sponsor a long time and a lot of effort to find a suitable outer plane to serve as the newly fledged immortal's home plane. This new plane must be five dimensional, and immortal etiquette says that it should be the size of a star cluster and it should not contain any sapient life and not already be the home plane of someone else. Larger home planes are exponentially more difficult to search for such life, and smaller home planes are not considered to give the new immortal a fair start.

The transition itself is fairly unremarkable and anticlimactic. Basically, the sponsor gifts the candidate with some of their immortal life force, and this destroys the candidate's body utterly, leaving them as an immortal in spirit form. As part of the donation of power, the sponsor also creates the new immortal's first exalted vessel. Unlike future exalted vessels that the new immortal might create for themselves, which can have the appearance and powers of their choice,

this first exalted vessel is moulded by the transitioning immortal's subconscious. Its appearance and abilities will conform to their idealised self-image.

Spirit forms, exalted vessels, and their powers are explained in more detail later in this chapter.

The whole process, significant and life changing though it is, actually only takes a few seconds from start to finish. Sometimes it's done with great pomp and circumstance as the culmination of an elaborate ceremony, and sometimes it's done in a straightforward manner and followed by a party. It all depends on the personalities of the candidate and sponsor.

THE BASICS OF IMMORTALITY

The natural form of an immortal is an intangible glowing ball of light 2' in diameter. This is referred to as the immortal's spirit form. This spirit form has no needs, and can live forever. It is also incredibly difficult to harm, being immune to anything a mortal opponent would be able to throw at it; although it is not entirely indestructible to the determined efforts of other immortal level beings.

However, this spirit form is able to affect the world in an extremely limited manner. Because of this, immortals create physical bodies called avatars and inhabit those. An immortal can inhabit multiple avatars at once and these avatars may be either made of flesh and blood or made of pure immortal power. Both types have their own advantages and disadvantages, and are discussed in more detail later in this chapter.

When inhabiting one or more avatars, an immortal is capable of far more than when they are in their spirit form alone; but the fact that these avatars are physical is a double-edged sword. On the one hand, it means that they can interact with the world in a physical manner, but on the other hand it also means that they are also subject to physical harm.

Although sturdy, the physical avatars of an immortal can be damaged or even destroyed. This does not harm the immortal but it does inconvenience them, since if an avatar is destroyed the immortal can no longer use it and must expend more of its power create a new one.

A NOTE ON GENDER

Immortals in their natural spirit form are genderless. They have no physical body at all.

However, immortals can take physical forms, and these forms can be of either gender. Most immortals have a preferred gender and feel anything from mild discomfort to strong revulsion while in a physical form that has a different gender to that of their self-image. There are no game mechanics to represent this. It is left up to individual players how much (if at all) they wish to roleplay this.

POWER AND EXPERIENCE

An immortal no longer tracks or has experience points like a mortal does. The amount of power of an immortal is instead directly measured by its power score. Immortals do have levels just like mortal characters, and the level of an immortal is determined by its power score in exactly the same way that the level of a mortal is determined by their experience point total.

Immortal Level Table

Power	Level
300	1
370	2
460	3
560	4
690	5
850	6
1,050	7
1,300	8
1,600	9
2,000	10
2,450	11
3,000	12
3,700	13
4,600	14
5,600	15
6,900	16
8,500	17
10,500	18
13,000	19
16,000	20

When a mortal first becomes immortal, their initial power score is equal to the number of experience points that they had as a mortal divided by 1,000

(rounded down). Since a 20th level character will have at least 350,000 experience points, a fledgling immortal will therefore start with at least 350 power.

An immortal character is awarded power by the Game Master in the same way that a mortal character is awarded experience. However, immortals are not awarded power for simply killing monsters or amassing wealth. These things are trivially easy for an immortal to accomplish. Instead, they are only awarded power for completing story goals and accomplishing tasks.

Unlike experience points, a character's power score can decrease as well as increase. Some of the immortal level spells require the direct expenditure of power to cast. With only a single exception, an immortal is never able to spend power if that expenditure would result in the immortal losing a level. The one exception to this is that if an immortal has no vessels to use as avatars because they have all been destroyed. In this case, the immortal may re-create the first exalted vessel that they gained when originally becoming immortal even if the cost of doing so will reduce their level. An immortal who is reduced below the minimum power for first level (300 power) by this forced re-creation of their vessel remains at first level, and an immortal who is so weakened that they don't even have the 100 power needed to re-create the vessel becomes a lost soul.

LOST SOULS

A lost soul is an immortal who is trapped in their spirit form and is unable to create an avatar because they do not have enough power to do so. This is a pitiable situation to be in, since the immortal is effectively impotent. They can wander the multiverse forever but can't enter the prime plane and have almost no means of affecting anything in their intangible spirit form.

The only escape from this fate of being a perpetually impotent observer is to somehow gain enough power to be able to create a vessel once more. Basically, the immortal must earn enough power to do so from a position where all they can do is advise others.

MANA

As well as being able to spend power, which is permanently gone when spent and must be re-earned, an immortal has a pool of mana that they can spend on lesser effects and which regenerates quickly.



When an immortal is fully rested, they have an amount of mana equal to their power. An immortal with 350 power would have 350 mana. An immortal with 1,500 power would have 1,500 mana. And so forth.

An immortal may spend this mana on a variety of abilities, and even have it drained by aura combat (which is described later in this chapter). Generally, an immortal has no penalty for having used up some or even most of its mana other than the fact that it now has less left to use for other things, although if an immortal runs out of mana completely while in a physical form then this will mean that the immortal is no longer able to maintain that physical form. This is discussed in more detail when vessels and avatars are discussed.

Although immortals don't get physically tired and require sleep (unless they're in a mortal body, of course) they still get mentally fatigued and require rests in order to regenerate their mana. The amount of mana that an immortal regenerates when they rest depends on the plane on which the immortal is resting. If the plane has a bias towards the same principle that the immortal is devoted to, they regenerate mana at a much faster rate. Conversely, if the plane has a bias towards a principle opposed to the principle that the immortal is devoted to then they regenerate mana much more slowly (Energy and Thought op-

pose each other; Matter and Time oppose each other; and Entropy is in opposition to everything else).

Mana Regeneration by Plane

Bias	Short Rest	Long Rest
Matching	1,000 mana	10,000 mana
Neutral or no bias	10 mana	100 mana
Opposed	-	1 mana

Immortals do still regain mana on planes that have fewer than five dimensions, even though they can't spend mana on those planes.

EXALTED CREATURES

Some creatures in the multiverse have a spark or immortal power but aren't fully fledged immortals themselves. This could be because they're the servants of whatever gods exist, or it could just come naturally for some species, or it could be because they've been created in this way by immortals.

Celestials and fiends are the most likely monster types that you'll want to make into exalted creatures in your campaign, but depending on your setting you may want to use something different – such as dragons, aberrations, or even giants.

Because the exact monster types (and reason for existence) of exalted creatures will vary from campaign to campaign, full statistics for them are not given here. Instead there is an "Exalted" template that can be applied to any existing monster. Usually the template will be applied to all monsters of the type, rather than just to individuals, but again this may vary from campaign to campaign.

EXALTED CREATURE TEMPLATE

Any monster can be turned into an exalted creature by the addition of the following traits:

Exalted Power: The creature's physical attacks and magical abilities (including spells) are able to af-

fect the exalted avatars of immortals. If the creature type has signature weapons (e.g. the sword and whip of a balor, or the sword of a solar) then those weapons are considered part of the creature while being wielded by the creature, and can also affect the exalted avatars of immortals. This ability does not extend to mundane weapons that an exalted creature merely happens to be using.

Exalted Allegiance: The creature has an allegiance to one of the cosmic principles. Depending on the creature type this may be fixed (e.g. demons all being aligned to entropy) or may vary from individual to individual (e.g. angels being aligned to any principle except entropy). The creature also has an amount of mana equal to 5 x its challenge rating. This mana is regained in the same manner as that of an immortal with the same allegiance as the creature.

Aura Combat: The creature may use its mana to attack and counterattack in aura combat, although it doesn't otherwise have a visible aura and it cannot produce aura flares.

These additional traits make exalted creatures more powerful than their original monster type. There are two ways to handle this. The simplest way is to just treat the monster type as having a challenge rating two higher than its actual challenge rating when determining how tough it is compared to mortal adventurers (and when determining how much experience it is worth).

The more complex way is to use the rules for modifying creatures in order to generate a new version of the monster and re-calculate its challenge rating. Usually, but not always, this will end up with a similar result to the simple method – so it is only recommended if you want to be more precise or if you are building your own monster type from scratch.

If you are using the complex method, the appropriate monster feature to give the monster type is:

New Monster Feature

Name	Example Monster	Effect on Challenge Rating
Exalted Creature	Celestials and fiends	Add 2½ times the monster's expected challenge rating to the monster's effective per-round damage.

THE IMMORTAL CHARACTER

Immortals range in level from first to twentieth just like mortals, although even a first level immortal is far more powerful than the greatest of mortals. All immortals are represented by the same immortal character class, and this class replaces both the race and class that they had during their mortal days.

CLASS FEATURES

As an immortal, you gain the following class features.

HIT POINTS

Hit Dice: 20d12+1d12 per level (immortals always get maximum hit points per die)

Hit Points at First Level: 252 + 21 x your Constitution modifier

Hit Points at Higher Levels: 12 + your Constitution modifier per level after first

PROFICIENCIES

Armour: All armour

Weapons: All weapons

Tools: All tools

Saving Throws: All saving throws

Skills: Choose any six skills

EQUIPMENT

You start with the following equipment:

- A home plane
- An exalted vessel shaped like your idealised self-image from when you were mortal, with four feats or epic boons appropriate to that self-image.

The Immortal		
Level	Proficiency Bonus	Features
1st	+7	Spirit Form, Avatars, Exalted Spell Casting, Aura, Immortal Competence, Immortal Level Casting, Extra Damage (1d6)
2nd	+7	Extra Attack
3rd	+7	
4th	+7	
5th	+8	Extra Damage (2d6)
6th	+8	
7th	+8	
8th	+8	Extra Attack (2)
9th	+9	
10th	+9	
11th	+9	Extra Damage (3d6)
12th	+9	
13th	+10	
14th	+10	Extra Attack (3)
15th	+10	
16th	+10	
17th	+11	Extra Damage (4d6)
18th	+11	
19th	+11	
20th	+11	Extra Attack (4)

SPIRIT FORM

Immortals in their natural spirit form have the following abilities:

Appearance: An immortal in spirit form defaults to being an intangible ball of light 2' in diameter. The

immortal can change the colour of the light as its mood suits, but they can't extinguish their glow or go invisible. If the immortal chooses, they can change their shape from being a sphere to being the shape of any of their exalted vessels. This makes the immortal much more visually recognisable, but they still

remain an intangible glowing light. It is merely the shape of the light that has changed, not its nature.

OPTION: IMMORTALS AS GODS

If you're using the option of having immortals act as gods and be the subject of worship, then you can also allow an immortal in spirit form to take the shape of an intangible human sized version of their holy symbol made of light, as well as their ball shape and their exalted form shapes.

Physical Abilities: An immortal in spirit form does not have a physical presence. They have no mass or weight, and cannot touch anything. While this clearly has its drawbacks, it also has its advantages. An immortal in spirit form is completely immune to any kind of physical damage or force. They can quite happily fly through the sun or sit in a black hole or at the centre of a nuclear blast. Immortals in spirit form do not need to eat, drink or breathe; and they do not age. The only thing that can harm an immortal in spirit form is aura combat.

Combat: Because of their immunities and their lack of offensive abilities, immortals in spirit form are not capable of engaging in or being engaged in any type of combat other than aura combat.

Senses and Communication: An immortal in spirit form can see, hear and smell as normal despite its lack of physical presence. They can still do this in total darkness (even magical darkness) and their senses cannot be overloaded by bright lights or loud noises. Note that this is not limited range Darkvision, but normal sight. Additionally, immortals in spirit form are naturally able to See Invisible and Detect Magic. Immortals in spirit form can also speak, despite their lack of physical presence. Their speech is sensed by creatures as if it were a physical sound, but it is actually a telepathic transmission. By default, all creatures hear the immortal's words as if in their own native language; although an immortal can deliberately restrict its utterances to a single language if it wants to.

Movement: An immortal in spirit form can fly with a speed of 120'. Because of their lack of physical presence, their flight is unimpeded by any kind of matter or mortal level magical force. Immortals can fly straight through rock, lead, lava, walls of force, etc.

AVATARS

Although the default form of an immortal is their intangible spirit form, immortals find it convenient to take on physical forms since their spirit form is so limited in the ways in which it can interact with the world. An immortal can't just take on any physical form it desires. It must first create a vessel.

A vessel is a potential physical form that the immortal can inhabit. When creating a vessel, the immortal may choose whether the vessel should be a mortal vessel or an exalted vessel. Either type has its own advantages and disadvantages. A mortal vessel is cheaper to create than an exalted one, and can travel amongst mortals incognito. However, it has all the needs and vulnerabilities of a normal mortal body; so it is much more easily damaged or destroyed. An exalted vessel is more expensive to create but it is also much sturdier and able to withstand things that would kill a mortal body. However, it is not possible to disguise an exalted body in order to go incognito. An exalted body is always visibly recognisable as being that of an immortal.

One final advantage to mortal vessels is that they are required if the immortal wishes to visit the prime plane. Immortals can't exist on the prime plane in any form other than that of a mortal vessel.

GREATER AND LESSER AVATARS

An immortal who is in spirit form can spend an action to pour some or all of their mana into one of their vessels in order to create a physical form called an avatar. An immortal has two options when doing this. They can either just pour a limited amount of mana into the vessel, in which case the vessel appears adjacent to the immortal's spirit form and becomes a lesser avatar; or they can choose to also inhabit the vessel with their spirit form, in which case the vessel appears around the spirit form, merging with it to become a greater avatar.

When creating a lesser avatar, an immortal can pour any amount of mana into it, from a single point to all the immortal's currently remaining mana (although few will ever pour the last of their mana into a lesser avatar because it leaves their spirit form mana-less and therefore extremely vulnerable to being killed in aura combat).

When creating a greater avatar, an immortal automatically pours all its remaining mana into the avatar as its spirit form becomes part of the avatar.

In this way an immortal can exist in multiple places at the same time. The immortal can have one greater avatar (or spirit form) and a number of lesser avatars in existence and although these will start in the same location they can move around independently. However, this is limited by the number of vessels that the immortal has. An immortal can only have one avatar in existence at once (whether greater or lesser) for any given vessel that they have created. If an immortal wants to have two identical avatars existing at the same time, they must make two identical vessels.

Avatars of an immortal all have the full intelligence and memories of the immortal, although they count as having separate minds for the purposes of anything that might affect minds. An immortal's avatars have a constant mental link regardless of where they are (even if one is on a plane which has too few dimensions for magic to work) and they all share each other's memories. If one avatar is asleep or unconscious while others are active, upon waking it will remember everything that has happened to the others even though it wasn't conscious at the time.

It is important to remember that whether an avatar is a lesser one or a greater one is not dependent on how much mana it has. It only depends on whether or not it is inhabited by the immortal's spirit form. For example, a first level immortal with 300 mana could pour 200 of that mana into one of its exalted vessels to create a lesser avatar and then pour its remaining 100 mana into a mortal vessel, inhabiting it to transform into a greater avatar (the difference between mortal and exalted vessels is described later in this chapter). That the lesser avatar is exalted while the greater one is mortal and the lesser one has more mana than the greater one is irrelevant. The first avatar is lesser because it only got part of the immortal's mana and was therefore created as a separate body, whereas the second avatar is greater because it was created around the immortal's spirit form, which merged with it.

Both lesser and greater avatars have the same physical abilities and the same access to the immortal's powers. The only differences between lesser and greater avatars are in the way that they handle mana and in what happens if they're killed.

LESSER AVATARS

A lesser avatar has a limited amount of mana, given to it when it is created. This mana will not regenerate, no matter which plane the lesser avatar is on. When a lesser avatar runs out of mana after either spending it on immortal abilities or losing it in aura combat the avatar simply winks out of existence. This does not harm the immortal, and the vessel from which the lesser avatar was created is still available for future use.

The mana that is held by a lesser avatar is unavailable to the immortal's greater avatar or spirit form. However, if an immortal's lesser avatar is within 5' of that immortal's spirit form or greater avatar, the immortal can spend an action to voluntarily withdraw all the mana from the lesser avatar, recovering it for itself. This is an all-or-nothing affair in that the immortal can't withdraw only part of the mana held in its lesser avatar. Naturally, withdrawing the mana from a lesser avatar in this manner causes it to disappear.

GREATER AVATARS

A greater avatar is formed when an immortal pours all of their remaining mana into a vessel, forming it around their spirit form. The spirit form of the immortal merges into the greater avatar, inhabiting it. Because this greater avatar is the "true" form of the immortal, it regenerates mana as normal. However, any mana that the immortal currently has held in lesser avatars won't be regenerated until the lesser avatars have used that mana.

As an action, the immortal can withdraw all the mana from its greater avatar, transforming back into its spirit form. Once again, this is an all-or-nothing affair. An immortal can't withdraw only part of the mana that its greater avatar has.

When a greater avatar runs out of mana, either by spending it all on immortal abilities or losing it as a result of aura combat, the immortal automatically transforms back to their spirit form and can't create another greater avatar until they have regained some mana. If the last mana was lost due to aura combat rather than voluntarily spent, the immortal's spirit form is also sent back to their home plane. In either case, the immortal is unharmed and the vessel from which the avatar was created is still available for future use.

AVATARS EXAMPLE

Filbert is a first level immortal in spirit form with 350 mana. He pours 200 of his mana into an exalted vessel in order to create a lesser avatar. The exalted body of the avatar appears next to his spirit form.

Next he pours his remaining 150 mana into a mortal vessel, choosing to form it around his spirit form and merge with it. This creates a greater avatar which replaces Filbert's spirit form.

During the course of the morning, each of Filbert's avatars spends 30 mana on various things before deciding to take a short rest on his home plane.

Filbert's lesser avatar has 170 mana at the start of the rest (its original 200 minus the 30 that it has spent). Even though it is on Filbert's home plane, which has a bias that matches Filbert's own, it does not regain any mana since it is only a lesser avatar. It finishes the rest with the same 170 mana that it started with.

Filbert's greater avatar has 120 mana at the start of the rest (its original 150 minus the 30 that it has spent). Because Filbert's home plane matches his bias, it could theoretically regenerate up to 1,000 mana during the short rest. However, since Filbert has only spent a total of 60 mana (30 from each avatar) he only regenerates that much. His greater avatar now has 180 mana, all of his mana except for that which is still in his lesser avatar.

AVATAR ABILITIES

With the exception of mana regeneration as described above, the abilities of an avatar depend only on whether it was created using a mortal vessel or an exalted vessel. Details on how to create vessels of both types are given later in this chapter.

MORTAL AVATARS

A mortal avatar is an avatar created using a mortal vessel. It has the following abilities:

Appearance: An immortal in a mortal avatar appears to be a mortal creature of the type that the vessel was based on. There is no physical indication that the avatar is anything other than a normal mortal creature, and mortal magic can't detect that the avatar is anything out of the ordinary either. The immortal's mind and memories are also shielded, so that if they

are magically read they don't give away the immortal's secret; instead they appear to be the thoughts and memories of a mortal creature of the appropriate type.

Physical Abilities: An immortal in a mortal avatar has all the physical characteristics and abilities of a mortal creature of the type that the vessel was based on. It needs to eat, drink, breathe, and rest in the same way that the equivalent mortal creature does. The only physical difference is that the immortal has the choice of whether or not the avatar will age when creating the mortal vessel. Either the avatar will remain the same age indefinitely, or it will age realistically as time passes (whether or not it is currently active). If the avatar dies for any reason, the vessel from which it was created is destroyed and the avatar can't be recreated (although the immortal is free to create a new and identical avatar later). If this happens while the immortal is inhabiting the avatar as a greater avatar, the immortal is immediately sent back to their home plane in spirit form if they are not there already.

Combat: An immortal in a mortal avatar engages in physical and magical combat as if it were a mundane mortal creature of the type its vessel was based on.

Senses and Communication: An immortal in a mortal avatar has the normal senses and methods of communication that the equivalent mortal creature does, with the exception of its constant mental contact with the immortal's other avatars.

Movement: An immortal in a mortal avatar has the normal methods of movement that the equivalent mortal creature does. The avatar is capable of visiting the prime plane, unlike exalted avatars and the immortal's spirit form.

EXALTED AVATARS

An exalted avatar is an avatar created using an exalted vessel. It has the following abilities:

Appearance: An immortal in an exalted avatar appears similar to a mortal creature, although not necessarily one of a known species. The exact shape of the avatar was chosen by the immortal when the vessel was created. It is obvious to anyone who sees the avatar that it is a being of great might, due to the aura of power radiating from it, and if the viewer is familiar with what immortals look like then it will be unmistakable that the avatar is one.

Physical Abilities: Although an immortal in an exalted avatar superficially appears like a mortal creature, it is not one. Exalted avatars are not made of flesh and blood, but are composed of raw spirit in a solid form. As such, they are self-sufficient and have no need to eat, drink, breathe or sleep (although they can do any of those things if the immortal chooses to). This form is incredibly durable, and is immune to all mortal level magic and magical effects, as well as being immune to all environmental effects and all physical damage from mortal sources. Like an immortal in spirit form, an immortal in an exalted avatar could happily fly through the sun or stand at the centre of a nuclear blast and remain unharmed. Exalted avatars are affected normally by spells cast using exalted casting and the abilities of exalted creatures (although they get Advantage on all saving throws against them). If the avatar dies for any reason, the vessel from which it was created is destroyed and the avatar can't be recreated (although the immortal is free to create a new and identical avatar later). If this happens while the immortal is inhabiting the avatar as a greater avatar, the immortal is immediately sent back to their home plane in spirit form if they are not there already.

Combat: Immortals in exalted avatars are able to engage in physical combat. The unarmed attacks of an immortal in an exalted avatar do 1d6 bludgeoning damage (plus whatever additional damage they get from their Extra Damage ability). This counts as attacking with a magical weapon, for purposes of overcoming damage resistance. Their durable bodies mean that they are immune to damage from normal weapons and even from magical weapons. The only things that will hurt them are artifacts or the unarmed attacks of other exalted avatars and creatures (some exalted creatures also have signature weapons which can harm an exalted avatar). Against such attacks, immortals have an armour class of 20 + Dexterity bonus. This armour class can't be increased by mortal level magic or armour; immortals in exalted avatars can wear any such armour, but it serves a decorative purpose only. Artifact armour will increase the armour class of an immortal in an exalted avatar by its magical plusses only (for example either artifact leather armour +3 or artifact plate armour +3 will increase the immortal's armour class by three points; the difference in composition between the two is irrelevant).

Senses and Communication: An immortal in an exalted avatar can see, hear, feel, smell and taste as normal. They can still do this in total darkness

(even magical darkness) and their senses cannot be overloaded by bright lights or loud noises. Note that this is not limited range Darkvision, but normal sight. Additionally, immortals in an exalted avatar are naturally able to See Invisible and Detect Magic without needing to cast spells to do so. Their speech is sensed by creatures as if it were a physical sound, but it is actually a telepathic transmission. By default, all creatures hear the immortal's words as if in their own native language; although an immortal can deliberately restrict its utterances to a single language if it wants to. If the immortal particularly wants to, they can speak using the more mundane method of making sounds; although if they do this then it is subject to all the limitations of making sound (it isn't translated, it can be drowned out by other noise or suppressed by magical silence, etc.)

Movement: An immortal in an exalted avatar has a movement speed of 30' when walking or swimming, and can fly with a speed of 120'. Because they have a physical presence, they are blocked or impeded by materials as normal. Their immunity to mortal level magic doesn't stretch to being able to ignore physical substances that are created by such magic, so while an immortal won't be hurt by a Wall of Fire cast by a mortal, they will be blocked and unable to walk through a Wall of Stone cast by the same mortal.

EXALTED SPELL CASTING

Immortals do not normally have spell slots, regardless of what form they are in (although sometimes a mortal vessel inhabited by an immortal will do so). Instead they are able to cast spells by spending mana to do so. This is known as Exalted Casting and it counts as using mortal level magic; meaning that it is only possible to use exalted casting on a plane with at least four dimensions, and it is not possible to use exalted casting in an anti-magic area.

In order to cast a spell using exalted casting, the immortal must take an action to do so (or less time if the spell normally takes less than an action to cast) and spend an amount of mana based on the level of the spell slot that they wish to use for the spell. An immortal who is inhabiting a vessel as an avatar can cast any spell from any class list, but an immortal who is in spirit form may only cast spells for self-movement (see Appendix for details). Casting a spell using exalted casting requires no verbal, somatic or material components, and it can therefore be done while Paralysed or Incapacitated.

The energies of magic are aligned to the same cosmic principles that immortals themselves are aligned to, and the cost of casting a spell in a given level of spell slot is based on the relationship between the principle to which the immortal is aligned and the principle to which the spell's school of magic is aligned.

Immortals of Energy: Evocation and Illusion spells (which are aligned with energy) cost 1 x the spell slot level in mana; Divination and Enchantment spells (which are aligned with thought and opposed to energy) cost 4 x the spell slot level in mana; spells from all other schools (which are neither aligned nor opposed to energy) cost 2 x the spell slot level in mana.

Immortals of Matter: Abjuration and Conjunction spells (which are aligned with matter) cost 1 x the spell slot level in mana; Transmutation and Necromancy spells (which are aligned with time and opposed to matter) cost 4 x the spell slot level in mana; spells from all other schools (which are neither aligned nor opposed to matter) cost 2 x the spell slot level in mana.

Immortals of Thought: Divination and Enchantment spells (which are aligned with thought) cost 1 x the spell slot level in mana; Evocation and Illusion spells (which are aligned with energy and opposed to thought) cost 4 x the spell slot level in mana; spells from all other schools (which are neither aligned nor opposed to thought) cost 2 x the spell slot level in mana.

Immortals of Time: Transmutation and Necromancy spells (which are aligned with time) cost 1 x the spell slot level in mana; Abjuration and Conjunction spells (which are aligned with matter and opposed to time) cost 4 x the spell slot level in mana; spells from all other schools (which are neither aligned nor opposed to time) cost 2 x the spell slot level in mana.

Immortals of Entropy: Since no school of magic is aligned or opposed to entropy, spells from all schools cost 2 x the spell slot level in mana.

Cantrips have no mana cost, regardless of school.

SPELL MECHANICS

For purposes of attack rolls and save difficulties, an immortal's casting ability for spells cast using exalted casting is considered to be their Charisma.

For purposes of the Dispel Magic spell and similar effects, a spell cast using exalted casting is considered to have been cast using a spell slot ten levels higher than its actual level. This effective increase in level does not affect Dispel Magic spells cast using exalted casting.

Although exalted vessels are immune to mortal level magic, this immunity does not extend to spells cast using exalted casting which can affect them normally (although see the Appendix for details of special cases).

Spells requiring concentration to maintain still require concentration when cast using exalted casting.

AURA

Immortals radiate an aura of immense power when in their spirit form or in an exalted avatar. This aura is always visible, even if the immortal becomes invisible, and under normal circumstances it unmistakably marks the immortal as being an immortal but has no other effect. This aura is too powerful to be completely extinguished or hidden, even if the immortal becomes invisible, but it can be suppressed to a low enough level to make communication with mortals easy or flared up to affect mortals in a number of ways.

AURA FLARES

As an action an immortal in spirit form or in an exalted avatar can cause their aura to flare up to a much greater intensity to normal. This will have one of three effects, chosen by the immortal.

- All mortal creatures within 60' who see the immortal must make a Wisdom save or be Charmed. The charm lasts for as long as the immortal is in view of the creature, and once the creature can no longer see the immortal they may repeat the saving throw at the end of each round to remove the condition.
- All mortal creatures within 60' who see the immortal must make a Wisdom save or be Frightened. The fear lasts for as long as the immortal is in view of the creature, and once the creature can no longer see the immortal they may repeat the saving throw at the end of each round to remove the condition.
- All mortal creatures within 60' who see the immortal must make a Wisdom save or be Paralyzed. The creature may repeat the saving throw at the end of each round to remove the condition.

In each of these cases, the saving throw difficulty to avoid the effect is 8 + the immortal's proficiency bonus + the immortal's Charisma bonus.

AURA COMBAT

Immortals in any form are able to fight by directly attacking opponents using their aura. This can be done even when the immortal is in a mortal avatar that does not normally have a visible aura. These attacks manifest as intangible glowing shapes that form around the target. An immortal can attack any creature that they can perceive and that is on the same plane as the attacker. The perception doesn't have to be physical, it can be through magical scrying. Attacking in this way can be done once per round, and does not require any kind of action, although it must be done on the immortal's turn. It requires no movement or verbal component, and can therefore be done even when the immortal is Incapacitated or even Paralyzed.

An immortal in any form instinctively knows when it is being attacked in aura combat and may simultaneously make a counter-attack. This counter-attack is made on the attacker's turn and does not count as a reaction. Like the attack itself, it requires no movement or verbal component and can therefore be done when the immortal is Incapacitated or Paralyzed. The immortal that is counter-attacking does not need to be able to perceive its attacker, since the counter-attack tracks back along the path of the original attack.

An immortal can only initiate one aura combat attack per round, but it can counter-attack against any number of incoming attacks providing they have the spare mana to do so.

MECHANICS OF AURA COMBAT

There are five types of attack that can be used in aura combat, each of which has its own special effect if it is successful. When an attack is made, the attacker and the target (who is counter-attacking) each secretly choose one of the attack types and select how much mana to power it with, with a minimum of 10 mana and a maximum of 500 mana.

The attack types are then compared to see which wins. Each of the attack types has two other types that it automatically beats, and two other types that it loses against. If the attack and counter-attack are both of the same type, then the stronger of the two (the one powered by the most mana) wins. If the target of the initial attack does not counter-attack,

either because it is mortal and therefore not able to do so; it does not have enough mana to do so; or it chooses not to, then the attack automatically "wins".

Each combatant pays the mana to power their attack, and the combatant whose attack was beaten by their opponent's attack loses additional mana equal to twice the amount that powered the winning attack. If the loser can make a Constitution save with a difficulty equal to 8 + the attacker's proficiency bonus + the attacker's Intelligence bonus, they lose only half of this additional mana.

In addition to the loss of mana, the loser also takes an additional effect based on the type of attack that they were beaten by. Note that all these effects will even affect an immortal in spirit form.

Because aura attacks are designed to work on other creatures with mana, they are less effective on mortal creatures that do not possess mana. If a mortal target of an attack makes their Constitution save against it, they are unaffected by the additional effect of the attack.

TYPES OF ATTACK

Bind: The attacker wraps and ties their opponent with chains of energy. If you lose to a Bind attack, you are Paralyzed until the end of your next action (remember that both attacking and counter-attacking in aura combat can still be done while you are Paralyzed, even though normal actions and reactions can't be taken). A Bind attack automatically wins against a Shroud or Thrust, but loses against a Dispel or Pin.

Dispel: The attacker probes their opponent with tendrils of energy that disrupt magic. If you lose to a Dispel attack, the attacker becomes aware of what spells you currently have active upon you, and may choose any one of them to be dispelled (no roll required). Additionally, you are unable to cast spells (either normally or by using Exalted Casting) until the end of your next turn. A Dispel attack automatically wins against a Bind or Shroud, but loses against a Pin or Thrust.

Pin: The attacker uses spikes of energy to pin their opponent in place. If you lose to a Pin attack, you may not change your location. You may still move around in place and take actions as normal, but you may neither move from your current location nor be moved from it by any physical or magical means. This includes teleportation and planar or extradi-

mensional movement. You may make a Strength save at the end of each of your turns, with a difficulty equal to 8 + the attacker's proficiency bonus + the attacker's Intelligence bonus, to escape the Pin. A Pin attack automatically wins against a Bind or Dispel, but loses against a Shroud or a Thrust.

Shroud: The attacker surrounds their opponent in a cocoon of energy. If you lose to a Shroud attack, all your senses (sight, hearing, smell, magical detection) are blocked until the end of your next turn. If you attempt to move out of the cocoon by any means, mundane or magical, it moves with you. You are considered to be Blinded. Note that you are still aware of any incoming aura combat attacks and are still able to counter-attack in response to them. A Shroud attack automatically wins against a Pin or a Thrust, but loses against a Bind or a Dispel.

Thrust: The attacker uses a hand or fist formed of energy to push their opponent. If you lose to a Thrust attack you are pushed 60' in a straight line in a direction of your attacker's choosing. A Thrust attack automatically wins against a Dispel or a Pin, but loses against a Bind or a Shroud.

SHROUD AS A DEFENCE

It is possible to use the Shroud attack on yourself in order to protect yourself from aura attacks. You can do this on your turn instead of making an aura attack, or you can do it as a response to an incoming attack instead of making a counter-attack. Using Shroud on yourself costs the minimum of 10 mana, and means that you suffer the effects of being shrouded – that is, all your senses (sight, hearing, smell, magical detection) are blocked until the end of your next turn; if you attempt to move out of the cocoon by any means, mundane or magical, it moves with you; and you are considered to be Blinded.

However, until the end of your next turn any incoming aura attack of any type (including the one that you are responding to, if any) is automatically blocked. The attacker only pays 5 mana instead of the full cost of the attack, and you lose only 10 mana per incoming attack keeping the shield strengthened. If you can make a Constitution save with a difficulty equal to 8 + the attacker's proficiency bonus + the attacker's Intelligence bonus, you lose only 5 mana. You do not suffer the additional effects of the attacks, even if they are of types that would normally automati-

cally beat a Shroud, but you can neither counter-attack against them nor make attacks yourself until the end of your next turn when your Shroud ends.

LACK OF MANA

Normally, the loser in a round of aura combat loses mana. However, sometimes the loser will lose the last of their mana or not have any to lose. The effects of this depend on the nature of the loser.

Mortals: Mortal creatures have no mana to lose, and therefore can't counter-attack against aura attacks and always lose against them. When a mortal creature should lose mana as the result of aura combat, it loses an equal number of hit points instead. If the mortal creature loses all its hit points, it starts dying, just as if its hit points had been lost in physical combat.

Exalted Creatures: If an exalted creature loses the last of its mana, any remaining loss is carried over to its hit points as if it were mortal. Further attacks will treat it as if it were a mortal creature until it has had chance to recover some mana.

Avatars: When an immortal is using a vessel as an avatar, and that avatar loses the last of its mana due to an aura attack, the vessel disappears in the same manner as when the immortal runs out of mana voluntarily. If the avatar was a lesser one, then there is no further effect. If the avatar was a greater one, then the immortal's spirit form is sent back to their home plane if it is not already there.

Immortals in Spirit Form: When an immortal in spirit form runs out of mana due to an aura attack they are sent back to their home plane. If they are already on their home plane when this happens, they die. This is the only way that an immortal can be truly killed, and immortals who suffer this fate are irrevocably dead and gone. There is no power in the multiverse, mortal or immortal, that can bring back an immortal once they have been killed.

AURA COMBAT AND MAGIC

Aura combat is not magic; it is the direct manipulation of the immortal's life force. Because of this, the effects of aura combat (for example the chains binding someone after a bind attack) can't be dispelled or disrupted by anti-magic. Similarly, immortals are capable of using aura combat even in planes that have three or fewer dimensions where magic doesn't work.

IMMORTAL COMPETENCE

Immortals in any form may add half their proficiency bonus, rounded down, to all ability checks that don't already include their proficiency bonus.

IMMORTAL LEVEL CASTING

An immortal that is in one of its avatar forms is able to cast a number of extremely powerful spells. These spells manipulate immortal level magic, and as such they may only be cast by immortals and they do not work when the immortal is in a plane with fewer than five dimensions.

Immortal level spells are classified as being either Lesser or Greater. Lesser spells generally have temporary effects and cost the immortal mana to cast; whereas greater spells generally have permanent effects and cost the immortal power and mana to cast. In either case, they must be cast by an immortal who is in an avatar form. Immortals in spirit form cannot cast immortal level spells.

These spells are not stored in spell books and it is not possible to write these spells onto scrolls or make magic items that duplicate their effects. All immortals innately know all immortal level spells, and can cast them at will providing they have sufficient mana and power to do so.

When an avatar casts a lesser immortal level spell, that avatar must pay the cost of the spell in mana. When an avatar casts a greater immortal level spell, the mana is spent by the individual avatar but the power is spent by the immortal generally and all avatars of the immortal are considered to have the lower power total.

Remember that an immortal can't ever spend enough power to cause themselves to be reduced in level, so this means that the abilities and statistics of current avatars won't need to be changed on the fly after casting such a spell – you just need to note that there is now less power remaining for further spell casting.

Immortal level spells cannot be dispelled or cancelled by either mortal or Immortal casters, and they work even in areas of anti-magic. They are also general in nature, and not tied to any specific school of magic, and as such their cost does not vary based on the allegiance of the caster.

EXTRA DAMAGE

When in an exalted avatar, a first level immortal does 1d6 additional damage with all physical attacks, both melee and ranged. This rises to 2d6 damage at 5th level, 3d6 damage at 11th level, and 4d6 damage at 17th level.

EXTRA ATTACK

Starting at 2nd level, an immortal in an exalted avatar can attack twice, instead of once, whenever they take the attack action on their turn. The number of attacks increases to three when they reach 8th level; to four when they reach 14th level; and to five when they reach 20th level.

IMMORTAL LEVEL SPELLS

ANALYSE PLANE

Lesser Immortal Spell

Casting Time: 1 action

Range: Touch or special

Components: V, S, 50 mana

Duration: Instant

This spell gives the caster information about a plane or demiplane. The plane can be the one that they are currently in, or it can be the plane at the far end of an open rift or Gate spell that is within 30' of the caster. This spell will not work through a sealed rift.

The caster becomes aware of the unique planar signature of the plane (the signature that allows it to be used as the target for a Plane Shift or Gate spell); the number of dimensions that the plane has (this will already be obvious to the caster if they are inside the plane upon which they are casting the spell); the plane's cosmic bias (if it has one); and any special properties that the plane has been given by a Terraforming spell.

BESTOW IMMORTALITY

Greater Immortal Spell

Casting Time: 1 action

Range: Touch

Components: S, 100 power and mana

Duration: Permanent

This is the spell used to create new immortals. It can only be cast on a willing target, and if the target has less than 350,000 experience points the spell fails.

The caster reaches into the target and draws out their life force, which appears as a small gently glowing intangible orb. The orb then expands and brightens to become the spirit form of the new immortal as the caster pours a portion of their own power and mana into it.

The mortal's former body is left inert, and can't be brought back from the dead, made into an undead, or be subject to a Speak with Dead spell.

The new immortal begins with an amount of power equal to their old experience point total divided by a thousand, so a mortal with the minimum experience required (350,000) would become an immortal with 350 power. They also gain an exalted vessel (paid for by the power used to cast this spell) created by their subconscious in the form of their idealised self-image. See the Create Exalted Vessel spell for more details.

This spell also metaphysically ties the fledgling immortal's spirit to the plane on which it is cast, causing that plane to become the home plane of the new immortal, and the immortal becomes aligned to the same cosmic principle to which the plane is biased. Because of this, and because it is an immortal level spell, it must be cast on a plane that

- Is five dimensional
- Has a bias towards one of the cosmic principles
- Isn't already the home plane of an existing immortal

The caster of the spell will usually have already searched out a suitable outer plane which has a bias matching their own and moved it to a convenient location. Immortal etiquette says that the plane should have no indigenous intelligent life and should be a standard plane the size of a star cluster, but neither of these is a strict requirement of the spell (it won't work on a demiplane though).

CONCEAL MAGICAL NATURE

Lesser Immortal Spell

Casting Time: 1 action

Range: 60'

Components: V,S, 10 mana

Duration: One year, or until the item is used

This spell will cause a single magical object (including an artifact) to fail to show up on magi-

cal detections or divinations of any kind. This concealment of the item's magical nature will last for one year or until the item is used; at which point this spell is cancelled and the item's magical nature will become apparent once more.

If the caster chooses, they may add additional conditions that will cause the spell to end; for example, a particular word being spoken, the item being touched by a particular individual, or a particular type of creature approaching within a given radius of the item.

This spell does not work on living creatures, and multiple castings are not cumulative in duration.

COSMOGENESIS

Greater Immortal Spell

Casting Time: 1 hour

Range: Special

Components: V, S, a variable amount of power and mana

Duration: Permanent

This spell creates planetary bodies, stars, and planes, anything from a small comet to an entire universe.

When using this to create a plane, the caster positions themselves in an existing outer plane (or somewhere in the Astral) and begins to cast the spell. At the end of the casting time, a new five dimensional outer plane comes into existence with a cosmic bias that matches that of the caster.

The new plane borders the plane that the caster is currently on, and a rift forms between the middle of the new plane and the caster's location. The caster may choose whether the rift opens onto the plane's normal dimensional region or its nightmare dimensional region. The new plane is totally empty when created.

If the caster chooses, they may create a plane with fewer than five dimensions, and if this is the case they must choose whether the plane's single region is aligned with normal or nightmare dimensions.

The cost (in both power and mana) to create a new plane using this spell is shown in the table below.

Plane Creation Costs

Plane Type	Size	Cost
Nanoplane	Big enough to hold a geocentric system with a single planet and orbiting mini-sun and mini-moon	800
Microplane	Big enough to hold a standard heliocentric solar system with a star and multiple orbiting planets	2,000
Standard Plane	Big enough to hold 10 star systems	4,000
Megaplane	Big enough to hold a whole galaxy with around 200 billion star systems	8,000
Gigaplane	Big enough to hold a whole universe with around 150 billion galaxies	20,000

This spell may also be used to create heavenly bodies within the plane in which the spell is cast, providing it is cast within an outer plane. The body created will come into existence within 100,000 miles of the caster and arrange itself into a stable orbit based on the casting location that will not disrupt other heavenly bodies unless the caster specifically desires it to.

The heavenly body created can be a star, a liquid planet, a normal rock planet, a gas planet, or an asteroid or comet, and the cost in power and mana

is based on the size of the body created. Normally these will have the standard composition for such things, but if the plane on which they are being created has the characteristics of an elemental plane then they will conform to that element's equivalent instead; for example creating a star on a plane with the characteristics of the elemental plane of earth will result in the creation of a star sized glowing crystal body. See the Multiverse chapter for more information on how elemental planes work.

Heavenly Body Creation Costs

Body Type	Size	Cost
Asteroid or Comet	Up to a mile across	5
Small Moon	Suitable for a geocentric system	10
Large Moon	Suitable for a heliocentric system	20
Small Planet	Approximately the size of Mars or Mercury, not large enough to create a rift	40
Medium Planet	Approximately the size of Earth or Venus	60
Large Planet	Usually a gas giant; rock planets this size are unstable and will break apart within a few thousand years	80
Small Star	The size of the Sun	120
Large Star	The size of a Red Giant	140
Unusual	A "flat earth" planet, or a hollow planet, or a similarly unusual heavenly body	+25

When a rock body of medium planet size or larger is created, this may also result in the creation of a rift between the outer plane on which it is created and the plane that borders it. If the plane on which the planet is being created has fewer planets than the one it borders, a rift will appear between a random location on the newly created planet and a random location on a random planet on its neighbouring plane that doesn't already contain a rift.

Finally, there is a third use of this spell. If an immortal casts this spell while on their home plane

they can use it to increase the size of that plane rather than creating anything new. This costs 500 power and mana, and increases the size of the plane so that it can hold one additional solar system.

CREATE ARTIFACT

Greater Immortal Spell

Casting Time: 10 minutes

Range: Touch

Components: S, a variable amount of power and mana

Duration: Permanent

This spell creates an artifact - an extremely powerful magical item. Artifacts contain much more power than normal magical items and are capable of affecting immortals in exalted form. The amount of magical power they contain makes them inherently unpredictable, with their exact abilities sometimes coming as a surprise even to their creator. In the hands of mortals, such a powerful magic will often also have detrimental side effects.

Design of an artifact is done in a number of stages.

Firstly, the base form of the artifact must be decided. Although weapons or armour are the most common forms an artifact can be made in any form that the caster desires. The base form must be of the highest quality, worth at least 100,000gp.

Secondly, the initial magical abilities of the artifact must be added. These abilities should be modelled after the abilities of existing magic items, although the type of magic item may not be the same as the base form of the artifact (for example an artifact sword could be made to function as a Staff of Power even though it is a sword, not a staff). When adding abilities in this manner, abilities from a magic item that may be destroyed on use (e.g. an Elemental Gem that is destroyed after a single use, or a Wand of Magic Missiles that may be destroyed if it runs out of charges) will not destroy the artifact. Instead, such abilities simply won't be usable again until after a long rest. There is a limit to the number of magical abilities that can be added to an artifact: a single artifact can include the abilities of up to four magic

items, only two of which may require attunement. With permission from the Game Master, a player can give a unique ability to an artifact that is not found on an existing magic item. In this case, the player and Game Master must work together to decide the closest equivalent magic item for cost purposes.

Thirdly, the properties of the artifact must be determined by the Game Master (see the core rules for information about artifact properties and how to generate them). For each ability given to the artifact, it will have one property. For each ability that matches a Very Rare or Legendary magic item, the artifact gains a major beneficial property determined by the Game Master, to a maximum of two major beneficial properties. For each Very Rare or Legendary ability after that, and for each ability that matches a Common, Uncommon or Rare magic item, the artifact gains a minor beneficial property determined by the Game Master. If the caster chooses, they may add additional properties to the artifact (again determined by the Game Master) to a maximum of two major and four minor properties. Each of these additional properties must be balanced by a detrimental property of equal magnitude also determined by the Game Master. Detrimental properties affect any mortals that attune to the artifact, but exalted creatures and immortals that attune to it will be unaffected by them.

Once created, an artifact exists permanently and can be used by anyone who attunes to it, mortal or immortal. However, as mentioned above, mortals attuning to an artifact will suffer from the effects of any detrimental properties it has. An



artifact can't be de-powered or destroyed by any mortal level magic or by any natural environmental damage or effect, except for one specific method of destruction chosen by the Game Master.

The cost of creating an artifact is based on the cost of the magic items that its abilities duplicate, plus a cost for the base item. Note that since the abilities of consumable items do not actually deplete or destroy the artifact, these are bought as if they were the abilities of permanent magic items of the same rarity.

Create Artifact Casting Cost	
Ability	Cost
Base Item	1 power and mana per 10,000gp value
Common Ability	+1 power and mana
Uncommon Ability	+2 power and mana
Rare Ability	+5 power and mana
Very Rare Ability	+10 power and mana
Legendary Ability	+25 power and mana

ARTIFACT CREATION EXAMPLE

Filbert wishes to make an artifact staff to use as both an impressive symbol and as a weapon. He starts with staff made of a single crystal of ruby worth 250,000gp, and the first abilities he gives it are the Weapon +3 ability (Very Rare) the Flame Tongue ability (Rare, requires attunement). He also gives it the ability to act as a Ring of Fire Elemental Command (Legendary, requires attunement).

Creating the staff will cost Filbert 25 power and mana (for the 250,000gp value) plus an additional 25 for the legendary ability, 10 for the very rare ability, and 5 for the rare ability; for a total of 65 power and mana to create the artifact.

Because the staff has two Very Rare or Legendary abilities and one Common, Uncommon or Rare ability, it also gets two major beneficial properties and one minor beneficial property. Filbert decides that it should also have a second minor beneficial property, which means it will also have a minor detrimental property for any mortal that attunes to it. These five properties (two major beneficial, two minor beneficial, and one minor detrimental) are determined by the Game Master, as is the situation that will destroy the staff.

CREATE EXALTED VESSEL

Greater Immortal Spell

Casting Time: 10 minutes

Range: Self

Components: V, S, 100 power and mana

Duration: Permanent

This spell creates a new exalted vessel for the caster to be able to use as an avatar. The new exalted vessel can appear as the caster desires, looking like any existing race or species or even looking like something out of the caster's imagination. The shape of the new form has no effect on its abilities – an immortal with an exalted vessel in the shape of a goblin and one in the shape of a dragon has the same statistics and abilities in both forms.

If you are using feats in your game, when you create an exalted vessel choose a combination of any four feats and/or epic boons for the vessel. While you are in an avatar of that vessel, you have those abilities. If you choose a feat that gives you an increase to an ability score, that increase only applies while you are in the avatar of that vessel. For the purposes of these abilities, any reference to a spell that you can cast can be taken to refer to any mortal level spell you can cast using exalted casting; and any reference to being able to cast a spell without using a spell slot can be taken to mean that when you cast the spell using exalted casting it costs you no mana to do so.

Once created, the exalted vessel lasts indefinitely until it is killed. Exalted vessels do not age, but time that an exalted vessel spends while not in existence because the immortal isn't currently inhabiting it as an avatar counts towards being a short/long rest for the purposes of healing and the recharging of abilities.

When an exalted vessel is killed, it leaves no corpse behind, and the vessel can't be brought back from the dead in any way. The caster can, of course, simply create a new exalted vessel that is identical to a previous one.

The caster may cast Create Mundane Object in conjunction with this spell in order to create default clothing and equipment for their new exalted vessel. Whenever they create an avatar from the vessel that default clothing and equipment will appear with it. Any equipment created in this manner will disappear with the avatar when it disappears (either because it is

out of mana or because it has been physically killed) even if the equipment is being carried by someone else.

There is no limit to the number of exalted vessels that an immortal can have, but each one can only be used for a single avatar at once.

If an immortal is ever left in a situation where all their vessels have been destroyed and they are unable to create an avatar, they will subconsciously use this spell in order to re-create the first exalted vessel that they gained when originally becoming immortal even if the cost of doing so will reduce their level (this is the sole exception to the normal rule that immortals can only use immortal level spells when inhabiting an avatar). An immortal who is reduced below the minimum power for first level (300 power) by this forced re-creation of their vessel remains at first level, and an immortal who is so weakened that they don't even have the 100 power needed to re-create the vessel becomes a lost soul.

CREATE MORTAL VESSEL

Greater Immortal Spell

Casting Time: 10 minutes

Range: Self

Components: V, S, 2 power and mana per level or challenge rating

Duration: Permanent

This spell creates a new mortal vessel for the caster to be able to use as an avatar. The new mortal vessel can be of any race and class combination, or of any monster species (even a golem or undead); but its abilities are limited to those that a normal member of that race/class or monster would have. Mundane details like appearance, age, and gender are chosen by the immortal at the time of casting, as can fake memories of a prior life (in case the mortal vessel's mind is read).

If the mortal vessel has a race and class, and its class means that it should have spell slots, then those spell slots can be used to cast mortal magic as normal independently of exalted casting. This mortal magic is counted as if coming from a mortal caster, despite the fact that the "mortal" caster is actually just the mortal avatar of an immortal.

If the mortal vessel is that of an exalted creature, the immortal does not gain the abilities of an exalted creature. Instead they gain the

abilities of (and pay the creation cost for) a mundane mortal version of that monster type.

Once created, the mortal vessel lasts indefinitely (although it may age as a normal member of its species if the caster chooses so at the time of casting) until it is killed. If the vessel is a race/class combination, it cannot gain experience points and does not increase in level as the immortal does.

Time that a mortal vessel spends while not in existence because the immortal isn't currently inhabiting it as an avatar counts towards being a short/long rest for the purposes of healing and the recharging of abilities.

When a mortal vessel is killed, the corpse disappears, and the vessel can't be brought back from the dead in any way. The caster can, of course, simply create a new mortal vessel that is identical to a previous one in order to give the appearance of restored youth to an aged one or give the appearance that a dead one has been raised.

The caster may cast Create Mundane Object in conjunction with this spell in order to create default clothing and equipment for their new mortal vessel. Whenever they create an avatar from the vessel that default clothing and equipment will appear with it. Any equipment created in this manner will disappear with the avatar when it disappears (either because it is out of mana or because it has been physically killed) even if the equipment is being carried by someone else.

There is no limit to the number of mortal vessels that an immortal can have, but each one can only be used for a single avatar at once.

The cost of casting this immortal level spell is an amount of power and mana equal to twice the level (if a race/class combination) or twice the challenge rating (if a monster species) of the form.

CREATE MUNDANE OBJECT

Greater Immortal Spell

Casting Time: 1 action

Range: 10'

Components: S, 1 power and 1 mana per 50,000gp value of the object

Duration: Permanent

This spell creates a mundane object out of nothingness with a wave of the caster's hand. It can cre-

ate any non-magical object or any magic item; but cannot create artifacts. This spell can create complex items or sets of items (such as a building complete with fixtures and fittings or a full set of clothing) with a single casting, providing the caster pays for the total value of the objects.

If the immortal chooses, they can make temporary items that disappear after 24 hours. Temporary items do not cost power to create, but still cost 1 mana per 50,000gp of value created (rounded up).

Creating items with a value of 1,000gp or less has no cost to the caster.

CREATE SPECIES

Greater Immortal Spell

Casting Time: 10 minutes

Range: 10'

Components: V, S, 5 power and mana per challenge rating or 50 power and mana for a race capable of having character classes

Duration: Permanent

Each casting of this spell creates a single creature, which may be intelligent. The creature created does not have to be from an existing species or race; the immortal can simply invent a new species by casting this spell, and if they cast the spell repeatedly to create the same type of creature they can create a breeding population of this new species.

This is how many of the humanoid and monster species in the world came into existence, and it is up to the Game Master (and the actions of the immortal in protecting, teaching and guiding their new species) to determine whether the new species will thrive or die out.

The immortal has no direct control over creatures created by this spell, but they will usually be grateful for existence and show loyalty to their creator (but only if they know their origin, of course).

Creating simple creatures costs 5 power and mana per challenge rating of the creature created. Creating a creature of a humanoid race that can potentially advance in character classes costs 50 power and mana. Such humanoids are created in a basic "commoner" state, but can acquire a class and are capable of advancing to twentieth

level and even becoming immortals themselves if they live most of their life on the prime plane.

The cost of creating an exalted creature is based on its adjusted challenge rating, not the base challenge rating of the monster type.

IMMORTAL EYE

Lesser Immortal Spell

Casting Time: 1 action

Range: Anywhere

Components: V, 5 mana

Duration: 1 hour

This spell allows the immortal to create an invisible magical eye in any location that they have previously visited, whether on the same plane or a different plane (providing that plane is at least five dimensional). The eye is detectable by a Detect Magic spells cast in its location, even those cast by mortals, but it indistinguishable from a normal scrying sensor of mortal level.

The caster can move the eye at a speed of 240' per round by concentrating, and when they stop concentrating the eye will remain in place. At the end of the spell's duration, the caster can spend an additional 5 mana in order to extend it for another hour. The caster can choose to dismiss the eye before the duration runs out, ending the spell prematurely, and this automatically happens if the caster casts this spell a second time. An immortal avatar can only have one Immortal Eye spell running at once, and if the avatar ceases to exist for any reason the eye disappears as well.

The caster can see and hear through the eye as well as being able to see and hear at their own location, with no concentration necessary.

If the caster concentrates, they can cause a visible image of their spirit form to appear at the eye's location (note that since both causing the image to appear and causing the eye to move require concentration the caster can't do both at once). The caster can sense and communicate through this image as if their spirit form were at the location, but the image is not the actual spirit form of the immortal and has no other powers. The image is not an illusion.

IMPROVE ABILITY SCORE

Greater Immortal Spell

Casting Time: 1 action

Range: Self

Components: V, S, 2 power and mana per point of ability score after the increase

Duration: Permanent

This spell permanently improves one of the ability scores of the caster by one point. The score is improved simultaneously in the immortal's spirit form and in all exalted vessels).

The cost of the ability score increase is 2 power and mana per point of ability score after the increase is applied; for example, increasing a score from 19 to 20 costs $2 \times 20 = 40$ power and mana.

The maximum value that an ability score can reach using this spell is the immortal's level plus twenty; for example, a thirteenth level immortal can increase their ability scores to a maximum value of thirty-three.

INVEST WARLOCK

Greater Immortal Spell

Casting Time: 1 action

Range: 10'

Components: V, 5 power and mana

Duration: Permanent

This spell turns a willing mortal into a warlock of the immortal. The target must be of a race or species that is capable of having class levels. The target neither gains nor loses experience, so if they don't already have a character class they become a first level warlock with zero experience. If they do already have a character class, one or more of their existing levels will be converted into a warlock level; with the target choosing how many levels get converted (if you are not using multi-classing then assume that all levels are converted).

The type of warlock that the target becomes depends on the type of immortal that is casting the spell:

- Immortal aligned to Entropy = Fiend Pact
- Immortal aligned to a different principle = Fey Pact
- Immortal from a nightmare dimension (of any allegiance) = Great Old One Pact

MONITOR WORLD

Lesser Immortal Spell

Casting Time: 1 action

Range: Anywhere on same plane that the caster has previously visited

Components: V, S, 10 mana

Duration: 24 hours

The caster monitors a single world that they have previously visited for changes due to immortal level magic. If any other immortal begins casting the Cosmogensis, Rift Manipulation, or Terraforming spells on or within 100,000 miles of the world being monitored, the caster of the Monitor World spell is mentally alerted of the spell being cast and the location in which it is being cast.

The caster must be on the same plane as the world that they wish to monitor when they cast this spell, but may leave that plane while the spell is up and running without it being cancelled. However, if the avatar casting the spell ceases to exist (from running out of mana, having all their mana withdrawn by their spirit form, or being physically killed) the spell will end prematurely.

A single caster may monitor more than one world simultaneously by casting this spell more than once.

PROBE

Lesser Immortal Spell

Casting Time: 1 bonus action

Range: 720' (but see description)

Components: S, 5 mana

Duration: Instant

The caster points at a creature within range, and discovers information about them. This spell can be cast through an Immortal Eye, in which case the range applies from the sensor's location rather than the caster's location.

There is no saving throw against the spell, and anti-magic does not apply. The spell informs the caster of the level, hit dice, hit points, power, and mana, of the creature (which, of course, will also inform the caster indirectly whether the creature is mortal or immortal). If cast on an immortal's avatar, it will also inform the caster whether the target is a lesser or greater avatar.

If the target of this spell is an immortal, they become aware that this spell is being cast on them and may cast the Probe Shield spell as a reaction.

The spell will also inform the caster of the name of the target, although this additional information can be blocked by the target making a Wisdom saving

throw with a difficulty equal to the 8 + the caster's Intelligence bonus + the caster's proficiency bonus.

PROBE SHIELD

Lesser Immortal Spell

Casting Time: 1 reaction

Range: Caster

Components: S, 5 mana

Duration: Instant

This spell may be cast as a reaction when a Probe spell targets the caster, and with the tiniest wave of a hand, which goes unnoticed by the caster of the Probe, this spell makes the caster selectively immune to being probed by that spell.

The caster may decide what results are returned by the Probe spell, enabling them to pass off a mortal vessel as being a mortal creature, give a false name, or mislead the caster of the Probe about whether they are a greater or lesser avatar.

RIFT MANIPULATION

Greater Immortal Spell

Casting Time: 1 action

Range: Touch

Components: V, S, variable power and mana

Duration: Permanent

This spell is used to manipulate the natural rifts that occur between planes. It can be used to seal or un-

seal them and to move them around or even drag an entire plane from one place in the multiverse to another by means of the rifts that connect to it.

The first, and simplest, use of this spell is to seal or unseal a rift. This can be done from either end of the rift and costs a single point of power and mana to do. A sealed rift is still there, but it can't be used to travel between the two planes on either side of it.

Moving the near end of a rift to another place within the same plane costs 5 power and mana. When the spell is cast, the rift is "gathered up" into a small orb of energy that the caster holds in their hand. The caster is then free to move to another location within the same plane while carrying the orb. If the caster lets go of the orb for any reason, the near end rift re-opens in the orb's new location. The rift is considered to be sealed while it is being carried.

It is not possible to move the orb to another plane. Any attempt to do so will leave the orb behind.

Moving an entire outer plane by dragging it by a rift is a similar process, although it requires much more power. Only outer planes can be moved in this way, and if the plane in question is the home plane of an immortal only its owner can move it. The exact amount of power and mana used is based on the size of the plane.

Plane Movement Costs

Plane Type	Size	Cost
Nanoplane	Big enough to hold a geocentric system with a single planet and orbiting mini-sun and mini-moon	200
Microplane	Big enough to hold a standard heliocentric solar system with a star and multiple orbiting planets	500
Standard Plane	Big enough to hold 10 star systems	1,000
Megaplane	Big enough to hold a whole galaxy with around 200 billion star systems	2,000
Gigaplane	Big enough to hold a whole universe with around 150 billion galaxies	5,000

The mechanics of this are similar to those of moving a single rift. The caster gathers up the rift into an orb of energy, although this time the orb is clearly bigger and more powerful. When this happens, all other rifts leading between the caster's current plane and the plane that is being moved are uprooted and disappear. While the orb is being carried, the plane being moved temporarily only has the one rift that it is being moved by; and that rift is sealed

(although it may still have other rifts to other planes – they are not affected by the casting of this spell).

As with moving a single rift, when the caster lets go of the orb for any reason the spell ends and the rift that was being carried takes up its new location. However, in this case the caster can move between planes while carrying the orb.

When the caster lets go of the orb and the new rift forms, more new rifts between the plane that is being moved and the plane which it now borders will form. Count the number of rocky planets of medium size or larger on each plane. A natural rift will form from each of the planets on the plane with fewer to a random planet on the plane with more (but no more than one will lead to the same destination planet).

TERRAFORMING

Greater Immortal Spell

Casting Time: 1 hour

Range: Touch

Components: V, S, variable power and mana

Duration: Permanent

This spell can alter the characteristics of a planet, a demiplane, or even an entire plane. Its cost depends on the size of the thing being altered. There is no fixed list of things that can be altered by this spell, although examples are given for each type of target.

The Game Master and players are encouraged to come up with other possible alterations of their own, but remember that the spirit of the spell is to make the target place more interesting rather than to create death traps, so things like “anyone other than me who enters the plane dies” should not be allowed.

This spell only works on outer planes, and if a plane is the home plane of an immortal, this spell can only be cast on that plane by its owner.

Examples of plane terraforming:

- Give the plane the characteristics of one of the Elemental planes (this changes existing heavenly bodies to match).

- Make the plane timeless like the Astral (or stop it being timeless).
- Block magical access (Gate, Plane Shift, spells, etc.) to the plane.
- Block dimensional travel (e.g. Teleport) within the plane.

Examples of demiplane terraforming:

- Give the demiplane the characteristics of one of the Elemental planes.
- Make the plane timeless like the Astral (or stop it being timeless).
- Block magical access (Gate, Plane Shift, spells, etc.) to the plane.
- Block dimensional travel (e.g. Teleport) within the plane.
- Alter gravity - single direction, nearest edge of the demiplane, centre of plane, none.
- Fill the plane with mundane substances (rock, soil, snow, water, lava, etc.) either partially or completely.
- Grow, or destroy, mundane vegetation in the demiplane.

Examples of heavenly body terraforming:

- Break the body apart, destroying it.
- Move the body to another location within the same plane.
- Cause chunks of the surface to float in the atmosphere as flying islands.
- Change the physical composition of the body.
- Change the physical composition of the body’s atmosphere.
- Sink or raise an island or continent.
- Remove a chunk of the body (e.g. a city and its surroundings) to form a miniature flat world out of it.
- Add or remove oceans and seas from the body.
- Grow, or destroy, mundane vegetation on the body.

Heavenly Body Terraforming Costs

Body Type	Size	Cost
Asteroid or Comet	Up to a mile across	1
Small Moon	Suitable for a geocentric system	2
Large Moon	Suitable for a heliocentric system	4
Small Planet	Approximately the size of Mars or Mercury, not large enough to create a rift	8
Medium Planet	Approximately the size of Earth or Venus	12
Large Planet	Usually a gas giant; rock planets this size are unstable and will break apart within a few thousand years	16
Small Star	The size of the Sun	24
Large Star	The size of a Red Giant	28

Plane Terraforming Costs

Plane Type	Size	Cost
Nanoplane	Big enough to hold a geocentric system with a single planet and orbiting mini-sun and mini-moon	20
Microplane	Big enough to hold a standard heliocentric solar system with a star and multiple orbiting planets	50
Standard Plane	Big enough to hold 10 star systems	100
Megaplane	Big enough to hold a whole galaxy with around 200 billion star systems	200
Gigaplane	Big enough to hold a whole universe with around 150 billion galaxies	500

Demiplane Terraforming Costs

Size	Size	Cost
Normal	30' cube	1
Large	Around 500' in diameter	1
Huge	Around 1 mile in diameter	2
Gargantuan	Around 10 miles in diameter	5
Colossal	Around 100 miles in diameter	10

TRANSFORM

Greater Immortal Spell

Casting Time: 1 action

Range: 60'

Components: V, S, 5 power and mana

Duration: Permanent

This spell changes the form of a mortal creature. The change may be subtle (for example changing someone's age) or extreme (changing a dragon into an aspidistra). The caster decides whether the target keeps their old mental ability scores or has their mental ability scores changed along with their body; and whether they keep their memories or have them suppressed and replaced by fake ones suitable for their new form. The caster may choose to set a command word that will restore the target to their original form if the target hears it. If the caster chooses they may also set separate command words that will restore the targets mind or restore their memories.

Once the change has happened, the target is a normal creature of the appropriate type. The change is not considered to be magical and cannot be detected, dispelled, or otherwise removed by any mortal level magic. However, a Probe spell cast at the target will reveal their "true" pre-transform identity as well as their post-transform identity.

A mortal cannot be transformed into an exalted creature or immortal by the use of this spell.

An unwilling target may resist this spell by making a Constitution saving throw with a difficulty equal to 8 + the caster's Intelligence bonus + the caster's proficiency bonus. If this spell is cast on someone who has already been transformed by a previous application of this spell, the caster can choose to revert the target back to their original form without necessarily knowing what that form is.



CHRONOMANCY



The choice of whether or not to include chronomancy – magical time travel – in your campaign is quite a significant one. Although the rules for chronomancy are only short, it can have a huge impact on your setting and can easily come to dominate your game.

You basically have three choices when it comes to the inclusion of chronomancy:

- Do not use time travel in your game. In this case you do not need the rules in this chapter.
- Allow only the gods, immortals, or other cosmic level entities to use time travel. In this case you can keep time travel from dominating the campaign. It can be used sparingly as an occasional plot device, and you can use these rules for it when it is, but the player characters in your campaign will not have free access to it and it won't come to dominate the game.
- Allow mortals such as player characters to time travel, using magic items. If you do this, your game will likely become a game about time travel, rather than a game in which time travel merely plays a small part. This is absolutely fine, of course, but you should be prepared for the sort of campaign you will have.

This chapter begins by discussing how time travel works, and this is then followed by a number of example scenarios of increasing complexity. At the end, a handful of magic items and immortal level

spells are presented for you to use in your campaign. Which of these you use will depend on how much you want your campaign to be about time travel.

Time travel can be a tricky subject to get your head around, so any explanation of it needs to start with the fundamentals, before moving on to specific examples. The basics of time travel are straightforward, but things can get very complex very quickly – especially if multiple chronomancers are jumping around based on each other's actions.

THE NATURE OF TIME

Time in the multiverse is absolute, not relative. It ticks by inexorably regardless of whatever time travel happens. In other words, if you go to the past and stay there for a day before returning to the present, the present will have advanced a day since you left.

This is a very important principle for anyone who wishes to travel in time. The present is the only “real” time and all other times are measured relative to it. The past is a set of echoes of the present, and the future is a set of potential presents, but neither of them are “real” in the same way that the present is. The present is privileged in that way. The present is the only place that contains real people with real free will, capable of changing history.

TIME LINES

Get a sheet of paper, and draw a horizontal line across the middle of it. This line represents the present. Now draw a vertical line down the middle of the paper. This line represents the future (the portion of

the line above the present) and the past (the portion of the line below the present). In theory, and if we had a big enough sheet of paper, we could draw the past line back as far as the beginning of the universe and the future line as far as the end of the universe.

This vertical line represents an ordered sequence of everything that has happened in the multi-universe and everything that will happen, and it is called a time line. The present intersects it, and as time ticks on the present moves steadily forward – in our diagram that means it's moving steadily up the page from the past to the future.

In the same way that there is a single objective present, there is a single time line that represents the present's history and future. This is known as the true time line, and consequently the part of it in the past is true history and the part of it in the future is the true future.

So far, this is all rather simple and static. However, the difference between the time line and the present is that there is a single present that moves, but there are multiple time lines representing different sequences of events.

Imagine someone, we'll call her Alice, travelling back to the past to change history. Alice starts at the point where the present and the true time line intersect, we'll say that that is 9.00am on a Monday morning, and she goes back to the past. Let's say that she goes back to the year 500 (don't worry about what year numbering system we're using; we're basically just using "the year 500" as the name of an arbitrary point in the past).

Now as Alice is travelling back in time, on our diagram she's effectively moving down the page along the time line that we've drawn. Doing that travelling takes a small amount of time, so by the time she's arrived in the year 500 the present has moved on slightly. It's now 9.03am, since her journey took three minutes.

At 9.00am, true history didn't include the sudden appearance of Alice in the year 500, but now at 9.03am it does. Alice has changed history. Now it might be that in the year 500 Alice appeared, had a quick look around, and then disappeared again. If that were the case, the change to history would be insignificant. It would still exist, but history as of 9.03am would still be pretty similar to history as of 9.00am. However, it may be that after Alice appeared she went around

assassinating important people and generally mucking about; and this causes large changes to history. Maybe the consequences of her actions are such that an entire empire that would otherwise have formed no longer does so. So at 9.00am the empire exists in the present, but as of 9.03am it suddenly no longer does. Alice has changed history and wiped it out. This would be a very significant change to history.

So according to our diagram, what has happened?

BRANCHES

What has happened is that Alice travels down the page on the true time line until she gets to the year 500. Then, her arrival causes a new time line to be created. It's identical to the existing time line at all points prior to Alice's arrival in the year 500, but at that point it diverges off from the original time line since different events happen. It may only diverge a very tiny amount if Alice doesn't disturb much, but if Alice's appearance has a big impact then it will diverge a great deal.

However, two very important things happen. Firstly, Alice is in this new time line rather than in the original one; and secondly, as of 9.03am in the present, this new time line becomes the true time line. The old time line, the one that Alice left, is no longer the true time line. That's now an alternate time line. It was the true time line up until 9.03am, but now anyone looking back in history books will discover that it never happened. Instead, according to history books, the new time line is what happened.

Effectively, what has happened is that Alice's arriving in the past has created a new time line which includes whatever she did there; and at 9.03am the present jumped from the old time line to the new one. History changed out from under people.

Let's say that it takes Alice three days to do whatever she's doing in the past to change history, and then she travels back to the present. She doesn't travel back up the same time line she travelled down. Instead she travels up the one she's now on. When she arrives back in the present (and don't forget that the present will have moved on for three days while she's been away), she'll discover that history now records her sudden appearance in the past; her three days of actions; and her subsequent disappearance.

(The full rules of time travel as slightly more complicated than this, and Alice's return trip would have caused more than one new time line to branch off the existing one, but we'll ignore those complications for now other than to mention that they exist.)

So from Alice's point of view, she was in the present in a situation she didn't like; she went back into the past and changed history; and returned to the present to find that history had indeed changed. Depending on how informed Alice is, she may or may not be aware of the way time lines work, so she may or may not be aware of how she created a new time line and the present snapped onto it.

But what about the view of other people? What about the view of Bob, a fellow chronomancer who stayed in the present while Alice did her trip? And what about the view of Eve, someone else in the present who isn't a chronomancer?

From the point of view of Bob, Alice disappears at 9.00am, and then three minutes later at 9.03am everything suddenly changes. He still remembers the "old" history, but the world now corresponds to the "new" history instead.

From the point of view of Eve, Alice disappears at 9.00am. Three minutes later at 9.03am the world changes, but Eve doesn't notice this because she changes along with the rest of the world. As far as she is concerned, the "new" history has always been history, and she has no memory that three minutes ago history was different to what it is now.

Clearly there is a strong distinction between people like Bob who are sensitive to changes in the time line, and people like Eve who are not.

THE ANCHORED, DRIFTERS AND ALTS

Time travel forever changes you. If you've never done it then you're just one of the masses, and you're at the mercy of those who can do it. You might have grown up to be a famous wizard and gained substantial power and prestige, but one change to the time line and you could find yourself with a changed history in which you never learned magic and instead you became a glassblower making a modest income.

What's worse is that your memory will have changed with history and you'll always remember being a glassblower. You'll remember your apprenticeship and ca-

reer the way it now retroactively happened and you'll have no idea that you actually have a different past.

But that's not the worst case scenario. The worst case is that someone could change history so that you died in childhood, or that you were never born at all. Your entire existence could be erased, and there's nothing you can do to prevent it or to stop it; or even to realise that it's happening.

However, once you have time travelled for the first time this changes. From that point on you are protected from changes in history. This protection only applies to you personally, not your belongings or family – but it does mean that when history changes you will no longer change with it.

To use our wizard example from above, you would suddenly find that no-one else but you (and other chronomancers) remembers that you are a wizard, and you're now in a glassblowing workshop instead of in your tower. You're still a wizard though and you still remember your old history as a wizard even though everyone else seems to remember you growing up as a glassblower.

Even in the worst cases where history changes to include your death or not include you at all you still continue to exist and still continue to remember the old history. It's just that now people remember you dying as a child or don't remember you at all, and there's no official record of you existing as an adult.

Of course, the changes caused by someone travelling in time might be much smaller and subtler than that. For example, if someone goes back and kills Emperor Artaxes III and Emperor Artaxes IV takes over the empire five years earlier than happened in the old time line it's quite likely that you won't be affected by the change at all until you look in a history book and discover that a few things aren't quite how you remember them from the last time you looked in that same book.

Because of this ability to remain static while history changes around them, chronomancers borrow terminology from nautical travellers and refer to someone who has travelled in time at least once (whether they continue to actively travel in time or not) as being "Anchored". Similarly, those people who have never travelled in time and who are therefore at the mercy of history changes caused by chronomanc-



ers are referred to as “Drifters” because they move around with the metaphorical tides of history.

There is also a third type of person. When a chronomancer travels to the past or the future, they will meet other people there. However, these people aren’t quite “real” in the same way that people in the present are. Those in the past are mere echoes of real people, and those in the future are only potential people.

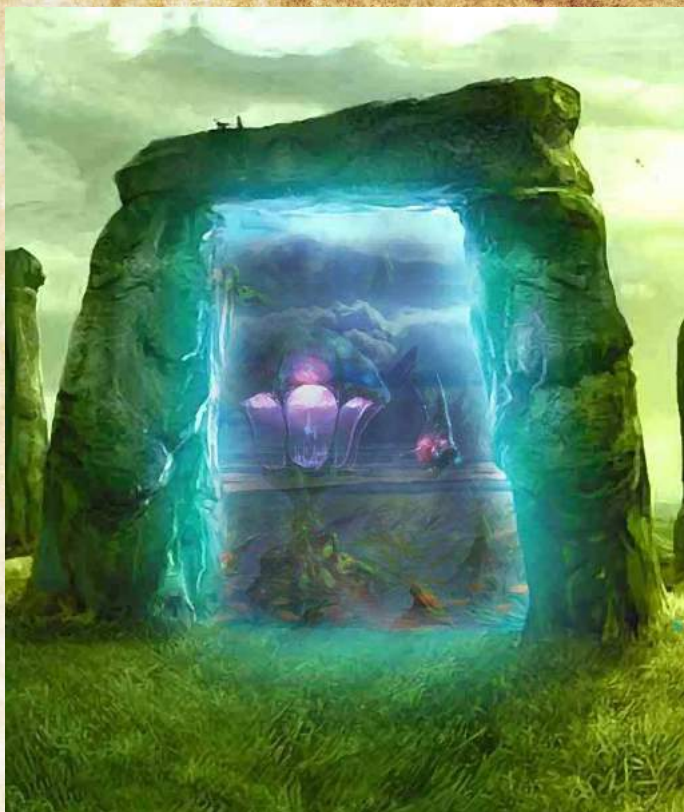
Although people in the past and future seem to behave like the real versions of those in the present, they are not quite the same, at least as far as chronomancy is concerned. People from the past or future, who are usually called “Alts” (short for “Alternatives” – because they’re alternative versions of people from alternate time lines) by chronomancers, are never anchored, even if their real equivalent in the present is. Effectively, they’re just part of the time line rather than having true free will; although their behaviour will be indistinguishable from that of real people. However, because they are merely part of history (or the future) any “time travel” that they do is also merely part of history or the future. When an alt travels in time they do not cause the time line to branch – their time travel is simply part of the existing time line.

For example, if Alice travels back in time by a week and visits a place she knows that she went to

a week ago, she will meet one of her alts – an Alice of a week ago. This alt will act and react in the same way that the real Alice would, but it is not the real Alice. It is an alternate Alice from a different time line (in fact she’s from the time line that Alice just created by travelling to the past).

Since the real Alice is a chronomancer, and has been for longer than a week, her alt will also appear to be a chronomancer. However, if Alice persuades her alt to travel further into the past and change history, this will not happen. Her alt will disappear as normal for time travel, but the time line will not change and show her appearing in the past. Philosophers studying chronomancy are divided about the significance of this.

Some think that because the alt isn’t a “real” person they simply disappear rather than time travelling. Others think that the alt does create a new time line in the same way that someone from the present does when time travelling, but that because the alt is not from the present the time line fails to become the new true time line and as such people who are anchored (such as the real Alice) never get moved to it. Whichever the answer is, it has no practical effect on chronomancers.



IMMORTALS AND TIME LINES

Since immortals can be in more than once place at once due to the use of avatars, it's possible for immortals to end up with different avatars in different time lines. This requires special consideration.

Firstly, an immortal's avatars have no connection with avatars of the immortals alts. There is no shared experience and an immortal can't withdraw mana from an alt's avatar or vice versa.

Secondly, the mental connection and shared experience that avatars of the same immortal normally have is broken when they are in different time lines. An immortal only shares experiences and memories with avatars on the same time line. However, should avatars of the same immortal rejoin the same time line (usually by returning to the present and being shunted onto the true time line) their connection is reestablished.

TRAVELLING IN TIME

As mentioned earlier in the chapter, when people travel in time the sequence of events is slightly more complicated than just spawning off a single new time line when they arrive. Travelling in time will usually involve three time lines, not just two:

Time Line O: The original time line that you were on before you started travelling. This time line includes what would happen if you stayed in your starting time and didn't make your journey.

Time Line D: A time line identical to the one from which it was created, to the point where you disappeared, but which branches off at that point; having an alternate future in which you disappeared at your point of departure.

Time Line A: A time line identical to the one from which it was created, to the point where you appeared, but which branches off at that point; having an alternate future in which you appeared at your point of arrival.

THE RULES

Each time you travel in time, whether into the past or the future, the following things happen in order:

- A new time line (D) is created, branching from the time line you started on (O) at the point of your departure. You are moved onto this new time line, and if your original time line was the true time line and your departure point is in the present or the past then this new time line becomes the new true time line and everyone else in the present is moved onto it too.
- Your journey through time is tracked forwards or backwards along the time line that you are now on. If your point of arrival is in the present, you are immediately moved from the time line you journeyed along to the true time line.
- A new time line (A) is created, branching from the time line you are now on at your arrival point, and you are moved onto this new time line. If your point of arrival is in the present or the past, and the time line you travelled along was the true time line, then this new time line becomes the new true time line and everyone else in the present is moved onto it too.

PERMUTATIONS

The eight possible permutations of these three rules are summarised on the following page.

Time Travel Permutations

Depart from	Arrive in	Effects
Past	Past	Time line D is created, branching off Time Line O at your point of departure. You are moved to Time Line D, and if Time Line O was the true time line then Time Line D replaces it as the new true time line and everyone in the present is also moved to Time Line D. You travel along Time Line D, and then Time Line A is created, branching off Time Line D at your arrival point. You are moved to Time Line A, and if Time Line D was the true time line then Time Line A replaces it as the new true time line and everyone in the present is also moved to Time Line A.
Past	Present	Time line D is created, branching off Time Line O at your point of departure. You are moved to Time Line D, and if Time Line O was the true time line then Time Line D replaces it as the new true time line and everyone in the present is also moved to Time Line D. You travel along Time Line D. As soon as you arrive in the present, you are moved to the true time line, whichever one that is. Then Time Line A is created, branching off the true time line at your arrival point. Time Line A becomes the new true time line, and everyone in the present is also moved to Time Line A.
Past	Future	Time line D is created, branching off Time Line O at your point of departure. You are moved to Time Line D, and if Time Line O was the true time line then Time Line D replaces it as the new true time line and everyone in the present is also moved to Time Line D. You travel along Time Line D. When you arrive, Time Line A is created, branching off Time Line D at your arrival point. You are moved to Time Line A.
Present	Past	Time Line D is created, branching off Time Line O in the present. Time Line D becomes the new true time line, and everyone in the present is moved to it (including you). You travel along Time Line D to your destination time, whereupon Time Line A is created, branching off Time Line D at the point of your arrival. Time Line A becomes the new true time line, and everyone in the present is moved onto it.
Present	Future	Time Line D is created, branching off Time Line A in the present. Time Line D becomes the new true time line, and everyone in the present is moved to it (including you). You travel along Time Line D to your destination time, whereupon Time Line A is created, branching off Time Line D at the point of your arrival and you are moved to it.
Future	Past	Time line D is created, branching off Time Line O at your point of departure and you are moved to it. You travel along Time Line D to your destination time, whereupon Time Line A is created, branching off Time Line D at the point of your arrival and you are moved to it.
Future	Present	Time Line D is created, branching off Time Line O at your point of departure and you are moved to it. You travel along Time Line D to your destination. As soon as you arrive in the present, you are moved to the true time line, whichever one that is. Then Time Line A is created, branching off the true time line at your arrival point. Time Line A becomes the new true time line, and everyone in the present is also moved to Time Line A.
Future	Future	Time line D is created, branching off Time Line O at your point of departure and you are moved to it. You travel along Time Line D to your destination time, whereupon Time Line A is created, branching off Time Line D at the point of your arrival and you are moved to it.

SPLITTING THE PARTY

The above permutations assume that you are on your own or travelling in a group that all continue to travel together. However, it is possible that a group of people will travel together from the present to the same point in either the future or the past, and then will split up with some time travelling again and others remaining behind.

When characters do split up in this manner, those who are left behind are moved into Time Line D along with those who travel on, although they will remain in their current time in Time Line D while those who travel on journey to a different time.

This is not a problem providing all the characters have a means by which to return to the present, as they will each be moved to the true time line when that happens. However, if anyone is stranded without a means of returning to the present it will be impossible for their companions to “rescue” them because any attempt to return to their time will result in a new time line being created and the character who is rescued will be an alt of the stranded character from that new time line rather than the character themselves.

EXAMPLE SCENARIOS

Most of the rest of this chapter consists of a number of worked examples of time travel occurring, showing how the rules work in a number of increasingly complex situations. In each one, we start with the situation, then show what will happen from the point of view of the characters involved, and then show the detail of why that happened according to the rules of chronomancy.

“LET’S KILL THE EMPEROR”

Alice goes back in time to kill Emperor Artaxes, then returns to the present. What happens?

SUMMARY

Alice disappears from the present. Shortly afterwards, history changes to one in which Emperor Artaxes died – killed by a mysterious stranger (who happens to match Alice’s description). When Alice returns to the present the following day she discovers the changes to history that she caused.

DETAILED EXPLANATION

Before Alice sets off, true history follows time line O, which is one in which Emperor Artaxes lived to an old age. Technically when Alice leaves the present, time line O is replaced by time line D1 which branches off time line O in the present, but since the only difference between them is that time line D1 has Alice disappear from the present and time line O doesn’t, we can pretty much ignore this for game purposes.

Alice travels back into the past of time line D1 (which is the same as the past of time line O) and arrives in Artaxes’s time. Her arrival causes time line A1, in which she appears and kills Artaxes, to be created, branching off time line D1 at the point of her arrival; and this becomes the new true history. Therefore, in the present, everyone is shunted from time line D1 to time line A1, and this is interpreted as history having changed. Note that only other time travellers who are anchored will notice the change in history. Drifters will move to the new time line and as far as they remember Artaxes was always killed in this manner. They don’t have any memory of the new time line at all.

Time line A contains Alice’s killing of Artaxes, but it doesn’t contain her return to the present. When she sets off back to the present, time line A1 (in which she doesn’t set off) is replaced by time line D2 (in which she does) and this becomes the new true time line. When she arrives in the present, time line D2 (in which she doesn’t arrive) is replaced by time line A2 (in which she does). In each of these cases, since the new time line is created from the true time line and its point of divergence is in the present or the past the new time line becomes the true time line and everyone in the present is shunted onto it. In practice, since the differences between these time lines are so small they can probably be ignored for game purposes.

If we want to be really precise, from the point of view of people in the present, history O is replaced by history D1 when Alice leaves, and then history A1 when she arrives. This is then replaced by history D2 when she leaves the past on her return journey, and then history A2 when she arrives back in the present. However, for simplicity we can ignore histories D1, D2 and A2 unless there are fellow time travellers acting at the same time as Alice. For a simple trip like this it’s simpler to just say that the original history which doesn’t include the death of Artaxes is replaced by one that does include his death.

“THE GRANDFATHER PARADOX”

Alice decides to go back in time and kill her own grandmother before she gets pregnant, then returns to the present. What happens?

SUMMARY

Shortly after Alice departs, history changes to one in which her grandmother was killed before she had any children. This is a history in which Alice was never born. The following day Alice returns to the present to discover that there's no record of her birth and none of the things she remembers from her childhood actually happened. No-one remembers her existence at all except for her fellow time travellers.

DETAILED EXPLANATION

Before Alice sets off, true history follows time line O. When she sets off, time line D1 is created and becomes the new true history, but the change is inconsequential so we can ignore it for game purposes. When she arrives in the past, time line A1 is created from time line D1, and this becomes true history. Time line A1 is the one in which her grandmother is killed before having children, and therefore it is significantly different to time line O. The significant difference being that in time line A1, Alice was never born. This doesn't mean that Alice ceases to exist though.

Alice's return trip creates time lines D2 and A2 as in the first scenario, and both of these become the new true history when created, but since each contains only inconsequential changes they can be ignored.

When Alice arrives in the present, she is now in a time line in which she was never born – and therefore there's no record of her. People who previously knew her in time line O have never met her in this new time line, so drifters fail to recognise her even if they were formerly her friends or enemies. Only other anchored people such as fellow time travellers will remember that they used to know her in a previous time line.

“KILLING THE TRAVELLER AS A BABY”

Alice has been making enemies; and fellow time traveller Bob decides to go back and kill her as a baby before she's learned chronomancy. What happens?

SUMMARY

Shortly after Bob departs for the past, history changes. Alice still physically exists but people no longer recognise her or remember her. When she looks up her own records she discovers that she

died as a baby. When Bob returns to the present, he discovers that Alice is still there, despite having “died as a baby” – and she is not happy with him.

DETAILED EXPLANATION

As usual, the original time line is O and this changes to D1 when Bob sets off and A1 when he arrives, with both becoming the new true history.

Time line A1 includes Alice being killed as a baby. However, this isn't actually the real Alice. Instead, it's Alice's alt that Bob kills.

If Alice were a drifter, then her alt being killed in time line A1 would mean that when everyone else is shunted over to time line A1 as it becomes the new history, she would disappear instead. However, she's not a drifter – she's anchored. Because of this, she is shunted over to time line A1 anyway, despite the fact that she doesn't belong in this time line.

As usual, Bob's return journey creates two new time lines, D2 and A2, but these are inconsequential and can be ignored.

“CHEATING THE LOTTERY”

Alice decides she wants to get rich, and time travels forward to next week in order to see which ticket wins the Grand Lottery that her kingdom is holding. Travelling forward, she climbs a tree and from her vantage point sees that the lottery is won by Bob with ticket number 169. She writes down the number before returning to the present, at which point she buys that ticket before Bob has chance to do so. What happens?

SUMMARY

A few days later when the lottery is drawn at the festival, ticket number 169 wins and Alice claims the prize. Looking round, she doesn't see herself in the tree watching the draw.

DETAILED EXPLANATION

As always, the original time line is O. In this time line, Alice doesn't time travel and a week later Bob wins the lottery. When Alice sets off into the future, this creates time line D1, one in which she disappears, and this replaces time line O as the true time line.

When she arrives in the future, time line A1 (in which Alice appears and climbs the tree and Bob wins) is created, branching off from time line D1. However, because this branch is in

the future rather than the present or past, time line A does not become the true time line.

Alice setting off back to the present causes time line D2 to branch off time line A1, but since time line A is not the true time line D2 won't become the true time line either.

When Alice arrives in the present, the first thing that happens is that she is shunted from time line D2 back to time line D1, because time line D1 is the true time line. Then time line A2 branches off from time line D1 in the present, becoming the new true time line.

Alice then advances along time line A2 as normal, in which time line she wins the lottery. Because Alice was only ever in the tree in time line A1, not D1, she is not in the tree in the future of time line A2.

“CROSSING THE STREAMS”

Alice goes back in time to kill Artaxes III and change history. However, her fellow time traveller Bob waits with a history book watching for the change. When he sees that killing Emperor Artaxes III doesn't change history in a way that it to his liking (Artaxes III is succeeded by Artaxes IV who is just as bad), Bob decides to go deeper into the past and prevent the empire from forming in the first place by manipulating Artaxes I so that he never unifies the disparate kingdoms. Because this takes some time, Alice arrives back in the present before he does. What happens?

SUMMARY

Shortly after Alice leaves for the past, Bob notices that history has changed. While Artaxes III was killed, Artaxes IV took over and the empire remained strong. Bob then leaves too, and shortly after his departure history changes a second time. Now the empire never formed in the first place. Alice returns to the present expecting to find that the empire collapsed after the death of Artaxes III, but instead finds that neither he nor the empire ever existed. Two weeks later, Bob returns and is able to explain to Alice what happened.

DETAILED EXPLANATION

As always, the original time line is O and when Alice sets off this is replaced by time line D1 which becomes the new true time line. When she arrives in the past, time line D1 is replaced by time line A1, in which she kills Artaxes III. Because time line D1 was the true time line, time line A1 now becomes the true time line.

Meanwhile, in the present, Bob has been shunted from time line O to time line D1 and then to time line A1. He looks in the history book and sees that time line A1 is not to his liking, so he travels back to the founding of the empire.

When Bob sets off, time line A1 is replaced by time line D2 as the true time line. Time line D2 is the same as time line A1 in that it includes Alice arriving in the past and killing Artaxes III, however this isn't the real Alice. Because Alice is not in the present, she isn't shunted into the new true time line. Instead, the Alice that appears and kills Artaxes in time line D2 is an alt of Alice that simply appears rather than having come from anywhere. The real Alice remains in time line A1.

Bob travels back along time line D2 and arrives at his destination. This causes time line A2 (in which Bob manipulates Artaxes I into never creating the empire) to branch off from time line D2 at that point. Because time line D2 was the true time line, time line A2 becomes the new true time line.

Since the empire is never formed in time line A2, it does not contain a copy of Artaxes III and consequently does not contain the appearance of an alt of Alice that kills him. Neither does it contain the real Alice; she's still in time line A1.

Alice is oblivious to Bob's actions, since she's still in time line A1. She leaves to return to the present, causing time line D3 to be created, branching off time line A1. Although this branch is in the past, because time line A1 is no longer the true time line, time line D3 does not become the true time line.

When Alice arrives in the present she is immediately shunted to time line A2, the current true time line, and time line A3 branches off it at this point becoming the new true time line. Because time line A3 is based on time line A2, it doesn't contain Artaxes III and Alice's appearance in the past. Instead it contains a history in which the empire was never formed because of Bob's appearance in the earlier past. Again, this is not the real Bob but an alt, because the real Bob is still in time line A1. He doesn't get shunted to A3 when it becomes the new true time line because he isn't in the present.

Alice is somewhat confused by the nature of time line A3, but she suspects it has something to do with Bob and waits for him to return.

After a couple of weeks in the past, Bob has finished his work and he sets off on a return journey. When he departs for the present, this causes time line D4 to branch off from the time line he is on, A2, but since A2 is no longer the true time line (it's currently time line A3) time line D4 doesn't become the new true time line. When he arrives in the present (which has moved on by a couple of weeks) he is immediately shunted from time line D4 to time line A3, before time line A4 branches off and everyone is shunted on to that one. Everyone ends up on time line A4 in which Bob went back and manipulated Artaxes I into not creating the empire in the first place, and in which Alice disappeared and then reappeared a day later.

“PICKING UP PAST ME”

Alice decides it would be fun to go back in time, pick up her past self, and bring her past self back with her to the present. What happens?

SUMMARY

Shortly after Alice leaves for the past, history changes to indicate that she mysteriously disappeared while younger. Shortly afterwards, Alice returns with someone who looks very like her, but a bit younger. The two have no special mental or magical connection, however; they're effectively just identical twins.

DETAILED EXPLANATION

Alice starts in time line O, and creates time line D1 when she sets off to the past and time line A when she arrives. As usual, these both become the new true time line because O was. When Alice meets her younger self in time line A1, this isn't her real self but her alt.

When Alice sets off back to the present with her alt, this creates time line D2 (in which Alice mysteriously disappeared in the past) which becomes the new true time line, and when she arrives in the present this creates time line A2 (in which she disappeared in the past and reappeared in the present with a “twin”) which also becomes the new true time line.

Despite Alice's alt not being a true chronomancer because she is only an alt, she can travel to the present with the real Alice because the real Alice is a true chronomancer.

“LOOKING FOR FUTURE ME 1”

Alice decides to go forward a single day into the future and pick up her future self to bring back with her to the present. What happens?

SUMMARY

Alice soon returns, disappointed that she was completely unable to find her future self.

DETAILED EXPLANATION

Alice starts in time line O, and when she sets off this creates time line D1 which becomes the new true time line.

Although we normally gloss over time line D1, this time it is important. Time line D1 is based on time line O with the difference that in time line O Alice continued to exist but in time line D1 she vanished when she set off to time travel.

When she arrives in the future, this creates time line A1 which does not become the new true time line even though D1 was because its branching off point is in the future. Since time line A1 is based on time line D1 in which Alice disappeared, there is no alt of Alice in time line A1 for the real Alice to find.

Alice sets off home, creating time line D2, but since this branches off time line A1 in the future time line D2 doesn't become the new true time line. When she arrives back at the present, she's immediately shunted onto the true time line which is currently time line D1. This creates time line A2, which becomes the new true time line.

“LOOKING FOR FUTURE ME 2”

In an attempt to succeed where scenario 7 failed, Alice travels forward in time by a day and spends an hour sitting in a park before returning to the present. She then waits for a day and visits the same park hoping to meet herself. What happens?

SUMMARY

Alice disappears, and then reappears an hour later. The following day she goes to the park but is disappointed to discover that her past self never turns up.

DETAILED EXPLANATION

Alice starts in time line O, and when she sets off for the future this creates time line D1 which becomes the new true time line. Time line D1 is similar to time line O except that it includes Alice's disappearance.

When Alice arrives in the future, this creates time line A1 in which Alice disappears and then reappears and sits in the park. Because this branches off from time line D1 in the future, it does not become the true time line.

When Alice leaves the future, time line D2 is created from time line A1, and again this does not become the true time line. Upon arrival in the present, Alice is immediately shunted back onto time line D1 because this is the true time line, and then time line A2 branches off and becomes the new true time line.

Alice goes to the park in time line A2, but fails to meet herself because the time lines in which she was in the park were time lines A1 and D2, and A2 branched off D1 rather than branching off one of those.

“A LITTLE HELP FROM MY FRIENDS”

Alice is sitting in an inn with Bob and tries to get around the previous restriction. She asks Bob to travel forward a day into the future and pick up her future self from the park, bringing her future self back to the inn, promising that she'll wait in the inn for him to arrive. What happens?

SUMMARY

Bob disappears and shortly afterwards arrives with someone who looks like Alice. The two have no special mental or magical connection, however; they're effectively just identical twins. Alice, Bob and the other Alice leave the inn without bothering to wait around for the pick up to happen, because by now they're savvy enough about chronomancy to know that even if they do wait Bob won't turn up.

DETAILED EXPLANATION

Bob starts in time line O, and when he sets off this creates time line D1 in which he disappears and Alice waits in the inn. Time line D1 becomes the new true time line.

When Bob reappears, this creates time line A1 in which Alice is still in the inn and Bob has disappeared and reappeared. Because this branches off from time line D1 in the future, it does not become the new true time line.

Bob meets Alice's alt (the real Alice is still in the present) and leaves for the present. This creates time line D2, which doesn't become the new true time line because it branches off from time line A1 in the future.

Bob arrives in the present, with Alice's alt, and they are immediately shunted to the true time line, which is currently time line D1. His arrival means that time line A2 is created and becomes the new true time line.

Time line A2 contains Bob's disappearance and subsequent reappearance with Alice's alt, but since it is based on time line D1 rather than time line A1 or time line D2, it doesn't contain Bob's arrival and stay in the future.

Because time line A2 doesn't contain Bob's arrival in the future, there's no reason for Alice, Bob and Alice's alt to wait around, and all three of them leave the inn.

CHRONOMANCY DEVICES

The following optional magic items can be used in campaigns that will involve time travel.

AMULET OF ANCHORING

Wondrous item, rare (requires attunement)

While wearing this hourglass shaped amulet, you are anchored against any changes in the true time line. If someone changes history you will not be affected by the change. For example, if someone travels back in time and kills you as a baby, you will not be dead in the present.

Your past may now be different as far as records and the memories of others are concerned, but you will not personally change and you will still remember the previous time line.

Obviously, this item is only of use to drifters. Characters who have already travelled in time and are therefore already anchored have no need of an amulet of anchoring.

BRACER OF CHRONOMANCY

Wondrous item, legendary (requires attunement)

While wearing this bracer (it comes singly rather than as part of a matched pair) you may use an action to activate it and travel either backwards or forwards in time to any point in history or the future.

The target destination can only be specified to the nearest day, and you have a 50% chance of arriving on the correct day. If this chance fails, you will arrive 1d4 days either before or after your target destination (equal chance of each). An exception to this is if your destination is the present, in which case you will always reach it exactly.

The journey takes one minute per year travelled, and

you will appear in the same physical location that you left. If the location does not exist at the time of your arrival (for example you're in a demiplane and travel back to before it was created, or you're underground in a cave and travel forward to a time after it has collapsed) then you take 10d10 force damage and are shunted into the astral plane.

A bracer of chronomancy can only be used once per long rest.

RUBY OF HOMECOMING

Wondrous item, very rare

When you crush this ruby, destroying it, you will instantly be returned to the present from whatever time period you are currently in, along with all that you are carrying. You will appear in your home or whichever other place you are most intimately familiar with.

If your first choice of destination no longer exists in the present, you will appear in the most familiar place to you that does still exist.

As with all time travel, arriving in the present will automatically shunt you into the true time line.

If you are already in the present when you use this item, you will still be transported home.

TIME CABINET

Wondrous item, legendary (requires attunement)

This is a cabinet five feet square and ten feet tall, made from metal and glass. The cabinet's doors can be locked (DC 20 to pick), although the glass walls of the cabinet mean that its contents can be clearly seen even when the doors are closed.

It can fit four people inside standing comfortably, or up to eight at a squeeze.

While you are in the cabinet and the doors are closed, you may use an action to activate it and the cabinet and all its contents will travel either backwards or forwards in time to any point in history or the future.

The target destination can only be specified to the nearest day, and you have a 50% chance of arriving on the correct day. If this chance fails, you will arrive 1d4 days either before or after your target destination (equal chance of each). An exception to this is if your destination is the present, in which case you will always reach it exactly.

The journey takes one minute per year travelled, and you will appear in the same physical location that you left. If the location does not exist at the time of your arrival (for example you're in a demiplane and travel back to before it was created, or you're underground in a cave and travel forward to a time after it has collapsed) then the cabinet is shunted into the astral plane with its contents intact, but it can not be used again for a week.

Mishaps notwithstanding, a time cabinet can only be used once per long rest.

WHY NOT CHRONOMANCER WIZARDS?

The decision to make chronomancy use magic items at mortal levels rather than normal mortal level spells is a deliberate one designed to help game masters control how much time travel occurs in their campaign worlds. As mentioned at the beginning of this chapter, if players have unlimited access to time travel then it tends to make time travel the focus of the campaign.

While this is not inherently a problem, it might not be what some game masters wish for their campaigns. Therefore four options are presented here in increasing order of accessibility.

Plot Device Only: None of the chronomancy items or immortal level spells exist in the campaign, but occasionally a plot device will mimic the use of one.

Immortals: The immortal level spells exist but not the magic items. This leaves time travel to immortals only, and player characters will only be able to time travel when doing some kind of special mission on behalf of an immortal (or if they reach immortality themselves).

Artifacts: The magic items don't exist on their own (so they can't be bought, made, or found by player characters). However, when artifacts are being created by immortals these items may be used as the base items for those artifacts, and player characters may find these artifacts.

General: The magic items exist as standard items and may be bought, found, and made by player characters and non-player characters alike.

IMMORTAL LEVEL SPELLS

TIME TRAVEL

Greater Immortal Spell

Casting Time: 1 action

Range: Caster

Components: V, S, 20 power and mana

Duration: Concentration

You are taken out of your current time line, and can travel up and down it at will.

You disappear from your current time (this causes time line branching as normal) and are then able to view the time line you are now on. Everything around you looks stretched like ribbons or cords, with every object and creature extended back into its past and forward into its future.

You are able to move around as normal, including the use of movement spells, but you are unable to interact with anything or affect anything. Time continues to pass while you are in the time stream, and while not actively moving forward or back in time you drift forwards at the normal rate (i.e. you drift forward at one second per second of actual time). By concentrating, you are able to actively move forward or backward in time at a speed of up to one year per minute.

When you stop concentrating, you reappear at your current position in the time line that you have been moving through. Again, this causes time line branching as normal.

Because each time you use this spell it causes the time line to branch, if someone else uses this spell it is not possible for you to cast it after they do in order to follow them, since your casting will create a new time line and you will therefore not be travelling up and down the same time line as the person you are following.

If multiple casters wish to use this spell to travel together along the same time line, they must hold hands or otherwise touch each other and then use readied actions to cast the spell simultaneously. Similarly, if they wish to arrive in the same time line together they must be in physical contact with each other while they simultaneously stop concentrating.

CREATE TIME GATE

Greater Immortal Spell

Casting Time: 1 action

Range: 10'

Components: S, 50 power and mana

Duration: Concentration

When you cast this spell, you create a portal between your time and location and another specified time and location on the same plane. The portal is circular, with a diameter anywhere between 5 feet and 20 feet.

The portals at either end of the link are one-sided, and anything passing into one emerges from the other. The portals both travel through time at the normal rate of one second per second, so they always remain the same relative distance apart in time.

Creating the portals branches the time line firstly at the point of creation and then secondly at the far end, as if you had travelled from here to there, as does ceasing concentration so that the portals disappear.

Additionally, if anything passes through the portals in either direction the time line branches at their point of departure and then almost immediately afterwards at their point of arrival in the normal manner for time travel journeys.

If multiple travellers wish to travel together without the time line branching multiple times, they must hold hands or otherwise remain in physical contact while using readied actions to pass through the time gate simultaneously.

APPENDIX

Some spells require addenda to their descriptions when used with the rules that this book contains about the multiverse or immortals, as shown below.

Alarm: An immortal in spirit form won't trigger an alarm spell.

Animate Dead: When cast by an immortal, the undead will obey commands given by any avatar of the immortal.

Antimagic Field: While this will suppress spells cast by exalted casting, it has no effect on immortal level spells. Rifts are natural, not magical, and are therefore unaffected by this spell whether open or sealed.

Alter Self: While this spell may be used to change the appearance of an immortal in an exalted avatar, they will retain their aura.

Astral Projection: Immortals do not have astral bodies to project, and therefore can neither cast nor be the target of this spell.

Banishing Smite: Immortals are considered to be native to their home plane, not the plane upon which they lived their mortal life.

Banishment: Immortals are considered to be native to their home plane, not the plane upon which they lived their mortal life.

Blink: This spell only works if the caster is on the prime plane or an elemental plane, since they are the only planes that border the ethereal plane. On an outer plane or the astral plane it fails and the casting is wasted in a similar manner to when it is cast while on the ethereal plane itself.

Clone: An immortal can't be cloned. If a mortal who becomes immortal already has a clone, the clone becomes useless and will never activate.

Commune: The restriction on casting the spell multiple times per day is shared between all avatars and forms of an immortal. The gods aren't fooled into answering multiple questions by an immortal using multiple bodies!

Conjure Celestial: Immortals with an allegiance to the principle of entropy get fiends instead of celestials when casting this spell using exalted casting.

Contact Other Plane: Casters of this spell may choose to contact a specific immortal with whom they are familiar (the caster must have met the immortal at least once). If the targeted immortal is willing, they may engage in full telepathic conversation for the duration of the spell instead of just subconsciously giving one word answers. Immortals are never driven insane when casting this spell.

Contingency: When cast by an immortal, this spell will end prematurely if the avatar casting it ceases to exist (for example by running out of mana).

Counterspell: Spells cast using exalted casting are considered to be using a spell slot ten levels higher than their actual spell slot for purposes of this spell. When this spell is cast using exalted casting, it is also considered to be using a spell slot ten levels higher than its actual spell slot.

Create Undead: When cast by an immortal, the undead will obey commands given by any avatar of the immortal.

Demiplane: When cast by an immortal caster, the caster may choose to make the demiplane created by this spell larger than normal by bolstering the casting of this spell using power and mana: 500' diameter = 40 power and mana; 1 mile in diameter = 80 power and mana; 10 miles in diameter = 200 power and mana; 100 miles in diameter = 400 power and mana.

Detect Thoughts: An immortal in mortal form who is targeted by this spell will subconsciously mask the knowledge that they are an immortal. This knowledge will never be revealed to the caster of the spell unless the immortal wants it to.

Dispel Magic: Spells cast using exalted casting are considered to be using a spell slot ten levels higher than their actual spell slot for purposes of this spell. When this spell is cast using exalted casting, it is also considered to be using a spell slot ten levels higher than its actual spell slot.

Divination: The restriction on casting the spell multiple times per day is shared between all avatars and forms of an immortal. The gods aren't fooled into answering multiple questions by an immortal using multiple bodies!

Find Familiar: Each avatar of an immortal can have its own familiar. When an avatar disappears (for example when running out of mana), their familiar disappears too.

Find Steed: Each avatar of an immortal can have its own steed. When an avatar disappears (for example when running out of mana), their steed disappears too.

Finger of Death: When cast by an immortal, the undead will obey commands given by any avatar of the immortal.

Flesh to Stone: Immortals can still use exalted casting while petrified.

Gate: Immortals targeted by the Gate spell know the location from which the spell is being cast, and must be willing for it to open in their presence. For details of how an immortal can prevent the spell from working in their domain, see the Terraforming immortal level spell.

Greater Invisibility: When cast on an immortal in an exalted avatar, the immortal's aura will still be visible.

Imprisonment: Immortals can still use exalted casting while imprisoned.

Invisibility: When cast on an immortal in an exalted avatar, the immortal's aura will still be visible.

Leomund's Secret Chest: This spell only works if the caster is on the prime plane or an elemental plane, since they are the only planes that border the ethereal plane. On an outer plane or the astral plane, the spell fails. Similarly, the replica can only be used to summon the chest while the caster is on the prime plane or an elemental plane.

Magic Jar: Immortals' souls and bodies are inseparable, and therefore they can neither cast nor be the target of this spell.

Mislead: When cast by an immortal in an exalted avatar, the immortal's aura will still be visible.

Polymorph: An immortal targeted by this spell retains their mental ability scores and their ability to use exalted spell casting and aura combat while in their new form. If the immortal is in an exalted avatar, they also retain their aura in their new form. This spell cannot be used to turn a mortal into an exalted creature.

Raise Dead: An immortal cannot be the target of this spell, neither can the body they left behind when they became immortal.

Reincarnate: An immortal cannot be the target of this spell, neither can the body they left behind when they became immortal.

Resurrection: An immortal cannot be the target of this spell, neither can the body they left behind when they became immortal.

Reverse Gravity: This spell has no effect on planes that have no gravity.

Scrying: Scrying works normally if the target is on a parallel or nightmare dimension within the same plane as the caster.

Seeming: While this spell may be used to change the appearance of an immortal in an exalted avatar, they will retain their aura.

Sequester: When cast on an immortal in an exalted avatar, the immortal's aura will still be visible.

Shapechange: An immortal casting this spell retains their ability to use exalted spell casting and aura combat while in their new form. If the immortal is in an exalted avatar, they also retain their aura in their new form. This spell cannot be used by a mortal to turn into an exalted creature.

Simulacrum: An immortal cannot be the target of this spell. When cast by an immortal, the simulacrum will obey commands given by any avatar of the immortal, and the limit of one simulacrum at once applies to all avatars of the immortal collectively.

Teleport: This may be used to travel to a parallel or nightmare dimension within the same plane as the caster if the target location is there. However, a caster teleporting to another location within the same dimension will never accidentally teleport to a parallel or nightmare dimension.

Teleportation Circle: This may be used to travel to a permanent teleportation circle that is on a parallel or nightmare dimension within the same plane as the caster.

Time Stop: Time continues to pass for other immortals who are within 1,000 feet of the caster.

Transport via Plants: This may be used to travel to a plant that is on a parallel or nightmare dimension within the same plane as the caster.

True Polymorph: An immortal targeted by this spell retains their mental ability scores and their

ability to use exalted spell casting and aura combat while in their new form. If the immortal is in an exalted avatar, they also retain their aura in their new form. This spell cannot be used to turn a mortal into an exalted creature.

True Resurrection: An immortal cannot be the target of this spell, neither can the body they left behind when they became immortal.

Wish: An immortal is never rendered unable to cast the spell again after casting this spell, but the other weakening effects do apply to them.