

Highlander The Immortals



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From the Dawn of time we came.

Moving silently down through the centuries, living many secret lives.

Struggling to reach the time of the Gathering; when the few who remain will battle to the last.

No one has ever known we were among you... until now.

Juan Sanchez Villa-Lobos Ramirez

The Game

Welcome to "The Game", where you play an Immortal character that can live forever, that is, until the time of "The Gathering".

This game supplement is an OGL set of rules; in other words, it can be used in any campaign setting and with any D20 system you wish to play, (as long as you can have templates, skills and feats).

So I hope you enjoy the new rules and remember,

"There can be only one!"

Templates

Where do I come from?

Where do I come from?!

Where do I come FROM!!!

Duncan Macleod

Creating an Immortal

“Immortal” is an acquired template that can be added to any living creature (referred to hereafter as the base creature). Most Immortals were once humanoids, fey, or monstrous humanoids. An Immortal uses the base creature's stats and abilities except as noted here.

Challenge Rating: Same as the base creature +2.

Alignment: Any

Size and Type: The creature's type is Humanoid. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Senses:

Sense Quickening: This allows the Immortal to sense other Immortals at a radius of 10 feet per 100 years of age. Thus an Immortal, who was 1000 years old, could be able to sense another Immortal within a 100 foot radius of him.

This ability also allows an Immortal to sense Holy Ground with the same range.

This ability will not let the Immortal pinpoint another Immortal in a crowd of people.

Once an Immortal enters the range of another Immortal, neither can be surprised.

New-born Immortals will become sickened, (see Conditions), from the feeling until he is out of range of the other Immortal's Quickening. The feeling of sickened will remain until the new-born Immortal has trained with his mentor.

Armor Class: Same as the base creature.

Hit Dice: Same as the base creature

Defensive Abilities:

Immortal Regeneration: Immortals regenerate at 1 Hit Point per every 10 combat rounds. This rate increases with Immortals age, at a rate of 1 Hit Point per 100 years of age. Thus, an Immortal who is at the age of 1000 would regenerate 1 hit point every combat round.

If a limb, or any other body part other than the head, is lost, it will re-grow back. Any limbs that are severed will re-grow at a rate of the amount of Hit Points lost during the attack, multiplied by 1 year for each point lost.

Example: If an Immortal has his arm off, causing 10 Hit Points of damage. It will take 10 years to re-grow a new arm.

If the detached limb can be found before the stump heals up, it will then re-attach normally. But it will take twice as long to regenerate the lost hit points.

Immune to Disease: All Immortals are immune to all forms of disease.

Melee: Same as the base creature.

Special Attacks: Same as the base creature.

Special Qualities: Same as the base creature.

Weaknesses: Same as the base creature.

Speed: Same as the base creature.

Abilities: Same as the base creature.

Skills: The Quickening skill can be used untrained.

Feats: Immortals gain access to various Quickening feats. Immortals also gain the First Death and the Weapon Bond feat and a bonus feat.

Organization: Solitary.

I'm a Watcher, part of a secret society of men and women who observe and record, but never interfere. We know the truth about Immortals. In the end there can be only one.

Joe Dawson

Creating a Watcher

“Watcher” is an acquired template that can be added to any living creature (referred to hereafter as the base creature). Most Watchers are humanoids, fey, or monstrous humanoids. A Watcher uses the base creature's stats and abilities except as noted here.

Challenge Rating: Same as the base creature +1

Alignment: Any

Size and Type: The creature's type is Humanoid. Do not recalculate base attack bonuses, saves, or skill points. Size is unchanged.

Senses: Same as the base creature.

Armor Class: Same as the base creature.

Hit Dice: Same as the base creature

Defensive Abilities: Same as the base creature.

Melee: Same as the base creature.

Special Attacks: Same as the base creature.

Special Qualities: Evasion and Track as a Ranger

Weaknesses: Same as the base creature.

Speed: Same as the base creature.

Abilities: +2 to Intelligence and a +2 to Dexterity

Skills: +2 to all Knowledge skills and they become class skills

Feats: 1 Bonus Feat

Organization: Secret Society

Description: A secret organization, whose main objective is to keep records and histories on all supernatural creatures and events.

The Watchers are divided into many different branches that oversee various supernatural events and creatures. There is a separate branch that specializes in recording the lives and events of the Immortals.

This branch of the Watchers usually does not interfere with the events in an Immortals life or the Game; but from time to time, they have been known to enforce the rules of the game.

They prefer to remain in the background, observing and recording the events, but they will take action to protect the secrets they hold. They will also interfere if the need arises. Now this "need" is open to interpretation and it could be used for good, as well as for evil.

Membership: Mortals from all walks of life.

Remember Highlander,

Live, grow stronger.

Live another day.

Methodos

Immortal Skills

The following are skills for Immortals and Watchers.

Knowledge: Immortals

This skill can use for knowledge of the “Game” and of Immortals.

Key Ability: Intelligence

Trained Only: Yes

Armor Check Penalty: No

Description: This skill is given free to all Watchers, but it can also be bought by Immortals.

Check: The skill is check whenever you wish to know a piece of information on Immortals.

Action: Standard Action

Try Again: There is no retry for this skill until the user increases the skill rank.

Special: Simple information is at a DC of 15 + DM modifier. If specific personal information on an Immortal is need, it has a DC of 20 + the hit dice or level of the Immortal.

Restriction: None

Untrained: No

Knowledge: Watcher

This skill gives basic knowledge of Watcher society.

Key Ability: Intelligence

Trained Only: Yes

Armor Check Penalty: No

Description: A Watcher's identity, personal information, and/or possibly his location, can be found out.

Check: The skill is check whenever you wish to know a piece of information on the Watchers.

Action: Standard Action

Try Again: There is no retry for this skill until the user increases the skill rank.

Special: Simple information is at a DC of 15 + DM modifier. If specific personal information on a Watcher is need, it has a DC of 20 + the hit dice or level of the Watcher.

Restriction: None

Untrained: No

Quickening

You can activate Quickening feats.

Key Ability: Wisdom

Trained Only: No

Armor Check Penalty: Yes, same as a Arcane spell caster.

Description: Quickening is the magical life essences of Immortals. It is an ancient and powerful form of mystical energy.

Check: The skill is check whenever the Immortal wishes to activate a Quickening feat, (see Quickening feat descriptions for DC and modifiers).

Action: Free Action

Try Again: On the next round

Special: You cannot take 10, 20 or aid another to activate a Quickening skill.

Restriction: Immortal

Untrained: Yes

***Ramirez:** You cannot die, MacLeod, accept it.*

***Connor MacLeod:** I hate you.*

***Ramirez:** Good. That is a perfect place to start.*

Quickening Feats

The following are feats for Immortals.

Empower Quickening

Numeric effects of a Quickening are increased 50%.

Benefit: All variable, numeric effects of an empowered Quickening are increased by one-half. Saving throws and opposed rolls are not affected, nor are spells without random variables.

This adds a +10 to the Quickening DC.

Enlarge Quickening

You can increase the range of your Quickening.

Benefit: You can alter a Quickening with a range of close, medium, or long to increase its range by 100%. An enlarged Quickening with a range of close now has a range of 50 ft. + 5 ft./level, while medium-range spells have a range of 200 ft. + 20 ft./level and long-range Quickening have a range of 800 ft. + 80 ft./level.

This adds a +10 to the Quickening DC.

Quickening whose ranges are not defined by distance, as well as Quickening whose ranges are not close, medium, or long, do not benefit from this feat.

Extend Quickening

You can make your Quickening last twice as long.

Benefit: An extended Quickening lasts twice as long as normal. A Quickening with a duration of concentration, instantaneous, or permanent is not affected by this feat.

This adds a +10 to the Quickening DC.

First Death

The date the Immortal dies from his mortal self and is reborn into immortality.

Benefit: First Death can only happen as a violent death. This could come from an accident, combat, or any other form of trauma. If a pre-Immortal dies from old age or disease, (a non-trauma death), then the pre-Immortal, dies a mortal death, and is not reborn as an Immortal. The date of the characters first death should be recorded on the Player Character's sheet along with the place and how.

The Immortal's age freezes at the time of First Death. The Immortal physical appears to remain at this age, and will not age again, until the Prize is won.

Immortals can be magically aged, (with all the effects of normal aging applying), but they will re-grow younger at a rate of 1 year per day.

You gain two character Quickening traits of your choice.

Immortal Mentor

This feat allows an Immortal to become an Immortal Mentor.

Benefit: The Immortal Mentor can train another Immortal in new Quickening feats. It will take 12 months, minus 1 month for every 100 years of age of the Immortal Mentor, (with a minimum of 1 month), to completely train the other Immortal in one Quickening feat.

The Immortal Mentor can train in only the Quickening feats he knows. The maxim number feats the Mentor can train another Immortal is based off the Immortal Mentor Charisma bonus score.

Immortal Mentor are very selective in choosing their students; often they require the student to pass a test (or a series of tests), before training them.

This gives the Immortal Mentor a +1 bonus to the Quickening skill.

Maximized Quickening

Your Quickening have the maximum possible effect.

Benefit: All variable, numeric effects of a Quickening modified by this feat are maximized. Saving throws and opposed rolls are not affected, nor are Quickening without random variables.

This adds a +20 to the Quickening DC

An empowered, maximized Quickening gains the separate benefits of each feat: the maximum result plus half the normally rolled result.

Mentor

The Immortal has been trained by an Immortal Mentor.

After months of training, (see Immortal Mentor feat), the New-born Immortal has learned the effects of the rules of “The Game”.

Benefits: After training, the Immortal will no longer become sickened, (see Conditions), from Sense Quickening.

The Immortal will gain the “Quickening skill” as a class skill.

The Immortal also receives one free feat that was taught from his Immortal Mentor.

Quickening Abilities

This allows the Immortal to increases any ability score.

Benefit: The Immortal can raise any ability score to a maxim equal to the Wisdom score bonus.

DC: 20 +5 per 1 ability score point. This stays active for 1 round per point of Wisdom score bonus.

Quickening Air

This allows the Immortal the ability to breathe without air.

Benefits: This allows the Immortal the ability to breathe without air. If the Immortal is underwater, then movement is still penalized and receives the appropriate modifiers under Aquatic terrain. DC: 10 + 1 per round

Quickening Align

You can enhance your Quickening with an Alignment.

Benefit: An Immortal can align any Quickening with their alignment. This does not increase damage.

This is a permanent enhancement, and can only be change if the Immortal changes alignment. If that happens the feat has to be bought again for the new alignment.

Quickening Armor

Empowers the Immortal's natural armor class with magical effects.

Benefit: This empowers the Immortal's natural armor class with a magical armor effect. This is a temporary magical enchantment

DC: 20 +5 per +1 magical bonus. This stays active for 1 round per point of Wisdom score bonus.

Quickening Bond

Benefit: This allows the Immortal to borrow a natural ability from a creature of the animal type, (i.e. movement rate of a deer).

The creature must be within the Immortal's Sense Quickening range.

Note: Flight or any special attacks and/or special qualities cannot be gained from this ability.

DC: 15 + Creatures Hit Dice. This stays active for 1 round per point of Wisdom score bonus.

Quickening Fear

An Immortal cause fear in others at the same radius equal to his Sense Quickening range.

Everyone within range must make a Willpower save at a DC 10 + the Immortal's Quickening Ranks, or become Frightened, (see conditions).

This is a standard action, and it can be used a number of times a day equal to the Wisdom score bonus.

Quickening Heal

An Immortal can use Quickenings to heal damage.

The Immortal makes a Quickenings skill check at a DC - 10. For every point over 10 the Immortal can heal 1 d6 per point of damage, (double the amount if on Holy Ground).

This is a standard action, and it can be used a number of times a day equal to the Wisdom score bonus.

Quickening Hide

This allows the Immortal to hide his bonded weapon as if in a "Bag of Holding"

The Immortal may pull out his weapon as if it was drawing it from a sheath.

If the weapon is searched for, (before it is drawn), nothing will be found.

Small Weapons: DC 15

Medium Weapons: DC 20

Large Weapons: DC 25

Extra Large Weapons: DC 30

Quickening Lace

You can enhance your Quickenings with a magical effects.

Benefit: An Immortal can lace any Quickenings any allowable magical effect. This can be acid, cold, electricity, fire, and sonic. This does not increase damage, just changes the damage type.

This is a permanent enhancement and can be taken multiple times.

Quickening Luck

The Immortal is allowed a re-roll of a dice score.

Benefit: Once a day, the Immortal makes a Quickenings skill check with a DC of 20. The score over 20 is the number or re-rolls the Immortal can make that day.

Quickening Magic

This allows the Immortal to use Quickening to cast a spell.

Benefit: This is a very rare and powerful Quickening feat. Once learned, the spell cannot be changed, but this feat can be taken multiple times to gain many different spell like powers.

This is a standard action, and it can be used a number of times a day equal to the Wisdom score bonus.

To activate the spell the DC: $20 + 5$ per spell level

Quickening Pain

An Immortal can use Quickening to inflict pain on another Immortal.

Benefit: The Immortal makes a Quickening skill check at a DC - 20. For every point over 20 the Immortal can inflict 1 d6 per point of non lethal damage, (Will Save for $\frac{1}{2}$, the DC equal to the Quickening skill check), to another Immortal within range. The range is equal to the Immortal's Sense Quickening Range.

This is a standard action, and it can be used a number of times a day equal to the Wisdom score bonus.

Quickening Weapon

Empowers the Immortal's Bonded weapon with magical effects.

Benefit: This ability can only be applied to the Immortal's bonded weapon. This empowers the Immortal's weapon with a magical weapon effect. This is a temporary magical enchantment

DC: $20 + 5$ per +1 magical bonus. This stays active for 1 round per point of Wisdom score bonus.

The Beast

This power allows the Immortal to break the rules of “The Game”.

Benefit: This is a very costly, rare and dangerous Quickening feat. Only an Immortal of a chaotic evil alignment is allowed to take this feat.

While this feat is up, the Immortal can freely break any or all the rules of “The Game”, no Quickening can be used or gained while this feat is up. It has a range of the Immortal Sense Quickening ability.

This is a standard action, and it can be used once every 100 years.

DC: 66

Weapon Bond

You gain a proficiency in any weapon and a +1 bonus on all attack rolls you make.

Benefit: Only one weapon may be bonded at one time. If an Immortal wished to bond with another weapon, he will have to re-train in the new weapon. If the Immortal is already proficient in the new weapon, he can meteor himself if he has the Immortal Mentor feat.

If a second weapon is bonded, the first weapon loses the ability to channel Quickening, (but the Immortal retains the weapon proficiency and the Weapon Focus in the old weapon).

The sensation you are feeling is the Quickening!

Juan Sanchez Villa-Lobos Ramirez

Quickening

Description

Quickening is the magical life essences of Immortals. It is an ancient and powerful form of mystical energy.

Quickening is only released when an Immortal's head has been severed from their body.

The release of Quickening from a beheaded Immortal can be viewed as a fantastic display of electricity and raw power.

Damage

This release of power will cause some damage to the surrounding area. The extent of damage is as follows:

Quickening will cause 1 point of damage per each ranks of the Quickening skill of the fallen Immortal. The effects the surrounding area with a radius that is equal to the fallen Immortal's "Sense Quickening Range".

This damage includes the winner of the duel and everyone with in its range. There is a Willpower save at a DC of 10 + the fallen Immortal's level or hit dice, for ½ damage.

The winner of the duel is considered to be "Exhausted" (see Conditions).

Use of Quickening

Quickening is activated with the use of the Quickening skill to active various Quickening feats.

Gaining Quickening

Quickening is gained through age and combat.

Age

Every 100 years of life, the Immortal gains 1 bonus point to the Quickening skill and one bonus feat (of any type).

Combat

When an Immortal loses his head, the nearest Immortal within the fallen Immortal's Sense Quickening range will gain the fallen Immortal's Quickening.

This allows an Immortal to gain skills, feats and abilities from another Immortal after winning a battle. Only skills, feats and abilities that the fallen Immortal had can be gained.

After a battle, the two Immortals make opposed Quickening skill checks. If the Immortal that won the battle succeeds in the skill check, that Immortal has a chance to gain one of the fallen Immortal's skills, feats and/or abilities.

A second Quickening skill check is done with a base DC of 20. The following are modifiers to gain various skills, feats and/or abilities.

Quickening Skill Point: +0, to gain 1 skill point in the Quickening skill.

Skill Point: +5 to DC, to gain 1 point in a non-trained skill.

Class Skill: +10 to DC, to gain a new class skill.

Hit Point: +10 to DC for 1 extra Hit Point.

Trait: +15 to DC, for a Quickening Trait, +20 for other Trait.

Armor Class Increase: +15 to DC for a +1 to Armor Class.

Feat: +20 to DC, for a Quickening feat, +25 for other feats.

Attribute Increase: +30 to DC for 1 extra attribute score.

The Immortal is free to choose any one skill, feat and/or ability, up to the max score that was rolled.

A roll of a "Natural 20" will allow another Quickening skill check roll to gain another ability. This can continue as long as a "Natural 20" is rolled.

Light, Dark and Madness Quickening

Quickening can have a mysterious effect on an Immortals alignment and his mind. In rare cases when a Quickening is received, an Immortal may betray all he stands for, and switch to the opposing alignment or fall into madness. This is known as a Light, Dark or Madness Quickening.

A change of alignment and/or an insanity can happen if during the first opposed Quickening skill check is made after a battle, and the winning Immortal's roll is a "Natural 1" and the fallen Immortal's roll is a "Natural 20". The winning Immortal must then make a second opposed Quickening skill check, if the Immortal again rolls a "Natural 1 or 2" then they fall to the effects of a Light, Dark and/or Madness Quickening.

A roll of "2" the Immortal goes insane, (most have vivid illusions (see Highlander 2 or Highlander The Source). Use: <http://www.d20srd.org/srd/variant/campaigns/sanity.htm> , or whatever is in the campaign setting or rules system. This cannot be cured through normal means. Only the Watchers have been know to found a treatment. This is usually done within a Sanctuary, (see chapter on Rules of the Game).

A roll of "1" the Immortal changes alignment to the opposite alignment. Only Quickening magic can reverse the change, (see chapter on Spells).

Holy Ground Highlander!

Remember what Ramirez taught you!

Kurgen

Rules of “The Game”

Combat

Once combat between two Immortals has begun, it becomes a magic dead zone, with the exception of Quickening.

Duels

When two Immortals meet, Quickening is released into the air around them. It can be felt between all Immortals in the area. Nothing happens to the Quickening unless the Immortals engage in a duel. When the metal from the Immortals blades connects for the first time, they are considered to have grounded to that spot.

Once the duel has been started, it cannot be stopped or interfered with, unless both Immortals make a successful Quickening skill check at a DC of 10 + 1 for every 100 years of age of each Immortal in the duel.

If the save is failed, then the Immortal loses 1 rank from the Quickening skill, but the duel can end.

Multiple Opponents

Immortal duels are a one on one combat only. This is done for a very good reason.

If two or more Immortals team-up against a single Immortal in combat, all Immortals lose 2 points x each Immortal involved, from their Quickening skill.

Ranged Weapons

The use of any ranged weapons and/or spells is a dishonorable act. The Immortal will lose 6 points from their Quickening skill.

Mortals

The Game and Immortals must not be reviled to mortal society. This is done for their own protection. It is believed that if the Game is reviled to mortals, they will be hunted down and used against their will.

If an Immortal exposes the game to a Mortal, there is 4 point loss from their Quickening skill. This loss can be prevented if the mortal can be trusted not to expose the Game. The Immortal then must make a successful from Quickening skill check at a DC of 10 + his own Quickening skill ranks.

Holy Ground

Immortals cannot harm each other (or other mortals) on holy ground. Holy ground is a form of sanctuary for Immortals and allows them to talk freely with each other. This is rooted in tradition and honor, and is never broken due to some very good reasons.

Holy ground has a draining and amplified effect on Quickening. All Quickening feats are double the DC to use.

Description

It is important to know what constitutes Holy Ground. This is mostly left up to the discretion of the Game Master. If it is consecrated ground, (regardless of faith and/or religion), it is considered to be "Holy". Some guidelines are as follows: Monasteries, Churches, Temples, Graveyards, Hallowed Grounds, Hallowed Groves, and Hallowed Rock formations.

Mortals

Mortals are also safe from Immortals on Holy Ground. If an Immortal breaks this code of honor and attacks a mortal on Holy Ground, then the ground permanently drains $\frac{3}{4}$ of the Immortal's Quickening skill.

Dueling

A duel between Immortals on holy ground is very deadly to themselves and the surrounding area. Dueling on Holy Ground will have the following effects.

After the battle, the ground will permanently absorb all the Quickening from both Immortals, nothing will be gained.

Holy Ground will also drain the winner of the duel 1 level per every Quickening skill ranks. If the Immortal is drained passed 1st level, he will have to start out a 0 level.

The attacking Immortal will lose all of his Quickening skill ranks and the defending Immortal will lose ½ of his Quickening skill ranks.

Quickening released after the duel, will result in a 10 points of damage for every 1 Quickening skill ranks. This damage is to everything (including the surviving Immortal), within a radius equal to both Immortals "Sense Quickening" range added together and the range is multiplied by 10.

During the combat, all attack rolls of "1-5" are considered fumbles. If a fumble occurs, there is a chance the Immortal's blade will break. The chance is 20% per point, starting with 5 and going down from there, (i.e. 5-20%, 4 -40%, 3-60%, 2-80%, and 1-100%).

Sanctuary

This is an area built on Holy Ground where an Immortal can retire from the game. The Watchers control and protect sanctuary. Any Immortal is free to "drop out" of the game. The Immortals are sedated with drugs, restraints and kept under guard. This can be considered brutal, but is sometimes the only peace an Immortal can have.

This is also where Immortal's can come to be cured of a Quickening Madness. This requires a lot of time and effort. The time frame for treatment is 1 month for each rank of the Quickening skill of the Immortal. After the time frame has passed, a Watcher can make a Heal skill check at a DC 10, + the ranks of the Immortal's Quickening skill score. If successful the Immortal is healed of the madness. If failed, the treatment must start again.

I don't sleep with virgins, and I don't kill children.

Xavier St. Cloud

Quickening Traits

Traits can be acquired after the Immortal's First Death or through a Quickenings.

Addicted to Quickenings

The Immortal is addicted to the power of the Quickenings.

He will go out of his way to make "the kill", regardless of what the situation is.

Bonus: You gain a +1 to Quickenings skill

Allergic Quickenings

Immortal is allergic to the sensing of other Immortal's Quickenings.

Bonus: The Immortal will suffer a -1 to the Quickenings skill, but is immune to the Soft Quickenings trait.

Body Scar

A body scar from a wound.

The Immortal's body had retain a scar from a wound that was very severe.

This is a permanent scar, and no form of magic will heal the scar.

Bonus: +1 to Intimidate skill.

Flashback

A memory flashback to remember a past

Bonus: This allows the Immortal to have a memory flashback to remember a past time, place, name and/or event from his or her lifetime. This is a Quickenings skill check: DC: 10 + 1 per 100 years in the past.

Immortal Fanaticism

The Immortal enjoys defining death, doing painful stunts, or any other dangerous stunt.

This could very easily bring unwanted attention to the Immortal from any number of sources.

Bonus: +2 vs Fear effects and saves.

Lighter Quickening

Lowers the damage caused Quickening

Bonus: This lowers the damage caused by Quickening by 1 point per dice of damage.

Painful Quickening

Raises the damage caused Quickening, but gain +1 AC and saves

Bonus: This raise the damage caused by Quickening by 1 point per dice of damage, but gains a +1 to AC and saves vs Quickening.

Power over Death's Door

This gives the Immortal the ability to do actions while in negative hit points.

Bonus: While in negative hit points, the Immortal can make a Quickening skill check at a DC of 10 + the damage done to bring the Immortal into negative hit points. If successful, the Immortal can then only take a single move or a standard action each turn (but not both, nor can you take full-round actions).

Sense Beginning Quickening

Sense a "pre-Immortal"

Bonus: This allows an Immortal to sense the Quickening in someone who has not yet received his or her "First Death."

Soft Quickening

The Immortal to suppress his own Quickening

Bonus: The Immortal can remain undetected within a Sense Quickening with an opposed Quickening skill check. This check must be made each round.

Strong Quickening

The Immortal doubles the range of Sense Quickening Range.

Bonus: The Immortal doubles the range of Sense Quickening Range and will Quickening effects. But, the Immortal's Quickening is so strong, that supernatural creatures can also feel it. This sense doesn't tell the other creature what the Immortal is, but they know that this person is different.

Watcher Ally

This gives the Immortal a Watcher ally that has befriended him.

This can be very dangerous for both the Immortal and the Watcher.

Bonus: You gain a +1 to Knowledge: Watcher skill.

It's a kind of magic.

Connor Macleod

Immortal Magic

New Spells

Protection from Quickening

Level: 4, Can be cast by Clerics, Druids, Sorcerer, Wizard and Witches

Classification: Abjuration

Saving Throw: None

Range: 10 foot per level

Target: 10 foot area diameter per level

Components: V, S, M Quickening Crystal

Casting Time: 10 minutes

Duration: Permanent as long as the Quickening Crystals remains

Spell Resistance: None

Effect: This spell protects an area from the Quickening.

Only mortal spell casters with a Quickening Crystal are allowed access to this spell. This spell protects an area from the Quickening.

No effects, (positive or ill), due to Quickening can effect anyone with in the area of protection.

If this spell is used on "Holy Ground" it doubles in effect and the Immortal will not be allowed a saving throw.

The spell remains permanent as long as the Quickening Crystals remains in the area of effect.

Quickening Cleansing

Level: 7, Can be cast by Clerics, Druids, Sorcerer, Wizard and Witches

Classification: Abjuration

Saving Throw: None

Range: Touch

Target: 1 Creature

Components: V, S, and M – Quickening Crystal

Casting Time: 1 Hour

Duration: Permanent

Spell Resistance: None

Effect: Restore an Immortal from a Light or Dark Quickening

This spell must be cast into a pure natural spring. The Immortal that was affected by a Light or Dark Quickening, must enter the spring wearing a Quickening Crystal and remain there for 10 minutes.

Afterward, an image of the Immortal's opposing alignment will appear.

The image will look like the Immortal, but will contain all the elements of the opposing alignment.

The two Immortals must battle with each other for control of the Immortal's alignment. The winner of the duel will become the permanent alignment.

After the duel, the Quickening will be released at double the damaging force. The winning Immortal will permanently subtract 10 ranks from his Quickening skill total.

New Magic Items

Methuselah Stone

History

The Methuselah Stone is mystical talisman, said to be able to grant immortality to mortals and/or grant power to an Immortal.

Description

The Methuselah Stone is a clear piece of crystal that is very similar to a diamond, but is very fragile. If damaged, the stone will splinter into 20 crystal shards known as “Quickening Crystals”.

Fortunately, if the Methuselah Stone is broken up, the Quickening Crystals will reattach to each other. This can only happen if all the crystals are brought in contact with each other.

Powers

The Methuselah Stone will empower a mortal with Quickening and will become an “Immortal”. The mortal will remain an Immortal as long as the stone remains on their possession. The mortal will be treated as if they just have received their First Death, and will increase in powers the same as any other Immortal.

For an Immortal, The Methuselah Stone will increase an Immortal’s Quickening skill ranks by a multiple of 10 and will grant the wearer all the Quickening feats.

Note

Some of the Quickening Crystals are also used as material components in some spells, but the crystals by themselves hold no known powers. Only when they are all combined together, will the powers be activated.

Daggers of Quickening

History

These are fearsome weapons whose origins are unknown. It is known these daggers are used against Immortals to drain them of their power.

Only 13 of these deadly daggers are known to exist. The Watchers have been known to be in possession of the blades.

Powers

These daggers are a +5 weapon made of mithral, with a Quickening Crystal embedded in the hilt of the blade.

These daggers can drain an Immortal of his Quickening skill ranks. Each successful hit, will drain an Immortal of 1d4 points of Quickening skill ranks. The lost Quickening is a permanent.

The dagger cannot drain an Immortal of all his Quickening. The Immortal will always have at least 1 Quickening skill rank left.

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