FOR ANY NUMBER OF PLAYERS, AGES 14 AND UP

# DUNGEONS SDRAGONS°

PLAYERS' GUIDE TO IMMORTALS



THE FANTASY ROLE-PLAYING GAME



TSR, Inc.

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# "You have succeeded!"

The power of the Celestial voice rings in the cool evening sky. Your character has worked for many long years to hear that simple phrase, and has now finally achieved this most ambitious goal—Immortality itself.

You have probably invested a respectable amount of time developing and playing your character. And now you decide your character's ultimate fate. Is reaching this long-sought goal the triumphant conclusion of a glorious career? Or is it just a beginning?

Step into character once again for a look back—and ahead.

You met an Immortal long ago. You accepted a challenge, and brought all your skill and knowledge to use in many long trials. You met, and even exceeded, the stringent requirements you were

given. You finally faced this judgment, standing tall in honest victory. Your feat was examined, the results weighed and found to be of full and true measure.

You now stand ready, your farewells completed. At long last you have broken the sticky web of mortal concerns. Under the watchful eye and blessing of your patron Immortal, your spirit turns in a new direction, as the boundaries of mortal life recede ever faster.

There lies your castle, town, province... Your entire realm shrinks to a cloud-dotted square in the patchwork blanket of a continent, its ragged edges trailing offinto a seablue horizon. The homeworld shrinks into a blue marble on stellar black velvet. You feel a passing twinge of regret as the world, in all its vastness and complexity, becomes a shrinking speck amidst the vast depths of space. You have left the cradle; now look ahead!

Welcome to Immortality. Transcending the limits and concerns of mere mortals, your character has now entered the realm of ultimate power. Your dynast, paragon, polymath, or hero is now one of a handful in the entire history of the human and demi-human people to earn this exalted privilege.

Your character can now explore new worlds and revisit the old. A new home and friends await, and much work lies ahead.

Start by reviewing and changing the game details for the character to reflect the changes that have occurred. Observe what lies ahead, and plan future goals. New and great powers are explained; examine them carefully, and develop strategies for play.

And enjoy the game.



**Fantasy Adventure Game** 

# Players' Guide to Immortals

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"But thou shalt flourish in immortal youth, Unhurt amidst the wars of elements, the wrecks of matter, and the crash of worlds."

Joseph Addison (1672-1719)

When your character's spirit left the mortal world, your character's mind and body changed into pure Immortal power. The character's material form was not destroyed, but merely changed, and can be created again.

The character's life force (which mortals can rarely see, even magically) can assume any form convenient to the time and place. It can even exist on two or more planes of existence at once. The character thus has no single "true" form.

The essence of your character remains the same. Memories survive, and personality will be the most useful of the character's assets. All former possessions were props, merely part of the setting for the character role. The character can continue with different props, or even with none; the mind remains

Don't change your mental picture of the character just yet. For a smooth transition, keep the familiar memory alive—that of a mature, seasoned, famous adventurer. But just as the character has transcended mortal limits, learn as a player to widen your imagination beyond past experience, as you learn more of the game at Immortal levels of play.

Immortals are beings who are one step beyond mortals. In this game, they oversee and control all of the known multiverse. They can appear as normal humans and demihumans, or may choose to use other forms. They wield power beyond mortal comprehension, but are themselves dwarfed by beings of even greater power. Immortals can create things of all sorts—objects, beings, and even entire planes of existence. But they were not the original creators of the multiverse.

The structure of the organization of the Immortals is divided into five areas, called Spheres. Everything in the multiverse contains part of one or more of these Spheres — Matter, Energy, Time, Thought, and Entropy. Every Immortal serves one Sphere only. Player character Immortals can choose to serve any Sphere except Entropy, which is reserved for NPCs only.

Some beings of historical myth, such as the "gods" of the ancient world, are included in this set as Immortals. Some of the beings once worshipped by the ancients are described here with even greater powers. But all are mere creatures, part of the game system.

Modern beliefs have been avoided in creating this rule system. This is a game. It is not a collection of religious beliefs, and should not be taken as such. If you nevertheless find any part of this game to be offensive to your personal beliefs, simply remove that element. And please hold the beliefs of your fellow players with as much respect as you hold your own.

This book, the Players' Guide to Immortals, starts with the basic information needed to convert your mortal player character to Immortal status. New game mechanics are explained, as are many aspects of the character's new existence. Dungeon Masters should



also read this book, as it will affect far more than just player characters.

Book 2, the DM's Guide to Immortals, details the rules for playing in the realms of the Immortals. A large portion of Book 2 describes the Astral and Outer planes, and a sampling of creatures found therein. It also contains many other game details, along with ideas for Immortal adventures.

But just as the original D&D game booklets merely offered a beginning, leaving many details to your imagination, this work also barely scratches the surface. The topic is so vast that many thick volumes could not exhaust it. Add to the basic system herein as you see fit, but maintain the balance and consistency you will find. And remember that the purpose of the game is, as always, to have fun. The most basic and far-reaching change in the existing game system involves the character's current Experience Points. The XP total is converted to Power Points, which affect other game mechanics.

Get your character records sheet(s) and a fresh piece of paper. Don't discard the old character sheet when you're done; you'll need many of the details later.

#### **Experience Points**

In mortal life, experience is a measure of success and power. It continues to be a primary goal of the character, even in Immortality.

Start by converting the total XP earned in mortal life to a new figure, Power Points (PP). Each 10,000 XP are worth 1 PP, rounded up.

A typical starting Immortal (Initiate) has between 300 and 500 PP. Magic-users usually start with the most Power Points, and clerics usually start with the least. Demi-humans may have any amount, but usually start with less than 400 PP.

A character's PP total determines his status in the hierarchy of the Immortals. Gains in status bring gains of Hit Dice, hit points, abilities, influence, and responsibility.

An Immortal character gains PP (usually just called Power) for learning, working, and performing deeds, just as in mortal life. Power may also be gained as gifts from other Immortals, and as bonuses for advancement. Power awards may be small in comparison to XP. Ten or twenty PP are sizeable amounts, especially to a starting Temporal. Remember that each Power Point represents 10,000 mortal experience points!

But in addition to their typical function as a record of experience, Power Points are also actively used in play. They are expended by Immortals in creating various effects, magical and not. This is a basic change in game mechanics, and affects all games involving Immortals. A major goal of all characters is to gain more Power, and to translate that into more abilities and influence.

Power is temporarily expended in producing magical effects, moving or changing elemental material, and attacking. Power is permanently expended in raising ability scores, creating permanent non-magical effects, and many special actions. Temporary Power expenditures return (regenerate) automatically at a rate determined by the character's rank; permanent expenditures do not.

Record your PP total in two places on the character sheet. Write one figure in the usual place for XP, to keep track of the total earned to date—the permanent PP total. Write the

total in another place as well, someplace where it can be frequently changed, and use this one to keep track of the character's current (variable) Power. When PP are spent for temporary effects, or regenerated afterward, modify only the current total. Modify both Power totals only if PP are permanently expended or if new Power is received.

If the Immortal's permanent Power total ever reaches zero, the Immortal's life force is extinguished. In mortal play hit points are the measure of life force. (See *Names*, page 3.)

#### **Form**

You do not need to amend any character details for this aspect of the character, but you must understand the possible forms.

The material form or body used by an Immortal determines the character's base Armor Class, saving throws, and other details. Though not considered by mortals to be an accessory, a body is entirely optional to an Immortal, and any form is possible. Every Immortal regularly uses three or more forms.

The character can remain pure Power and life force, in a form called incorporeal (without matter). In this form, the character is immune to most attack forms, but also has extremely limited actions. The character cannot use spells or special powers, though communication is possible.

Immortals normally occupy sturdy, but unique, material forms designed for convenience, familiarity, and pragmatic utility. Though these forms are technically mortal, they are extremely durable, and are referred to as *normal* forms. Such a form can imitate the character's mortal form in shape, but the flesh has been replaced with a sturdier form.

Whenever the character revisits the Prime Plane, the character can only assume his or her original mortal form, complete with all its flaws. The form can be magically altered, of course, but all the mortal characteristics return in full, excepting only those of the mind (Intelligence and Wisdom). The player may choose the character's age, while an Immortal superior may bestow special abilities or rank for the character. Former items of equipment do not reappear, since they never vanished. They are now in the hands of surviving mortals, the rightful owners. But the character can create nearly any equipment desired.

#### Name

Your character can still use his or her mortal name, but two new names are gained.

To emphasize that the Initiate has tran-

scended mortal life, every new Immortal gains a new common name. This name is known and used by many other Immortals, and eventually by some mortals as well, once the character gains fame. You as a player may choose the name, though the DM may have specific suggestions or limits.

In addition, the Immortal gains a truename, a word that is magically and truly part of the character's life force. Immortals discover their new truenames through meditation, and usually keep them utterly secret. An Immortal cannot be forced to reveal a truename by any means whatsoever, and a truename cannot be otherwise discovered.

One's truename is linked to the character's existance and those who possess the hidden knowledge may command or destroy the Immortal. Conversely, damage may only be inflicted on an Immortal if part of his truename is known and invoked.

One or more parts of an Immortal's truename are often known by other Immortals, though almost never by any mortal. Immortals sometimes find it necessary to reveal parts of their truenames, usually as irrevocable alliances or to balance debts.

After gaining one truename as a Temporal, the character gains another name upon reaching each new rank. A Celestial thus has two truenames; a Hierarch, five. If one truename is compromised early in the Immortal's career, the character automatically grows less vulnerable as more truenames are gained.

#### Race

The race of the character is the same as in mortal life. The mortal race has long been a major factor in the character's personality, and will always be visible in some way (to those who have the ability to see it, such as other Immortals) as an emanation of the life force.

The title "Immortal" is not the name of a race or class. It is a new type of life form, and a new state of mind.

## Rank and Level

These terms are applied to the set of limits affecting the mortal character's range of abilities. The character's limits are now much fewer, but some still apply. You chose a class when you created your mortal character, but now the character's rank is determined by the amount of Power acquired.

The character starts as an Initiate, a member of the lowest rank of Immortals—those with the least Power. An Initiate soon enters the next rank, becoming a Temporal. The

higher ranks of Immortals in ascending order of Power are Celestial, Empyreal, Eternal, and Hierarch.

Level is still used to describe an amount of progress within each rank, again using experience (now counted in Power Points) as the yardstick. Table 1 gives the various level and rank titles and their corresponding Power Point values.

#### Alignment

The character's alignment may be changed without penalty, though any change in personality should be very minor. Remember that alignment is not something to be chosen and adhered to, but is instead a term that should summarize an actual attitude. If you change alignment, be sure to adopt one that describes, not limits, the character.

Future modifications may apply if your character's alignment matches or differs from the alignment favored by the Sphere (see *Spheres*) chosen.

#### **Armor Class**

An Initiate to Immortality has an AC of 0 (zero). This statistic can sometimes be modified by equipment, and always by situation bonuses or penalties, but never by ability scores. It may also be improved by permanently expending Power. Once such an expenditure is made, the AC is permanently and irreversibly improved. It cannot be traded to gain Power. Armor Class changes slightly, but automatically, with each change in rank, but is unaffected by level.

A permanent expenditure of 100 PP produces a permanent gain of 1 unit of Armor Class. The best possible base Immortal Armor Class (before other modifications) is 20 (or, by mortal AC reckoning, AC -20). Few Immortals spend the Power to reach this limit, for many other demands on Power are of higher priority.

#### Hit Dice and Hit Points

When your character first becomes an Initiate in the Immortal hierarchy, the character has 15 Hit Dice and 75 hit points, even if the latter number is less than the character had in mortal life. If an Immortal reassumes his original mortal form, he regains his mortal hit point total. By the end of the training period, when the Initiate becomes a Temporal, the character has 20 Hit Dice and 100 hit points.

The hit point total for the old mortal form is only relevant when and if that form is used again, with all its limits and flaws.

An Immortal gains one additional Hit Die with each increase in level (within a rank). The number of Hit Dice determines the character's chance to hit in melee. Increased Hit Dice also brings resistance to magical effects for which a size limit is given.

Hit points are also gained with each level, and with each new rank as well. Temporals gain 10 hp per level, Celestials 20, Empyreals 30, and Eternals 40. Hit points are still a measure of the stamina of the character's material body. High or low Constitution does not affect hit points.

A material form that the character creates for use can have any number of hit points, to a maximum equal to the character's. When the form drops to zero or fewer hit points, it dies. The character does not die at that time, but has very limited possible actions until he or she occupies a new form.

Refer to Table 1 for the exact Hit Dice and hit points for each level of Immortality.

#### **Movement Rate**

Your character's method and rate of movement are determined by the form used, and by magical effects applied to that form. As a general rule, the movement rate is the same as that of the form used. The form can be moved a bit faster when desired, by 30 feet per turn (10 per round) walking, or double that when running which is the same proportion as for mortal play. Example: A storm giant has a movement rate of 150'(50'). An Immortal taking that form could walk quickly at a 180'(60') rate, or run at the maximum rate of 360'(120').

Your Immortal character can also move across boundaries of planes and dimensions. Trans-dimensional travel always requires an expenditure of Power, though usually very little. Trans-planar movement toward the Inner Planes also requires an expenditure of Power, but movement toward the Outer Planes requires none. Refer to "Outer Planes," "Dimensions," and "Magical Powers" for costs and other details.

# **Ability Scores**

Your Immortal character keeps the same six ability scores used to describe the mortal form. Copy them onto the new character sheet. Though the mortal body described by the categories of Strength, Dexterity, and Constitution is now little used, those terms still refer to aspects of the character's life force. The character's mind, described by Intelligence and Wisdom and affecting Charisma, is exactly the same. Ability scores affect Hit and damage rolls in the usual way.

They no longer affect Armor Class or saving throws. To gain each new rank, the character must achieve minimum ability scores. Ability score checks may be required in play. Abilities may be directly attacked by other Immortals and some powerful creatures.

#### **Direct Effects**

Although they no longer affect hit points or Armor Class, ability scores do have other game effects. Use Table 2 (Ability Score Modifiers) for the first five ability scores. The table covers all possible scores, from 1 to 100, and gives a modifier for each. Table 3 gives other modifiers for Charisma. The modifier can be applied in a different way for each ability score.

The modifiers are also used whenever Immortals directly attack each other's ability scores. Refer to *Combat* (Attack Forms) for more details

Refer to the applicable Tables and write the modifiers next to each ability score. Use pencil for all scores and modifiers, since all the numbers change over the course of play.

#### Strength

When an Immortal occupies any physical form except the original (mortal) one, the the character may use a Punch attack. This blow inflicts a maximum number of six-sided dice of damage equal to the number given on the table. The character need not cause all the possible damage, and may select the number of dice of damage he inflicts up to the limit of the maximum given before any punch.

#### Intelligence

The number on the table determines the maximum number of projects that the Immortal can handle simultaneously. A project is any activity designed to increase the permanent Power of an Immortal occurring in different locations. An Immortal creates duplicates of himself to oversee each project. If the projects are in different dimensions or planes of existence, only half as many can be maintained. Each project is typically a complex operation.

#### Wisdom

This modifier determines the maximum number of creatures which can be affected by Aura (see *Combat*) in any one round.

#### **Dexterity**

The modifier given affects certain unarmed combats (see Combat).

#### Constitution

When an Immortal is the victim of a poisonous attack or imbibes poisons or intoxicants, the character resists the effect for a number of rounds equal to the Constitution ability score modifier. Some other affects may occur during that period, depending on the type of poison—deadly, damaging, or special (such as paralysis).

If the poison is deadly, the Immortal suffers 1-6 points of damage each round. If the poison is special, no damage is inflicted, and the effect is delayed as described above. If the poison inflicts a given amount of damage, the Immortal suffers half that amount, applied evenly throughout the delay period (DM's choice), and the balance takes effect at the end of that time.

In all cases, neutralizing the poison during the delay period negates the final effect and prevents further damage (if any). Neutralizing the poison and curing the damage incurred from it are two different effects.

#### Charisma

This score affects reactions, retainer number and Morale, and Aura strength.

**Reactions:** This game mechanic is unchanged. The DM rolls 2d6 to randomly determine a reaction for each group or individual creature encountered, whichever is preferred. Apply the given reaction modifier to the roll only if the Immortal character speaks to those encountered. Omit the reaction roll entirely if the Immortal uses Aura to influence reactions.

Maximum Retainers: This is the number of mortal allies which the Immortal can attract and effectively control at one time. The Immortal can have up to this maximum on each project since he can conduct several projects at once at different locations. If the Immortal reassumes his original mortal form, the character's original Charisma must be used instead.

Retainer Morale: The Morale of the Immortal's retainers is checked when needed by applying the standard game mechanic, using 2d6. Retainers with 12 Morale fight to the death if ordered, but otherwise act normally for their own self-preservation. Any Immortal with 21 or greater Charisma can

command such loyalty at will.

The Morale bonuses given when the Immortal's Charisma score is 24 or more apply to all the saving throws of all retainers against effects produced by other Immortals. The character may expend temporary Power to further increase these bonuses, but each increase has a duration of only 1 turn.

Aura: Charisma determines the force of the character's Immortal Aura, or presence, on mortals. Aura is an attack form which can be used at will and at no cost in Power. The Aura modifier determined by Charisma applies to saving throws by those attempting to resist the Aura. See *Combat* (Attack Forms) for more details.

#### **Talents**

Three ability scores are important to the character's Sphere. The first corresponds to the Prime Requisite of the mortal class matching the Sphere. This is the Primary Talent of every character in the Sphere. The Secondary and Tertiary Talents are listed in order of their importance to the Sphere. The total of these three scores is a new statistic, called the character's Greater Talent. The total of the three remaining scores is called the Lesser Talent.

Greater Talents (in order)					
Sphere	Primary	Secondary	Tertiary		
Matter	Str	Con	Dex		
Energy	Int	Cha	Con		
Time	Wis	Str	Cha		
Thought	Dex	Int	Wis		
Sphere	Lesse	r Talents (n	o order)		
Matter	Wis	Cha	Int		
Energy	Dex	Str	Wis		
Time	Con	Int	Dex		
Thought	Str	Con	Cha		

Write the abbreviations "GT" and "LT" on your character sheet, and list the ability score names and the total talent scores for each. Use the reaction modifier from the Charisma table (Table 3) when finding the total talent modifier. Also find the sum of the ability score modifiers which apply to each talent, and list those cumulative modifiers as well.

#### **Increasing Ability Scores**

An Immortal can increase his or her ability scores by expending Power permanently. The cost of increasing a score is determined by the character's rank. Ability scores can only be raised to the listed maximum, as determined by the rank.

Rank	Power Cost Per Point	Maximum Ability Score
Temporal	10 PP	25
Celestial	20 PP	50
Empyreal	40 PP	75
Eternal	80 PP	100
Hierarch	160 PP	100

As one requirement for gaining each next higher rank, all three scores of an Immortal's Greater Talent *must* be raised to the maximum. If the character's total GT is not at its maximum, he or she is not eligible to advance. See *Rank Advancement* for more details.

Any number of points may be "purchased" at any time if sufficient power is available. A character cannot voluntarily expend Power Points if that action would reduce his or her total Power to less than the minimum for the rank as given on Table 1.

Example: A character recently achieved the rank of Celestial in the Sphere of Time. Her Wisdom, Strength, and Charisma scores are now 25 each, and she has 1,080 PP. To raise each ability score to 50 (needed for Empyreal), she must spend 1,500 Power Points to gain 75 ability score points in exchange. However, at this time she can only expend 20 PP, for one ability score point, since the expense of the second point would reduce her Power total to 1,040, ten less than the minimum for Novice Celestial.

#### **Reducing Ability Scores**

Ability score points can be converted into Power Points. The only restriction is that no score of a Greater Talent can be lowered below the rank minimum. Each ability score point can be converted into 5 PP. Change both the permanent and current Power Point records for this increase, and subtract the points converted from the ability score(s) being changed.

Ability scores are rarely reduced in this way, but they do provide a reservoir of Power for an Immortal who finds the action necessary. The abilities of the Greater Talents are almost never reduced, but the Lesser Talents do not affect rank advancement, and may be converted with when the need arises. This action must be voluntary on the Immortal's part, and cannot be forced. Ability score points converted can be repurchased later in the usual way (though a net loss in the transaction, possibly severe, must obviously be accepted).

Although a character cannot voluntarily drop to a lesser rank through permanent PP

expenditures, a character may be forced to expend the Power and drop to a lower rank.

## Using Ability Scores in Play

#### **Ability Score Checks**

In play, a character's ability scores may be important in resolving a problem that challenges even Immortal skill. The DM may call for an ability score check in such situations.

Before the DM makes a check, the player must select one of the six ability scores (the DM must decide when there is a question). A standard ability score check is made by rolling 1d100 and comparing the result to the ability score. If the result is equal to or less than the score, the Immortal's action is successful

If the roll indicates failure, the Immortal cannot solve the problem. When an ability score check must be passed to complete a given task, a failed check means the task cannot be completed until additional ability score points are applied—by the cooperation of another Immortal, by an actual increase in the ability score, or by some other means. The character cannot simply "try again"; some change in the situation must occur first. Ability scores are limited by the form the Immortal chooses.

A standard unmodified ability score check is a difficult test for most Immortals. A Novice Empyreal will fail 50% of the required checks even when some score of his Greater Talent is being tested. Thus, modifications to ability score checks are common.

Check modifications may be made to the the score at the DM's choice. Bonuses are added and penalties are subtracted. Different numbers and/or types of dice may also be used to vary the difficulty.

Ability scores of cooperating Immortals may be added together for purposes of making a check. What one Immortal may find almost impossible, two or three may consider easy when working together.

The following modifications are applied to tasks which are easy, of average complexity, or difficult for an Immortal. Players may refer to the modifiers in play, so that the difficulty of a task facing the character can be estimated with some accuracy. The DM also may shift the level of complexity of a task, making it easier or more difficult based on the relation of the Immortal to the location (see *Bias*).

Class	Modifiers Easy	for Average	Difficult
Temporal	+ 55	+ 30	+ 5
Celestial	+ 40	+ 15	-10
Empyreal	+ 10	-15	-40
Eternal	-10	-35	-60

Example: A Celestial with 30 Strength wants to add a moon to a planet in his home plane. The character creates or gathers the mass, and is ready to move it into a stable position near the planet. The DM states that moving the moon calls for Strength and Intelligence checks with a + 25 bonus. After considering the size of the task, the character convinces a Temporal (with 22 Strength) to assist. The DM adds the Strength scores of the two characters (30 + 22) and the stated bonus that applies (+25), for a total of 77. If the result of the DM's subsequent 1d100 roll is 78 or more, the task fails, and the moon does not move. A lesser result indicates the mass is moved. Before the DM makes the Intelligence check to see if the moon is moved into the correct position (course and speed), the two Immortals discuss the problem. They again apply the total of their scores to the check required. The same bonus applies.

#### **Talent Checks**

Some complex actions cannot be divided into separate ability score effects. In such cases, a check of an entire talent may be used. Since each talent is comprised of three ability scores, a talent check is normally made by dividing the total talent by three, and again rolling 1d100. Also apply the standard modifiers for ability score checks to checks of any Greater Talent. For a Lesser Talent check, apply a + 30 bonus also. As with ability score checks, a die roll equal to or less than the character's talent indicates that the action is successful.

#### Attacks on Abilities

Immortals and other outer-planar creatures may use attack forms that directly affect an ability score. These attack forms, which may appear as colorful bolts of energy, use Power to drain or counter an ability, such as Weakness against Strength. Refer to *Combat* (Attack Forms) for more information.

#### **Saving Throws**

An Immortal's saving throws are determined by the form he or she has created or assumed.

An Immortal occupying a mortal form has a choice of saving throws. If the character

wants to masquerade as a mortal being, the standard saving throws, as determined by the character or monster type and level, can be used for most effects. Any mind attack from a mortal source will fail utterly, of course, but the character may wish to pretend to be affected, as part of the masquerade.

If the Immortal cares more about preserving the mortal form than about the pretense, the character can simply set the saving throws at any value, to a minimum of 2. (A natural roll of 1 indicates failure.) These saving throw numbers can be changed instantly, at the discretion of the Immortal, at no cost of Power.

An Immortal without a material form is immune to all effects of mortal origin, and most attacks of Immortal power as well. Only a Mental Blow or Power Drain (see New Saving Throws) can have any affect on a character in this incorporeal state.

Although Immortal minds are beyond mortal influence, an Immortal's normal form may be affected by magic from spells or devices of any origin, mortal or otherwise. Anti-Magic may negate magical effects, but otherwise whenever a saving throw is allowed, apply the Immortal's new saving throw vs. Magic Spell.

The new Immortal saving throws apply only when the Immortal is incorporeal or in any non-mortal form. When the original mortal form is assumed, mortal saving throws apply.

#### When To Apply Saving Throws

Use **Power Drain** when a non-spell effect would reduce Power Points.

Use *Magic Spell* when a spell or other magical effect, including those produced by artifacts, would affect any part of the Immortal except the mind.

Use *Physical Blow* when an impact or other attack would inflict an amount of hit points of damage.

Use *Mental Blow* when an attack (magical or otherwise) could affect the Immortal's mind.

#### New Saving Throws and Old Attack Forms

Death Ray: Use Power Drain Poison: See Constitution (page 5)

No effect

Wands: Use Magic Spell
Paralysis: Use Power Drain
Turn to Stone: Use Physical Attack

Rod/Staff: Use Magic Spell Spell: Use Magic Spell Breath Weapon, mortal dragon: If the attack can be avoided by dodging, make a Dexterity check (q.v.) using 3d20. Success indicates no damage. Failure indicates that half damage is inflicted (possibly modified by magical effects).

Breath Weapon, Immortal dragon or other: Use Physical Attack

As in mortal life, a successful saving throw indicates that either half or no damage is inflicted, depending on the attack form used, or that no change occurs.

Refer to Table 4, and copy the categories and numbers (for Initiate level) on your character sheet.

#### **Hit Rolls**

The standard system for melee attacks is still used. The attacker rolls 1d20, and refers to the hit roll chart (Table 5) to find the Armor Class hit. If the target's actual Armor Class is equal to or poorer than the AC hit, the attack has succeeded, and the attacker then determines the amount of damage inflicted.

You will probably not need a permanent record of the hit rolls needed for your Initiate

character. They are used more frequently when the character reaches the Temporal and higher ranks.

All Immortal Armor Classes range from zero to high negative numbers. For ease of play, all negatives are ignored. Thus, the hit roll line on the table seems at first to be the reverse of that used in mortal games. A target with a high Armor Class number is now difficult to hit.

When using Immortal Armor Classes in games involving mortals, always remember to treat each AC as a negative number. For example, if an Immortal with AC 8 appears in a standard game, remember to change its Armor Class to -8 for that appearance.

#### **Modifying Hit Rolls**

When the number 20 appears on the chart, it always occurs five times in the hit roll line. This effectively gives a bonus of 20% (four AC increments) whenever a natural hit roll of 20 occurs, using the following system. If bonuses raise a hit roll to 20 or more, *stop* adding and use the first 20 in the appropriate series on the chart. If a natural 20 is rolled but unmodified, use the last 20 in the series. If a

natural 20 is rolled and modified higher, find the total on the chart normally. Example: A Temporal (HD 20) can hit AC 19 at best with a natural unmodified hit roll of 20. Any roll less than 20 can hit AC 15 at best, if bonuses raise it sufficiently.

#### **Cash Total**

Any and all valuables that your character owned in mortal life have been left behind or destroyed. You do not need treasure as such, though some may be useful when dealing with mortals, who value it highly. You may create or collect treasures as desired for future use, when the opportunity permits.

# **Equipment** (Normal or Magical)

As with cash, you can create or collect devices, but they have little use and no value except when dealing with mortals. Only one type of magic item is of real value—one made by an Immortal, and called an artifact. Artifacts are explained in the D&D® *Master Set*, and their powers are quite similar to those of Immortals, but far more limited.



# Section 2: New Characters Information

In the previous section, you have modified and reexamined existing character details. At this point, the character may seem to be merely a super-powerful being. But Immortality brings many new and different things as well. Some old and familiar details that have always been assumed, such as the five senses, will be carefully scrutinized. And some entirely new character details will be added.

# **Spheres**

Some time ago, you chose one of four routes to Immortality, and your character followed that route to a successful result. Each route corresponds to one of the four Spheres, and each Sphere gives bonuses to certain mortal classes, as follows:

Route Sphere

Dynast Time
Hero Thought
Paragon Energy
Polymath Matter

Whatever route your character took, you may choose any one Sphere now. Before you do so, you may examine the powers, goals, and other details of all the Spheres as described in this book. Though your choice will probably be the Sphere corresponding to the route followed, you can change, and the only cost is that your character cannot qualify for certain future bonuses. Immortals are free to change Spheres at any time, but suffer such extreme penalties (in effect starting completely over) that they rarely do so after passing Initiate level.

The five Spheres of Power are listed for quick reference in your decision.

#### 1. Matter

Favored Class: Fighters Alignment: Lawful Element: Earth

Aura: Order and similarity

Purpose: To withstand destruction and

decay

Interplay: Opposes Time's attempts at change, resists the attacks of Energy, forces Thought to be practical

2. Energy

Favored Class: Magic-users

Alignment: Chaotic Element: Fire

Aura: Disorder and uniqueness

Purpose: Create more energy and activity Interplay: Opposes Thought's attempts to create order, resists the attacks of Time, forces matter to change

#### 3. Time

Favored Class: Clerics Alignment: Neutral Element: Water

Aura: Continuous regular change

Purpose: To promote change in all and

maintain time's flow

Interplay: Opposes Matter's resistance to change, resists the existence of Thought, forces Energy to have duration

#### 4. Thought

Favored Class: Thieves

Alignment: All Element: Air

Aura: Purpose and meaning

Purpose: To conceive of and categorize all of

existence

Interplay: Opposes Energy's outbursts, resists the limitations of Matter, forces

Time into organization

#### 5. Entropy

Favored Class: None (NPC only)

Alignment: None Element: None (the void) Aura: Conflict and despair

Purpose: To destroy everything in the multiverse, always making way for the new

Interplay: Uses and opposes all other Spheres; destroys Matter, drains Energy, stops Time, prevents Thought

# **Options and Abilities**

An incorporeal Immortal is extremely limited in possible actions. For this reason, Immortals assume physical forms. But these forms are stronger than any mortal shell, for they are designed to fill many special functions. The characteristics of other forms Immortals assume determine many of their abilities

The Laws of Nature as known in our world do not apply to the D&D game multiverse. This multiverse is based on combinations of the four elements and their associated Spheres. As you consider all the new and old character abilities, learn to think of their effects in terms of this alternate nature. Beware of your instincts; your subconscious, having grown accustomed to the real world for so many years, often leads you to deductions which are incorrect if applied to the multiverse as it appears in the game. The odd and bizarre are commonplace in the multiverse where form follows function.

# **Senses**

The five senses common to all mortals also exist in most Immortals, but they perceive stimuli beyond mortal ken. Details vary by the Immortal's form.

An incorporeal Immortal can sense and interpret sound and light energy of all kinds. But, without form, the Immortal has no sense of smell, taste, or touch.

An Immortal in mortal form may "speak" by creating vibrations in some manner which can be sensed and interpreted by mortals. The normal form of an Immortal is usually equipped with similar speech organs, but these are rarely used in the same way. The obvious design error of the mortal mouth requires food, water, and air to be routed through the speech organ. An Immortal's speech is generated from an organ uniquely designed for speaking.

Moist, fragile sensory orbs are part of the mortal form. These are equipped to handle a very limited type of energy known as visible light. This radiant form of energy is converted to a more usable form, which is then interpreted by thought. Some mortal forms are also able to sense heat energy in a similar manner (infravision). The normal form used by an Immortal is usually equipped with sturdier organs that can "see" on a greater scope, interpreting more types of electromagnetic energy and enhancing it, such as ultralight, x-ray, radiation, and radiowayes.

Taste is a sensation produced when fluid containing impurities comes in contact with the tongue. As an art form, Immortals retain the ability to taste what they consume, but choose where to place the corresponding sense organs.

Just as impure fluids contain tastes, impure air contains scents which can be interpreted by a sense of smell. Scents are sources of information, and may be very valuable. The mortal organ for scent detection may be redesigned and relocated anywhere on the Immortal form. With experience, an Immortal may be able to track other creatures or find locations by scent alone, sensing tiny changes in the air.

A sense of touch is the ability to perceive surroundings through physical contact without using energy as a medium. Although the mortal form is not equipped to properly handle the information gained thereby, the Immortal mind can easily exceed mortal limits and may be designed to accurately measure as well as sense the environment through touch, given the proper organs to allow this. Pain, the mortal warning system for physical damage, is a function of this sense. Although

pain is useful to alert the Immortal, pain and fatigue can be "turned off after the character takes note of the alarm, and need not be a continuing irritant.

Every Immortal has an additional sense, the ability to detect and use Aura, a psychic manifestation created by living creatures. The character can communicate with other Immortals through use of his or her Aura, at no cost in Power. The maximum range of Aura communication is 120 feet per point of Aura strength, (the number determined by Charisma on Table 3), or 3,000 feet for a Hierarch

# **Defense and Repair**

Immortals are far more durable than mortals in many ways. They can also be damaged in more ways, since they use attack forms completely unknown to mortals. Defenses and means of repair thus take several forms. Armor Class is a measure of defense against physical attack. Anti-Magic is a measure of defense against magic.

#### Anti-Magic

An Immortal life force automatically confers some resistance to magic upon the physical form used by the character. This protection, called Anti-Magic (A-M), is explained in the D&D *Master Set* (DMR, page 2). If you are not familiar with A-M, review that section before play.

An Initiate or Temporal has 50% A-M, and this figure increases by 10% for each class attained. A-M may also be increased by a magical effect; see page 17 (non-spell magic of the Sphere of Time).

A character may voluntarily stop (or restart) all personal A-M effects at will. The action must be announced to the DM. This practice is common when a character wants to use magic with a personal effect, such as a cure or ability, such as shapechange. If an Immortal does not voluntarily stop the A-M before using magic, the A-M may disrupt magic use, negating all possible results. This applies also to magic used to create or enhance Anti-Magic. If A-M affects existing magic (spells with durations, magic items, etc.), the magic may be negated for a turn or more. During the time when an Immortal stops his A-M effect, he is subject to other magical effects directed at him,

Paradoxically, after magic is used to create or enhance Anti-Magic, the resulting effect (technically magical and with a given duration) cannot be affected by Anti-Magic. It may, however, be affected normally by a dispel magic spell. The dispel effect must first

penetrate the A-M (by standard procedure) before the DM checks the chance of success. A-M magically increased to 100% thus cannot be affected by any outside force.

#### **Power Point Recovery**

Immortal Power Points regenerate automatically, at a rate determined by the relationship between an Immortal and his environment, called the *planar* or *local bias*. (See Bias.) The regeneration requires no concentration or expenditure.

When on a "friendly" plane of existence, Power regenerates at the rate of 1 point per round. When on a "neutral" plane of existence, the rate is 1 point per turn (10 minutes). When on a "hostile" plane, the rate is 1 point per day.

#### **Physical Recovery**

An Immortal's physical form automatically regenerates all losses of ability score points and hit points. The rate is the same as the Immortal's regeneration of Power Points, as determined by planar or local bias.

The cost of faster regeneration is 100 PP. This expenditure doubles the base rate for 6 hours (36 turns). A like increase in rate and duration (not an additional doubling) can be obtained for each expenditure. Example: A 4th level Eternal on a plane with neutral bias wants to increase his regeneration rate to 4 points per turn for 12 hours. This requires three increases, all applied twice (once for each 6-hour increase), for a total cost of 600 pp

An Immortal may expend Power to repair any physical form used. Standard magical cure spells may be created and applied as desired. Remember that A-M should be voluntarily dropped if a risk of magic failure is to be avoided. Power may also be used to hasten the natural regeneration process for hit points and ability scores. This does not affect the rate of Power regeneration.

Natural or enhanced regeneration affects current totals at all times, and is cumulative with magical effects. Ability score losses are often most easily countered by applying magical ability score increases. As the ability scores then regenerate, the augmented ability scores likewise increase. The same phenomenon occurs when hit points are magically augmented. However, regeneration can never cause a score to exceed normal maximum if no magical augmentation has been applied.

#### Bias

The relation between any Immortal and any Plane of Existence can be described as the "bias" of the Plane—hostile, neutral, or friendly. Whatever an Immortal's location, the rate of regeneration of the Immortal's Power, hit point, and ability score losses are determined by the bias of the Plane or Dimension of that location. An Immortal who exists on several planes at once (commonly on the Home Plane and one or more others) must apply the least favorable bias that applies.

The rate of regeneration is 1 point per round on a friendly plane, 1 point per turn on a neutral plane, and 1 point per day on a hostile plane. Regeneration affects all losses simultaneously (including all six ability scores). Each score continues regenerating until it reaches its normal total.

#### **Bias of Specific Planes**

An Immortal's Home Plane is always treated as friendly. Any other Outer Plane belonging to an Immortal of the same Sphere is friendly unless declared otherwise by the owner. The Elemental Plane corresponding to the character's Sphere is friendly unless declared otherwise by the Elemental Ruler of that plane.

The Astral, Ethereal, and Prime Planes are always neutral. The Elemental Planes corresponding to the two elements not directly opposed to the element of the character's Sphere are neutral unless declared otherwise by their respective Rulers. The Outer Planes of Immortals of Spheres corresponding to those two elements are likewise neutral unless declared otherwise by their owners.

The one Elemental Plane of the element opposed to that of the character's Sphere is hostile. The Outer Planes of Immortals of the corresponding Sphere are likewise hostile. The ruler of any such plane may declare otherwise, but this is rare.

The Dimension of Nightmares is always treated as if it were dominated by Entropy and is always hostile to all other Spheres. Other dimensions may have any bias, depending on their characteristics, but most are neutral. Any plane of the Sphere of Entropy is friendly toward all Immortals of Entropy, and hostile to all other Immortals (neutral toward none).

Example: An Immortal of the Sphere of Matter knows that, to his perspective, each Elemental and Outer Plane has the following hias:

Friendly: Earth and Matter

Neutral: Fire, Air, Energy, and Thought

Hostile: Water and Time

#### **Local Bias**

An Immortal completely immersed in non-magical elemental material must apply bias as if he or she were within the corresponding Elemental Plane. Local bias never applies on the Prime Plane, but affects *all* other planes. No bias adjustment is necessary for magical effects of any sort. The immersion must last for at least 1 full round before the bias adjustment (if any) takes effect.

Example: The ruler of the Elemental Plane of Air, whose bias toward the Sphere of Time is usually neutral, quarrels with the Hierarch of that Sphere and impulsively decrees his entire realm hostile to all Immortals of Time for a period of 10 days. Any Immortals of Time entering an air-filled space during that period must either accept the lesser rate of regeneration or continually surround themselves with non-magical water (for friendly bias) or fire (for neutral bias).

#### **Movement**

An Immortal may employ three entirely different types of movement. These types are movement within a plane or dimension (Universal), movement across the boundaries of one or more Planes of Existence (Interplanar), and movement across the boundaries of one or more Dimensions (Interdimensional).

#### **Universal Movement**

This category includes all forms of normal and magical movement during which the character remains within the universe of a single plane or dimension. Walking, swimming, flying, and gaseous travel are examples of this type.

The maximum Universal rate for an incorporeal Immortal is 24 miles (the width of a standard large-scale campaign map hex) in one round, or 8,640 miles per hour. This amazing speed results from the character's relative freedom from the limits of matter and time while in this form. When incorporeal, a character may pass freely through material objects and magical effects.

When in material form, a character's base rate of Universal movement on any surface is 120 feet per turn (40 feet per round). Any Immortal may fly at 360'(120') rate, or may assume gaseous form and move at 720'(240') rate. The latter rates and styles are identical to those of a *travel* spell, but may be produced at will, at no cost in Power. The effects are non-magical, and thus cannot be affected by *dispel magic* or Anti-Magic effects.

During any one round, an Immortal may assume gaseous form, move the full distance (240'), and then reassume normal form. This counts as one "normal" action (i.e. movement).

Whenever a character assumes a form with a movement rate which differs from those given, the faster rate always applies. In addition, some special types and faster speeds of movement can be produced by applying magic.

Refer also to page 11 for helpful methods of handling and visualizing movement in three-dimensional combat.

#### **Interplanar Movement**

This category includes all forms of movement across the boundaries of one or more Planes of Existence. Interplanar movement may require Power expenditure, or may be free of cost, depending on the direction of travel. If the character moves toward the outer planes, no expenditure is required. Any other direction of Interplanar movement requires an expenditure. The relative "directions" of the planes, starting from the Inner Planes and moving outwards, are: Prime, Elemental or Ethereal, Astral, and Outer. For example, movement from the Prime Plane to an Elemental Plane requires no expenditure, but movement between Elemental Planes is not toward from the Outer Planes, and thus requires expenditure.

The base cost for Interplanar movement requiring expenditure is 50 Power Points per planar boundary crossed. However, one magical gate can be created instead, the exact PP cost being the cost of the magic (see Immortal Magic, page 16). The primary advantage of a gate is that it creates actual holes in several planar boundaries, making a direct connection to some other plane at any distance. As a result, the cost of the gate is usually less than the total cost of standard Interplanar movement (50 per boundary), and the time required for the crossing is also less. The disadvantages of a gate are its magical nature (thus easily disturbed by A-M or dispel effects) and its very existence; other creatures may use the gate as long as it remains.

One turn (10 minutes) of time elapses while an Immortal crosses one planar boundary by means of standard Interplanar movement. By contrast, movement through a *gate* takes only 1 round per boundary crossed.

Immortals may *teleport* without error, and may do so to or from any location (not limited to a surface).

Immortals are four-dimensional beings, and can see their destination by simply looking across the fourth dimension. This does not mean that they can travel in that direction without effort (by magical means). A mortal may also see things at a distance, but be unable to reach them without some expenditure (muscle power and time, in the case of simple long-distance travel to a distant but observable location). To a mortal three-dimensional perspective, a *teleport* is a daring step through an unobservable dimension.

Mortals can only *teleport* within a threedimensional frame of reference, and thus must leave from and arrive at a location on the ground or some other surface. An attempt to do otherwise is often disastrous, disorienting the mortal completely and utterly randomizing the *teleport* effect. Unfamiliarity with either location produces some degree of disorientation, introducing the random element described in the spell description (*Expert Set*, page 15).

#### **Interdimensional Movement**

All planes are comprised of many dimensions or ways to measure distance between two points. Within any plane, each dimension may be either of limited size or infinite. There are only five known dimensions in each plane, though more are suspected to exist. The first three dimensions are length, width, and depth. The fourth dimension is referred to as hyper space or the shortcut dimension and is used for teleporting. The fifth dimension is an alien space so horrid it has been named the Dimension of Nightmare. The names of the dimensions do not correspond to any Sphere, thus Time is not a dimension. The DM's Guide gives further details on dimensions.

Immortals normally exist in the first three dimensions, but may explore other dimensional space (collections of any three dimensions).

Many other dimensions exist, and most are as yet unexplored by Immortals. These dimensions may be entered by Immortals and others. Some creatures have existence only within the third, fourth and fifth dimensions, and view creatures from the first three dimensions as monsters. These may sometimes escape into other dimensional space.

A mortal may enter another dimension by accident, by action of other-dimensional creatures, or in dreams. An Immortal may only enter another dimension by expending Power. The cost to an Immortal is the same as for Interplanar movement, or 50 PP per dimensional boundary crossed.

#### **Three-Dimensional Movement**

As a player, you have probably encountered problems in representing aerial or underwater movement with miniature figures. The two-dimensional limits of most playing surfaces can be helpful in many situations, but often provide little help for such three-dimensional activity.

You will rarely be able to place figures in their correct positions, with all distances in scale. Flying movement, for example, often involves quick changes of altitude and various magnitudes of distance.

If exact heights are accounted for separately, dice or other solids may be used to simply raise a figure's position slightly, indicating to others that the character is at a higher altitude than the others. When multiple figures are at different altitudes, the lowest (whether on a floor or not) is treated as "aground," and all others positioned with respect to that one.

A scrap of paper may be placed next to each miniature figure or kept by each player, with notes on the altitude, direction of travel, and other needed information about the character represented.

The positions of figures on the playing surface should merely be two-dimensional projections of their actual locations. Each figure is placed where the character would be if lowered to that surface. Thus, large amounts of real movement may occur (straight up or down, for example) with little or no change in the figure position.

If strict accuracy is desired, players may calculate exact distances for movement and effects. This can become tedious very quickly and should only be done when some detail is of critical importance (e.g. when a character's life depends on it).

A more convenient method of estimating distance can be used by measuring distances in square inches or by using a grid of squares as a playing surface. You will then become accustomed to converting distances from "feet" to "squares." For example, when one square is 5 feet long, a normal move of 90 feet becomes one of 18 squares. The diagonal of one square, approximately 1.41 times the side of the square, can be rounded to  $1^{-1}/_{2}$  squares for ease of counting. Thus, a 90-foot (18-square) move made diagonally is counted as 12 diagonals of  $1^{-1}/_{2}$  squares each.

For three-dimensional movement, urge everyone to visualize moves in terms of grid "cubes" of distance equal to the width of a square. Imagine levels of altitude over the gridded playing surface, each exactly one grid cube high.

Vertical or horizontal movement between these imaginary cubes is handled as normal movement; each move counts as one unit of distance (normally 5 or 10 feet, as decided beforehand for the grid). A diagonal movement in a horizontal or vertical direction is the same length as on the board,  $1^{-1}/_2$  squares. However, diagonal movement in a diagonal directionupwardordownwardcounts as  $1^{3}/_4$  square (or  $3^{-1}/_2$  for two), and should be referred to as a "long" diagonal.

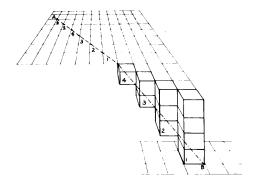
We mortal earthbound folk rarely visualize the problems of orientation in a three-dimensional gravity-free environment. Yet this is precisely the situation for characters in the Astral Plane.

All characters in such circumstances should agree to accept one position as "up," and the opposite as "down."

#### **Estimating 3-D Distance**

Diagram 1 illustrates an imaginary grid of cubes over a playing surface. Two opponents are positioned as indicated (A and B). The DM wants to find the total distance between them. Counting along an imaginary line as near to straight as possible but going from cube to cube, the DM counts four long diagonals (1  $^{3}$ /<sub>4</sub> each, or 7) and six short diagonals (1  $^{1}$ /<sub>2</sub> each, or 9), for a total distance of 16 units (80 feet).

Diagram 1



## **Order of Events in Combat**

The additional attacks possible for Immortals requires a revision in the standard order of events. When several Immortals are opposed in combat, additional events apply.

- 1. Intentions: The DM asks each player what the character intends to do in the coming round. If the DM chooses to use statistics to determine the order in which intentions are announced (highest or lowest dexterity, Power total, etc.), the method should be announced beforehand and applied consistently.
- 2. Initiative: Each side rolls 1d6.
- Special combat, side that loses initiative: Resolve Aura and Power combat, in that order.

- 4. Aura attacks\*, side that wins initiative
- 5. Actions, side that wins initiative:
  - a. Morale checks, if needed
  - b. Movement
  - c. Missile fire
  - d. Magic (spells, spell-like effects, items, etc.)
  - e. Hand-to-hand combat (including ability score attacks)
- **6. Actions, side losing initiative:** follow steps a. through e. above.
- 7. Check Results
  - a. if one side is defeated, stop
  - b. if one side flees, check details of pursuit and evasion
  - c. if combat continues, return to step 1

\* Power combat involves attacks by both sides, and is always concluded in step 3.

Optional Order: This combat sequence separates swifter actions from slower melee combat, providing the possibility of disrupting spells by causing damage to the caster. First, the side with initiative makes Morale checks, moves, fires missiles, and uses magical items. The other side responds. Then the first side casts magical and spell-like effects and fights hand-to-hand combat; and the other side responds. This optional Combat order may be used by both mortals and Immortals.

## **Attack Forms**

Your character can now use several new types of attacks.

When a calculation requires the use of a character's level, such as variables in spell effects or combat methods, an Immortal's effective "level" is simply twice the number of Hit Dice. Example: The Hierarch of any Sphere (HD 45) is treated as a 90th level character. This (90th level) is then the maximum "level" possible for any character.

#### **Direct Attacks Usable by Immortals**

Type of	Possible	Maximum	Effect of	Cure for
Attack	Victim	Range	Attack	Effect
Aura	Mortal	Sight	Awe/Terror	Time or Spell
Physical	Any	By Weapon	<b>HP</b> Decrease	Cure Spell
Magical	Any	By Effect	By Effect	Varies by Effect
Power	Immortal	Sight	PP Decrease	Time Regenerates
Ability	Immortal	Sight	AS Decrease	Time or Power
Score				

#### 1. Aura

Aura is the term used to describe the effect created when an Immortal life force nears any mortal being. The mortal senses the incredible Power in the Immortal life force and reacts instinctively. A few mortals may be immune to the effects of Immortal Aura, but the reaction is automatic and irresistable for most

Auras do not affect other Immortals adversely, and can be useful in communication. Immortals thus usually ignore their Auras when no mortals are nearby, allowing them to emanate freely. They can, and usually do, restrain their Auras when dealing with mortals, being quite aware of the possible effects.

Immortal Aura can be used to create either charm or terror in mortals. Aura-inspired charm is more akin to awe (or even worship) than to simple friendship. The terror effect is of similar intensity, a combination of overwhelming fear and utter panic.

Aura may be used selectively by "aiming" at one or more designated individuals of a group. Either awe or terror can be produced in this manner.

Physical range does not effect Aura use. Any creature seeing or seen by an Immortal can be affected, as long as the Immortal is actually present. Mortals seeing merely the image of an Immortal, or who are magically seen from afar by an Immortal, cannot be affected by that Immortal's Aura.

Aura is slightly limited in scope, but can be used at no cost in Power. The maximum number of creatures affected per round is equal to the modifier given on Table 2 corresponding to the character's Intelligence score. For example, an Immortal with 39 Intelligence can use Aura on a maximum of 9 creatures per round. This limit applies regardless

of the victims' size or the results of subsequent saving throws.

The power of Immortal Aura overwhelms most mortal resistance. Whenever an Immortal chooses to use Aura, each victim must make a saving throw vs. Spells, using the base number given by class or monster description. That number is not modified by equipment, spell effects, or ability scores, but two new adjustments do apply. The first is for the strength of the Aura, as determined by the Immortal's Charisma. Refer to Table 3 for specific figures. The second possible, but uncommon, adjustment is a bonus conferred by another Immortal. Any Immortal may, by expending Power, confer a bonus to any saving throw of a mortal. Apply all adjustments to the roll, not the base saving throw. Any adjusted result of 1 or less indicates failure.

Since Aura can be used continuously without Power cost, victims who resist the Aura effect may be forced to make a new saving throw each round. The frequency of use is entirely at the discretion of the Immortal using the Aura. The intensity of the Aura is a fixed quantity, and cannot be increased or

After an Immortal uses Awe to charm a mortal, the Immortal may alter the effect at will, at no cost in power. The awe-filled, immobilizing charm can be reversed, reduced, or removed. If reversed, the awe becomes terror (no saving throw). If reduced, it becomes simply a powerful charm, much more conducive to conversation and movement than is awe. If the charm is removed, the victim's normal state of mind returns. Awe reduces automatically to *charm* when the Immortal is out of Aura range (i.e. cannot see nor be seen by the mortal).

Immortal *charm* of this type has greater effect than the mortal variety. The exact

duration of the Awe, or the sum of the durations of the Awe and ensuing charm, is twice the amount produced by a *charm* spell effect. Charm duration varies by the Intelligence of the victim. Refer to the D&D *Master Set*, DMR pages 16-17, to find the Intelligence scores of published monsters.

The duration of *terror* is 3 turns (30 minutes), and may be reduced by 1 round per point of the victim's Intelligence (DM's option). Memory of the terror does not vanish quickly. Once Aura is used to evoke terror in a creature, that victim cannot be awed by the same Immortal until another 3 turns have elapsed. The Immortal creating the terror can remove it at will, at no cost in power, but cannot reverse or reduce it.

Write "Aura" on your sheet as an attack form, and note its strength modifier (from Table 3) and the maximum number of creatures affected per round (as determined by Intelligence, using Table 2).

#### 2. Physical Combat (Melee)

Any Immortal in normal or mortal form can employ all mortal methods of physical combat. Ability score adjustments to melee apply at all times, based on the scores of the form used (usually the same as the Immortal character's). All other details of mortal melee also apply, including surprise, initiative, ranges and damages of weapons, etc. Review all the modifiers applicable to melee, including those for equipment, if possible.

When an Immortal suffers points of damage from a blow, the character may make a saving throw vs. Physical Blow. If the saving throw fails, the character receives normal damage. If the saving throw is successful, the character takes half the damage indicated.

#### Armed Combat

A character may use Power to create equipment (weapons, armor, etc.), or may use equipment found locally. A character still retains any weaponry skill gained in mortal life, including weapon proficiency, and Mastery. The character's form and its ability scores often affect or limit the possible choices of weaponry.

Mortal weapons are of little consequence to Immortals. Any Immortal in normal form may, entirely unarmed, use a punch to inflict damages beyond the ranges of most mortal weaponry, even those of great enchantment.

Immortal strength often enables the character to use large solid objects as missile weapons. The DM must rule on the success of such a feat (applying a modified Strength check) and must choose an appropriate dam-

age range. Generally, the difficulty of the check corresponds to the size of the object and the Immortal's Strength score. Your DM has more precise guidelines.

#### **Unarmed Combat**

Wrestling and Striking are handled as for mortals, though with a few minor changes.

Striking: Use all optional rules, and all standard procedures for mortal form. For normal form, if the character "pulls the punch," use normal procedures. A standard punch inflicts 1d6 to 20d6 points of damage; the exact number of dice is equal to the modifier given for the character's Strength score. If a blow hits, roll 1d100 and subtract the victim's Constitution score. If the result is 1 or greater, a knockout may occur for a duration equal to the final score in the round. Mortals may make an unmodified saving throw vs. Death Ray to avoid being knocked out. Immortals make an easy Constitution check to avoid being knocked out.

Wrestling: Calculate the Wrestling Rating for normal form by adding the character's Hit Dice and Armor Class, and adding 10 to the result. The AC is not subtracted, despite its technically negative value. In use, apply all the optional rules given. The class adjustments for Immortals, needed for Optional rule #2, are:

Initiate	+ 2	Empyreal	+ 7
Temporal	+3	Eternal	+9
Celestial	+5	Hierarch	+12

Recalculate the Wrestling Rating normally for the mortal form, but using the character's Hit Dice as a starting point (instead of using half the mortal level of experience).

#### 3. Magical Attacks

When incorporeal, an Immortal cannot use spells or create magical effects of any sort, but the character is likewise immune to all magic. In mortal or normal form, the character may use Power to create *any* spell effect. Other magical effects which do not correspond to mortal spells may also be created.

The Power expenditure for producing one magical effect ranges from 1 to 160 PP. The exact cost is determined by the effect, the Sphere which controls that effect, and the Sphere of the Immortal. Refer to *Immortal Magic*, page 16, for details of spells and non-spell magical effects.

All Immortals are resistant to all forms of magic, and this is represented by an Anti-Magic (A-M) percentage given for each class. Check A-M before applying any spell effects; the magic may simply not work. The

A-M percentage applies to all physical forms used by the Immortal, including the old mortal form.

Mortal saving throws apply to all magical effects directed against the character's mortal form. The Immortal's new saving throw vs. Magic Spell (Table 4) applies when the Immortal is in any other form. Immunities or resistances of any form used are applied before saving throws or other modifiers.

#### 4. Power Attacks

Though Power is a factor in many actions and abilities, it may also be attacked directly. Any being who possesses pure Power in any amount can be attacked in this way. The forms of the opponents have no effect on Power combat. Power is the only means by which an incorporeal Immortal can directly attack another.

Power combat may occur simultaneously with other actions. It does not detract from the number of other actions permitted in any timeframe. An Immortal may initiate a maximum of one attack per round, but may respond to any number of attacks in that same round, and all while performing some other action (either physical or magical) if desired. The abilities of some Power-using monsters are more limited.

The DM and players may select one of two methods of Power combat, simple or advanced. The only difference between the two methods is the types and effects of possible attack forms. All procedures and other details are the same for both methods.

Power combat is almost entirely aggressive. A victim normally "defends" by attacking in response to other attacks.

#### **Actions and Power Costs**

The three possible actions in Power combat are shield, probe, or attack. Each requires a Power expenditure. The cost of a probe or shield is 5 PP. The cost of an attack depends on the method used in play—20 PP in the simple combat method, or nearly any amount (up to 500 PP) in the advanced method.

#### Effects

A *shield* negates all probes used on the character during that round, but has no other effect.

A *probe* is an information-gathering device. It lasts for 1 round, and may be used on one creature. By using a probe, an Immortal can detect the existence of Sphere, Power Points, hit points, Anti-Magic, and life force. Amounts are never detected, but

the existence of any amount, small or large, generates a positive response to the probe. No information is gathered in any category that does not apply to the creature probed. No information is gained from a creature using a shield. In any one round, an Immortal may initiate a probe or an attack, but not both. A probe may have different effects, sometimes quite adverse, on certain life forms native to other dimensions as detailed in creature descriptions.

One character may use a maximum of two different types of attacks in any one round, though each may be repeated many times as responses to incoming attacks. Each of the possible attack modes involves the application of pure Power in a different way. The possible attack forms and their effects depend on the method of Power combat used in play. Refer to the Power combat descriptions for details on all attack forms.

#### Range

The range of a shield is zero; it has personal effect only, and cannot be created for or upon another creature. The range of a probe or attack is virtually infinite, within the following limits. Each opponent must be able to detect the other in some way, whether by sight, magic, or otherwise. The target of a Power attack can always detect the attacker in return. Opponents in Power combat must either be on the same Plane of Existence or be on planes connected by a *gate* or equivalent effect. Power attacks and probes cannot cross planar boundaries.

#### Procedures

Actions in Power combat (probe, shield, or attack) must be declared during the Intentions phase of the melee round, along with all other planned actions. The exact type of attack and the amount of Power used are not declared. Initiative does not affect Power combat. A character cannot be surprised by Power attacks. Power combat is resolved before all other actions in the round.

If an Immortal is the target of a Power attack, the character may either ignore it or respond. If the attack is ignored, the character is automatically the loser when combat results are applied to that attack. If the character chooses to respond, he or she must choose one attack form to use in responding, and combat results are applied normally.

After intentions are declared, each opponent engaged in Power combat must write down the name of the attack form used, along with the name of the opponent. For multiple attacks, be sure to keep an accurate record of each exchange. In the advanced combat

method, the amount of Power applied to each attack must also be noted.

#### **Timestop**

An Immortal who creates a *timestop* spell effect may use Power combat during the "rounds" effectively gained thereby. The victim may respond normally, despite being caught by the spell effect. All combat results involving Power loss are applied while the *timestop* is in effect. When using advanced Power combat, all results other than Power losses are applied after the *timestop* ends, but before any subsequent events in the (actual) round.

#### **Combat Results**

If a Power attack of any sort is directed at a victim who does not use Power Points, the attack is resolved as if it were a magical Death Ray. Despite this effect, the resolution occurs in the same phase as Power combat.

Whenever two opponents use Power attacks against each other, either may suffer a loss of Power Points as a combat result. The exact amount depends on the attacks used. The loser may make a saving throw vs. Power Drain when the results are applied. If that saving throw is successful, the loss is halved (rounded up).

All losses of Power are applied against the current (variable) Power total. If such losses exceed the PP remaining, the excess is deducted from the hit points of the form used. If no material form exists, or if a form used is reduced to 0 or fewer hit points, the victim is forced to return to his or her Home Plane. Any creature without a Home Plane or defeated on his Home Plane is destroyed when its PP total reaches zero.

#### **Simple Power Combat**

This method of play involves three possible attack modes—Slam, Change, and Wrap. They are used to confront, divert, or contain (respectively) the Power of the incoming attack.

Any one attack may be produced by expending 20 PP. If both opponents choose the same attack mode, neither loses or wins, and no losses result. If the attack modes differ, refer to the following chart to find who wins. The loser must deduct 40 PP (or 20 PP if the saving throw is successful) as the result of the combat.

#### **Power Combat Winners (Simple Method)**

	Slam	Change	Wrap
Slam	Tie	Slam	Wrap
Change	Slam	Tie	Change
Wrap	Wrap	Change	Tie

#### **Advanced Power Combat**

This method offers five types of attacks, variable PP costs for each, and two different combat results, Power loss and Tactical.

Three types of attacks are identical to those of the simple method. The two added attack forms are Erase and Hold, used to negate or stop the incoming Power attacks (respectively).

The cost of any one attack is 10 to 500 PP. The attacker may choose any amount within that range.

If both opponents choose the same type of attack and the result is a "tie," the opponent using the greater amount of Power wins. If both forces are equal, no combat result applies. Otherwise, in a tie, subtract the lesser force from the greater. The loser deducts twice that amount as the Power loss result (or half that if the saving throw is successful).

If opponents choose different attack forms, consult the Power Combat Winners table to find the winner. The loser deducts twice the amount of the attacking force (or half that amount if the saving throw vs. Power Drain is successful).

Tactical Results (Advanced Method Only)

The loser of a round of advanced Power combat must apply a tactical result in addition to a Power loss. The tactical combat result is determined by the type of attack used by the winner.

All tactical results are applied when Power combat is resolved, before all subsequent events in melee. The tactical effects of Change, Erase, and Wrap attacks last only until the end of the melee round in which they occur, and vanish before intentions are declared for the next round.

Change: The loser cannot use magic for the rest of the round. If the attacker knows of any magic currently affecting the victim, one magical effect can be removed (i.e. automatically, but selectively dispelled). The victim cannot, however, be forced to reveal any details about the magical effects which could thus be removed.

Erase: The victim is paralyzed, and may not physically attack or execute Universal movement. The victim may use Power combat and magic, and may move across planar or dimensional boundaries. Hold: The victim may not move for the remainder of the round. Furthermore, unlike other results, this tactical effect lasts until the victim succeeds in making a saving throw vs. Power Drain. The Immortal may still use Power combat and magic, and may even physically attack if a target is within range. The first saving throw may be attempted at the start of the Intentions phase of the next round, and repeated each round thereafter until successful.

Slam: The loser is moved a distance equal to the amount that the attacker could normally move in one round, as determined by the attacker's current form. The attacker may choose the exact direction of movement. This tactical result cannot force a creature to cross planar or dimensional boundaries.

Wrap: The loser is surrounded by the attacker's Power for the remainder of the round. This negates all normal senses, magical and non-magical detection abilities, and Aura (though not effects already produced thereby), but has no effect on the ability to sense and respond to Power attacks.

# Power Combat Winners (Advanced Method)

	Slam	Wrap	Erase	Hold	Change
Change	Sl	Ch	Ch	Но	Tie
Hold	Sl	Wr	Но	Tie	Но
Erase	Er	Er	Tie	Но	Ch
Wrap	Wr	Tie	Er	Wr	Ch
Slam	Tie	Wr	Er	Sl	Sl

Defense Option (Simple or Advanced Method)

A character may use Wrap to block all incoming Power attacks. This action is declared in a special way during the Intentions phase. A character may not use this defense option during any round in which he or she has initiated or responded to any Power attacks.

The defender must ignore all Power attacks declared, and must then (as the last Intention declared before the DM starts the round) announce the intention to defend. When that is revealed, each attacker deducts 5 PP to represent the foiled attempt. The defender finds the total number of incoming attacks declared, multiplies that figure by 10, and deducts the result as the PP cost of the defense

In defending, the character actually uses the Wrap for personal effect instead of using it to attack another. When using the advanced combat method, the Wrap has standard tactical effects on the defender (inability to sense, detect, or use Aura). It does not affect magic use or other abilities.

The defense option is recommended for use in any game in which one creature of any sort may be the target of Power attacks from all or most others present. In the simple combat method, the defender may avoid massive losses of Power with no ill effects. In the advanced combat method, the defense is often followed by a delaying tactic or a retreat.

#### 5. Attacks on Ability Scores

An Immortal in any physical form (i.e. not incorporeal) can directly attack an ability score of another creature who is also in a material form. Some creatures of the astral plane and the Dimension of Nightmares can do so as well. Incorporeal beings cannot attack ability scores, and cannot be attacked in this way.

Ability score attacks are either Physical or Mental. The Physical ability scores are Strength, Dexterity, and Constitution. The Mental scores are Intelligence, Wisdom, and Charisma

Imagine each ability score attack as a test. The victor is usually the creature with the greater score, but not always. Physical ability score attacks are those in which the opponents come into physical contact, to see which has the greater strength, agility, or stamina. A mental ability score attack involves a similar comparison of intelligence, sagacity, or leadership, and may occur at long range.

#### Physical

The range of any physical ability score attack is zero; that is, the attacker must con-

tact the victim for the attack to succeed. The attack must be devoted to the ability score attack alone. If any other effect would automatically occur by touch (such as paralysis, a spell effect, etc.), the ability score attack does not occur.

To attack a physical ability score, the attacker declares only a normal "Punch" attack during the Intentions phase of the round. When actions are resolved, the attacker must make a successful Hit roll. If this misses, the ability score attack obviously cannot be made. If it succeeds, the attacker must announce immediately that an ability score attack is in progress, naming the ability; otherwise the attack remains a punch (inflicting hit points of damage only).

#### Mental

The only limit to the range of a mental ability score attack is that of communication. For example, whenever two Immortals are speaking together, either may directly attack the other's Wisdom, even if they are on different planes of existence and communicating by magical means. Mental ability score attacks are usually more common than physical ones.

The attacker must declare the exact type of attack during the "Intentions" phase of the round. Once declared, a mental ability score attack can only be avoided by a break in the communication. If both opponents are within the same area, such as a melee, one may continue to attack another in this way despite the victim's desires, and no Hit roll is required. A defender may only prevent mental ability score attacks by either silencing the attacker(s) or moving out of range of all possible

communication. Immortal voices can be far louder than those of mortals!

#### Results

To resolve an ability score attack, each player rolls 1d6 and adds it to the modifier (as given on Table 2 or 3) for the ability score named. Subtract the lesser adjusted total from the greater. The opponent with the lesser total loses a number of ability score points equal to that difference, and the attacker gains the same amount. Both changes apply only to the ability score involved. Ability attacks are never modified, and allow no saving throws.

Although the victim of an ability score attack may choose not to defend, this has dire effects. The victim may only use the result of the random (1d6) roll, and may not add the ability score modifier.

When ability scores change because of attacks of this type, remember to adjust the modifiers accordingly. The change in modifiers occurs simultaneously with the change in score.

Ability score points gained in attacks are temporary gains, lasting for only 6 turns. They may surpass class limits, but the maximum score (100) cannot be exceeded.

Ability score points lost to attacks are temporary losses. Each ability score automatically regenerates at the same rate as Power and hit points (determined by bias; see page 9). All ability scores regenerate simultaneously and at no cost in Power. An Immortal may expend temporary Power to hasten the recovery, or to magically enhance the lessened ability scores.

An Immortal can recreate cleric, druid, and magic-user spell effects of all types and levels by expending Power Points. Other magical effects which do not correspond to mortal spells may also be created. Immortal Spells are *never* gained through meditation or study; spell effects are created only by expending Power.

Any one Immortal can create a maximum of one magical effect per round. (A timestop spell actually creates multiple rounds of time for the user. Refer to the spell description for details.) From 1 to 160 PP may be expended in doing so. The exact cost is determined by the spell and by the Sphere of the Immortal producing it.

Every mortal magic spell is associated with one of four Spheres of Power. None are specifically associated with the Sphere of Entropy, though many do unavoidably aid entropy in some way. All other magical effects likewise correspond to individual Spheres.

The Index to Magical Effects lists all the possible magical effects in alphabetical order and gives the Sphere for each. For details on the magical effect, refer to the detailed list for the corresponding Sphere (charts S1-S4). Your DM should classify all other spells developed in the campaign according to the guidelines given (see *Adding Spells*) and add them to the index and charts.

Only about 25% (or less) of the magical effects listed have good melee applications. Plan ahead to avoid delays in play by reviewing the possibilities and pre-calculating costs of those effects your character will probably use.

#### **Power Cost**

The actual PP cost of creating any magical effect is calculated by multiplying the base Power cost by a factor. This multiplier translates the effects of dominance and opposition into specific increases in Power costs. The spell level and/or details of the effect determine the base Power cost, from 1 to 20 PP. The multiplier is 1, 2, 4, or 8.

Imagine the four Spheres to be on a circular path representing elemental dominance—Earth over Air over Water over Fire over Earth. (This is diagrammed in the D&D Companion Set, DMC page 20.) The base cost applies when the magic is within the character's Sphere. The base cost doubles for each step along this circular path. The resulting factors are given in the following table. You may wish to draw the circular path on your character sheet, as it affects many aspects of play.

#### **Sphere Factors for Magical Effects**

Sphere of	Sphere of Magical Effect				
Immortal	Matter	Energy	Time	Thought	
Matter	1	8	4	2	
Energy	2	1	8	4	
Time	4	2	1	8	
Thought	8	4	2	1	

Example: An Immortal of Matter can expend 16 PP to create any one of the following magical effects:

	Sphere	Base Cost	Factor
Force Field	Matter	16	1
Continual Light	Energy	8	2
Hold Person	Time	4	4
Remove Fear	Thought	2	8

#### **Durations of Effects**

Whenever a fixed duration of any length is given for a magical effect, an Immortal may extend the effect for the same amount of time by expending half the base Power cost. Example: An Immortal of Thought expends 16 PP (base cost 2, factor 8) to create a web which lasts for 8 hours, but he may extend that to 24 hours by expending only 2 additional PP (each 8-hour extension costing half the base cost, or 1 Power Point apiece).

#### Limits on Use

Magic of any origin, mortal or Immortal, has no effect on an incorporeal being. Magical effects created by mortals have no effect on Immortals in any form. Magical effects created by Immortals have standard effects on other Immortals—subject to Anti-Magic effects (q.v.), and with certain changes logical for Immortal application.

An Immortal may apply magical effects to his or her physical form, or may apply them to some other creature or object. Any effect previously limited to "self can be delivered by touch to any creature when produced by an Immortal. Immortal power expands the scope of many such effects.

During any one round, an Immortal may take one physical action per natural attack form or one magical action, but not both. "Action" in this usage refers to any physical attacks, defense, or miscellaneous physical or magical effect. Multiple physical attacks are possible if the Immortal form possesses several natural methods of attack (eg. a bear can claw twice, bite, and maybe hug in the same round).

#### Caster Level

The character's effective level for all purposes is twice the number of Hit Dice. This effective level is used in place of caster level in all applications, even though the spell effects are created, not cast.

Example: A Novice Celestial (HD 25) polymorphs an obnoxious human into a dinner plate. This radical change lasts for 1 turn per level of the caster, or 50 turns in this case. A 36th level mortal magic-user who attempts to dispel the magic is the Celestial's inferior by 14 levels, and therefore has a 70% chance of failure (5% per level difference) in the attempt.

# General Notes, Charts S1-S4

#### **Using the Charts**

An Index to Magical Effects that may be created by Immortal use of Power Charts S1-S4 are located in the Reference Guide, located in the back of this booklet.

A page reference and base PP cost are given for each spell and non-spell magical effect, along with ranges and durations for easy reference. The abbreviations used to note in which rule set the effect is explained are: B = Basic, X = Expert, C = Companion, and M = Masters. The effects of most spells are obvious from their names. Review any that you are not familiar with; these are valuable tools in play.

Most non-spell magical effects are described in the Artifact power descriptions of the D&D *Master Set* (DMR pages 51-54). Some not contained therein are merely extrapolations of those given, and need no additional explanation.

#### **Changing Range and Duration**

An Immortal may increase the range of a magical effect by doubling the cost. The amount of increase is equal to the original range. Duration may be increased in the same manner. The doubling of cost is cumulative; for example, an effect with triple normal range and triple normal duration thus costs 16 times as much as the unmodified effect. If the duration is given as instantaneous or permanent, it cannot be changed. If the range is zero, that likewise cannot be increased. Range applies to a distance within a single plane unless the spell or effect description specifies otherwise. Such effects cannot be sent across a planar boundary except by an existing path (such as a wormhole or gate).

The volume of an effect may also be changed in this way, but the process may involve a calculation more complex than simple multiplication. To double the volume of a cone or sphere, for example, the formula for calculating its volume must first be found. (Consult a text on solid geometry.) Simply doubling one dimension of the volume often more than doubles the total volume.

#### Conjuring and Summoning

Whenever a magical effect summons a creature, the victim must be able to respond using its normal type of movement. Thus, transplanar summoning is only effective if the victim can cross planar boundaries, or if preceded by a *gate* or similar effect to enable such movement.

Conjuring refers to a magical effect that actually creates a creature. In such cases the life force involved might be summoned, but is automatically drawn into the form created (possibly across planar boundaries).

Conjuring and/or summoning will not work if the creature involved is composed of a single elemental material or devoted to a single Sphere against which local or planar bias is hostile. Example: An Immortal of Thought cannot *conjure* a fire elemental on his Home Plane, because his element (air) is opposed to fire, and his plane thus has hostile bias against fire and Energy. Similarly, the same Immortal may open a *gate* to a nearby Outer Plane and try to summon some flickers known to be therein, but these creatures (of the Sphere of Energy) will not respond unless they freely choose to do so.

#### **Damage**

The damage produced by any single *magical* effect cast by an Immortal (including *fire ball, lightning bolt, etc.*) is 1d6 per Hit Die (not level) of the Immortal creating it. Thus, the most powerful *fire ball* known, created by a Hierarch (HD 45), inflicts 45-270 points of damage.

For any effect involving large numbers of dice, the DM may wish to use the average damage instead of random rolls. This speeds play greatly, requiring only one simple multiplication instead of much dice rolling. Any reasonable variation of this method, such as adding or subtracting a fixed or random amount to represent the normal variance of a random total, is also encouraged. In the example given above, the *fire ball* would be quickly found to inflict 158 points of damage by using the average of 3.5 points per die. It might be modified slightly by using 2d20-20,

a range of -18 to +20.

A new rule is used when determining damage caused by a magical effect. If bonuses or penalties apply to damage rolls, these modifiers will not change the number beyond the maximum or minimum on the die used. Thus, a bonus of +1 on 1d6 results in rolls of 2, 3, 4, 5, 6, and 6.

If bonuses or penalties apply to damage rolls, do not simply apply the bonus to the average per die. That would ignore the fact that the modified result per die cannot exceed the maximum possible result. With a *fire ball*, for example, a+1 bonus per die cannot cause the result of any one of the dice used to exceed six.

The averages for most common types of dice and for bonuses or penalties of -3 to +3 are given below. To calculate the averages for other dice, or for modifications outside that range, apply the following guidelines.

The average roll for a given type of die is

score determines the frequency of any attempts to non-magically conquer or defeat the effect. This frequency is identical to that given in the D&D *Master Set* (MDM page 16) in reference to charm effects. The chart below adds to that earlier one, and covers the span of Immortal ability scores.

When a new check is allowed, the player makes a standard Intelligence check, comparing an unmodified roll of 1d100 to the character's Intelligence score before being affected by the spell. If that check succeeds, a new saving throw may be attempted. The effect vanishes without magical curing only if the saving throw succeeds. The effect remains if either the check or the saving throw is failed.

Immortals with 76 or greater Intelligence may check once at the start of each round, and again at the midpoint of the round. Immortals with 91 or greater Intelligence need not make the ability score check at all.

#### **Average Results of Common Dice Rolls**

Type							
of Die	-3	-2	-1	0	+1	+2	+3
1d4	1.0	1.25	1.75	2.5	3.25	3.75	4.0
1d6	1.5	2.0	2.667	3.5	4.333	5.0	5.5
1d8	2.25	2.875	3.625	4.5	5.375	6.125	6.75
1d10	3.1	3.8	4.6	5.5	6.4	7.2	7.9
1d12	4.0	4.75	5.583	6.5	7.416	8.25	9.0

found by finding the total of all possible results and dividing by the number of results. Apply modifiers (if any) to each result before finding the average. Example: On 1d6, the results (1, 2, 3, 4, 5, 6) average 3.5 per die. With a + 1 bonus, the results (2, 3, 4, 5, 6, 6) average 4.3 per die (26 divided by 6).

#### **Mental Effects**

The descriptions for some spells that affect the mind may specify that the effects are permanent—that is, of infinite duration until cured or dispelled in some way. These notes apply only to mortals. An Immortal victim may be able to defeat the effect by sheer concentration as explained below. The victim cannot, however, cure himself by magical means. Immortals who fall victim to mental effects are usually cured quickly by allies, at relatively minor Power Point expenditure. But this might not occur, and might be impossible because of 100% A-M.

If the Immortal victim's A-M does not negate the attack, and if the saving throw vs. Mental Attack is failed, even an Immortal mind can fall victim to *charm, feeblemind*, and other effects. The victim's Intelligence

#### **Durations of Mental Effects**

Intelligence	Check again after
13-15	3 days
16-17	24 hours
18	8 hours
19	3 hours
20	1 hour
21-22	1 turn (60 rounds)
23-25	30 rounds
26-29	15 rounds
30-34	8 rounds
35-40	4 rounds
41-50	2 rounds
51-75	1 round
76-90	2/1 round
91-100	2/1 round, save only

#### **Undead Curing**

Any magical effect that would cure damage when applied to an undead creature (such as cause wounds, finger of death, etc.) has the same curative effect when used on any creature of the Sphere of Entropy. (Immortal creatures cannot, however, be Turned.)

# Explanation of Terms, Charts S1-S4

Ability score bonuses: An Immortal may increase one or several ability scores by a simple Power Point expenditure. The standard duration of any such effect is 1 hour (6 turns). Mortal ability scores cannot exceed 18, and any increase in excess of this is discarded. Immortal ability scores cannot exceed 100, but normal rank limits may be ignored for this temporary effect.

The listed PP cost raises the ability score(s) involved by 4 points. However, a larger increase may be achieved by expending more Power Points. For example, an increase of 40 points can be created as one action (though at 10 times the base cost). As with other magical effects, this action may only occur during the "magic spells and items" phase of the melee round. It is subject to A-M, and may be removed by dispel magic. Magical ability score increases cannot be made permanent.

No factor ever increases the base PP cost of creating ability score bonuses, and hence these effects are listed for all four Spheres. When a bonus refers to "GT," any of the ability score(s) of the Immortal's Greater Talent can be affected. "TT" refers to all the Lesser Talents

Example: An Immortal of Time (whose Greater Talents are Wisdom, Strength, and Charisma) wants to temporarily increase her Charisma by 20 points, so that her Aura will have greater power. She must expend 20 PP to produce this effect, multiplying the 4 PP base expenditure 5 times. If she instead wishes to increase her Intelligence by 20 points using the Raise all Lesser Talents effect, she must expend 80 PP (base cost 16 PP, again multiplied times 5), which raises the other two Lesser Talents as well. The best way for her to achieve both these goals at once would be to raise all the ability scores by 20 points (at a total cost of 100 PP), as that method raises all the Greater Talents instead of merely Charisma.

**Aerial Servant:** See General Notes (Conjuring and Summoning).

Anti-Magic: When this category of nonspell magic (of the Sphere of Time) is created and used on any creature which already has an A-M percentage, the figures are cumulative. For example, a Celestial of Thought (A-M 60%) who wants 100% A-M for an hour may acquire the 40% increase in A-M (base cost 15), which is ruled by Time (Sphere factor x 2), by expending 30 PP. The magically added A-M cannot be dispelled by itself nor by the innate A-M.

Anti-Magic can disrupt any type of magic use, whether mortal spellcasting or Immortal Power expenditure. Anti-Magic has no effect on Power combat, Aura, or other non-magical effects.

Anti-Magic Ray: Unlike standard A-M effects, this does not deactivate magic for a full turn. Magical effects and temporary magical items do not work while within the ray, but return to normal at the instant the ray is no longer upon them.

#### Automatic Healing: See Cureall.

**Bearhug:** If an Immortal's form has more than two arms, any two may be employed in using this effect.

**Blasting:** It is very important to remember that in the D&D game, sound may exist where air does not. Though speech is normally created by manipulating air, effects of this type work magically, and can only be blocked by magical *silence*.

**Bug Repellant:** The DM may expand the definition to include local varieties of "bugs," even though such may be totally unlike those of the Prime Plane. However, no creature of 3 or greater Intelligence can be classified as a bug.

**Buoyancy:** This effect is useless in places where "sinking" (i.e. gravitational orientation) is unknown. Such places are common in the Elemental Plane of Water, for example, where large water globes are common. The DM may freely apply this effect to areas where any type of sinking (or even falling!) could occur, regardless of the elemental or other material involved.

Calm Others: If cast by an Immortal, this effect can remove fear or agitation from a number of Hit Dice of creatures equal to twice the Immortal's Hit Dice.

Choose Best Option: This magic has no effect when used by a Hierarch. If used by any other Immortal, this effect telepathically links the character with the Hierarch of his or her Sphere. It is thus best used sparingly, if at all. The Hierarch acts in the same way as would an artifact with this power, considering only those parts of a problem which are specifically presented.

Clairvoyance: When used to see an area through the eyes of an Immortal, the victim senses the presence of (but absolutely no details about) the "eavesdropper."

**Clone:** An Immortal *cannot* be cloned. This effect can be used only on mortals.

Commune: This establishes instant contact with one Immortal of any Sphere. When this is used by an Immortal player character, detailed communication is possible, not merely the "yes or no" question format given in the spell description. If a specific Immortal is named, that individual is contacted if available, or otherwise another of the same Sphere and of comparable rank. Even if available, an Immortal may refuse contact (but the PP cost must still be paid). Any Immortal contacted by commune automatically knows the caller's identity (by common name, never truename) and status, including the exact rank if Immortal.

**Confusion:** See General Notes (Mental Effects).

**Conjure Elemental:** See General Notes (Conjuring and Summoning).

**Contact Outer Plane:** This produces an effect identical to that described for *commune* in this section. No chance of insanity applies to an Immortal character.

**Container:** This effect can only be placed on an inanimate non-living object of 1 or more cubic feet in volume.

**Contingency:** If cast by an Immortal, this effect can trigger a spell effect of up to 5th level (one higher than the mortal version). It cannot trigger a non-spell magical effect.

Create Normal Objects: Immortals may use this effect to create non-magical objects of value (including treasure). However, treasures created must be simple non-crafted objects, such as raw uncut gemstones. From the Immortal perspective, material wealth is irrelevant except when bargaining with mortals.

**Create Water:** This spell has normal (though startling) effect when used in an environment which lacks a ground-like surface. The spring can be summoned forth from any solid non-living object of 1,000 or more cubic feet in volume.

**Creeping Doom:** The magically created swarm always consists of tiny insects native to the plane of the caster, which might be instantly slain by certain environmental effects.

**Cureall:** This effect can cure a maximum of 6 hit points per level of the caster. It can thus cure a maximum of 216 points of damage if cast by a mortal (36th level), or 540 points if created by a Hierarch (HD 45, caster level 90)

**Curse:** If cast by an Immortal, a curse can have up to double normal effect.

**Death Spell:** If cast by an Immortal, this can affect double the given amount of creatures (8-64 Hit Dice, affecting creatures of 15 Hit Dice or less).

**Delayed** Blast **Fire Ball:** See General Notes (Damage).

**Dimension Door:** An Immortal may use this effect normally or may reverse this effect, *dimension window*, to change his or her dimensional perspective to any other possible for the location, viewing other dimensions. When used in this way, the effect does not cause physical movement.

**Disintegrate:** In addition to the usual defenses (A-M and saving throw), this effect may be partially resisted by an Immortal victim. The victim must make a standard (unmodified) Constitution check. If successful, the effect causes damage equal to half the Immortal's normal (undamaged) hit point total, but does not produce full disintegration. The disintegration of a form has no effect on the Immortal's life force, though it does cause incorporeality.

**Dispel Evil:** If used against an Immortal, this has no effect unless the victim is the sole target, and even then allows the usual saving throw and A-M resistance. Even if successful, the effect merely causes the Immortal to return to his or her Home Plane, and the Immortal may leave the next round after arriving here.

**Earthquake:** The exact amount of crushing damage inflicted upon a creature engulfed by a crack is 101-200 points of damage (1d100 + 100) per round.

**Elasticity:** The size limits mentioned in the description apply to mortal humanoids. An Immortal may stretch the form used up to 5 times normal height, with a minimum of 5% of normal thickness. The benefit of taking only half damage from blunt weapons applies also to a punch attack and other modes of unarmed combat.

**Explosive Cloud:** Though no saving throw applies to mortals, Immortals may make the usual saving throw vs. Physical Attack to reduce the damage by half.

**Feeblemind:** See General Notes (Mental Effects).

Find the Path: This spell functions properly only within a single plane of existence. It might malfunction partially or totally if the path leads across planar boundaries. The DM may decide the specific result—whether the spell seems to have no effect or the path suddenly stops or proceeds in the wrong direction. It is highly erratic and often misleading or useless when insufficient details of the destination are known. For example, when used to find the seventh dimension, or the hiding place of the Old Ones, this effect leads in a random direction.

Fireball: See General Notes (Damage).

Geas: See Quest.

**Haste:** This affects the physical form only. It does not affect the rate of Power use of any type, nor of any type of regeneration.

Heal: See Cureall.

**Hold Monster:** This can affect any living mortal creature, but has no effect on Immortals of any sort.

**Hold Person:** Immortals of any sort are not affected by this magic, even if they were "persons" (by the spell description) in mortal life

**Insanity:** See General Notes (Mental Effects).

**Insect Swarm:** The insects are summoned, not conjured, and must thus be able to reach the caster by using their normal form of movement. If preceded by a *gate* spell or similar effect, the insects may indeed be summoned from another plane or dimension.

**Invisible Stalker:** See General Notes (Conjuring and Summoning).

Levitate: In environments lacking gravitational orientation, the direction of movement may be freely selected. The movement rate is still very slow in comparison to fly and other effects, but may be useful in some situations. If an Immortal applies this effect to another creature, the creator of the effect may retain control of the movement, or may give control to the recipient. Control passes with the touch required to bestow the effect. If retained, control cannot be given at a later time. When this effect is used as a form of attack, to restrict or force movement with the creator retaining control, the victim may save vs. Spell when touched to avoid the effect. If the victim saves, the magic vanishes.

**Life Trapping:** This effect can only be placed on an inanimate non-living object of 1 or more cubic feet in volume.

Light: When an Immortal is blinded by this effect, the Immortal's form is affected normally. This does not prevent Aura or Power use, and if the Immortal leaves the body, the incorporeal character is not blinded. The blindness affects only the material form. Each round an Immortal's A-M may be used to try to negate the effect. But the character will become blinded if the A-M is lowered during the duration of the effect.

**Lightning Bolt:** See General Notes (Damage).

**Lore:** If cast by an Immortal, the effect requires only 1-4 rounds or 1-100 turns, instead of the same numbers of turns or days given in the spell description.

**Lower Water:** The maximum depth of the "hole" in the water is 500 feet. If cast by an Immortal, this effect can be used to create a similar hole in solid ice. In this case, only half normal effect is gained (depth to <sup>3</sup>/<sub>4</sub> normal, to a maximum of 250 feet).

Magic Jar: An Immortal may dispense with the need for a container for the life force, being able to exist as an incorporeal.

Mass **Charm:** If the effect is cast by an Immortal, the maximum number of Hit Dice or levels of creatures affected is equal to the Immortal's caster level, equal to double his or her Hit Dice.

**Massmorph:** Immortals experienced in environments other than that of the Prime Plane may choose to create the illusion of some plant life other than trees.

Maze: This has no effect whatsoever if used on the Astral Plane. An Immortal who entraps a creature by this effect may follow it to the astral maze (using standard movement procedures and costs) and automatically find the victim in 1 round. The Immortal may pull the victim out of the maze, into the wide expanses of the Astral Plane, by scoring a normal Hit roll and pulling the victim along. If this occurs, the victim does *not* reappear at the point of disappearance, instead remaining on the Astral Plane.

If the victim of this effect is Immortal, he or she may leave the maze in 1 round, and then free to move as desired. The Immortal need not then return to the point of disappearance. The returning effect of the spell is automatic if the Immortal simply waits for the effect to end (a maximum of 4 rounds after it began). Memorize Bonus Spell Levels: This has no effect on any creature who creates magical effects by Power use, rather than by spellcasting.

**Meteor Swarm:** This effect is commonly used by Immortals. The DM may choose to use the results of only one roll (of 4d6 or 8d6) to all four or eight meteors, to speed play. An acceptable alternative is to use average damage in all cases, perhaps rolling randomly only if the damage needed to slay an opponent is close to that average.

Mirror Image: The creator of the effect (and the recipient, if the effect is bestowed by touch) can always tell which of the images are illusory and which is the real creature.

**Parry:** Unlike the standard fighter tactic, this has effect even if the user is unarmed.

Pass-Wall: Any dense non-living inanimate matter can be affected if this magic is cast by an Immortal. Though this can never in itself inflict damage, this may cause a collapse of surrounding matter and the collapse may have damaging effects. The chance of collapse is equal to the percentage of the supporting base material removed by this effect.

This distinctive effect actually moves the matter involved into an opposite dimensional orientation. It remains in the same location, but appears to change into air because of the dimensional displacement. Were it to actually move, an inrush of air or other nearby material would accompany the effect—which it does not.

Plane Travel: This only affects the user and any non-living inanimate equipment carried. If all members of a group simultaneously plane travel to a predetermined destination, all starting from the same general location, they will appear in the same positions relative to each other. This applies even if several plane travels are required to reach the final destination. However, any member of such a group may, simply by concentrating slightly in the process of moving, arrive up to 24 miles (1 outdoor map hex) distant from the others for each planar boundary crossed.

**Polymorph Other:** Although this magic has normal effect on Immortals, this spell does not erase memory in any way, but merely produces tendencies that match the new form. It does not impair Power use in any way

**Power Words (stun, blind, kill):** If any such magic is cast by an Immortal, the range, duration, and all limits on creatures affected are doubled.

**Produce Fire:** This will not work when local or planar bias is hostile toward Energy or fire.

Protection From all Creatures: The unlimited effect applies to mortals only. This effect does not normally block any Immortal creature. However, an Immortal may expend double the standard PP cost to create a similar effect that blocks both mortal and Immortal creatures for the same duration.

**Quest:** Since this effect can be removed simply by the reversed spell effect, this is relatively inefficient when used on any Immortal.

Raise Dead (and Raise Dead Fully): This has no effect if applied to the slain material form used by an Immortal.

**Regeneration:** This effect is the same as that described for Artifacts, but only restores lost hit points and damaged flesh, not Power or Abilities.

**Reincarnation:** This has no effect on the slain material form used by an Immortal.

**Remove Barrier\*:** If cast by an Immortal, this effect will remove even a *wall of iron*.

Remove Curse: This is ineffective if the creator or caster of the curse has (or had) a greater number of Hit Dice than the creator of this effect. If several Immortals work together to remove a curse, their effective level is equal to the total of their Hit Dice.

Repair (normal object, magical object): This has no effect on any creature, living or otherwise.

**Reverse Gravity:** This has absolutely no effect if the local environment has no gravity. Note also that falling may occur at much slower rates in conditions of less than normal gravity.

**Shapechange:** This has very nearly the same effect as the spell. However, the maximum size change is one hundredfold in each dimension. For example, a typical mortal human could become a creature up to 600 feet tall, if any such creature were seen first (as limited by the spell description). Thus, even Immortals cannot *shapechange* into huge creatures like the draeden or megaliths.

Immortal magic use is not dependent on any characteristics such as form, movement, or sound, being instead a purely mental function. The spellcasting restriction given in the *shapechange* spell description thus does not apply to any being, Immortal or otherwise, who uses Power to create magical effects.

Shelter: This effect can only be placed on an

inanimate non-living object of 1 or more cubic feet in volume.

Size Control: The size limits mentioned in the description apply to mortal humanoids. An Immortal may enlarge his or her form to a maximum of 3 times normal height, or shrink to a minimum of 5% normal. The user's attacks and damage therefore may be significantly affected and the DM's judgment is required.

**Speak With Monsters:** If any creator of this effect (mortal or Immortal) attacks the recipient while conversing, the effect ends immediately.

**Spell Damage Bonus:** See General Notes (Damage).

**Statue:** The AC -4 given for the statue form supercedes the character's Armor Class, for better or worse.

Striking: This effect is limited in application to non-living objects, and cannot be used to give damage bonuses to the attacks of any type of creature (including those of the non-living variety, such as golems).

**Summon Animals:** If this effect is used in a plane other than the Prime, the DM should determine the local equivalents of the animals that can be affected.

**Summon Elemental:** See General Notes (Conjuring and Summoning).

**Symbol:** All Immortals are treated as magic users for this effect, and may save to avoid the effects. Furthermore, an Immortal may make a saving throw even when merely passing the *symbol*.

**Teleport:** This effect cannot be used to cross planar boundaries, nor to change one's dimensional orientation. It merely enables movement in the fourth dimension (referring to standard orientation), literally bypassing any amount of three-dimensional distance.

**Thief Ability:** These effects are often useless to Immortals, but are frequently used on followers or other allies.

**Timestop:** Power combat occurs in literally no time at all, and is unaffected by this magic. See Power combat for procedural notes on this topic.

**Tracking:** The variance in percentage by locality (indoor, outdoor) applies only to mortals. An Immortal uses the "indoor" percentage when trying to track in any environment in which some elemental material exists, whatever the type. The "outdoor" percentage is used when tracking in non-elemental

environments of all sorts, including the Ethereal and Astral Planes and even vacuum. An Immortal may follow a creature's traces across planar and dimensional boundaries, but at only half the listed "outdoor" chance of success.

**Truesight:** This effect also reveals the exact Hit Dice of those seen, but never an exact Power total (permanent or temporary).

Turn Undead: An Immortal with this magical ability may Turn undead creatures by gesturing, and needs no holy symbol. An Immortal can Turn twice as many undead as a mortal cleric, affecting 4-24 Hit Dice per attempt. The level at which an Immortal Turns undead is based on the effect chosen and power spent. An Immortal who was a cleric in mortal life retains his inherent Turning ability at the level he gained as a mortal. A complete chart is given below.

Although Immortal creatures of Entropy can be cured as if undead, they cannot be Turned, and cannot be controlled as Pawns. They may, however, act as Lieges. Procedures for handling undead Lieges and Pawns are described in the D&D *Master Set*, MDM pages 22-23.

Any non-undead follower of an Immortal of Entropy can be Turned as a "special." For example, this applies to various followers of the demon rulers. This affects only creatures who voluntarily ally with these Immortals, and not to those who are duped, *charmed*, or otherwise manipulated. It also does not apply to creatures who are created by magical means.

#### **Explanation**

- 11, 9, or 7: Total dice roll (on 2d6) needed for successful Turn
- T: Automatic Turn, 4d6 Hit Dice of undead (2d6 for mortals)
- D: Automatic Destroy, 4d6 Hit Dice of undead (2d6 for mortals)
- D+: Automatic Destroy, 6d6 Hit Dice of undead (3d6 for mortals)
- D#: Automatic Destroy, 8d6 Hit Dice of undead (4d6 for mortals)

**Weapon Bonus:** This effect can only be applied to an inanimate, non-living object.

Weather Control: The DM may modify this effect for local weather effects as well as general environmental conditions. An Immortal may thus cause spectacular weather changes as well as create small personal rain clouds and such.

			Tur	n Undead	d (All	cleric le	evels)				
Cleric Level											
Undead	1	2	3	4	5	6	7	8	9-10	11-12	13-14
Skeleton	7	T	T	D	D	D	D	D	D	D+	D+
Zombie	9	7	T	T	D	D	D	D	D	D	D+
Ghoul	11	9	7	T	T	D	D	D	D	D	D
Wight	_	11	9	7	T	T	D	D	D	D	D
Wraith			11	9	7	T	T	D	D	D	D
Mummy		-	_	11	9	7	T	T	D	D	D
Spectre	-	- <del>-</del>	_		11	9	7	T	T	D	D
Vampire	_	_	-		_	11	9	7	T	T	D
Phantom			_	_	-	-	11	9	7	T	T
Haunt	=		-	_	_	-	_	- 11	9	7	T
Spirit	-		-	_	_	_	_	_	11	9	7
Nightshade	_	-	_	-	_	_	-	_		11	9
Lich	_	-	_	-	_	-		-	-	-	- 11
						Cleri	c Level				
Undead		15-	16	17-20	2	1-24	25-2	8	29-32	33	-36
Skeleton		D	+	D+		D+	D#	#	D#		D#
Zombie		D	+	D+		D+	D-	+ 11.	D#		D#
Ghoul		D	+	D+		D+	D-	+	D+		D#
Wight			D	D+		D+	D-	+	D+	I	) +
Wraith		]	D	D		D+	D-	+	D+	I	) +
Mummy			D	D		D	D-	+	D +	I	) +
Spectre			D	D		D	D	12/11/20	D +	I	) +
Vampire		1	D	D		D	D	A- N	D +	I	) +
Phantom		Control of the Contro	D	D		D	D		D	I	) +
Haunt			Γ	D		D	D		D		D
Spirit			Γ	T		D	D		D		D
Nightshade			7	T		T	D	15, 1931	D		D
Lich		ur.	9	7		T	T		T		T
Special		Par 3	1	9		7	T	-	T		T

Web: The time required to break free of the *web* varies by Strength as follows.

	Strength	Time required
	0	Spell duration
	1-3	5-30 turns
	4-8	3-18 turns
700	9-12	2-8 turns
FAMILE TO STATE OF THE PARTY OF	13-15	1-4 turns
	16-17	5-30 rounds
	18	4 rounds
	19-20	3 rounds
	21-23	2 rounds
	24-27	1 round
	28-32	1/2 round
	33-100	Instantly

Wish: All restrictions given in the spell description still firmly apply. If a *wish* is used to reproduce a spell effect (limited to one of 8th level or less), multiply the PP cost of the *wish* by the Sphere factor of the resulting

effect. Factors are cumulative. Without this restriction, those of the Sphere of Thought have a distinct advantage over all other Spheres.

A wish cannot affect any creature's permanent PP total. It can be used to restore a temporary PP loss, but to a maximum of 20 points. It is thus at least as costly as the expenditure, and a useless tactic unless employed to aid another creature.

Word of Recall: An Immortal may have multiple "permanent homes," to a maximum of one for each Project. However, this effect does not enable instantaneous transplanar travel to such a place unless the movement is away from the Prime Plane (e.g. Prime to Elemental or Elemental to Outer).

# **Section 4: Character Advancement**

A character's progress is measured by his or her Power total. Levels of experience were used to describe mortal progress, and also apply to Immortals. But in addition, an Immortal reaches a limit after a series of level gains. The character can then progress further only after meeting certain additional requirements and passing a test. Each grouping of levels, representing the period from one such limit to the next, is called the Immortal's rank. Level and rank gains are not handled in the same manner.

#### Level Advancement

Refer to Table 1. An Immortal starts each rank (Initiate, Temporal, etc.) as a Novice, and progresses through five levels within that rank before reaching the next. Level advancement is automatic upon reaching the Power Point (PP) totals given for each. The reverse process is also automatic; permanent PP expenditures may cause a loss of one or more levels within a rank.

The permanent Power Point Total is the only factor that determines level. No other requirements apply. Whenever the level changes, remember to add or subtract Hit Dice and hit points (which are determined by level) accordingly.

Fifth level is the upper limit within each rank. Progression from there to the next rank is impossible until a certain procedure is completed (see *Rank Advancement*). Until that time, the character's PP total cannot exceed the amount given for maximum (5th) level. Power in excess of this amount is immediately discarded if earned. Example: A Temporal with 990 PP and 24 in each Greater Talent ability score has an opportunity for adventure. If the character earns 20 PP during the adventure, 10 are acquired and 10 are discarded. The extra PP cannot be expended; they were never acquired.

Power cannot be voluntarily expended permanently if the subtraction would drop the Power total to below that required for Novice level in the rank. Example: A Celestial with 1,019 PP cannot spend 20 PP permanently to increase an ability score, since the reduction would cause the PP total to drop below 1,000, the minimum required for Celestial rank.

#### Rank Advancement

To gain a new rank, a character must first become eligible by meeting two requirements, and must then defeat peers through competition for the honor of advancement.

#### **Minimum Requirements**

An Immortal must satisfy two specific requirements to become eligible for rank advancement. The first is a given amount of Power Points, listed on Table 1 and summarized below. The second requirement is that each of the three scores comprising the Immortal's Greater Talent must be at the maximum for the character's rank (as explained earlier in the section on Ability Scores). A character who satisfies both requirements becomes eligible for, but does not automatically gain, the new rank.

The Power totals required for each rank are as follows:

Current	Power	to be
Rank	total needed	eligible for
Temporal	1000 PP	Celestial
Celestial	2,500 PP	Empyreal
Empyreal	5,000 PP	Eternal
Eternal	10,000 PP	Hierarch

Only scores in the character's Greater Talent affect the second requirement for eligibility. No minimum Lesser Talents are required. (However, low scores of any sort are flaws in the character, and may lead to defeat in the ensuing contest.)

#### **Competition for Advancement**

An Immortal can only rise to a new rank by defeating one or more peers in a competition for the honor. This game, carefully designed by the Eternals to be a fair and well-rounded test of the abilities of all applicants, held publicly and enjoyed by all observers. It is part of a series of games called an Olympics.

Each Sphere holds its own Olympic games. Many Immortals enjoy visiting other Spheres' Olympics. Olympic meets are held at regular intervals determined by the Hierarch or Eternals of each Sphere.

Each applicant must have the minimum qualifications of total Power and Greater Talent to be eligible to compete. After an Immortal has qualified for rank advancement, a waiting period of several weeks to years normally occurs before the next Olympics. While waiting, Immortals may work on improving their Home Plane, Lesser Talents, and other comparatively minor details. Power expenditures must be carefully considered, for if some opportunity to regain the Power used is not found quickly, the character may be ineligible for competition.

The following numbers of Immortals are typically eligible for rank advancement competition. The DM selects the number who participate.

	Max.	Probable	Mın.
High Temporals	20	12	4
High Celestials	14	8	3
High Empyreals	8	4	2
High Eternals	2	2	1

To start each Olympics, all those of High (5th) level are grouped with their peers. The number of available positions is announced; for example, two vacancies for Celestial may exist as goals for the competing Temporals. Each group of competitors is then sent to an arena—an entire plane of existence, selected to not favor any element or Sphere. Each group has its own private arena, with either no other life forms or only those with no intelligence within.

The games are watched by most of the Immortals of the Sphere. The conditions of victory are as follows. When a competitor's hit points reach zero, that Immortal's material form is slain, and the character cannot affect or win the competition. The life force automatically returns to the Immortal's home plane. Most defeated competitors immediately assume a new form and join the spectators. All remaining competitors become instantly aware of the reduction in their numbers. When the number of remaining competitors equals the number of vacancies announced beforehand, the event ends, and this fact is announced to all participants and spectators.

Each winner gains Novice level in the new rank and receives bonus awards of Power and hit points, as given on Table 1 and summarized here.

#### Victory Awards

Rank	Power Points	hit points
Temporal	+ 50	+ 10
Celestial	+ 125	+ 20
Empyreal	+ 250	+ 30
Eternal	+ 500	+ 40

After the rank advancement competitions are finished, other games may be held. The awards for these games may consist of bonus Power from a superior, alliance, gaining 1 service from another, etc. The number and type vary by the preference of the Hierarch of the Sphere, but are usually chosen so that every Immortal can participate in at least one event, if desired. Each event is usually, but not always, limited to one rank of Immortal. The details of these games need not be announced before the Olympics, again depending on the preferences of the Hierarch, but the explicit victory conditions and awards are always announced before each contest.

As one of the last details handled during the training period as an Initiate, each new Immortal is assigned a Home Plane.

# **Starting Details**

An apparently infinite number of Outer Planes exists. One of the tasks of the hierarchy of the Immortals is the exploration of these planes. Millions of planes have been discovered, explored to a minor extent, and categorized. Of all these, a few have been designated as appropriate starting planes for new Immortals.

The Initiate cannot select a Home Plane; one is assigned by the Hierarch of the character's Sphere. Each of these suitable planes is nearly identical, to give each Immortal a fair chance to compete on an equal basis with the other Immortals of the hierarchy. The starting Home Plane has the following characteristics.

Some of the terms in the following notes may be unfamiliar to you as a player. Your DM may choose to reveal more details, or may leave them for future adventures.

#### Size

The plane is a five-dimensional space (as are most planes of existence). All the dimensions are equal in size. This size—the maximum distance one could travel in a straight line, measured along any one dimension—is approximately 5 trillion miles (5 x 10E12). Even traveling at maximum incorporeal speed (4 miles per second), an Immortal would require over 36,000 years to cross the plane (assuming 365 24-hour days per year). *Teleporting*, which has no maximum range, is thus a necessity for travel at this scale.

#### **Sphere Influence**

The plane is carefully selected so that the new owner's Sphere is dominant. It is usually only slightly so, with all five Spheres present to some extent.

#### **Elemental Influence**

Each plane contains some air, earth, fire, and water. The exact amounts vary widely, but the element corresponding to the character's Sphere occurs in slightly greater amounts than the others.

#### **General Characteristics**

Most of the plane is vacuum, containing only occasional bits of extremely small elemental material. Floating here and there within this vast empty space are 2-5 stars, with a total of 16-20 planets in orbit around them (plus any number of assorted smaller rocks, from moon-sized to mere fist-sized fragments). Up to 3 of those planets may be megaliths, at the DM's discretion.

#### Life Forms

Any and all planets and stars may already support life forms of various sorts when the plane is first adopted by the Initiate character as determined by the DM. The space between the planets and stars may also be home to certain odd life forms, though these are much rarer than the other types. No life forms in a starting plane have an average racial Intelligence of greater than three on the standard scale. Most are of microscopic size, though some may be as large as 2-5 feet long. Any megaliths present are the sole exceptions to this rule.

One or more renegade life forms may be present. Though this possibility is minimized through earlier surveys, the large volume of the plane makes it impossible to completely examine it before assignment to an Initiate. The character should examine the plane more thoroughly before starting major projects. Most Immortals enlist the aid of several associates (from various Spheres) to complete this initial exploration and, if necessary, cleansing of the Home Plane.

# **Development**

An Immortal may increase all characteristics of the Home Plane. A *gate* to an Elemental Plane may be opened, if permission in advance is given by both the elemental ruler and the Elemaster involved. Elemental material of any kind can thus be added to the plane, at any desired location. Minor adjustment is always needed to stabilize the elemental material. Special care is needed when material is added to an existing system of a star and orbiting planets.

The size of the plane may be increased by a permanent PP expenditure, but such actions are very expensive, requiring at least 500 PP and often many thousands. This sort of activity is not necessary until the plane has already undergone substantial development.

New life forms may be created by magical and other means. Magical creations do not have the ability to reproduce, but may be useful in short-term goals. They must, however, be duplicates of creatures that exist elsewhere. Or an Immortal may alter existing creatures already found in the Home Plane. Permanent PP expenditures are necessary if permanent, self-sustaining life forms are desired. Such creatures may have any characteristics, and need not duplicate life forms that exist elsewhere. But the easiest method is to import life from other planes.

A character who tires of Immortality may confer great bonuses to the Home Plane by Dispersion. With this action, the Immortal bestows all of his or her Power to the plane, gaining greater effects than through normal permanent expenditure. Upon Dispersing, the character's life essence may either retire to some point within the plane, immune to all outside effects (but unable to act in any way), or may choose to begin the great cycle of life once again as a mortal creature. In the prior case, a player may wish to try the challenges of being DM in his own world. If the first option is chosen, the character is no longer played, but may be contacted for reference by other Immortals who enter the plane and seek out the life force.

If the second option is chosen, the character is reborn on the Prime Plane as a normal mortal, with no memory of his or her previous life. All details are created randomly, as usual for a starting character. However, if that character ever regains Immortal status (following the long route of a complete and successful mortal life and thereafter meeting the standard requirements for Immortality), the character's memory of the previous life returns, and the character gains the old, already improved Home Plane instead of a new, undeveloped one.

#### Effects

An Immortal gains many bonuses when on his or her own Home Plane. Some activities can only be performed while on the Home Plane.

#### Resistances

While on his or her Home Plane, an Immortal is immune to all attacks of mortal origin. The character automatically takes only half damage from magical effects and physical blows of Immortal origin, and may save (vs. Spell or Physical Blow, as applicable) to take one-quarter damage. The Immortal may make a saving throw (whichever is applicable) to avoid or halve the damage from any magical effect which normally allows none.

#### Controls

By expending Power Points, the Immortal may control certain characteristics of the entire plane. Typical features which can be easily limited are the planar bias, the use of magical effects within the plane, the methods or points of entry into the plane, and the speed of travel within the plane. The changes may be temporary or permanent, according to the nature of the PP expenditure. Specific costs are listed in the DM's book.

#### **Effects on Play**

Home Planes may be handled in as much or as little detail as Dominions of mortal characters. Great amounts of detail and play may be devoted to exploring and describing the Home Plane, or the details may simply be assumed. Home Planes offer opportunities for games, but players should not demand full details if the DM offers other options for exciting play.

#### **Material Forms**

An Immortal may only create a material form for his or her use while within the Home Plane. Full details are given below.

The types of actions and responses available to an incorporeal Immortal are very limited. Most Immortals use physical forms most of the time. The process of gaining a physical form is called "assuming" that form.

#### **General Notes**

To assume a material form, an Immortal normally uses a three-step process of planning, creating, and then inhabiting the form. As an alternative, an Immortal may take control of a form that already exists. This is not normally possible if the form already houses a life force, but can otherwise be done easily.

The three-step process is costly in terms of both Power Points and time, but results in a material form capable of typical Immortal activities. The assumption of an existing form is quick and has little cost, but this form is inefficient and easily damaged.

In the three-step process, step 1 (planning) requires no PP expenditure, but may involve quite a bit of time (even years), depending on the complexity and size of the form. Once the planning is successfully completed, the form designed can be recreated at any time, and the design time is never reapplied.

Step 2 (creating) can only be performed by an Immortal on his or her Home Plane, and only after the form has been designed. Creation requires 1-20 turns of time and 50-500 PP, depending on the physical details of the form. The PP expenditure is permanent.

Step 3 (inhabiting) requires only 1 round of time, and costs 50 PP, whatever form is assumed. This PP cost is a temporary expenditure, and regenerates at the standard rate determined by planar or local bias.

All forms have their limits, but most have benefits as well. The Immortal's mental powers are not affected by the form assumed, but the form's physical limits usually restrict the character's abilities to some extent. Most of these restrictions can be countered by magical alterations, if desired, but these limits must nevertheless be accurately defined and applied.

Though magic is a handy tool, Immortals know that it is often undependable, and may prefer to rely on their non-magical abilities and maintain high A-M for defense.

Immortals usually design forms that have the widest range of available actions and responses as possible. They usually prefer forms that can blend well into a local population, aiding subtle operations. The form should have innate movement ability convenient to the area of operations, and should be able to resist most of the environmental characteristics most likely to be encountered.

#### Gains

Aura and Power combat are usable by an incorporeal Immortal, but physical and ability score attacks are only usable while in a material form. Magical effects can only be created while corporeal, even though they are produced by Power expenditure.

Whatever the form assumed, the Immortal gains all the natural abilities of that form. When assuming the form of a dragon, for example, the Immortal gains non-magical flight, multiple attacks, a breath weapon, and possibly spell use.

The Immortal's current totals of hit points, Power Points, and mental ability scores are not changed when a form is assumed. The Immortal's innate A-M also applies to the form. Only in physical form can an Immortal create and use spell-like effects. The physical form acts as a focus for creating effects in the material world. An Immortal may abandon any physical form at will.

#### Limits

When in a physical form, an Immortal's current physical ability scores (Strength, Dexterity, and Constitution) are those of the form assumed. These may be less than the

Immortal's true scores, but never more.

The many physical characteristics of the form also apply. To use the previous example, an Immortal in dragon form cannot hide very easily nor move silently, has poor finger coordination, and of course would frighten most creatures encountered (possibly including even other dragons).

Any form created by temporary PP expenditure (such as by the use of magic) loses all movement and attack capability (if any) when inhabited by an Immortal life force, but it may cast spells.

A non-magical form that is not specifically designed for a life force may be inhabited, but must be magically altered before it is of any real use. For example, an incorporeal Immortal could inhabit a rock or a dead tree, but then has no capacity for movement or physical attacks. Such an object has comparatively low limits on physical ability scores, usually a maximum of 18. The Immortal may magically *polymorph* the object into a more convenient form, of course, but that effect is subject to A-M and *dispel magic*, as well as the limits of the *polymorph object* spell description. And the ability score limit cannot be increased by any means.

An Immortal may assume the form of a dead body unless it has been disintegrated, dismembered, reduced to -10 hit points or less, or has been slain by death magic.

#### **Spare Forms**

Though an Immortal may certainly create physical forms in advance of his or her needs, the permanent expenditure required usually limits the number severely. Any physical form can be stored on the Immortal's Home Plane without penalty. The primary risk is that an intruder (or even an indigenous predatory life form) may discover and harm the spare form(s).

Any spare form stored on a plane other than the Home Plane degenerates with time, losing 1 point from its physical ability score limit for each 10 days of storage.

#### **Repairing Forms**

Every form is damaged occasionally, often through general use and attacks from opponents. A form cannot be repaired unless it is inhabited by a life force. Any Immortal may temporarily expend PP to create magical cure spell effects, which have normal effect on the form assumed. Natural amounts of wear and tear in normal activities are assumed to be repaired at regular intervals, and need not be explicitly detailed in play.

## **Creating a Form**

All Immortals can create two basic forms, called the *Original* and the *Standard* forms. A third form, usually imitating that of one monster type (called the *Creature* form), is also common. Other forms may also be designed and used. An Immortal may create a non-magical form only on his or her Home Plane.

#### **Standard Form**

Every Immortal is taught how to create a standard form while an Initiate. This form appears very similar to the character's original mortal form, with the same number and type of general parts (head, torso, etc.) and of the same size, but with far greater durability.

The cost of creating the first standard form is assumed to apply during the Immortal's study period as an Initiate, and is never actually deducted from his or her PP total. The planning takes 1 month and is automatically successful.

A replacement form may be created as needed. The cost is 50 PP for a demi-human or 100 PP for a human (per form), and no design time is required. If a greater physical ability score capacity is needed, it may be achieved by multiplying the base cost by 2 or more, as detailed in the notes on the threestep process (Step 2, Creating). No additional planning is needed for this minor improvement in the standard form, or in any other, as long as all other details of the form are identical.

The standard form's physical ability scores are those of the Immortal, but to a maximum of 27 points (+6 bonus because of ability scores). This standard form thus does not unduly limit Immortals of Temporal status, but becomes increasingly restrictive for more powerful Immortals.

The standard form's Armor Class and hit points are those of its Immortal creator.

The form is self-sufficient, and needs no food, air, water, or other means of sustenance. It has the same senses as the original mortal version, plus non-magical infravision to 180-foot range. It has the added ability to accurately identify anything smelled or tasted. It can hear noise at very long ranges, double the human norm, though greater comprehension of sounds is not automatically conveyed.

The standard form has an innate non-magical movement ability, similar to flight, by which the form can move in any direction at 120 feet per round (the same rate as an unencumbered human). The form can be

hurried a bit, to 150'(50'), and can run, given a reasonable surface on which to do so, and enough gravity to allow traction, at double speed (300').

### **Original Form**

The Plane of Existence in which an Immortal spent most of his or her mortal life is called the character's Native Plane. This may be different from the being's Plane of Origin, the place of birth. Whenever an Immortal returns to his or her Native Plane, the character's material form instantly and automatically changes to the original mortal one. In most cases (such as all humans and demihumans), the native plane is the Prime Plane. For Immortal beings who came from planes other than the Prime, the Native Plane may be one of the four Elemental planes, the Ethereal, or even the Astral. The individual's history (often but not necessarily corresponding to that of others of the same race) determines the Native Plane in all such cases.

Every Immortal is affected in this way because of unbreakable habit. The character's mind spent many years in this form, and the act of reentering the same environmental conditions (unique to that plane) triggers this natural and irresistable response. The change and the resulting form are not magical effects.

Though forced into the mortal form, the character may freely choose any age for that form, even if such an age was not actually reached during mortal life. For example, an Immortal who was formerly a human female may assume the form of herself as an old woman, nearly unrecognizable to her former associates, even though she may have reached Immortality at a much younger age.

All the physical ability scores and other characteristics of the original form reappear with that form, regardless of the Immortal's current abilities. If, as a mortal, the character could memorize and cast spells, that ability is regained, and applies in addition to the standard Immortal ability to create magical effects by Power expenditure. Mortal attack capability, saving throws, Armor Class, and all other characteristics return in full.

The exact physical ability scores used should be those that the character had just before leaving mortal life. Optionally, the ability scores may be those of the character at the age selected. However, this option requires either complete records of the character's past progress, or good guesses and cooperation from the player and DM involved. For example, if a very young or very old version is used, the scores may be

quite low. Whatever method is chosen, the DM should apply it equally and fairly to all characters, both PCs and NPCs.

If the original mortal form is created by the Immortal on his or her Home Plane, the process takes only 3 rounds, and omits the planning phase, because of the character's long experience with that form. The cost of the process involves a permanent expenditure of 50 PP for creating the form, and a temporary expenditure of 50 PP for inhabiting it.

When a character's form changes upon entering the Native Plane, no cost applies. The change occurs instantly, in the process of entering the plane. By the same procedure, the character's previous form will return when the Immortal departs from the native plane (unless, of course, the original mortal form was in use all along). This change can be prevented if the Immortal chooses to retain the original form, but otherwise occurs automatically, at no cost.

If an Immortal enters his native plane in incorporeal form or inhabits a form already present on his native plane, he is not subject to this change.

#### Other Forms

Immortals often experiment with additional forms for special uses. Apply the procedures given below (the three-step process).

#### Three Steps to Gaining a Form

Apply the following details whenever an Immortal wants to create and assume a material form.

#### Step 1: Designing

Before creating a form, an Immortal must design it. A usable material form is a blend of energy, matter, thought, time, and even entropy. The complex details of the influence of these Spheres are not easily or quickly grasped.

But these details are a matter for the concern of the character only. The player need only consider two crucial variables of the form, its size and number of attacks, comparing them to the Immortal's original mortal form. A modified Intelligence check is used to determine the success of designing the size of the form. Wisdom similarly governs the design of the number of attacks.

The ability score checks are always modified for the difficulty of the task. If the form's size or number of attacks are less than those of the original mortal form, the check has only a 1 % chance of failure. If a variable is the same, the task is modified as "easy." The

increase in variables increases the relative difficulty of the task. Refer to the following Design Variations chart for details. Creatures with two arms (such as humans and demihumans) who normally have one attack per round are counted as having two attacks for this purpose.

The time needed for the design of a form with the same size or number of attacks as the original mortal form is 1 month. The time drops by half for reduction in variables (cumulative, to a 1-week minimum), and doubles for each increase. For example, if a formerly human Immortal designs a form of 48-foot height and 16 attacks, each variable has been doubled three times, so the total time required for design is 64 months.

The ability score checks are made at the midpoint of the design time. No indication of success or failure is revealed before that point, whatever means are applied (even multiple wishes). If either check fails, the Immortal recognizes the flaw in the design, and can stop immediately.

The player need only describe the design in general terms, specifying height, number of attacks, and other general characteristics to the DM. The Immortal character is assumed to plan and examine every detail, down to microscopic size. The character may design continuously, or may complete parts of the design at any intervals, taking time out for adventuring and other tasks. No penalty applies if the design time is not continuous, and this is in fact the most common procedure, as a percentage of every Immortal's time is occupied by required tasks of managing the multiverse (assumed, not played in the game). The DM should specify the amount of spare time that can be spent designing a new form.

Failure in the design stage precludes any further attempts at creating that form until the Immortal reaches a higher *rank* (not merely level). For example, if a Temporal tries to design a dragon form and fails, he or she will automatically fail in essentially identical designs until reaching the rank of Celestial, after which the procedure can be restarted. A new attempt at a previously failed design gains no bonuses for that experience, and must be completely restarted.

The DM may choose to categorize general creature types for purposes of these designs. For example, a kobold and a halfling are nearly identical in most physical ways, and failure at designing one might cause automatic failure in an attempt to design the other. Minor changes do not qualify as a new design. For example, if the attempt at designing the form of a 12-foot-tall hill giant fails, a

subsequent attempt at designing the form of a 16-foot-tall fire giant should automatically fail

#### **Design Variations**

Characteristic	Effect on Ability Score Check
Less	Modify to 1 % chance of failure
Same	Modify as "Easy"
Up to 2x	Modify as "Average"
Over 2x to 4x	Modify as "Difficult"
Over 4x to 8x	Modify to 1 % chance
	of success
Over 8x	Task is impossible

Example: An Immortal who was formerly a human male designs a form which is very similar to that of a gargoyle—man-sized but with four attacks per round. The size is roughly the same, so the Intelligence check is modified as Easy. The number of attacks is twice normal, so the Wisdom check is modified as Average. If both checks succeed, the form is designed successfully. If either fails, the Immortal knows that the form is flawed, and must try another design.

#### Step 2: Creating

Once a design is successfully completed, the Immortal has memorized every minute detail. These details will never be permanently forgotten as long as the character retains Immortal status of any level. The memory may be temporarily lost, due to magical effects (such as *feeblemind*), but is restored when such effects are removed.

With the design work successfully completed, it is a comparatively simple matter for the Immortal to create the form. This step can only be accomplished on the Immortal's Home Plane, and only if some elemental material is present, but both of these details are usually easy to accomplish.

The base cost of creating the form should be about 1 PP per pound of mass, or 20 PP per foot of height or length (considering the longest measurement only), with a minimum cost of 50 PP. The DM should decide what the final cost should be. If the form has long or extendable appendages, the maximum reach should be applied instead of the dimensions of the basic form.

The base cost applies to a form with physical ability scores ranging from 1 to 27. A greater capacity may be achieved by multiplying the base cost by 2 or more, according to the following chart.

#### **Ability Score Capacity**

Cost
Multiplier
1/2
1
2
3
4
5
6

Increases in ability scores, whether temporary (from magic or ability score combat) or permanent (from PP expenditure), may not raise the physical scores of the form above the limits determined during the form's creation. The wise player may thus choose to create a form with very high potential, even though the Immortal character may have relatively low scores, in case such magical bonuses may be needed in combat.

A new form which is absolutely identical in all aspects except ability score potential need not be redesigned. The previously successful design may be used, and the greater PP cost of creation is simply applied creating a new form from scratch.

At the time the form is created, the DM should review all details of the form and may modify them as needed for game balance and logic. The base damage per attack must be approximately the same as for a normal creature of similar size and type. In the example above, the base damage per attack of the gargoyle-like form could be 1-3/1-3/1-6/1-4 (as an actual gargoyle), or perhaps improved to a maximum of 1-4/1-4/1-8/1-6, but no further. The Immortal's Strength bonus to damage will always improve the results quite sufficiently.

Bonuses to Hit and damage rolls for high Strength or Dexterity apply only to methods of attack which could reasonably accomodate such increases. The DM may reduce or omit damage bonuses accordingly for relatively minor attack forms. For example, a player might design a small but many-armed form, trying to achieve incredibly huge damage potential through the many applications of the Strength bonus. But in such a case, the DM could rule that the form's physical attacks are too minor to warrant any bonus at all. A good rule of thumb is that bonuses to Hit Rolls and damage may never exceed the maximum normal damage the weapon can cause. Thus, a dagger which causes 1-4 normal could be up to +4 to Hit and damage.

The actual process of creating the form is assumed, and few details are relevant to the game. It takes at least 1 turn to finish, and may require as much as 20 turns based on the complexity of the design. The work must be continuous, otherwise the form is spoiled.

#### Step 3: Inhabiting

After a form has been designed and created, it may be inhabited by expending 50 PP. The process takes only a few seconds (1 round). It is a non-magical phenomenon, and cannot be blocked.

#### **Assuming an Existing Form**

If an Immortal character's form is slain or otherwise rendered useless, the character may choose to remain in the area, and can still use Power attacks and Aura (though nearly all other abilities are lost). He or she may decide to return to the Home Plane and create a new form. Or the character may find a form nearby and inhabit it.

This last option is only viable in certain special situations. The character cannot assume control of any living creature, because the presence of any life force utterly blocks such attempts. A magic jar effect can displace a life force, but an incorporeal Immortal cannot create magical effects. A corporeal ally who uses magic jar on a victim cannot then turn the form over to the incorporeal Immortal faster than the original life force can reinhabit the form, unless the victim has first been feebleminded or otherwise mentally incapacitated. An incorporeal Immortal can thus only occupy the body of another living being if some ally first incapacitates and then displaces the victim's life force.

Undead forms are likewise unusable. Even undead have life force, albeit of a nature unique to these creatures, and this also precludes such attempts at possession of their forms

If a living being is willing to loan its body to the Immortal, it must have the ability to first vacate the form, a characteristic of Immortals but not of mortals. A nearby Immortal may depart from his or her material form and allow the incorporeal Immortal to take it over. Though most Immortals are not willing to take such an action, a *charmed* or otherwise very helpful Immortal ally might be convinced to do so.

The incorporeal Immortal may otherwise choose to inhabit an inanimate object. But not only is this subject to the standard 50 PP cost of inhabiting a form, it is normally a useless maneuver. Most objects are not constructed with enough care to enable them to

be controlled properly by an invading life force.

Whenever an Immortal life force occupies a non-magical object not designed for this purpose, the Immortal must make a standard unmodified Constitution check. If this is failed, the attempt also fails, and 4.2 cubic feet of the form's material (a sphere of 1 foot radius) disintegrates. If this is a greater amount than the entire object, only the object disintegrates, not anything nearby. Even the check is successful (indicating that the Immortal life force has successfully held the object together), another check must be made each turn (60 rounds) thereafter, applying the same results.

#### **Golems & Drolems**

One option may yet remain. A greater construct (CON-struct) may be found and inhabited. Constructs are summarized in the D&D Companion Set (DMC page 21). Lesser constructs can easily disintegrate if inhabited by an Immortal life force; their forms are too flimsy to stand the strain. Of the greater constructs—gargoyles, golems, and drolems—only the latter two are built with enough care to permit Immortal use of their forms. When an Immortal life force inhabits a golem or drolem, no Constitution check is required.

An incorporeal character can move at incredible speeds, unhampered by intervening matter, and could search a wide area for an available form. If a golem or drolem is found, the Immortal can inhabit and control it simply by moving in, expending only the standard 50 PP cost.

Several restrictions apply. The Immortal cannot change the form magically, and must be content with whatever form of movement is natural to that form. A drolem, which might be constructed to permit flying, is obviously the most mobile form. Golems must walk, a slow process that can try even Immortal patience.

The Immortal's A-M applies to the new form. Magical effects which do not change the form can be produced by standard procedures, and normal Power combat is also usable. In addition, all the abilities of the golem or drolem may be used, and its immunities apply as well. Thus, a drolem form inhabited by an Immortal may breathe poisonous gas three times a day, is immune to various spells, and can use bite and claw attacks for the listed damage.

#### **Avatars**

An Immortal may choose to inhabit a form with only part of his or her life force, instead of all of it. The standard procedures and costs for planning, creating, and inhabiting the form must be applied. Such a form, containing only part of the Immortal's life force, is called an *avatar*. The form containing the bulk of the Immortal's life force is then called the *primary*.

When inhabiting the form, the Immortal chooses the amount of life force to place within the avatar. In play, the character leaves 5% or more of his or her permanent hit point total within the avatar form. The avatar is simply a second body used by the single Immortal life force, exactly the same phenomenon seen in the horde-being of the the Elemental Plane of Earth (Companion Set, DMC page 41).

The avatar has the number of hit points deposited by the Immortal. The remainder of the Immortal life force has a correspondingly lesser total of hit points. For example, a 1st level Empyreal (310 hp) may exist in four bodies, three of them being avatars with 16 hp each and the fourth (the primary form) containing the remainder of the life force, with 262 hp. Additional hit points may be transferred to the avatar, but only by touch.

When an avatar is slain, its life force does not become incorporeal. It is not an actual independent life force. Its power and hp return to the primary life force.

The maximum number of avatars usable by one Immortal is equal to the number of projects which can be maintained (i.e. equal to the ability score modifier for Intelligence, or half that if the avatars and/or projects are on different planes of existence). Each avatar can act independently and simultaneously in all physical ways, but the life force is still limited to one action per round of any mental nature. Thus, by using two avatars at a single location, an Immortal may gain additional physical attacks, but can still initiate only one Power attack per round, can create only one magical effect per round, and so forth. The source of such mental attacks, however, may vary by the choice of avatar used. Magical effects of a physical nature similarly apply only to the individual forms, while those of a mental nature apply to all. For example, a magical increase in A-M applies only to the form creating that effect, but detect enemies would benefit all the forms.

All avatars are constantly and fully aware of each other, even if on different planes of existence. No communication is needed between them, for they are all manifesta-

#### The Home Plane

tions of the same single Immortal life force. If one avatar is successfully attacked by mental means, all the avatars are affected in the same manner. A time-related attack (such as that of a jumper) causes displacement only of the local life force, not affecting any other manifestation of the Immortal. Physical effects, however, are localized to the form of the avatar affected.

An Immortal may at any time simply withdraw his or her life force from any avatar used. If the avatar is on any plane other than the Home Plane when this occurs, it dies (i.e. the form is no longer usable). On the Home Plane, the avatar form may be stored in such a way as to prevent any damage, and may be reinhabited later. An Immortal must collect his or her life force into a single form when competing for rank advancement.

Avatars are commonly used to maintain

supervision and control of projects. They are occasionally used to gain advantages in a single melee or other operation, but this is not common, because of the PP cost of the forms and the additional danger presented by multiple targets for opponents.

#### **Artifacts**

Immortal PCs may create artifacts. The powers and costs for artifacts are given in the D&D *Master Set* (MDM pages 45-64). An Immortal may only create an Artifact while on his or her Home Plane.

The PP expenditure for creating an artifact is a permanent one. Most Immortals do not create artifacts until reaching Celestial or higher status. Artifacts are usually created for use by mortal life forms, to defend or otherwise aid one of the Immortal's projects. Magical effects produced by Artifacts have

Immortal power, and can affect all life forms.

When an Artifact is created, its Handicaps and Penalties arise spontaneously, and are determined by the DM. These side effects cannot be avoided by mortal users.

For Immortal users, the Intelligence score of the creator of the Artifact determines the incidence of side effects. If the user's Intelligence is equal to or greater than that of the creator, no side effects occur. Otherwise, the chance of side effects is 5% per point of difference, checked at each applicable situation. For example, if the *Shard of Sakkrad* (created by a Hierarch, whose Intelligence is 100) is used by an apprentice Hierarch with only 88 Intelligence, the chance of side effects is 60% (12 points difference). The chance of occurrence of a Penalty is given as 20%, but in this case would be only 12% (60%, as calculated above, times the 20% given).

# **Section 6: Reference Tables**

**TABLE** 1: Rank Advancement Chart

						Greater Talent	
Rank	Level	PP	HD	hp	A-M	Scores	Pop.**
Initiate			15	75	50	(var)	7
Temporal							
•	Novice	500	20	100			25
	1st level	600	21	110			24
	2nd level	700	22	120			23
	3rd level	800	23	130			22
High	4th level	900	24	140			21
Temporal	5th level	1,000	25	150			20
_	Jui level	1,000	25	150			20
Celestial							40
	Novice	1,050	25	160	60	25	19
	1st level	1,300	26	180			18
	2nd level	1,600	27	200			17
	3rd level	1,900	28	220			16 15
High	4th level	2,200	29	240			13
Celestial	5th level	2,500	30	260			14
	Stil level	2,300	30	200			1-7
Empyreal	N7 '	0.005	20		70		12
	Novice	2,625	30	280	70	50	13
	1st level	3,000	31	310 340			12
	2nd level 3rd level	3,500 4,000	32 33	340 370			11 <b>10</b>
	4th level	<b>4,500</b>	33 34	400			9
High	4III level	4,500	34	400			9
Empyreal	5th level	5,000	35	430			8
		0,000		100			· ·
Eternal	NI	F 250	25	400	90	75	7
	Novice 1st level	5,250 6,000	35 36	460 500	80	75	7 6
	2nd level	<b>7,000</b>	37	540			5
	3rd level	8,000	38	580			4
	4th level	9,000	39	620			3
High	ttii ievei	2,000	37	020			ŭ
Eternal	5th level	10,000	40	660			2
Hierarch		ŕ					
піегагсіі	Novice	10,500	40	700	90		*(1)
	1st level	11,000	41	750 750	90		(1)
	2nd level	12,000	42	800			
	3rd level	13,000	43	850			
	4th level	14,000	44	900			
Full		2.,000	- •	, 00			
Hierarch	5th level	15,000	45	1,000		100	1

<sup>\*</sup> Each Sphere of Immortals has its own sole ruling Hierarch, who always has one "trainee" (an aide or apprentice) who can assume the senior position whenever necessary

\*\* Population refers to the total number of Immortals that may exist at each level.

**TABLE** 2: Modifiers based on Strength, Intelligence, Wisdom, Dexterity, and Constitution scores

**TABLE 3:** Charisma Effects

# **TABLE 4:** Saving Throws

Physical Power Mental Magic Attack Drain Attack Spell

Ability Score	Adjustment	Ability Score	Reac	Re Max	etainers Morale	Aura	Initiate Temporal	14	16	18	20
0	-5	1	-3	1	3	(+4)	Novice	14	16	17	20
1	-4	2-3	-2	1	4	(+3)	1st level	14	15	17	19
2-3	-3	4-5	- 1	2	5	(+2)	2nd level	13	15	16	19
4-5	-2	6-8	-1	3	6	(+1)	3rd level	13	14	16	18
6-8	-1	9-12	0	4	7	(0)	4th level	12	14	15	18
9-12	None	13-15	+ 1	5	8	-1	5th level	12	13	15	17
13-15	+ 1	16-17	+ 1	6	9	-2	Celestial				
16-17	+ 2	18	+ 2	7	10	-3	Novice	11	13	14	17
18	+ 3	19-20	+ 2	8	11	-4	1st level	11	12	14	16
19-20	+4	21-23	+ 3	9	12	-5	2nd level	10	12	13	16
21-23	+5	24-27	+3	10	(+1)	-6	3rd level	10	11	13	15
24-27:	+6	28-32	+4	11	(+2)	-7	4th level	9	11	12	15
28-32	+7	33-38	+ 4	12	(+3)	-8	5th level	9	10	12	14
33-38	+8	39-45	+ 5	13	(+4)	-9	Empyreal				
39-45	+ 9	46-53	+ 5	14	(+5)	- 10	Novice	8	10	11	14
46-53'.	+ 10	54-62	+6	15	(+6)	-11	1st level	8	9	11	13
54-62	+11	63-70	+6	16	(+7)	-12	2nd level	7	9	10	13
63-70	+ 12	71-77	+7	17	(+8)	-13	3rd level	7	8	10	12
71-77	+ 13	78-83	+ 7	18	(+9)	-14	4th level	6	8	9	12
78-83	+ 14	84-88	+8	19	(+10)	-15	5th level	6	7	9	11
84-88	+ 15	89-93	+8	20	(+11)	-16	Eternal				
89-93	+ 16	94-96	+9	21	(+12)	-17	Novice	5	7	8	11
94-96	+ 17	97-98	+9	22	(+13)	-18	1st level	5	6	8	10
97-98	+ 18	99	+ 10	23	(+14)	-19	2nd level	4	6	7	9
99	+ 19	100	+ 10	24	(+15)	-20	3rd level	4	5	7	8
100	+ 20						4th level	3	5	6	7
							5th level	3	4	5	6
							Hierarch (all)	2	3	4	5

# TABLE 5: Hit Rolls

					Creature	's Negat	ive AC E	Tit						
HD	0	1	2	3	4	5	6	7	8	9	10	11	12	13
13 + to 15	8	9	10	11	12	13	14	15	16	17	18	19	20	20
15 + to 17	7	8	9	10	11	12	13	14	15	16	17	18	19	20
17 + to 19	6	7	8	9	10	11	12	13	14	15	16	17	18	19
19 + to 21	5	6	7	8	9	10	11	12	13	14	15	16	17	18
21 + to 23	4	5	6	7	8	9	10	11	12	13	14	15	16	17
23 + to 25	3	4	5	6	7	8	9	10	11	12	13	14	15	16
25 + to 27	2 -	3	4	5	6	7	8	9	10	11	12	13	14	15
27 + to 29	2	2	3	4	5	6	7	8	9	10	11	12	13	14
29 + to 31	2	2	2	3	4	5	6	7	8	9	10	11	12	13
31 +to 33	2	2	2	2	3	4	5	6	7	8	9	10	11	12
33 + to 35	2	2	2	2	2	3	4	5	6	7	8	9	10	11
35 + to 37	1	2	2 -	2	2	2	3	4	5	6	7	8	9	10
37 + to 39	0	1	2	2	2	2	2	3	4	5	6	. 7	8	9
39 + to 41	1*	0	1	2	2	2	2	2	3	4	5	6	7	8
41 + to 43	2*	1*	0	1	2	2	2	2	2	3	4	5	6	7
					Creature	e's Negat	tive AC I	Iit						
HD	14	15	16	17	18	19	20	21	22	23	24	25	26	27
13 + to 15	20	20	20	21	22	23	24	25	26	27	28	29	30	30
15 + to 17	20	20	20	20	21	22	23	24	25	26	27	28	29	30
17 + to 19	20	20	20	20	20	21	22	23	24	25	26	27	28	29
19 + to 21	19	20	20	20	20	20	21	22	23	24	25	26	27	28
21 + to 23	18	19	20	20	20	20	20	21	22	23	24	25	26	27
23 + to 25	17	18	19	20	20	20	20	20	21	22	23	24	25	26
25 + to 27	16	17	18	19	20	20	20	20	20	21	22	23	24	25
27 + to 29	15	16	17	18	19	20	20	20	20	20	21	22	23	24
29 + to 31	14	15	16	17	18	19	20	20	20	20	20	21	22	23
31 +to 33	13	14	15	16	17	18	19	20	20	20	20	20	21	22
33+to 35	12	13	14	15	16	17	18	19	20	20	20	20	20	21
35 + to 37	11	12	13	14	15	16	17	18	19	20	20	20	20	20
37 + to 39	10	11	12	13	14	15	16	17	18	19	20	20	20	20
39 + to 41	9	10	11	12	13	14	15	16	17	18	19	20	20	20
41 + to 43	8	9	10	11	12	13	14	15	16	17	18	19	20	20

<sup>\*</sup> Automatic hit unless rolling a natural 1, add number given to damage.

# **Index to Magical Effects**

Sphere	Spell Name	Sphere	Spell Name
All	Ability Score Bonuses	Matter	Dance
Thought	Aerial Servant	Time	Darkness, Continual Darkness
Time	Age Change	Time	Death Spell
Matter	Animate (Dead or Object)	Time	Delay
Time	Anti-Animal and Plant Shells	Thought	Detect Danger, Evil, Invisible, Magic, Enemies
Time	Anti-Magic percentage (10%-50%), Shell, or Ray	Thought	Detect Slopes, New Construction, Gems, Metal,
Time	Appear	Thought	Shifting Walls & Rooms
Time	Armor Class Bonus (2 to 10)	Matter	Dimension Door
Matter	Babble	Matter	Disarm Attack
Matter	Barrier	Energy	Disintegrate Disintegrate
Energy	Bearhug	Energy	Dispel Evil
_	Blasting	Time	Dispel Magic
Energy Matter	Blend with Surroundings		Displacement
	e e	Energy	Dissolve
Energy	Bless	Time	
Time	Blight  Breath Wesser Asid on Lea	Time	Dodge Missiles, Directional Attacks
Time	Breath Weapon, Acid or Ice	Matter	Earthquake
Energy	Breath Weapon, Fire	Matter	Elasticity
Thought	Breath Weapon, Poison Gas	Thought	ESP
Time	Bug Repellant	Thought	Explosive Cloud
Matter	Buoyancy (various amounts)	Matter	Feeblemind
Energy	Burrowing	Thought	Find Path, Secret Door, Trap (spell ability)
Thought	Call Lightning	Time	Finger of Death
Thought	Calm Others	Energy	Fire Ball, Delayed Blast Fire Ball
Time	Cancellation	Matter	Flesh to Stone
Time	Cause Disease	Matter	Floating Disc
Matter	Cause Fear	Energy	Fly
Time	Cause Wounds (Light, Serious, Critical)	Matter	Force Field
Thought	Change Odors	Energy	Free Monster, Free Person
Time	Change Tastes	Matter	Gaseous Form
Thought	Charm Monster, Person, Plant, Mass Charm	Energy	Gate
Thought	Choose Best Option	Thought	Geas or Quest
Thought	Clairaudience	Matter	Growth of Animal, Growth of Plant
Thought	Clairvoyance	Energy	HallucinatoryTerrain
Energy	Climb Walls (70%-120%)	Thought	Harden
Matter	Clone	Energy	Haste
Time	Close Gate	Matter	Heal
Thought	Cloudkill	Thought	Hear Noise (50%-140%)
Thought	Commune	Energy	Heat Metal
Thought	Communication	Matter	Hide in Shadows (30%-100%)
Thought	Confuse Alignment	Time	Hit Point Bonus $(+1 \text{ to } +3 \text{ per HD})$
Matter	Confusion	Energy	Hit Rolls Bonus $(+2 \text{ to } +10)$
Thought	Conjure Elemental	Time	Hold Animal, Monster, Person, Portal
Thought	Contact Other Plane	Energy	Holy Word
Matter	Container (5,000-50,000 cn)	Time	Ice Storm or Wall
Time	Contingency	Thought	Identify
Thought	Control Animals, Dragons, Giants, Humans,	Time	Immune to Aging Attack
	' Plants	Time	Immune to Breath Weapons
Thought	Control Temperature 10' Radius	Thought	Immune to Disease, Paralysis, Time
Time	Control Undead (Lesser or Greater)	Time	Immune to Energy Drain & Poison
Thought	Control Winds	Time	Immunity
Matter	Create Animal, Monster, or Normal Object	Time	Inertia control
Matter	Create Food	Thought	Infravision
Energy	Create Magic Aura	Thought	Insect Plague
Time	Create Poison	Matter	Invisibility, Inv. 10' Radius, Mass Inv.
Time	Create Water	Thought	Invisible Stalker
Thought	Creeping Doom	Matter	Knock
Matter	Cureall, Automatic Cureall	Thought	Know Alignment
Thought	Cure Blindness	Energy	Leap 30' to 120' (with Hit roll bonus)
Matter	Cure Disease	Matter	Levitate (with 111 fon bonus)
Matter	Cure Wounds (Light, Serious, Critical)	Thought	Lie Detection
Time	Curse	Time	Life Drain

Sphere	Spell Name	Sphere	Spell Name
Time	Life Trapping	•	Resist Cold
Energy	Light, Continual Light	Thought Time	Resist Fire
Energy	Lightning Bolt	Energy	Restore
Thought	Locate Plant/Animal, Locate Object	Matter	Reverse Gravity
Thought	Lore	Time	Rulership
Time	Lower Water	Time	Saving Throws Bonus (+2 to +6)
Time	Luck	Energy	Security Security
Energy	Magic Door	Matter	Set Normal Trap (50%-90%)
Thought	Magic Jar	Matter	Shapechange
Time	Magic Lock	Time	Shelter
Matter	Magic Missile	Time	Shield
Thought	Mapmaking	Matter	Shrink Plants
Energy	Massmorph	Time	Silence 15' Radius
Matter	Maze	Matter	Size Control
Thought	Memorize + 1 to +10 Spell Levels	Time	Sleep
Matter	Merging	Time	Slow
Matter	Metal to Wood	Energy	Smash Attack
Energy	Meteor Swarm	Thought	Snake charm
Thought	Mind Barrier, Mindmask	Thought	Speak with Animal, Dead, Monster, Plant
Energy	Mirror Image	Energy	Spell Damage Bonus + 1 to +4 Per Die
Matter	Move Earth	Time	Spell Turning
Energy	Move Silently (50%-100%)	Matter	Statue
Time	Neutralize Poison	Matter	Sticks to Snakes
Time	Obliterate	Matter	Stone to Flesh
Thought	Obscure	Energy	Striking
Energy Matter	Open Locks (60%-120%) Open Mind	Thought Matter	Summon Animal, Elemental, Weather Summon Object
Time	Paralysis	Time	Surrival
Matter	Parry	Matter	Sword
Energy	Pass Plant	Time	Symbol
Matter	Pass-Wall	Matter	Telekinesis
Time	Permanence	Matter	Teleport, Teleport Object
Energy	Phantasmal Force	Time	Timekeeping
Energy	Pick Pockets (50%-100%)	Time	Timestop
Matter	Plane Travel	Thought	Tracking
Energy	Plant Door	Energy	Transport Through Plants
Time	Poison	Energy	Travel
Matter	Polymorph Object, Other, Self	Thought	Treasure Finding
Energy	Power Word Blind, Kill, Stun	Energy	Tree movement
Thought	Predict Weather	Thought	Truesight
Energy	Prismatic Wall	Time	Turn Undead (as Cleric L6, 12, 24, 36)
Energy	Produce Fire	Time	Turn Undead bonus +2 to +6, +1d6 to +3d6 HD
Energy Time	Projected Image Protection From Creatures (some, many, most, all)	Matter	Turn Wood
Time	Protection from Evil, Prot. from Evil 10' Radius	Energy	Ventriloquism
Time	Protection from Lightning	Time	Victory
Time	Protection from Lycanthropes	Energy	Wall of Fire
Matter	Protection from Magic Detection	Matter	Wall of Iron, Stone
Time	Protection from Normal Missiles	Matter	Warp Wood
Time	Protection from Poison	Thought	Water Breathing
Time	Protection from Undead	Energy	Weapon bonus (to damage or strength)
Thought	Purify Food & Water	Thought	Weather Control
Energy	Raise Dead, Raise Dead Fully	Matter	Web
Thought	Read Languages	Energy	Web movement
Thought	Read Magic	Thought	Wish
Matter	Regeneration	Thought	Wizard Eye
Matter	Reincarnation	Time	Wizard Lock
Energy	Remove Barrier, Curse, Traps (50%-100%)	Energy	Wizardry
Thought	Remove Charm, Fear, Geas, Quest	Matter	Word of Recall Y Pay Vision
Matter	Repair Object (normal or magical)	Thought	X-Ray Vision

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