



third edition dungeons & dragons
d20 campaign rulebook

Third Edition Birthright Rulebook

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introduction

The BIRTHRIGHT campaign setting allows players to explore the grand scope of national politics as they guide their domains and influence the events of Cerilia. Although the line has been discontinued, the BIRTHRIGHT setting has continued to engage the imaginations of a small (but loyal) group of adherents who enjoy role-playing in the rich tapestry of Cerilia. This is a resource for players and Dungeon Masters who play (or desire to play) BIRTHRIGHT under the third edition Dungeons & Dragons d20 rule system.

what is this document?

The scope of this manual is a comprehensive treatment of the core BIRTHRIGHT rules (found in the box set) for third edition Dungeons & Dragons. Conversion rules for material from other BIRTHRIGHT material have not been comprehensively covered. Furthermore, no attempt has been made to introduce BIRTHRIGHT specific prestige classes.

The original version of this manual was a straightforward but adequate conversion of second edition mechanics into third edition mechanics. The straightforward conversions of the previous versions of this manual have been slowly replaced in this rulebook by rules which may be specific to the author's interpretation of the BIRTHRIGHT Campaign Setting material and the d20 system.

These modifications to the underlying game mechanics are the result of over a year of fine tuning on the basis of play testing, comments from its devotees, and the incorporation of various "better ideas" from the net at large. You will almost certainly have rules interpretations that differ from those presented in this manual. I hope, however, that this manual can provide a standard framework that you can easily modify for use in your campaign.

contributions

Many major contributions to this document were originally published in independent conversion manuals or house rules posted on the Internet by Travis Doom, Duane Eggert, Mark Aurel (Jan Erik Juvstad), and Terry Keith or discussed by the members of the Birthright-1@oracle.wizards.com listserv. Heading titles are in the BIRTHRIGHT-like font Bebris (v3.0) provided by Arjan Duijs on www.birthright.net. Special thanks to the many play testers and reviewers whose feedback has helped to create a more polished, balanced, and complete document. A full list of credits can be found in the Appendix.

part I: Birthright characters

character ability scores

BIRTHRIGHT characters are generated in the same way as characters in other third edition Dungeons & Dragons campaigns, with a few campaign-specific exceptions. New characters should be generated using the standard point buy system [DMG, pg. 19-20]. Characters receive 32 points with which to purchase their ability scores. In addition to the basic six ability scores, BIRTHRIGHT characters with the Blooded Scion feat must generate a seventh ability score Bloodline (Bld) [see the bloodlines section for the rules on bloodline strength]. Characters generated using the standard point buy system must purchase their bloodline ability (if any) along with their other ability scores using their initial 32 points.

point buy system

Ability Score	Stat Bonus	Bonus Spells	Cost
8	-1	-	0
9	-1	-	1
10	0	-	2
11	0	-	3
12	1	-1	4
13	1	-1	5
14	2	-1/1	6
15	2	-1/1	8
16	3	-1/1/1	10
17	3	-1/1/1	13
18	4	-1/1/1/1	16

Some DMs may prefer to convert existing characters using WotC's official Conversion Manual or to generate new characters by rolling random ability scores. The rules in this manual are not dependent upon a particular method of character generation. Characters with bloodlines generated under second edition BIRTHRIGHT rules should calculate their third edition Bloodline ability score to be one-half of their second edition bloodline strength. [See the Bloodlines section for details].

character race

Cerilia is home to a number of races that differ slightly from the standard races described in the third edition PHB. The traits for Cerilian races are slightly more powerful than their standard PHB equivalents.

Human Racial Traits

The humans of Cerilia were divided into several tribes of people in the ancient past. These tribes founded nations that claim much of the continent. Most human Cerilian characters belong to one of the five common nationalities: Anuirean, Brecht, Khinasi, Rjurik, or Vos.

- No racial ability adjustments.
- Medium-size; base speed of 30 feet.
- Human bonus feat at first level (as per PHB).
- Human bonus skill points (as per PHB).
- Human cultural trait (see below).
- Automatic Language: Anuirean, Basarji, Low Brecht, Rjuven, or Vos. Bonus Languages: None
- Favored Class: Any (highest level class is favored).

Human Cultural Trait

Each of the Cerilian races has some a slight advantage over the equivalent races presented in the PHB. Cerilian humans receive a slight bonus in the form of human cultural traits. These traits are only available to human characters of the appropriate race/region.

Anuirean: The Anuireans are a stubborn, proud, and warlike people who respect social order and take great pains to maintain a demeanor appropriate to their rank and duties. Reserved and formal, Anuireans are sensitive to even slight changes in body language and mannerisms. Furthermore, the dealings and alliances of noble families as these are favored topics of continuous discussion throughout Anuirean lands. [The Anuirean Empire is in many ways a parallel of the Roman Empire.] You gain a +1 bonus to all Will saves, Bluff checks, Sense Motive checks, and to Knowledge (Nobility).

Brecht: The Brecht society revolves around wealth. The Brecht believe in free enterprise, sharp wits, and nimble fingers. The Brecht are a fiery and quick-witted people and often act before others have had time to consider a matter thoroughly. [The Brecht culture most closely resembles ancient Spain]. You gain a +1 bonus to initiative and to Reflex saves when wearing no armor or light armor. You also gain a +1 bonus to all Appraise checks. Appraise is considered a class skill for you at first level.

Khinasi: The Khinasi people are well-educated traders and merchants that know that an individual's decorum, hospitality, and conduct are far more important than gross wealth. Unlike other cultures, the Khinasi have no

fear of magic; to them it is considered the noblest of callings. [The Khinasi culture is most similar to ancient Persia.] You gain a +1 bonus to all Diplomacy and Spellcraft checks. All knowledge skills are considered class skills for you at first level.

Rjurik: The Rjurik are a wild and hardy people that inhabit the taiga forests and highlands of the north. They are taught from an early age a deep reverence and respect for Cerilia's wilds and are notable foresters. [The Rjurik culture is quite similar to that of the dark age Celts]. You gain a +1 bonus to all Fortitude saves, and have a +1 bonus to all Wilderness Lore checks in forests and hills. Wilderness Lore is considered a class skill for you at first level.

Vos: The Vos are a strong and warlike people with a rigid code of face and honor. Almost all Vos men are warriors and hunters – other professions are considered unmanly. The Vos know what it means to fight for survival – both against their foes, and the bitter cold of their homeland. [The Vos culture is similar that of the Mongols.] You gain a +2 bonus to strength when determining carrying capacity or making a strength check, and a +1 bonus on all Wilderness Lore checks in cold wasteland or tundra. Intimidate is considered a class skill for you at first level.

Dwarven Racial Traits

Cerilian dwarves are creatures that derive from stone – true children of the mountain. Their skin is gray, stony, and cold to the touch, their eyes are dark as jet, and their bodies are twice as dense as a human's.

- +2 Constitution, -2 Dexterity.
- Medium-size (4' to 4'5" tall); base speed of 20 feet.
- Darkvision, effective to 60 feet.
- Stonecunning: +2 to notice unusual stonework; automatically sense depth underground.
- +2 racial bonus on saves vs. poison, spells, and spell-like effects.
- +2 dodge bonus against orogs and ogres.
- +2 racial bonus to appraise and craft checks related to stone and metal objects.
- Increased density: A dwarf's dense body suffers only half damage from bludgeoning damage.
- Enduring strength: Dwarves can carry amazing burdens. Dwarves receive a +4 bonus to strength when determining carrying capacity.
- Class Restriction: Dwarves are inherently non-magical and are generally believed incapable of performing arcane magic.
- Automatic Language: Karamhul. Bonus Languages: None.
- Favored Class: Fighter.

Elven (Sidhelien) Racial Traits

The Sidhelien (SHAY-lean) are slender and graceful creatures, gifted with immortality and powers beyond those of humankind. They are a force for neither good or evil – the elven heart is unfathomable to non-elves; they're moved to wild delight, dark melancholy, or burning rage with only the slightest cause. More than anything else, elves are unpredictable, doing what pleases them from one moment to the next.

- +2 Dexterity, +2 Charisma, -2 Strength, -2 Constitution.
- Medium-size (5'6" to 6" tall); base speed of 30 feet.
- Immunity to magic sleep spells and a +2 racial saving throw bonus against Enchantment effects.
- Low-light Vision: Elves can see by starlight twice as well as humans. On a bright night, elves can see by moonlight as well as a human can see by day.
- Proficient with longsword, shortbow, longbow, composite longbow, and composite shortbow.
- +2 racial bonus on Listen, Search, and Spot checks. They do not gain the automatic search check within 5' that standard PHB elves receive.
- Timeless: Gifted with immortality, elves do not suffer the ravages of time and are thus immune to aging attacks and normal disease. An adult elf's age has no effect on her physical or mental ability scores. Elves do not need sleep, but they can become physically exhausted and must rest quietly for about as long as a human needs to sleep.
- Nature Stride: Elves may move through natural thorns, overgrown areas, heavy snow, soft sand, a treacherous mountain or similar natural terrain at their normal movement rate and without suffering damage or penalty.
- Alignment Restriction: Unpredictable and fey, Cerilian elves must follow a non-lawful alignment.
- Class Restriction: The Elven culture repudiates the arcane spells in the schools of necromancy and conjuration and the worship of divine beings. Although elven rangers and druids are capable of casting divine magic though their understanding of natural forces, it is commonly believed that elves have no clerics.
- Automatic Language: Sidhelien. Bonus Languages: None.
- Favored Class: Bard.

Half-Elven (Half-Sidhelien) Racial Traits

Half-elves are tend towards the beautiful and grace of their elven ancestors, but have basically human builds. Regardless of the exact percentage of the fey blood that runs in their veins, a human that obviously shows the traits of an elven ancestor is referred to as a half-elf. Half-

elves are relatively rare in Anuire. Fey traits have a tendency to disappear after several generations, but atavisms are not uncommon. While half-elves are often welcomed in elf society, humans tend to be suspicious of them, referring to them as bewitched or as changelings.

- +2 Dexterity, -2 Constitution.
- Medium-size, base speed of 30 feet.
- Immunity to magic sleep spells and a +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision, effective to 60ft.
- +2 racial saving throw against disease and aging attacks.
- +1 racial bonus on Listen, Search, and Spot checks.
- Elven Blood: A half-elf can be considered an elf for many purposes, including the casting of true magic.
- Automatic Language: Sidhelien or the language of their human parent. Bonus Languages: None.
- Favored Class: Any (highest level class is favored).

Halfling Racial Traits

Although not numerous, halflings are found nearly everywhere that humans live. Cerilian halflings are almost four feet tall, slightly stocky, and fond of creature comforts. Halflings usually adopt the language and culture of the Big Folk around them while keeping a few aspects of their own culture. Halflings have a strong sensitivity to the shadow world and its forces.

- +2 Dexterity, -2 Strength.
- Small-sized (3'6" to 4' tall), base speed of 20 feet. As Small creatures, halflings gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying capacities are three-quarters those of Medium-size characters.
- +2 racial bonus on Listen, Climb, Jump, and Move Silently checks.
- +1 racial bonus to all saving throws.
- +2 morale bonus on saving throws vs. fear.
- +1 racial attack bonus with a thrown weapon.
- Faire Sense: Halflings possess the ability to sense the presence of the shadow world or its taint. By concentrating (and making a Spot check) a halfling may sense as if using *Detect Evil*, *Detect Magic* [Necromancy only], and *Detect Undead* simultaneously. The DC for the Spot check varies according to the strength of the aura: Dim (DC 25), Faint (DC 20), Moderate (DC 15), Strong (DC 10), Overwhelming (DC 5).
- Exceptional halflings can learn to use this ability to enter and exit the shadow world [see Feats].
- Automatic Language: Any one language. Bonus Languages: None.
- Favored Class: Rogue.

Goblin Racial Traits

The goblins of Cerilia vary greatly from nation to nation - some are feral savages (use MM stats/ECLs), others accomplished diplomats and traders. These "civilized" goblins share the follow species similarities:

- Small-sized (goblins): +2 Dexterity, -2 Strength, -2 Charisma
- Medium-sized (hobgoblins): +1 Strength, -2 Dexterity
- Large-sized (bugbears): +2 Strength, -2 Dexterity, -2 Intelligence
- Base Speed 30 feet for all sizes.
- Darkvision, effective to 60 feet.
- Bonus feat: Alertness.
- +4 racial bonus on Move Silently.
- Proficient with all spears, longswords, and short-bows.
- Automatic Language: Goblin. Bonus Language: None.
- Favored Class: Fighter.

character classes

The classes for a BIRTHRIGHT campaign are generally the same as those presented in the PHB. In addition, all classes have access to the appropriate additional skills and feats presented in this conversion manual. The following entries provide modifications to these standard classes to more accurately reflect Cerilian characters (if necessary). In particular, it should be noted that arcane magic operates somewhat differently in a BIRTHRIGHT campaign. Special thanks to Mark Aurel for many of the excellent conversion rules presented in this section.

Aristocrat

Cultures: All.

Regent: Very common.

Aristocrat Lord: Law [Full] *or*

Aristocrat Guilder: Guild [Full]

Additional Requirement: Must be Noble or Regent.

Aristocrats are found throughout civilized lands, ruling the land. They make up the upper class of most lands, being highly educated and often quite arrogant. Aristocrats that are primarily concerned with the feudal order and the administration of laws are known as Lords. Aristocrats that are primarily concerned with mercantile enterprise are often referred to as Guilders. In BIRTHRIGHT, Aristocrat must be a viable PC class.

The BIRTHRIGHT Aristocrat class is similar to the NPC Aristocrat class (DMG, pg. 38). They have d8 hit dice, attack bonus as Cleric, good Will saves, and many class skills. BIRTHRIGHT Aristocrats, however, have the following modifications:

- **Bonus Feats:** BIRTHRIGHT aristocrats get a bonus general Feat at 1st level, and at 4th, 8th, 12th, 16th, and 20th level.
- **Extra Skill points:** BIRTHRIGHT aristocrats gain and additional 2 skill points per level: $(6 + \text{Int modifier}) \times 4$ skill points at first level and $(6 + \text{Int modifier})$ at each additional level.

Barbarian

Cultures: Goblin, Rjurik, Vosgaard.

Regent: Very rare. Law [Half]

Both Rjurik and Vosgaard are known for the fierceness of their native warriors and large tracts of unclaimed wilderness. Among humans, barbarians are generally found only among these people. Barbarians make poor regents, but some few exist where the only rule is the rule of the strong. Barbarian regents collect only 50% regency for held law holdings and none from guild, temple, or source holdings.

Bard

Cultures: All.

Regent: Very rare. Guild [Half]

The bards of Cerilia are practitioners of the ancient elven art of spellsong. The first Cerilian bards are said to have been wandering elves that were sent into human lands to teach and learn from their human neighbors. Each of these elves founded a bardic college; today human students continue the work of their elven mentors. Those trained in these bardic traditions (regardless of race) have limited mastery of the spellsong techniques and thus do not have to prepare their spells, as do most human users of arcane magic. In addition, followers of the bardic colleges are privy to elven charms to draw upon the power of nature to aid the sick or wounded.

Although all elves have the inherent capability to become fully adept at the spellsong (see sorcerer), most dabble in sorcery and song. The bard class is the favored class for the elven people and most elves of any significant age will have some bard levels.

Bards tend to make poor regents, and most non-elven bards are sworn to political neutrality. Their people generally consider even the fierce skalds of the Rjurik and Vos sacrosanct.

Cleric

Cultures: All (except elves).

Regent: Very common. Temple [Full]

Clerics are the spiritual herds of the worshipers of the Cerilian deities. They serve many roles, first and foremost as advisors, teachers, wise men and healers. Since elven cultures have unique views on the roles of gods and priests, they do not (generally) have clerics. Every cleric

in a BIRTHRIGHT campaign must chose one of the Cerilian powers. Deities appear in Part III of this book.

Clerics of some Cerilian deities are encouraged to follow classes favored by the deity. A cleric character may chose to use this favored class instead of their racial favored class.

Cloistered Clerics

Many clerics in Cerilia are less martially inclined than the warrior-clerics presented in the PHB. Such clerics (often NPCs) may accept either or both of the following restrictions to their combat abilities. For each restriction accepted, the Cleric gains a skill focus feat and gains one 1 additional skill point per level (4 at first level).

- **Non-militant:** Hit Dice becomes d6, Base Attack becomes Poor (as a Wizard's) and the cleric loses proficiency with Medium and Heavy Armor.
- **No channeling:** The Cleric loses the ability to spontaneously cast Cure or Inflict spells as well as the ability to channel positive or negative energy (this includes the ability to Turn or Rebuke Undead).

cleric favored multiclass

God	Favored Class
Avani (LN)	None
Belinik (CE)	Barbarian
Cuiracén (CG)	Fighter
Eloéle (CN)	Rogue
Erik (N)	Druid
Haelyn (LG)	Paladin
Kriesha (LE)	None
Laerne (CG)	Bard
Nesirie (NG)	None
Ruornil (N)	Wizard or Magician
Sera (CN)	Aristocrat (Guilder)

Druid

Cultures: Anuire, Rjurik, Brechtür (rare), Elves.

Regent: Rare. Source [Half] and Temple [Half]

Druids are bound very closely to nature, living practically at one with it, drawing great power from the very wellsprings of nature. Most hold Erik in high regard and worship him as their patron god. Priests of Erik generally advance as Druids although many advance as clerics or multi-class cleric/druids. Druids of Erik may wield Erik's favored weapons (axe, staff, and spear) without prohibition. Elven druids do not worship Erik, although they do respect those who follows his teachings. Druids are rarely rule temple holdings, preferring the world of the wild to that of civilized men. Druids may rule source hold-

ings, and can use the power of nature (sources) to cast realm spells in the same way that priests utilize temple holdings.

Fighter

Cultures: All.

Regent: Very common. Law [Full]

Of all the classes, fighters are the most common. They rule most of the domains in Cerilia as powerful warlords. Cerilian fighters follow all appropriate rules in the third edition PHB.

Monk

Cultures: None.

Regent: Very rare. Temple [Half]

Monks are not part of the official BIRTHRIGHT setting and the introduction of characters that can defeat a mounted knight with their bare hands may strongly detract from its flavor. Players interested in playing pugilists should consider the fighter class and feats such as improved unarmed attack, stunning attack, improved trip, and weapon focus, finesse and specialization (unarmed). If you wish to introduce monks to your campaign, perhaps they might be found among the Khinasi or the ancient civilizations of Aduria. Use of this class is not recommended and should be used only with *explicit* DM permission. Monk characters are poor regents – they are not concerned with matters of the physical world, focusing instead on spiritual enlightenment. They gain only a small amount of regency for the high regard in which their spirituality is held by the common folk.

Paladin

Cultures: Anuire, Khinasi.

Regent: Uncommon. Law [Full] and Temple [Half]

Cerilian paladins must serve a specific deity. Anuirean paladins serve Haelyn, Cuiraécen, or Nesirie. Khinasi paladins follow Haelyn or Avani. Paladins of other gods are not known to exist. The paladins of each god are distinguished by the following modifications:

Paladin of Avani

- Paladins of Avani have access to the exclusive feat *Spellshield*. [See Feats, below]

Paladin of Cuiraécen

- Paladins of Cuiraécen are Chaotic Good.
- Paladins of Cuiraécen may freely multiclass as a Fighter.
- Additional Class Spell: 3rd level: *Call Lightning*.

Paladin of Haelyn

- Paladins of Haelyn may freely multiclass as Clerics.

- Paladins of Haelyn are traditionally recognized as knights throughout Anuire and carry the power to travel and execute justice as they see fit.

Paladin of Nesirie

- Nesirie's paladins are always female.
- A Paladin of Nesirie does not get a Special Mount.
- Additional Class Skill: Swim
- Additional Class Spells: 1st level: *Obscuring Mist*, *Water Breathing*, *Water Walk*; 2nd level: *Fog Cloud*; 3rd level: *Solid Fog*; 4th level: *Control Water*, *Freedom of Action*.

Ranger

Cultures: Anuire, Khinasi, Rjurik, Vosgaard, Elves.

Regent: Rare. Law [Half] and Guild [Half]

Rangers are common in the untamed wilds and desolate areas of Cerilia. As frontiersmen, they rarely become regents. When they do, they make decent regents, but are rarely as effective as most other regents. Each human nationality counts as a separate race for the purpose of selecting favored enemies. Use of the "Ranger Revisited" as published by Monte Cook (see Appendix) is recommended over the Ranger published in the PHB.

Rogue

Cultures: All.

Regent: Very common. Guild [Full]

Cerilian rogues follow all appropriate rules in the third edition PHB.

Sorcerer

Cultures: All (except Dwarves).

Regent: Uncommon. Source [Half (non-elven) or Full (elven)]

Additional Requirement: Must have a divine bloodline or be of elven descent.

Although rare, sorcerers come from across the width and breadth of Cerilia. They are most common among the elves and in areas where extensive magical training is unavailable. Sorcery is true magic and may thus be performed only by elves, half-elves, or blooded scions.

The innate talent for sorcery is unpredictable and can show up in any blooded scion. Most sorcerers, however, lack the discipline required to make good regents; even when they do, they lack the training required to fully exploit their source holdings.

Agés ago, however, the elves developed secret arts that allows them to harness the power of sorcery through skill and study. The *spell song* technique (see *The Book of Magecraft*) is the primary method by which elves cast arcane spells without preparation (memorization) in advance. Spell song is a melodic chant that when combined with normal musical quality of elven voices, sounds like

soft singing. The ability to command the spellsong comes more easily to elves than to any other race on Cerilia and even so requires decades to master. The elves have learned to guard their secrets carefully and do not train members of other races in the spellsong.

Due to the secrets of their art, elven sorcerers receive full regency from their source holdings. However, as their power is based upon the sound of their voice, elven sorcerers do not have access to the metamagic feat Quiet Casting. Furthermore, the elves repudiate necromancy and conjuration spells and do not teach their apprentices how to use the spellsong to create such effects. Although a elven sorcerer may learn such spells, it would be exceptionally unusual. Not all elves take the time to learn total mastery of the spell song. Most elves, in fact, would prefer to dabble in the art (via the bard class) than to make it the focus of their existence. Those few who master the art (high level sorcerers) are highly respected.

Wizard

Cultures: Anuire, Brechtür, Khinasi, Elves.

Regent: Very common. Source [Full]

Additional Requirement: Must have a divine bloodline or be of Elven descent.

Cerilian mages recognize three orders of magic: lesser magic, true magic, and realm magic. Any person of sufficient intelligence and training can comprehend lesser magic - the art of creating illusions and casting divinations. True magic includes all other schools of arcane magic, but only elves, half-elves, or scions of the blood can command this arcane power. Wizards and sorcerer characters must therefore be blooded or of elven descent. Wizards are very rare throughout Cerilia.

Magician

Cultures: All (except Dwarves).

Regent: Never.

Magicians are a class unique to the BIRTHRIGHT world. Unable to tap the great energies required to wield True magic, these arcane spellcasters specialize in the lesser magics of knowing (divination) and seeming (illusion).

Adventures: Magicians, like Wizards, seek knowledge and the resources they otherwise require for enhancing their art, whether for good or ill.

Characteristics: Magicians are strong spellcasters, but many also build up a repertoire of secondary powers, in order to compensate for their shortcomings when it comes to the truly powerful effects frequently used by Sorcerers and Wizards.

Alignment: Magicians may be of any alignment. Most seem to lean toward lawful alignments, however, as their art requires patience, subtlety and discipline.

Religion: Magicians tend to revere Ruornil and Avani as their patrons.

Background: Magicians usually come from the wealthier parts of society, or else their talent was recognized early on by some older magician or even wizard. Regardless, magicians have usually gone through years and years of tedious study and education in order to learn their craft.

Magicians tend to be less intimidating to others than true wizards. Regular folk consider them eccentric and mysterious, and might not invite them over for dinner or be happy about one marrying into the family. But they do recognize the difference between a seer who can predict the sex of an unborn child or help find lost items and a wizard regent capable of summoning undead legions.

Races: Traditionally, only humans and goblin-kin study the arts of lesser magic. Elves are never magicians. Among dwarves and halflings, magicians are rare in the extreme, but not entirely unheard of.

Other Classes: Magicians usually crave the support of other classes when going on adventures. They are excellent at gathering information, supporting other party members and confounding opponents.

Game Rule Information

Magicians have the following game statistics:

Abilities: Intelligence determines how powerful a spell a magician can cast, how many spells he can cast, and how hard those spells are to resist in the same way that Intelligence determines such factors for a Wizard.

Alignment: Any.

Hit Die: d6.

Class Skills

The magician's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis), Scry (Int), Spellcraft (Int), Use Magic Device (Cha).

Skill Points at 1st Level: (4 + Int bonus) x 4.

Skill Points at Each Additional Level: 4 + Int bonus.

Class Features

The following are class features of the magician.

Weapon and Armor Proficiency: Magicians cannot depend on magic alone to earn a living or to defend them from danger. Magicians are performers, storytellers, and artisans, but they take time to learn the basics of combat and to wear armor if they must. Magicians are skilled with all simple weapons. Magicians are proficient with light armor but not with any type of shield. Like any other arcane spellcaster, a magician suffers a chance of arcane spell failure if attempting to cast spells with somatic components while wearing armor.

Spells: A magician casts arcane spells. She is limited to a certain number of spells of each spell level per day, ac-

according to her class level. Like a wizard, a magician may prepare and cast spell as a wizard does, provided that the magician knows the spell and that she can cast spells of that level. Like a wizard, a magician must prepare her spells by getting a good night's sleep and spending one hour studying her spellbook each day.

School Focus: As masters of divination and illusion magics, magicians gain a +2 bonus to Spellcraft checks to learn Divination and Illusion spells.

Spell Mastery: Like wizards, magicians may take the spell mastery feat like a wizard (Page 54, PHB).

Spontaneous Casting: Magicians are masters of minor magics and can channel stored energy into 0-level spells that they haven't prepared ahead of time. The magician can "lose" any prepared spell in order to cast any 0-level spell known. If the magician wishes to use any metamagic feats to modify the 0-level spell, the prepared spell must be of the appropriate level or higher.

Starting Gear: 2d4 x 10 gp worth of equipment.

Magician Special Abilities: As a magician advances in level, he acquires additional, special abilities. A Magician acquires a new special ability of their choice from the list below at 3rd, 6th, 9th, 12th, 15th, and 18th level.

Additional Class Skills: Select any two non-restricted cross-class skills. They are now class skills. Further, you get one rank in each for free.

Bonus Cantrips: You get a number of bonus Cantrips per day equal to your Intelligence bonus.

Feat: Gain a bonus meta-magic feat.

Seer: You may research and cast divine divination spells as arcane spells of the same level, adding them to your class spell list.

Spontaneous Spell: Select any one spell you know and can cast of 1st level or higher. You may now spontaneously cast this spell for any spell of equal or higher level. You may select this ability multiple times. Each time, it applies to a new spell.

Magician Spell List (Lesser Arcane Magic): Magicians choose their spells from the following list:

0 level – All 0-level sorcerer and wizard spells.

1st level – All 1st-level arcane abjurations, divinations, enchantments, and illusions.

2nd level – All 2nd-level arcane abjurations, divinations, enchantments, and illusions. Also all 1st-level transmutation spells.

3rd level – All 3rd-level arcane divinations and illusions. Also all 2nd-level transmutation spells.

4th level – All 4th-level arcane divinations and illusions. Also all 3rd-level abjurations and enchantments.

5th level – All 5th-level arcane divinations and illusions.

6th level – All 6th-level arcane divinations and illusions.

7th level – All 7th-level arcane divinations and illusions.

8th level – All 8th-level arcane divinations and illusions.

9th level – All 9th-level arcane divinations and illusions.

magician class

NPC Level	Attack Bonus	Fort. Save	Ref. Save	Will Save	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2	Spontaneous Casting	4	2	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3		5	3	-	-	-	-	-	-	-	-
3	+1	+1	+1	+3	Special Ability	5	3	2	-	-	-	-	-	-	-
4	+2	+1	+1	+4		5	4	3	-	-	-	-	-	-	-
5	+2	+1	+1	+4		5	4	3	2	-	-	-	-	-	-
6	+3	+2	+2	+5	Special Ability	5	4	4	3	-	-	-	-	-	-
7	+3	+2	+2	+5		5	5	4	3	2	-	-	-	-	-
8	+4	+2	+2	+6		5	5	4	4	3	-	-	-	-	-
9	+4	+3	+3	+6	Special Ability	5	5	5	4	3	2	-	-	-	-
10	+5	+3	+3	+7		5	5	5	4	4	3	-	-	-	-
11	+5	+3	+3	+7		5	5	5	5	4	4	2	-	-	-
12	+6/+1	+4	+4	+8	Special Ability	5	5	5	5	4	4	3	-	-	-
13	+6/+1	+4	+4	+8		5	5	5	5	5	4	3	2	-	-
14	+7/+2	+4	+4	+9		5	5	5	5	5	5	4	3	-	-
15	+7/+2	+5	+5	+9	Special Ability	5	5	5	5	5	5	4	3	2	-
16	+8/+3	+5	+5	+10		5	5	5	5	5	5	4	4	3	-
17	+8/+3	+5	+5	+10		5	5	5	5	5	5	5	4	3	2
18	+9/+4	+6	+6	+11	Special Ability	5	5	5	5	5	5	5	4	4	3
19	+9/+4	+6	+6	+11		5	5	5	5	5	5	5	5	4	4
20	+10/+5	+6	+6	+12		5	5	5	5	5	5	5	5	5	5

skills

Characters in the typical BIRTHRIGHT campaign will have many more opportunities to use profession, craft, knowledge, and social skills than characters in a typical “back to the dungeon” campaign. Characters should not only have skills necessary for success while adventuring, but skills that are appropriate to their upbringing and social position. A fighter from a noble family, for instance, is far more likely to be trained in the arts of diplomacy than a common foot soldier. In addition to covering some BIRTHRIGHT specific skills, this section introduces a mechanism for creating characters with access to “class skills” appropriate to their social class.

Background Skill Points

BIRTHRIGHT characters do not gain additional bonus languages for high intelligence. Instead, BIRTHRIGHT characters gain bonus background skill points equal to their two times their Intelligence bonus. Characters who wish to speak additional languages must purchase them with the Speak Languages skill at the cost appropriate to their class.

The social status of characters in a BIRTHRIGHT campaign plays an important role in their selection of skills at first level. Players must choose *one* of these backgrounds for their character. In addition to the skills on their class list, characters may treat any of the skills listed for their background as class skills when purchasing their initial skills at 1st level (and only at 1st level).

- **Common-folk:** 1st level characters with a commoner background may choose to be illiterate and gain +2 bonus background skill points instead. Barbarians do not gain these points unless they later take a class that provides literacy and choose to remain illiterate. In addition to their normal class skills, characters with a common-folk background treat all of the class skills for the Commoner NPC class [DMG, pg. 38] as additional class skills at 1st level: Climb, Craft, Handle Animal, Jump, Listen, Profession (any), Ride, Spot, Swim, and Use Rope.
- **Noble-born:** In addition to their normal class skills, characters with a noble background treat all of the class skills for the Aristocrat NPC class [DMG, pg. 38] as additional class skills at 1st level: Appraise, Bluff, Diplomacy, Disguise, Forgery, Gather Information, Handle Animal, Innuendo, Intimidate, Knowledge (any), Listen, Perform, Read Lips, Ride, Sense Motive, Speak Language, Spot, Swim, and Wilderness Lore.
- **Mountain-born [Dwarves only]:** In addition to their normal class skills, dwarves treat all of the following skills as additional class skills at 1st level: Appraise, Bluff, Craft, Disable Device, Knowledge (Architec-

ture and engineering), Open Lock, Profession, Search, Speak Language, Use Rope.

- **Fey-born [Elves and half-elves only]:** In addition to their normal class skills, elves or half-elves with this background treat all of the following skills as additional class skills at 1st level: Animal empathy, Balance, Climb, Craft, Heal, Hide, Jump, Knowledge (any), Listen, Move Silently, Perform, Ride, Speak Language, Spellcraft, Spot, Swim, Wilderness Lore.

Birthright Skills

Administration (Int)

You are a capable administrator and understand the workings of the apparatus of government and the governmental hierarchy. Administration is a new class skill for aristocrats, clerics, and rogues.

Check: On a successful check, a regent may cut down domain maintenance costs for the size of their domain by 25% (keep track of fractions). The DC of this check is 5, +1 per Province or Holding in a Regent’s domain. Larger domains are harder to administrate effectively.

In order to make any request or case go slower through a bureaucratic system, make an opposed check with the applicant. If you win, the matter takes twice as long to resolve. Similarly, you may pass a case twice as fast by making a simple check at DC 10, or an opposed check, if you encounter active opposition within the system.

Retry: In most cases, retries are not allowed. A regent must roll every Domain Turn in order to keep the domain’s maintenance costs down.

Diplomacy [Modified]

In addition to the description noted in the PHB, the outcome of the BIRTHRIGHT character’s resolution of the Diplomatic Matter random event is automatically increased by one level on a successful check against DC 15.

Gather Information [Modified]

In addition to the description noted in the PHB, this skill represents the character’s ability to stay afoot of domain-level gossip, learn of ongoing intrigues, and collect vital information or information about others that might prove embarrassing if publicly revealed.

In addition to the description noted in the PHB, the outcome of the character’s resolution of an Intrigue random event is automatically increased by one level on a successful check vs. DC 15. This skill may not be used to initiate an intrigue, although the knowledge collected may be used offensively through the use of an Espionage domain action.

Special: 5 or more ranks of Gather Information provides a +2 bonus to action checks for the Espionage domain action.

Knowledge (Architecture and engineering) [Modified]

The character has studied advanced techniques for the construction of military machines and methods for defeating or protecting fortifications. Successfully attacking a fortified position without siege weapons is a difficult task with a base DC of 15 + twice the defense rating of the fortification. On a successful check, the character may lead an assault on a fortification (i.e. the requirement that a unit of artillery be present to storm a fortified position is waived). This check can be made once per war move. Retries are allowed (one per war move) for this check. A character with this skill who supervises the planning and construction of new fortifications may attempt a check against a DC 15 + fortification level as a character action to increase the castle rating by one point. This skill is considered a class skill for BIRTHRIGHT fighters and paladins.

Knowledge (Nobility and royalty) [Modified]

In addition to the description noted in the PHB, this knowledge skill provides the character with a firm grasp of a government's legal system and codes.

On a successful check, the outcome of the character's resolution of a Matter of Justice random event is automatically increased by one level. Most Matters of Justice should be considered "tough" questions with a DC of 15 or more.

Special: 5 or more ranks of Knowledge (Nobility and royalty) provide a +2 bonus to Create/Rule Holding, and Decree domain actions. This skill is considered a class skill for all scions.

Leadership (Cha)

Leadership is a performance skill used by great leaders and thinkers to inspire followers, incite revolutions, increase morale, and otherwise motivate people on a large scale through inspired speech.

When a character with this skill performs an agitate action in any province which they rule or have a political presence they may make a skill check against a DC 15 check. If successful, the domain action counts as a free action - the character must still pay the RP/GB costs, but may make another action during the action round. The character does not have to have a holding in the province (or provinces) in which she performs the action, but must be physically present to perform this agitate action.

A character with this skill may also improve the morale or fighting abilities of any unit or army with which he travels [see Armies and Warfare]. 5 or more ranks of diplomacy gives a +2 synergy bonus to this skill. This skill can be used untrained, and is considered a class skill for Barbarians, Clerics, Fighters, Paladins and any class for

which Perform is a class skill (including Aristocrats, Bards, and Rogues).

Special: 5 or more ranks of Leadership provide a +2 bonus to any normal Agitate domain action.

Speak Languages

Cerilian languages include: Andu (Old Anuirean), Anuirean, Low Brecht, High Brecht (Old/Noble Brecht), Basarji (Khinasi), Rjuven, Vos, Sidhelien (Elven), Karamhul (Dwarven), Giant, Gnoll, Goblin, Orog, Ogrish, and Troll.

Strategy (Int)

You have been educated in the military sciences of strategy, tactics and logistics. You are skilled at commanding groups of soldiers, whether entire armies or just a small squad of soldiers. Strategy is a trained skill and a class skill for Fighters, Paladins, and Barbarians.

Check: When at war, roll vs. DC 15 to gain a strategic advantage. If both commanders have Strategy, make an opposed check. The commander with the strategic advantage may determine who moves troops first during each war move. Re-roll this check every War Move. The commander with the strategic advantage gains a +2 circumstance bonus when determining the strategic advantage during the next war move.

On the battlefield, roll vs. DC 15 (or an opposed check) to gain a tactical advantage. A commander with a strategic advantage has a +2 circumstance bonus to this check. A commander with tactical advantage can determine who moves their troops first. This decision is made on the first round of unit combat and is used for the remainder of the battle.

History notes brilliant generals who win wars against overwhelming odds through dazzling maneuvers. If a character achieves extraordinary success (PHB, pg. 61) on an opposed Strategy check, he may execute such a maneuver. This generally means that the character is able to put the enemy in some unbearable position that generally provides a +1 bonus to the unit attack value for all allied units for the battle.

Retry: No.

Special: 5 or more ranks of Strategy provide a +2 to the action check of the Train Unit domain action.

feats

Several abilities related to race, class, or being a regent under that were granted as bonus abilities under second edition BIRTHRIGHT are more reasonably represented as purchasable feats in third edition. These feats, in addition to feats in the PHB and other sources deemed suitable by

the DM should be available to all characters with the appropriate background or other prerequisites.

All BIRTHRIGHT characters receive an additional bonus general feat at 1st level. If the character is a blooded, then the bonus feat should be used to purchase the Blooded Scion feat.

Birthright Specific Feats

birthright feats

Feat	Prerequisites
Black Strike Fencing	None
Blooded Scion	1st level only
Cast Battle Spell	Spell caster
Military Commander	+5 Base Attack Bonus
Shadow Guide	Halfling, Shadow Walker
Shadow Walker	Halfling, Shadow Seer
Statesmanship	Int 13+, Cha 13+
Spell Shield	Paladin of Avani
Spell Tattoo	Wis 13+, Divine Spellcaster, Vosgaard

Black Strike Fencing: The Brecht style of sword-fighting is not a specific feat, but rather a collection of the following standard feats: Expertise, Weapon Finesse (Rapier), Dodge, Two Weapon Fighting, Ambidexterity, Mobility, Spring Attack, Improved Two Weapon Fighting. A character that masters all of these feats would be held in high regard as a grandmaster of the style.

Blooded Scion [General]: You are a scion of the divine blood. You possess a Bloodline ability score and may be eligible for one or more blood abilities. This feat may only be taken during character creation or, with the permission of the DM, after usurping a bloodline. [Note, in most BIRTHRIGHT game all elite characters should start out with a bonus feat to purchase this feat. Common characters can use this bonus feat as a general feat, instead.]

Cast Battle Spell [Metamagic; Spellcaster level 1st+]: You are able to use magic effectively in large-scale warfare. You may cast Battle Spells, as per the BIRTHRIGHT Rulebook. Battle spells count against a sorcerer's number of spells known. Special: At first level, wizards and sorcerers may take this feat instead of gaining their following normal 1st level abilities to summon a familiar.

Military Commander [General; base attack +5 or higher]: You are an accomplished military leader, highly trained in the arts of war. You get a +2 bonus to all military domain actions and Strategy checks.

Shadow Guide [General; Shadow Walker, Halfling]: You are a halfling gifted with the ability to find the hidden ways to and from the Shadow World. You add the ability to *gate* (planar travel to the shadow world only) to your Shadow Walker abilities.

Shadow Walker [General; Halfling]: You are a halfling who has learned how to make the journey from Cerilia to the Shadow World (and return). You may cast any combination of *Dimension Door* and *Shadow Walk* three times per week. Successful casting requires a Wisdom check against a DC ranging from 15 (on a bright summer day) to 5 (in the darkness of a crypt in midwinter). Special: You may take this feat multiple times. Each time, you gain three additional castings per week.

Statesmanship [General; Int 13+, Cha 13+]: You are a brilliant statesman, an accomplished regent in every way. You get a +1 bonus to all non-military domain actions your character undertakes.

Spell Shield [Special]: You may resist the effects of evil magic through the power of your faith in the goddess of light and reason. This feat is only available to paladins of Avani. You gain a Spell Resistance of 5 + 1 per paladin level against evil magic.

Spell Tattoo [Item Creation; Wis 13+, Divine Spellcaster 3rd+, Vosgaard]: You may create Spell Tattoos, which are special Vosgaard spell storage devices, triggered by the tattooed individual. You may create spell tattoos. These look like ordinary tattoos, albeit highly elaborate ones. The costs and restrictions associated with a spell tattoo are identical to those associated with the creation of potions. Any Spell Tattoo can hold only one charge, or use of the embedded spell, at a time. Once used, a spell tattoo must be recharged before it can function again. When recharging a spell tattoo, only the XP cost is incurred, plus the cost of any material components required.

Only living creatures may receive spell tattoos. Each tattoo holds any one divine spell of level 0 though 3. Any single individual can have no more than 1 + Charisma bonus (if any) spell tattoos. Only the individual upon whom the tattoo is inscribed may trigger the Spell Tattoo, which he does as a Standard Action.

equipment

Most of the weapons and armor which were previously unique to Cerilia have been incorporated into the third edition rules. In general, the weapons, armor, and equipment in the PHB are available in Cerilia. However, not all of the equipment is available everywhere. Use the availability tables to determine the availability of specific armor or weapons in Cerilia. Standard equipment for which no entry appears is generally available throughout Cerilia.

Some BIRTHRIGHT equipment does not appear in the PBH. Such items are listed below in *italics*. Equivalent armor or weapons are noted in parenthesis in the item's listing.

Magical and alchemical items (including scrolls, potions, alchemist's fire, smokestick, sunrod, tanglefoot bag, thunderstone, and tindertwigs) are generally not available in Anuire. Even among the Khinasi, where wizards and magicians are respected as craftsmen, such items tend to be expensive and difficult to obtain.

armor availability

Item	Availability
Banded mail	An, Br, Vs
<i>Breastplate and Leather</i> (as chain shirt)	An
Chain shirt	An
<i>Cerilian Half-plate</i> (as breastplate)	An, Br
Full plate	An, Dwarves
Half-plate	An, Br, Vs, Elf, Dwarves
Hide	Goblins, Gnolls
<i>Improved mail</i> (as splint mail)	Kh, Rj
Scale mail	Kh
Shield, buckler	An, Kh, Br
Shield, tower	Rj, Vs
Splint mail	Kh

weapons availability simple weapons — ranged

Item	Availability
Crossbow, light	An, Br, Kh, Dwarves
Crossbow, heavy	An, Br, Dwarves
<i>Harpoon</i> (javelin)	Br, Rj
Javelin	Kh, Vs, Elves

martial weapons — melee

Item	Availability
Flail, light	An, Br, Vs, Dwarves
Flail, heavy	An, Br, Dwarves
Pick, light	An, Br, Dwarves
Pick, heavy	An, Dwarves
Glaive	An, Kh
Guisarme	An
Halberd	An, Kh, Br, Vs
Longspear	An, Br, Rj
<i>Pike</i> (longspear)	An, Br, Rj
Ranseur	An
Trident	Br, Kh
<i>Broad sword</i> (longsword)	An, Br, Rj
<i>Cutlass</i> (scimitar)	An, Br, Kh
Greatsword	An, Br
Longsword	An, Br, Vs
<i>Main-gauche</i> (dagger)	An, Br
Rapier	An, Br
<i>Sabre</i> (scimitar)	Kh, Vs

martial weapons — ranged

Item	Availability
Longbow	Rj, An, Elves
Longbow, composite	Kh
Shortbow, composite	Vs, Kh

exotic weapons — melee

Item	Availability
Axe, orc double	None (Orog)
<i>Claymore</i> (bastard sword)	Rj
Chain, spiked	None
Flail, dire	An, Dwarves
Kama	None
Hammer, gnome	None
Nunchaku	None
Siangham	None
Sword, bastard	An, Vs
Sword, two-bladed	None
Urgosh, dwarven	Dwarves
Waraxe, dwarven	Dwarves
<i>Exotic Weapons - Ranged</i>	
Crossbow, hand	None
Crossbow, repeating	None
Shuriken	None

bloodlines

Usually one or more characters in a BIRTHRIGHT campaign are scions of ancient bloodlines. Only blooded characters can become regents, but most scions do not rule kingdoms. From time to time, exceptional commoners have become blooded simply by being in the right place at the right time when a king or other ruler died. Some of the explanations for these occurrences remain a mystery, but history records several such incidents.

The Essentials of a Bloodline

Scions of the ancient lines usually possess unusual talents or powers associated with their line. These powers are known as *blood abilities*. Scions who are direct descendents of the greatest heroes of Deismaar have stronger talents than those whose bloodlines have been diluted by commoners in the family tree or those whose ancestors were on the periphery of the cataclysm. The measure of the purity of the bloodline is identified by the character's *bloodline strength*.

Bloodlines are indications of more than sheer power. The nature of the divine essence pervading a character's heritage is just as important as its strength. The *derivation* of the bloodline represents which of the ancient deities the character's power stems from.

A bloodline endows a character with magical powers beyond the norm for mortals. These powers are known as Blood Abilities. These powers are remnants of divine power trapped in mortal flesh. In addition, blooded scions are able to utilize their semi-divine bloodright to draw power from those over whom they have power. This power is measured in Regency Points (RP). Regent characters can spend RP (unconsciously) as they rule their realms to subtly manipulate and support their followers in their assigned tasks. This divine gift makes it exceptionally difficult for characters that do not possess a bloodline to rule as effectively as those who do possess this gift do. Although many non-blooded nobles' family can be found in Cerilia, the ruling houses of every known contemporary realm are blooded.

In the same way that the physical strength of the parents tends to dictate the strength of their children, the bloodline strength of the parents tends to dictate the bloodline strength of their children. Although this tends to produce children whose bloodline is "the average" of their parents, this is no more an absolute than any genetic pairing. Siblings may differ greatly in bloodline strength, but will generally tend towards the average of their parents bloodline ability scores.

When creating a bloodline for a character, think about the character's ancestors, especially the founder of the line. How did these ancestors rise to power? What alliances, friendships, and marriages exist with other bloodlines? Has the line grown stronger or weaker over the years? What other relatives share the character's bloodline? Answering these questions will help you determine the bloodline derivation and strength appropriate for your character.

bloodline generation

Bloodline Derivation

Each blooded scion holds in their blood some small fraction of the divine essence that was released as the ancient gods of the Andu were destroyed at Deismaar. The abilities that manifest in each family of scions differ, but are always strongly related to the nature and the portfolio of the ancient god from whence the power derives. The ancient gods (and thus the possible derivations) are:

- Andurias, the god of noble war
- Azrai the shadow, the face of evil
- Basaia, the queen of the sun
- Brenna, the goddess of commerce and fortune
- Masela, the lady of the seas
- Reynir, the god of the woods and streams
- Vorynn, the lord of moon and magic

Each player should *choose* a bloodline derivation that best fits his or her character's history. A child inherits the derivation (and bloodmark, should one exist) of one of their parent's lines (generally the parent with the highest bloodline). Although every race and culture has blooded families of every derivation, the most common among Anuireans is the Anduiras bloodline. The Brenna bloodline is also fairly common in Anuire, particularly along the southern coast. Similarly, the most common bloodline among the Brecht is Brenna, among the Khinasi is Basaia, among the Rjurik is Reynir, and among the Vos, goblins, and elves is Azrai. The Masela and Vorynn bloodlines are fairly rare among all races.

Bloodline Ability Score

Blooded scions have an additional ability score that is not possessed by unblooded characters. This score determines the bloodline strength of a character in much the same way that their strength ability score determines the character's physical strength. This ability score must be purchased during character creation using the points of their initial ability point buy (or generated randomly).

The third edition Bloodline ability score used in this conversion manual is roughly equal to half of the equivalent second edition bloodline strength statistic. Thus, a second edition bloodline of minor (20) is converted into a

Bloodline ability score of 10. This conversion is necessary in order to use the standard third edition ability modifier to allow “Bloodline checks” and other third edition mechanics. When using second edition products do not forget to halve the bloodline strength statistic when converting.

bloodline strength

Bloodline Ability	Mod	Bloodline Strength	Powers*	Cost
8-9	-1	Weak	0/0/0 + 0	0-1
10-11	0	Minor	0/0/1 + 0	2-3
12-13	+1	Minor	0/1/1 + 0	4-5
14-15	+2	Major	0/1/1 (+1)	6-8
16-17	+3	Major	0/1/2 (+1)	10-13
18-19	+4	Great	1/1/2 + 1	2-3†
20-21	+5	Great	1/1/2 + 1	4-5†
22-23	+6	Great	1/2/2 + 1	6-8†
24-25	+7	Great	1/2/2 + 1	10-13†
26-39	-	Great	2/2/2 + 1	16†
40+	-	(True)	3/2/2 + 1	‡

* Great/Major/Minor + bloodmark (bonus)

†: Character suffers a +1 level adjustment

‡: Character suffers a +2 level adjustment

Scions of Great bloodlines come from the ruling families of Cerilia and are significantly more powerful than other characters. You need your DM’s approval before playing a character of such a line. To maintain the balance of power between player characters and because of their dependence upon their divine abilities, characters having a Great bloodline have a +1 level adjustment. Thus the character adds one to their actual level to determine their Effective Character Level (ECL). The ECL is used instead of the actual character level when determining the character’s level for most purposes, such as calculating party level or when calculating the number of experience points necessary to advance to the next level (see the Forgotten Realms Campaign Setting, page 21 for complete details on ECLs). Characters may not start with a True bloodline, but NPCs with such a bloodline suffer a +2 level adjustment.

blood abilities

Scions of the ancient lines usually possess unusual talents or powers associated with their derivations. These powers generally manifest during adolescence. The number of powers available to a character is determined entirely by their bloodline ability score. Each character has access to a number of Minor, Major, and Great abilities as

shown on the Bloodline Strength table. The player should *choose* abilities for their character of the appropriate derivation and strength.

Abilities may be gained or lost if the character’s Bloodline ability score changes during play. If a character gains a new ability, may chose a new ability of the appropriate level, or “advance” of their existing abilities to the appropriate level and take a new ability of a lower level. Either way, the character will end up with the appropriate number of Great, Major, and Minor abilities as indicated on the Bloodline Strength table. A player may always chosen an ability of lesser strength then they are entitled to, but no ability may be chosen more than once per character.

Many scions carry a family bloodmark. Although any scion may take Bloodmark as a minor ability, characters with a Major bloodline may take Bloodmark as a bonus ability. Scions born with a Great bloodline greater *always* have a Bloodmark. This bonus ability for Bloodmark is denoted as a +1 bonus power on the Bloodline Strength table.

Using a Blood Ability

Blood abilities are supernatural (DMG, pg 158) and cannot be disrupted in combat, as spells can, and generally do not provoke attacks of opportunity (unless noted in their descriptions). Furthermore, they are not subject to spell resistance or to being dispelled by dispel magic. However, blood abilities still do not function in areas where magic is suppressed or negated (such as an *anti-magic field*).

To calculate the DC for any blood abilities that allows a saving throw, use the DC formula as if the power were a spell. The character’s bloodline ability score modifies this DC. Even if the power mimics an existing spell, always consider Minor abilities the equivalent of 2nd level spells (DC 12 + bloodline bonus), Major abilities the equivalent of 4th level spells (DC 14 + bloodline bonus), and Great abilities the equivalent of 6th level spells (DC 16 + bloodline bonus).

Many blood abilities provide a divine bonus to skill checks, ability scores, or similar bonuses. The amount of this bonus depends both on the level of the ability, and the bloodline strength of the scion. Bonuses for a minor power which are equal to the bloodline bonus cannot be less than +0 nor exceed +4. Likewise, the bonuses provided by a major power cannot be less than +1 nor exceed +8. These maximums are halved, doubled, added, or subject to any other calculation used to derive a divine bonus from a bloodline ability bonus. Example: Character Reading (a Major ability) provides a divine bonus to Sense Motive equal to 5 + the scion’s bloodline bonus. Thus, the maximum divine bonus that a character can realize is 5 + 8 = +13.

Some abilities may be purchased as Minor, Major, or Great abilities. In general, an ability includes all of the powers of its lesser variants. The DC and divine bonus maximums for these “included” abilities are calculated using the actual level at which the character possesses the ability.

Minor Abilities

Alertness (Minor; Basaia, Brenna, Reynir, Azrai): You possess an uncanny sense of your surroundings. Listen and Spot are treated as class skills. Furthermore the scion gains a divine bonus equal to their Bloodline bonus to Listen and Spot checks.

Animal Affinity (Minor; All): You have a natural affinity for communicating with animals, particularly the totem animal of your derivation (Anduiras, lions and great cats; Basaia, eagles and raptors; Brenna, domestic cats; Masela, dolphins and whales; Reynir, wolves; Vorynn, owls and nightbirds; Azrai, serpents). The scion has empathic communication to a range of 60 feet with the totem animal of the derivation. Animal Empathy is a class skill for the scion. The empathic communication provides the scion a divine bonus equal their Bloodline bonus to Animal Empathy with the totem species.

Blood History (Minor; Brenna, Masela, Vorynn): You can call upon the memories of your ancestors. While invoking blood history the character is largely unaware of his surroundings and is subject to attacks of opportunity. Once per day, the scion may gain one rank in any skill possessed by one of their ancestors for 10 minutes times their Bloodline bonus.

Bloodmark (Minor; Any): You bear a visible, recognizable sign of your special heritage. A bloodmark could be as subtle as a birthmark or specific eye or hair color to something as unusual as an extra finger or a 7ft. build. NPCs who recognize the mark will react accordingly.

Courage (Minor; Anduiras): You are supernaturally courageous. The scion is immune to fear (magical or otherwise).

Death Touch (Minor; Azrai): You can exude a virulent poison in some manner. As a Minor ability, the character's touch is likely to be similar in delivery method and damage to a poison listed in the DMG (pg 80) that costs no more than 100 gp times their Bloodline bonus (min 100 gp, max 500 gp.)

Detect Lie (Minor; Any except Azrai): You are capable of discerning if someone is deliberately and knowingly speaking a lie. The scion gains a divine bonus to Sense Motive equal to half of their Bloodline bonus. A number of times per day equal to their bloodline bonus (min 1), the scion can concentrate to *discern lie*.

Detect Illusion (Minor; Any except Anduiras): You are rarely fooled by figments or phantasms. The character gains a divine bonus equal to double their Bloodline bo-

nus to all Will saves to disbelieve or save against illusions. Furthermore, the character immediately gains an automatic saving throw when encountering any illusionary figments or phantasms.

Detect Life (Minor; Any): You can sense living creatures nearby. As a Minor ability, with a round of concentration, the scion can sense the exact location of living plant life and the general amount (little to lots) of animal life in a quarter circle emanating from them to a range of 100 yards times the scion's Bloodline bonus (min 1).

Direction Sense (Minor; Masela, Reynir): You have an unerring sense of direction. Intuit Direction is considered a class skill. Scions of the Reynir derivation gain a divine bonus equal to double their Bloodline bonus to Intuit Direction when in a rural or wilderness setting. Scions of the Masela derivation gain this bonus when at sea.

Enhanced Sense (Minor; Any): You are gifted with powers of perception beyond those of ordinary mortals. Scions of Anduiras gain a divine bonus equal to their bloodline strength to Sense Motive, and may *detect evil*, three times per day, as a spell-like ability. Scions of Azrai gain Darkvision (60'). Scions of Basaia have the vision of a hawk; when using any ranged weapon, they reduce the range increment penalties by one category. Scions of Brenna gain Low-light vision (60') and a divine bonus equal to one-half of their Bloodline bonus to Spot and Listen checks. Scions of Masela can see or hear normally through any weather-related obscurement. Scions of Reynir gain the Track feat, a divine bonus equal to their bloodline bonus to all tracking skill checks and a divine bonus equal to one-half of their Bloodline bonus to Spot and Listen checks in wilderness settings. Scions of Vorynn may use *divination*, once per week, as a spell-like ability.

Forest Walk (Minor; Reynir): You have the ability to harmonize with the forest, moving through it without affecting it. You may pass through forests with no penalty to your movement rate. Furthermore you *pass without a trace*; all tracking abilities, even the sense of smell possessed by hunting hounds, are useless when attempting to track you in forested areas.

Healing (Minor; Anduiras, Basaia, Reynir): You are capable of miraculous feats of healing. The character may *cure light wounds*, once per day, as a spell-like ability. The bonus for the *cure light wounds* is equal to the character's Bloodline bonus instead of their priest level. Furthermore, the scion gains a divine bonus to Heal checks equal to their Bloodline bonus.

Heightened Ability (Minor; All except Masela): You embody the cherished trait of your derivation. A character with this trait receives a supernatural enhancement bonus to one of their ability scores. The scion receives a number of attribute buy points equal to their Bloodline bonus to apply to one of the abilities associated with

their derivation: Strength: Anduiras; Dexterity: Brenna; Constitution: Reynir; Intelligence: Azrai, Basaia; Wisdom: Vorynn; Charisma: Anduiras, Azrai.

Iron Will (Minor; Anduiras, Reynir, Azrai): You are tougher than ordinary. The scion gains the Endurance feat and bonus hit points equal to double their Bloodline bonus. In addition, the scion gains a bonus equal to their Bloodline bonus to Will saves.

Light of Reason (Minor; Basaia): You can radiate with the power of the sun. The scion may radiate weak sunlight (with the strength of *continual flame*) at will, but for a total of no more than one hour times their Bloodline bonus each day (min one hour).

Long Life (Minor; All): You enjoy a greatly increased natural life span. Once reaching adulthood, the scion ages only one year (physically and mentally) for every five that pass. Similarly, aging attacks and normal disease are only one-fourth as effective on the scion.

Major Resistance [Charm] (Minor; Azrai, Brenna, Reynir): You receive a divine bonus equal to your Bloodline bonus (min +1) against Enchantment spells and effects.

Mebhaighl Sense (Minor; Vorynn): You are particularly in tune with the natural magic of Cerilia. With a successful bloodline check, the scion can tell whenever someone casts any type of arcane magic nearby. The DC for the check is 10 minus the level of the spell cast. The range of detection is 100 yards times the scion's bloodline bonus (min 100 yards) between the scion and source or destination of the magical effect. This ability also allows scion to perceive the casting of arcane realm spells cast on a province in which the scion is in.

Poison Sense (Minor; Azrai, Reynir): You have the supernatural ability to sense rotten, soured, diseased, poisoned, or otherwise harmful substances near your person. The character automatically gains a bloodline check against a DC 10 whenever approached by a substance harmful to them. Standard modifiers (as if for Spot) for distance and distraction apply. In addition, the scion may *detect poison*, as a spell-like ability, at will.

Resistance (Minor; All): You have supernatural resistance to certain types of attacks or magic. Scions of Anduiras gain a spell resistance of 10 against enchantment magic. Scions of Azrai gain a spell resistance of 10 against necromantic magic and ability or level drain caused by exposure to necromancy or the undead. Scions of Basaia gain *endure elements (fire)*. Scions of Brenna gain a spell resistance of 10 against *slow*, *entangle*, *hold*, *web*, or other spells that attempt to magically restrain the character. Masela's children gain *endure elements (electricity)*; additionally, they can hold their breath for twice as long as normal. Reynir's descendants gain *endure elements (cold)*; additionally, they go without food or withstand exposure to the elements for twice as long as

normal. Scions of Vorynn gain a spell resistance of 8 against evocation magic.

Unreadable Thoughts (Minor; All): Magic cannot be used to determine what you are feeling, thinking, or planning. Scions gain a spell resistance of 15 plus the scion's Bloodline bonus against all devices, spells, and supernatural abilities (except Character Reading) that detect or read emotion or thoughts. Bluff is a class skill for the scion. Furthermore, the scion receives a divine bonus to Bluff equal to their Bloodline bonus.

Major Abilities

Alter Appearance (Major; Brenna, Vorynn, Azrai): You may magically change your own appearance. Disguise is treated as a class skill for the scion and the scion receives a divine bonus equal to their Bloodline bonus to Disguise checks, and. Furthermore, the scion gains the ability to cast the *alter self* transmutation, as a spell-like ability, once per day, with a duration of one hour times the scion's Bloodline bonus.

Animal Affinity (Major; All): You have a supernatural affinity for communicating with and commanding the totem animal of your derivation. As a Major ability, the scion gains the Minor abilities of the power as well as the ability to cast *Speak with Animals* and *Animal Friendship* on the totem species at will.

Battlewise (Major; Anduiras, Azrai): You lead armies with supernatural effectiveness. Strategy is a class skill. The scion gains a divine bonus equal to their Bloodline bonus to Strategy. Furthermore, any single war card unit that includes the scion receives a +1 to all of its statistics.

Character Reading (Major; Basaia, Brenna, Vorynn): You are an unnaturally perceptive judge of character. Sense motive is treated as a class skill. The scion gains a divine bonus to Sense Motive equal to 5 + their Bloodline bonus (max +13).

Charm Aura (Major; Azrai, Basaia, Brenna): An invisible shroud of power surrounds you. NPCs will recognize the character as a powerful scion and react accordingly. The character gains a divine bonus to all Charisma-based skills equal to half their Bloodline bonus. Three times per day, the scion may cast *mass charm* (effects 2 HD times Bloodline bonus) on non-blooded targets within 10ft. times their Bloodline bonus.

Courage (Major; Anduiras): You are supernaturally courageous and inspire such courage in others nearby. The scion is immune to fear (magical or otherwise). Allies within 10 feet gain a morale bonus equal to 5 + the scion's Bloodline bonus to Will saving throws against fear.

Death Touch (Major; Azrai): You can exude a virulent poison in some manner. As a Major ability, the character's touch is likely to be similar in delivery method and damage to a poison listed in the DMG (pg 80) that costs

no more than 200 gp times their Bloodline bonus (max 1000 gp.)

Detect Life (Major; Any): You can sense living creatures nearby. The amount of information revealed depends on how long the scion concentrates. With one round of effort, the scion detects life as the Minor ability. As a Major ability, and with an additional round of concentration, the area of effect increases to circle emanating from them to a range of 200 yards times the scion's Bloodline bonus. Furthermore, the scion can sense the exact location of low-order animal life (Intelligence 2 or less) or less and the general amount (little to lots) of high-order animal life (Intelligence 3 or greater).

Divine Aura (Major; All except Brenna): An intangible mantle of power and nobility surrounds you. This is the major version of the Bloodmark ability. NPCs will recognize the character as a scion and react accordingly. The scion also gains a divine bonus equal to one-half of their Bloodline bonus to all Charisma-based skills. Furthermore, once per day, as a spell-like ability, the scion may *enthrall* non-blooded creatures in short range.

Divine Wrath (Major; Anduiras, Basaia, Masela): You are imbued with great strength when moved to anger. Intimidate is treated as a class skill, and the gains a +2 divine bonus to all intimidate checks. When the DM decides that the scion has been moved to unusually extreme anger, the scion's divine essence manifests involuntarily. When this ability is manifest, the scion temporarily gains +6 to Strength and a +3 bonus to all saves. Spells cast by the scion receive a +1/die bonus to all variable numeric effects (but may not exceed the normal maximum effect). In addition, the scion gains damage reduction 1/- as an 11th level barbarian. Any enemy within short range who meets the scion's gaze is subject to *Fear*. The divine wrath lasts 10 minutes plus one minutes times the scion's Bloodline bonus, after which the scion is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) until the scions rests for at least eight hours. This ability is not cumulative with Barbarian rage.

Enhanced Sense (Major; Anduiras, Azrai, Basaia, Masela, Vorynn): You are gifted with powers of perception far beyond those of ordinary mortals. As a Major ability, the scion gains the Minor abilities of the power as well as the following additional abilities. Scions of Anduiras may *detect evil*, at will, as a spell-like ability. Scions of Azrai gain Faerie Sense, as if a halfling. Scions of Basaia can penetrate any normal or magical darkness to a distance of 60 feet for one turn per day by producing beams of fiery sunlight from their eyes. If outdoors, a scion of Masela will hear their name (as well as what is said about them) if it is spoken outdoors within 10 miles of their location. Scions of Vorynn's *divination* ability may trigger automatically (~60% chance) when the character is headed into unknown danger.

Fear (Major; Azrai): You may install terror with a touch. The scion can cause *fear*, by touch, one time per day times their Bloodline bonus. Intimidate is treated as a class skill and the scion receives a divine bonus equal to their Bloodline bonus to Intimidate checks.

Forest Walk (Major; Reynir): You have the ability to harmonize with the forest, moving through it without affecting it. As a Major ability, the scion also gains the Minor abilities of this power as well as an SR 15 + their Bloodline bonus against any magical attempts to track, locate, or scry the target while in a forested area.

Healing (Major; Anduiras, Basaia, Reynir): You are capable of miraculous feats of healing. As a Major ability, the scion also may also *cure moderate wounds* once per day and *remove blindness/deafness*, *remove disease* or *remove paralysis* once per day.

Home Harkening (Major; Brenna): You have a stronger connection to your land, holdings or base of operation than most regents. Regardless of their location, the scion feels immediately uncomfortable and needed whenever their domain experiences a challenge or a threat. The feeling persists until the matter is resolved.

Light of Reason (Major; Basaia): You can radiate with the power of the sun. As a Major ability, the scion may radiate light as the Minor power of this ability and also may also generate a burst of sunlight once per day that acts as a *color spray* to everyone else within a 30-ft radius.

Long Life (Major; All): You enjoy a greatly increased natural life span. Once reaching adulthood, the scion ages only one year (physically and mentally) for every twenty-five that pass. Similarly, aging attacks and normal disease are only one-tenth as effective on the scion.

Major Resistance [Poison] (Major; Azrai, Basaia, Masela, Reynir): You are naturally resistant to all types of poison. The scion receives a divine bonus equal to their Bloodline bonus on all saving throws vs. poison.

Mebhaighl Sense (Major; Vorynn): You are particularly in tune with the natural magic of Cerilia. In addition to the powers of the Minor ability, a successful check also provides the strength and school of the spell (as *detect magic*, but on arcane magic only).

Persuasion (Major; Azrai, Brenna): You can create arguments of extreme clarity and logic. Diplomacy is treated as a class skill for the scion and the scion receives a divine bonus equal to their Bloodline bonus to Diplomacy checks. In addition, once per day, the scion may reinforce any reasonable argument or command with *suggestion*.

Protection from Evil (Major; All except Azrai): Your divine essence wards you from evil. The scion is warded with as if by *magic circle against evil*.

Resistance (Major; All): You have supernatural resistance to certain types of attacks or magic. Scions of Anduiras gain a spell resistance of 15 against enchantment

magic. Scions of Azrai gain a spell resistance of 15 against necromantic magic and ability or level drain caused by exposure to necromancy or the undead. Scions of Basaia gain *resist elements (fire)*. Scions of Brenna gain a spell resistance of 15 against *slow, entangle, hold, web*, or other spells that attempt to magically restrain the character. Masela's children gain *resist elements (electricity)*; additionally, they can breathe water freely as if affected by *water breathing*. Reynir's descendants gain *resist elements (cold)*; additionally, they go without food or withstand exposure to the elements for four times as long as normal. Scions of Vorynn gain a spell resistance of 13 against evocation magic.

Sea Song (Major; Masela): You have the ability to interpret the "song of the sea". Once per day the scion may *commune* with any large body of water (such as a sea, ocean, lake, or large river) to answer questions that pertain to the water itself (the things it contains, the things that sail upon its surface, and brewing weather) or lands touched directly by the body of water. All questions asked must be Yes/No questions. The scion must make a bloodline check against a DC based on the "difficulty" of the knowledge in order to interpret the song. In general, DCs are lower for "water-related" facts. Determining the presence of an unnatural sea creature might have DC of 5, determining if a particular person sailed across the body of water might have a DC of 15, determining if a particular person lives in any of the coastal villages nearby may have a DC of 20 or higher.

Wither Touch (Major; Azrai): Your touch can desiccate and wither living tissue on contact. Once per day the scion can make a touch attack which deals 1d4 + one-half the scion's Bloodline bonus damage to both the strength (temporary) and the hit points of a living foe.

Great Abilities

Animal Affinity (Great; All): You have a supernatural affinity for communicating with, commanding, and taking the form of the totem animal of your derivation (Anduiras, lions and great cats; Basaia, eagles and raptors; Brenna, domestic cats; Masela, dolphins and whales; Reynir, wolves; Vorynn, owls and night birds; Azrai, serpents). As a Great ability, the scion gains the Minor and Major abilities of the power as well as the ability to concentrate to establish an empathic link to any animal of the totem species within one mile. Animals of the totem species can be detected (and then communicated with) at the rate of one per round, starting from the nearest animal first. Animals of the totem species will obey any command and will give their lives in service of the scion. Additionally, once per day, the scion may *wild shape* (as a druid) into an animal of their totem species. The scion's animal form is constant: the species, size, and appearance of the scion's

animal form is the always the same and should generally parallel the scion's own physical traits.

Berserkers Blood (Great; Azrai, Vorynn): You can surpass the limits of mortal endurance in battle. During battle, whenever you suffer hit point damage would normally cause you to drop to 0 hit points or below, you become berserk. You immediately gain temporary hit points equal to your Bloodline ability *score*. Furthermore, you rage as per the major ability Divine Wrath.

You continue fighting until you die, run out of targets to attack, or are healed of all damage to your temporary hit points (so that your normal hit point total is above 0). The scion then becomes immediately subject to the normal extent of their wounds and (should they survive) is fatigued as per Divine Wrath.

Bloodform (Great, Azrai): Your natural form changes towards a power corrupt form that ultimately suits your most base nature. All scions of Azrai are cursed with this (bonus) ability. The physical form of the scion transforms with a rate based upon the amount and frequency of the powers that the scion uses. Furthermore, whenever the scion receives an additional power, they must *fail* a bloodline check against a DC of 10 or the new ability will manifest as a physical change that allows a new attack, defense, or physical ability. Refer to *Blood Enemies of Cerilia* for more details. *Requires GM permission.*

Bloodtrait (Great, All but Azrai): Your natural form permanently changes towards a more powerful (but less human) form at your will. Scions with this bloodline may choose to permanently alter their form in order to more easily tap their other talents. *Requires GM permission.*

Charm Aura (Great; Azrai, Basaia, Brenna): An invisible shroud of power surrounds you. NPCs will recognize the character as a powerful scion and react accordingly. The character gains a divine bonus equal to one-half their Bloodline bonus to all Charisma-based skills. Three times per day, the scion may cast *mass charm* (effects 3 HD times bloodline ability bonus) on non-blooded targets or *confusion* on all targets within 10ft times their Bloodline bonus.

Courage (Great; Anduiras): You are supernaturally courageous and inspire such courage in all under your command. The scion is immune to fear (magical or otherwise). Allies within sight gain a morale bonus equal to the scion's Bloodline bonus to Will saving throws against fear effects. All military units under your command automatically succeed morale checks when you are on the field.

Detect Life (Great; Any): You can sense living creatures nearby. The amount of information revealed depends on how long the scion concentrates. As a Great ability, and with an third round of concentration, the area of effect increases to 500 yards times the scion's Bloodline bonus. Furthermore, the scion can pinpoint the exact

location of all forms of life (regardless of intelligence) and their general level of health (as per *Deathwatch*).

Divine Aura (Great; All except Brenna): An intangible mantle of Great power and nobility surrounds you. In addition to the Major *enthrall* ability, as a Great ability the scion may enthrall others in much the same way as a *Hypnotic Pattern* once per day times their Bloodline bonus. This affects 2d4 + Bloodline bonus HD (no max). Hostile creatures are instead subject to *Fear*.

Elemental Control (Great; Anduiras, Basaia, Masela, Reynir): You can command the elements associated with your derivation (Anduiras, air; Basaia, fire; Masela, water; Reynir, earth). The scion gains access to the appropriate elemental domain spells as if he was a cleric of equal level. Further, the character may command Elementals of the appropriate type, and he may Summon an Elemental once per week, which has a number of Hit Dice equal to the character's Bloodline bonus (max 20).

Forest Walk (Great; Reynir): You have the ability to harmonize with the forest and to move through it without affecting it. As a Great ability, the scion gains the Minor and Major abilities of this power as well as the ability to travel through forested areas at the magically accelerated rate (roughly four times their normal rate of movement – to a reasonable maximum of one province every two hours). The scion appears to be traveling at normal speeds (and is subject to normal encounters) but makes far faster progress than one would normally expect. The scion may take one person (or animal) with them for every two levels that they possess.

Healing (Great; Anduiras, Basaia, Reynir): You are capable of miraculous feats of healing. As a Major ability, the scion may *cure critical wounds* and *neutralize poison* remove blindness/deafness, remove disease, or remove paralysis once per day.

Home Harkening (Great; Brenna): You have a stronger connection to your land, holdings, or base of operations than most scions. Regardless of their location, the scion feels immediately uncomfortable and needed whenever their domain experiences a challenge or a threat and can manipulate the subconscious thoughts of your loyal vassals to feel a desire to deal with the action as you dictate (in broad, general terms). As a result, you can respond to many threats to your realm regardless of your location.

Invulnerability (Great; Azrai, Basaia, Vorynn): You can only be killed under a specific set of circumstances. The scion does generally not know these circumstances. Unless these circumstances are met, when the scion dies for most reasons (including magic, poison, or hit point loss) they are affected as if by *raise dead* as their next action. This ability does not provide regeneration - the body must remain whole (as specified by *raise dead*) or part of it *will* die.

Light of Reason (Great; Basaia): You can radiate with the power of the sun. The scion gains the Minor and Major powers of this ability. In addition, the light generated by the scion is considered to be actual sunlight. Undead and creatures such as fungi, molds, oozes, slimes, and jellies who take damage from sunlight or ultraviolet light take 1d6 points of damage for every round they remain within the radius of the glow produced as the Minor power. Furthermore, such creatures take 1d6 points of damage times the Bloodline bonus of the scion (Reflex save for half) if caught in the radius of the manifestation of the Major ability. In either case, undead or other creatures that are specifically destroyed by sunlight are destroyed if they fail this save.

Long Life (Great; All): You enjoy a greatly increased natural life span. Once reaching adulthood, the scion ages only one year (physically and mentally) for every 100 that pass. Furthermore, the scion is totally immune to normal disease and magical aging attacks.

Mebhaighl Sense (Great; Vorynn): You are particularly in tune with the natural magic of Cerilia. As a Great ability, the scion may use the Minor or Major powers of this ability to detect spells cast in the past. The use of this ability requires that the scion concentrate for one hour to attune to the magical energies of an area. In addition to the distance penalty, the caster also receives a –1 penalty for every week that has passed since the casting of the spell that they are attempting to detect.

Major Regeneration (Great; Azrai, Reynir): You can regenerate lost limbs, damaged organs or senses, and heal wounds at an astonishing rate. The scion must have the *regeneration* blood ability as a prerequisite for this ability. A scion with Major regeneration regains lost hit points at the rate of one per round. In addition, lost limbs, organs, and senses can be fully *regenerated* (such regeneration requires 60 days divined by the scion's Bloodline bonus).

Major Resistance [Magic] (Great; Anduiras, Azrai, Reynir, Vorynn): You are naturally resistant to the effects of magic. The scion gains an SR of 5 plus their Bloodline bonus.

Major Resistance [Non-magical Attacks] (Great; Azrai, Brenna, Masela): You shrug off some amount of injury from each blow or attack. Subtract one-half the scion's Bloodline bonus from the damage the scion takes each time they are dealt damage from a normal weapon or natural attack.

Regeneration (Great; Anduiras, Reynir, Azrai): You heal at an unnaturally rapid rate. The scion recovers 1 hit point per hour. The scion may also *regenerate* themselves once per month, but only if the severed members are present and touching the creature.

Resistance (Great; All): You have supernatural resistance to certain types of attacks or magic. Scions of An-

duiras gain a spell resistance of 20 against enchantment magic. Scions of Azrai gain a spell resistance of 20 against necromantic magic and ability or level drain caused by exposure to necromancy or the undead. Scions of Basaia gain *resist elements (fire)* and additionally, may invoke *protection from elements (fire)* once per day as a spell-like ability. Scions of Brenna gain a spell resistance of 20 against *slow*, *entangle*, *hold*, *web*, or other spells that attempt to magically restrain the character. Masela's children gain *resist elements (electricity)* and additionally, may invoke *protection from elements (electricity)* once per day as a spell-like ability; they can also breathe water freely as if effected by *water breathing*. Reynir's descendants gain *resist elements (cold)* and additionally, may invoke *protection from elements (cold)* once per day as a spell-like ability; additionally, they can go without food or withstand exposure to the elements almost indefinitely. Scions of Vorynn gain a spell resistance of 18 against evocation magic.

Shadow Form (Great; Brenna, Azrai): You can take the form of a living shadow. Once per day, the scion and all their gear becomes 2-dimensional and incorporeal for up to 10 minutes times the character's Bloodline bonus. While incorporeal, the subject can be harmed only by other incorporeal, +1 or better magic weapons, or magic, with a 50% chance to ignore damage from a corporeal source. While a shadow, the scion moves at their normal movement rate, but may also climb or cross any surface without hindrance, as easily as a shadow falls across a floor. A character in shadow form cannot effect or harm their environment and always moves silently.

Touch of Decay (Great; Azrai): You can destroy inanimate objects with a mere touch. Once per day, the scion may *disintegrate* any inanimate object they touch (up to 5 cubic feet times their Bloodline bonus).

Travel (Great; Azrai, Basaia, Brenna, Masela, Vorynn): You may travel vast distances in moments. One per week for every 5 levels, the character may *teleport without error* on themselves and a number of companions equal to their Bloodline bonus. The character must know their destination through prior visit or magical scrying, as is further limited according to their derivation. Azrai: Scions of Azrai do not *teleport*, instead, they gain the Shadow Walker Feat. Basaia: *teleportation* must start and end in a flame large enough to contain the entire body of each traveler (the scion may ignore the fire's damage). Brenna: the source and destination of the *teleport* must be connected by a road, path, or trail. Masela: the source and destination must be connected bodies of water. Vorynn: The *teleport* may only take place at moonrise or moonset.

Wither Touch (Great; Azrai): Your touch can desiccate and wither living tissue on contact. In addition to the Major abilities of this power, additionally, once per week, the scion may *slay living* by touch.

changing bloodline strength

A scion's bloodline ability score can be permanently increased by +1 by spending a number of Regency Points equal to four times the character's current bloodline ability score. This increase occurs automatically when a scion's RP total exceeds the amount necessary for the increase for two domain turns (six months). Such an increase is uncommon (many characters will never realize an increase in bloodline strength) and can never occur more often than once every six months. Should a character chose (or be forced) to spend RP beyond their immediate means, their bloodline ability score is permanently reduced by one point but the character gains RP equal to twice the character's old Bloodline ability score. This may occur without the character's permission if necessary to meet RP loss penalties.

Usurpation

When two scions meet and one dies, circumstances may allow the slayer to gain part of the victim's blooded power. If a blooded character dies non-violently the divine essence of their bloodline passes with them and returns to the gods. If, however, a blooded character dies a violent death then the divine essence of the scion's birthright is released in a burst of immediate power.

The release of a weak bloodline may produce only a slight tingling perceptible to only those within the area of effect. The passing of a scion of a minor bloodline will produce more noticeable effects: crackling static discharge, gusts of wind, etc. The violent death of a scion with a bloodline of major strength always results in a storm of crackling energy and violent winds. The effects associated with the passing of a scion of a Great bloodline may be visible for miles.

When released by violent death, people, animals, and (rarely) objects in the immediate area may absorb the divine essence of the scion's birthright. This burst of divine energy can be measured in RP equal to eight times the victim's bloodline ability. This power rushes forth in a burst with a effect radius of one foot per Regency Point released.

A scion's ability to absorb this divine energy varies according to their Bloodline strength. Scions with a weak bloodline may not be able to absorb a significant portion of the energy released. On the other hand, scions with strong Bloodlines will gain nothing unless they are exposed to a significant amount of divine energy.

The RP released in the burst are first equally divided equally among all scions within the area of effect. If a scion's share of RP is less than his Bloodline strength the RP are absorbed, but are not added to anyone RP total. If a scion's share of RP is at least his Bloodline strength,

then the absorbed RP are added to the scion's total. A scion cannot, however, absorb more than double his Bloodline strength in this way. If a scion's share is more than double his Bloodline strength, then he absorbed double his Bloodline strength, and the remainder is equally divided among others in the area of effect with remaining capacity to absorb RP.

When a scion absorbs the bloodline essence of another derivation, there is possibility that the scion's bloodline is overwhelmed by the newly absorbed power. If the scion absorbs their *maximum regency collection* during usurpation, they must make a contested bloodline ability check or change to the newly absorbed derivation. The defending scion normally has a +10 circumstance bonus to this check. Resisting the corrupting influences of the Azrai derivation is particularly difficult - the defending scion does not gain the circumstance bonus against an Azrai derivation.

Special cases of usurpation

If a blooded character is slain by a Tighmaevril (Blood-silver) weapon or as the result of being pierced through the heart (via a *coup de grace*), then the victim's entire divine essence passes directly to the slayer rather than being distributed evenly among the scions in the area of effect. If RP remain after the slayer absorbs their maximum (double their bloodline strength), then the remaining RP are divided among others in the area of effect, as above.

Becoming blooded through usurpation

Unblooded creatures exposed to divine energies may spontaneously become blooded. This occurred on a massive scale at Deismaar and created the initial mortal scions. If RP remain after all scions have absorbed their maximum then the remaining divine energy may be absorbed by a suitable host (unblooded living creatures or with traits compatible with the portfolio of the derivation's deity or certain very rare gemstones). Should this occur (DM's discretion) then there is a small possibility that the host becomes blooded. A non-scion must make a fortitude check against a DC of 20 to successfully absorb any RP. The character receives a bonus to this check equal to the bloodline ability bonus of the passing scion. Furthermore, the character receives a +5 to this check if the bloodline is of the Azari derivation. Should this check succeed, the character gains the blooded scion feat and a bloodline with the absorbed derivation. The non-scion can absorb up to 8 RP, + 8 RP for every point by which the check exceeds the DC. The strength of the new bloodline is equal to one-eighth of the RP absorbed. Thus, if a scion with an Andurias bloodline 10 is slain violently, 80 RP are released - a non-scion successfully

absorbing 40 of those 80 RP (50%) would gain an Andurias bloodline ability score of 5.

part II:

gods and

magic

greater deities

Avani

The goddess of the sun, Avani (uh-von-ee) is lawful neutral. She is known as the Lady of Reason. Her symbol is the golden setting sun. She is the principle goddess of the Khinasi pantheon. In addition to role as patron of reason and magic, she is the Lightbringer and Lifebringer to the Khinasi people. Her home is the sun; from there she shines forth her divine radiance, chasing away shadow and that which sulks in darkness. She is allied with Nesirie and Laerme in addition to her husband Erik and her counterpart Ruornil. She is opposed to Kriesha, Belinik, and Eloéle. She accepts worshipers of any alignment. Her priests are sages, scholars, and teachers. The hour of sunrise is holy to her worshipers. Clerics of Avani *turn* undead. She is most commonly associated with the domains of Sun, Reason, Knowledge, and

Magic. Avani favors the use of the mace, dagger, spear, or bow.

Erik

Erik (*air-ick*), the god of the woodlands, is true neutral. His most commonly encountered title is the Old Father of the Forests. His symbol is the oak tree. Erik is the guardian of the wilderness, the protector of the forests, and the patron of Cerilia's animals. Rangers, druids, hunters, and the Rjurik people favor Erik. He is allied with his wife Avani and Ruornil against his enemies, Belinik and the gods of the humanoids. Erik accepts worshipers of any non-evil alignment. Most of his priesthood follow druidic traditions, but clerics are not unknown. Clerics of Erik *turn* undead. The domains he is associated with are Wilderness, Animal, Plant and Earth. He favors the quarterstaff, handaxe, and spear.

Haelyn

Haelyn (*hay-lynn*), the god of noble war and patron of Anuire, is lawful good. He is known as the Lawmaker and his symbol is the sword and sunburst. Haelyn is the ruler of the gods, the lord of courage, justice, and chivalry, and the patron of kings and warriors. He is allied with his wife Nesirie and their son Cuiraécen. His enemies include Belinik, Kriesha, and Eloéle. He accepts worshipers of any alignment. The hour of high noon is holy to his worshipers. Clerics of Haelyn *turn* undead. The domains he is associated with are Justice, Nobility, War, and Law. His favored weapon is the sword (long, bastard, great).

cerilian deities

Deity	Alignment	Domains	Typical Worshipers
Avani, Goddess of the Sun	Lawful Neutral	Sun, <i>Reason</i> , Knowledge, Magic, Law	Khinasi, sages, scholars, wizards, paladins
Belinik, God of Strife	Chaotic Evil	War, Strength, <i>Terror</i> , Chaos, Evil	Vos, evil fighters
Cuiraécen, God of Battle	Chaotic Good	<i>Storms</i> , War, Strength, Chaos, Good,	Young warriors, paladins
Eloéle, Goddess of Night	Chaotic Neutral	<i>Night</i> , <i>Illusion</i> , Trickery, Chaos	Rogues, thieves
Erik, God of the Woodland	True Neutral	<i>Wilderness</i> , Animal, Earth, Plant	Rjurik, druids, rangers, hunters, barbarians
Haelyn, God of Noble War	Lawful Good	<i>Justice</i> , <i>Nobility</i> , War, Law, Good	Anuireans, kings, warriors, paladins
Kartathok	Lawful Evil	War, Destruction, Strength, Law, Evil	Goblins
Kriesha, Goddess of Winter	Lawful Evil	<i>Winter</i> , <i>Suffering</i> , Law, Evil	Vos
Laerme, Goddess of Beauty	Chaotic Good	<i>Fire</i> , <i>Charm</i> , Good, Chaos	Bards, artisans, anyone in love
Moradin, God of Dwarves	Lawful Good	Earth, Protection, Law, Good	Dwarves
Nesirie, Goddess of the Sea	Neutral Good	<i>Sea</i> , Healing, Protection, Good	Masetians, sailors, female paladins
Ruornil, God of Magic	True Neutral	<i>Magician</i> , <i>Moon</i> , Magic, Knowledge	Wizards
Sera, Goddess of Wealth	Chaotic Neutral	<i>Trade</i> , Luck, <i>Travel</i> , Chaos	Brecht, merchants, rogues

New or modified domains are shown in italics and described below.

Intermediate Deities

Belinik

The lord of strife, Belinik (bell-*in*-ick), is chaotic evil. The prince of terror is the Vos god of war, strife, competition, and hatred. His symbol is the crossed axes. He inspires male Vos warriors to be savage in their attacks, merciless in their conquests, and fearless in their defeats. He is allied with Kriesha against his enemies Haelyn, Cuiraécen, Avani, Laerme, Erik, and Ruornil. Belinik accepts worshipers of any non-lawful alignment. His worshipers include any that wish to use murder, torture, and other horrid deed as a means to an end: the control of others through fear. The hour of the dusk is holy to Belinik. Belinik's clerics rebuke undead, but may never command undead – if the priest has twice as many levels (or more) as the undead have Hit Dice, then the undead are instead destroyed. Belinik is most strongly associated with the domains of Terror, War, and Strength. The axe (battle or great) is his favored weapon.

Nesirie

The goddess of the sea, Nesirie (neh-*see*-ree-eh), is neutral good. She is most commonly referred to as the Lady of Mourning. Her symbol is the wave and trident. Nesirie is patron of the lost tribe of the Masetians, and is thus also the god of grief. Nesirie is the diplomat of the gods. She is the wife of Haelyn and the mother of the mercurial Cuiraécen, and is often asked to mediate disputes between the two. She is also allied with Avani and Ruornil and does much to heal the rift between the followers of Avani and Haelyn. Nesirie accepts worshipers of any alignment. Nearly everyone whose livelihood depends on the sea pay her respect. Her paladins are always female. Clerics of Nesirie *turn* undead. Her domains include Sea, Healing, and Protection. Her favored weapons are the trident, net, and harpoon.

Sera

Sera (Ser-*ah*), the goddess of wealth and luck, is chaotic neutral. She is also known as Lady Luck and the Mistress of Good Fortune. Her symbol is silver scales on a green background. Sera is the patroness of the Brecht people. Sera embodies the adage that a man makes his own luck; she rewards diligence and hard work, but she occasionally smiles on the fool. She is allied with Eloéle and Nesirie and foes with Cuiraécen, Belinik, and Haelyn. All merchants, rogues, and gamblers revere her. Her worshipers may be of any alignment. Clerics of Sera may either *turn* or *rebuke* undead, based upon alignment. Sera is associated with the domain of Trade, Luck, and Travel. Her favored weapon is the mace.

Lesser Deities

Cuiraécen

Cuiraécen (koo-*ray*-eh-ken), the god of storms and conflict, is chaotic good. His titles are the Stormlord, the God of Battle, and Haelyn's Champion. His symbol is a lightning bolt crossed by a sword. Warriors preparing for battle may ask of Haelyn that they conduct themselves with honor, but is Cuiraécen's name they most often invoke for victory. Cuiraécen serves his father as champion and herald. He is also allied with his mother Nesirie. His foes include both Belinik and Kriesha. He is caught in a romantic triangle between Laerme and Eloéle and acts for or against either of them as the situation demands. The god of battles is the patron of young warriors, for he is the representation of reckless courage and victory through strength. His worshipers may be of any non-lawful alignment. His paladins are always Chaotic Good and often also advance as a multiclass fighter (Paladins of Cuiraécen may advance as fighters without forfeiting the right to continue to advance as a paladin.) Clerics of Cuiraécen *turn* undead. The domains he is associated with are War, Strength, and Storm. His favored weapon is any sword or spear.

Eloéle

The goddess of thieves, deceit and stealth, Eloéle (e-*low*-eh-lay) is chaotic neutral. She is also known as the Goddess of Night and the Sister of Thieves. Her symbol is a black dagger. Eloéle is the lady of night and mistress of thieves, spies, and others who hide their activities from view. She is allied with Cuiraécen and Sera. Her enemies include Laerme, Haelyn, and Avani. Eloéle accepts any non-lawful worshiper and is revered by those who hide their activities under cover of darkness. Many of her priests advance as rogues as well as clerics. The blackest hour of the night is holy to her. Clerics of Eloéle usually *rebuke* undead, but may either *turn* or *rebuke* undead, based upon alignment. The domains she is associated with include Night, Illusion, Trickery, and Chaos. Her favored weapon is the dagger.

Kriesha

Kriesha (Kree-*ay*-sha), the goddess of winter, is lawful evil. She is known as the Ice Lady and the Winter Witch. Her symbol is the white hand. Kriesha is without mercy; the harsh winters she sends against the Vos work to strengthen them as a people, for none but the strongest survive the cold of a Vos winter. Kriesha plots. She teaches followers to nurse their hatreds, to launch their attacks against their enemies only when they can destroy everything their foe values. Kriesha is allied with Belinik and shares with him the patronage of the Vos people. Her

plots are opposed by Avani, Laerme, Cuiraécen, Haelyn, and (occasionally) her erstwhile ally Belinik. Kriesha isn't openly worshiped outside of Vosgaard, although the Rjurik and Brechts know and fear her. Among the Vos, her priests are always women: they command great influence in Vos society and use their powers to test the strength of the Vos warriors. Her worshipers may be of any non-good alignment. Clerics of Kriesha *rebuken* undead. She is associated with the domains of Winter, Suffering, and Law. Her favored weapon is the mace.

Laerme

The goddess of warmth and passion, Laerme (*lair-me*), is chaotic good. Laerme is the Goddess of Fire, Love and Beauty as well as the Patroness of the Arts. Her symbol is a silver harp against a red flame. She is not jealous or vain, and freely rewards any that create beauty regardless of whether they worship her. However, Laerme can be moved to heated anger by any who deny love or who delight in destroying things of beauty. Laerme serves her mother, Avani, and is allied with her lover Cuiraécen. She fights the influence of Belinik and Kriesha. Nearly every intelligent creature on the continent honors her at some time or another, whether they are aware of it or not. Anyone who feels the stirrings of love in their heart pays tribute to Laerme. She accepts the worship of any of non-evil alignment. Clerics of Laerme *turn* undead. Her domains are those of Charm, Fire, and Good. When she must fight, she favors the shortbow.

Ruornil

Ruornil (*roo-or-nil*), the god of magic, is true neutral. He is known as the Moon God and the Silver Prince, as well as the Lord of Magic and the guardian of Mystic Places. His symbol is a silver crescent moon on deep blue field. Ruornil seems a distant, mysterious god. He has set down no written words, does not communicate regularly with his followers, and seems aloof from the daily affairs of Cerilia. He is husband to Sera and father to Eloele but his allies are Erik, Avani, and Nesirie. He is opposed to the new gods of the Vos, Belinik and Kriesha, and occasionally Cuiraécen. Ruornil accepts worshipers of any alignment. Many of his priests advance as wizards or magicians as well as clerics. The hour of the rising of the moon is holy to his worshipers. Clerics of Ruornil *turn* undead. His domains are Magician, Magic, Moon, and Knowledge. His favored weapon is the quarterstaff.

nonhuman powers

Moradin

The god of dwarves, Moradin (*moar-uh-din*), is lawful good. His titles include Soul Forger, Dwarf-father, the All-

Father, and the Creator. Moradin forged the first Dwarves out of metal and gems and breathed life into them. He governs the arts and sciences of the dwarves: smithing, metal-working, engineering, and war. Dwarves don't speak of their beliefs to non-dwarves and hold their religious observances in the sanctuary of their hidden fortresses. All dwarves revere Moradin, regardless of alignment. Clerics of Moradin *turn* undead. The domains he is associated with are Earth, Good, Law, and Protection. His favored weapon is the warhammer.

Sidhelien spirituality

The elves can call upon the forces inherent in wood and water, field and air, but have never worshiped deities. They are aware that the gods of Deismaar existed and that new gods were created, but they do not pay homage to them. Particularly after their deception and betrayal by Azrai, the elves have been adamant in their refusal to worship human gods. To the elves, spiritual development is the responsibility of the individual. The path that an elf takes is a decision that only he or she can make. So strong is this belief that if an elf chooses to worship one of the human gods, so be it. The only restriction placed upon such rare individuals is that they not discuss their religious ideologies within elven realms.

Kartathok

Kartathok (*Kar-ta-thok*), the god of goblin-kind, is lawful evil. He is known as the patron of goblin-kind and is the head of an entire pantheon of goblin gods. His symbol is the bloody axe. He wishes to see war waged for the glory of his people and urges them on to warfare and strife. He wishes to see his people destroy the surface races, but this is for the glory of war and strife, not for territory. He encourages a strict hierarchy of strength in his followers. Kartathok's clerics *rebuken* undead. It is believed that he holds domain over War, Destruction, Strength, and Law. His favored weapon is the axe.

Powers of Darkness

Many of the darker races have devoted themselves to the service of chaotic evil demon lords. Torazan is the demon lord of the orogs. He is believed to hold dominion over War, Earth, and Evil. Yeenoghu is the demon lord of the gnolls and ghouls; his symbol is the triple-headed flail, and has dominion over Chaos, War, Death, and Protection. Kostchtchie, a demonic demi-power, acts as the patron of ice giants; his symbol is the hammer, and he grants power over Cold, Strength, Evil, and Destruction. The minotaurs have devoted themselves to the service of the great demon lord Baphomet. Baphomet's symbol is a maze, and his favored domains are Animal, Chaos, and War. Shamans serving these powers are rare.

clerical domains

The following domains supplement the domains presented in the PBH.

Charm Domain

Deities: Laerne.

Granted Power: You can boost your Charisma by 4 points once per day. Activating this power is a free action. The Charisma increase lasts 1 minute.

Charm Domain Spells

- | | |
|---|------------------|
| 1 | Charm person |
| 2 | Calm emotions |
| 3 | Suggestion |
| 4 | Emotion |
| 5 | Charm monster |
| 6 | Geas/quest |
| 7 | Mass suggestion. |
| 8 | Demand |
| 9 | Dominate monster |

Fire Domain

Deities: Laerne.

Granted Power: You gain Fire Resistance 5.

Fire Domain Spells

- | | |
|---|------------------|
| 1 | Burning hands |
| 2 | Produce flame |
| 3 | Resist elements |
| 4 | Wall of fire |
| 5 | Fire shield |
| 6 | Flame strike |
| 7 | Fire storm |
| 8 | Incendiary cloud |
| 9 | Elemental swarm |

Illusion Domain

Deity: Eloéle.

Granted Power: You cast all illusion spells at +1 caster level.

Illusion Domain Spells

- | | |
|---|-------------------|
| 1 | Silent image |
| 2 | Minor image |
| 3 | Displacement |
| 4 | Phantasmal killer |
| 5 | Persistent image |
| 6 | Mislead |
| 7 | Project image |
| 8 | Screen |
| 9 | Weird |

Justice Domain

Deity: Haelyn.

Granted Powers: Sense Motive is a Class Skill. You get +2 bonus to Sense Motive checks.

Justice Domain Spells

- | | |
|---|--------------------|
| 1 | Detect evil |
| 2 | Hold person |
| 3 | Discern lies |
| 4 | Mark of justice |
| 5 | Atonement |
| 6 | Forbiddance |
| 7 | Geas/Quest |
| 8 | Holy aura |
| 9 | Storm of vengeance |

Magician Domain

Deity: Ruornil.

Granted Power: Each day, you may choose your own domain spells from the Magician spell list. You must learn the spell and have it in a spell book as if you were an arcane spell caster. You only prepare one spell per level, which is treated as an arcane spell for all spell-casting purposes including arcane spell failure. You may choose spells of a lower level if you are so inclined, but never of a higher level.

Magician Domain Spells

Special See Granted Power

Moon Domain

The moon is the symbol of light in the shadow. Ruornil grant their followers the ability to confront the shadow world and those who derive their power from it.

Deity: Ruornil.

Granted Power: The difficulty class of a saving throw against any of your spells is increase by +2 DC when the moon is in the sky and clearly visible.

Moon Domain Spells

- | | |
|---|---------------------------------|
| 1 | Detect undead |
| 2 | <i>Moonbeam</i> |
| 3 | Moonbeams (Halt undead) |
| 4 | Dimension door |
| 5 | Plane shift (shadow world only) |
| 6 | Shadow walk |
| 7 | Moonshine (Sunbeam) |
| 8 | Moonfire (Sunburst) |
| 9 | Moon's road (Gate) |

Night Domain

Deity: Eloële

Granted Power: Hide, Move Silently and Spot are Class Skills.

Shadows Domain Spells

- 1 Darkvision
 - 2 Darkness
 - 3 Displacement
 - 4 Improved invisibility
 - 5 Shadow conjuration
 - 6 Greater shadow conjuration
 - 7 Shades
 - 8 Shadow walk
 - 9 Mass invisibility
-

Nobility Domain

Deity: Haelyn.

Granted Power: You have the spell-like ability to inspire allies, giving them a +1 morale bonus to saving throws against fear and charm and a +1 morale bonus to attack rolls and weapon damage rolls. Allies must be able to hear you speak for 1 round. Using this ability is a standard action. It lasts a number of rounds equal to your Charisma bonus, and may be used once per day. This bonus increases to +2 at 5th level and +3 at 10th level.

Nobility Domain Spells

- 1 Divine favor
 - 2 Enthrall
 - 3 Magic vestment
 - 4 Discern lies
 - 5 Greater command
 - 6 Geas/quest
 - 7 Repulsion
 - 8 Demand
 - 9 Storm of vengeance
-

Reason Domain

Deity: Avani.

Granted Power: You get a +2 bonus on all rolls to disbelieve Illusions. Once per day, you may apply a +2 bonus on any one Int check or Int-based skill check.

Reason Domain Spells

- 1 Detect chaos
 - 2 Calm emotions
 - 3 Avani's brilliance (As *Endurance*, for Intelligence)
 - 4 Tongues
 - 5 Greater command
 - 6 Mind blank
 - 7 Antimagic field
 - 8 Maze
 - 9 Disjunction (*Mordenkainen's D.*)
-

Sea Domain

Deity: Nesirie.

Granted Power: You have the supernatural ability to breath water as if under the effect of a *water breathing* spell, for up to ten rounds per level. This effect occurs can operate multiple times per day (up to the total daily limit of rounds).

Ocean Domain Spells

- 1 Obscuring mist
 - 2 Fog cloud
 - 3 Water breathing
 - 4 Control water
 - 5 Ice storm
 - 6 Transport via water
 - 7 Control weather
 - 8 Horrid wilting
 - 9 Storm of vengeance
-

Storm Domain

Deity: Cuiráécen.

Granted Power: You gain electrical resistance 5.

Storms Domain Spells

- 1 Obscuring mist
 - 2 Wind wall
 - 3 Call lightning
 - 4 Sleet storm
 - 5 Ice storm
 - 6 Control winds
 - 7 Control weather
 - 8 Whirlwind
 - 9 Storm of vengeance
-

Suffering Domain

Deity: Kriesha.

Granted Power: You may use a pain touch once per day. Make a melee touch attack against a living creature, which sustains a –2 enhancement penalty to Strength and Dexterity for 1 minute. This spell-like ability does not affect creatures immune to critical hits.

Suffering Domain Spells

- | | |
|---|------------------------------|
| 1 | Bane |
| 2 | Endurance |
| 3 | Bestow curse |
| 4 | Enervation |
| 5 | Feeblemind |
| 6 | Harm |
| 7 | Eyebite (sicken effect only) |
| 8 | Symbol (pain effect only) |
| 9 | Horrid wilting |
-

Terror Domain

Deity: Belinik

Granted Power: You get Skill Focus (Intimidate). Intimidate is a Class Skill.

Terror Domain Spells

- | | |
|---|-----------------------------------|
| 1 | Cause fear |
| 2 | Scare |
| 3 | Darkness |
| 4 | Fear |
| 5 | Phantasmal killer |
| 6 | Nightmare |
| 7 | Eyebite (Fear only) |
| 8 | Symbol (Discord, Fear, Pain only) |
| 9 | Weird |
-

Trade Domain

Deity: Sera.

Granted Power: You may *detect thoughts* once per day as a spell-like ability, as a free action affecting one target and with a duration of 1 min. times your Charisma bonus.

Trade Domain Spells

- | | |
|---|---|
| 1 | Message |
| 2 | Converted |
| 3 | Eagle's splendor (as <i>Endurance</i> , affects Charisma) |
| 4 | Sending |
| 5 | Fabricate |
| 6 | True seeing |
| 7 | Mordenkainen's magnificent mansion |
| 8 | Mind blank |
| 9 | Discern location |
-

Travel Domain

Deity: Sera

Granted Powers: *Freedom of Movement* for up to one round per level each day. This effect occurs can operate multiple times per day (up to the total daily limit of rounds).

Travel Domain Spells

- | | |
|---|---|
| 1 | Expeditious retreat |
| 2 | Mount |
| 3 | Locate object |
| 4 | Phantom steed |
| 5 | Dimension door |
| 6 | Mass mounts |
| 7 | Shadow walk |
| 8 | Teleport without error |
| 9 | Gate (planar travel to shadow world only) |
-

Wilderness Domain

Deity: Erik

Granted Powers: You get the Track feat. Wilderness Lore is a Class Skill.

Wilderness Domain Spells

- | | |
|---|---------------------|
| 1 | Pass without trace |
| 2 | Tree shape |
| 3 | Speak with animals |
| 4 | Speak with plants |
| 5 | Commune with nature |
| 6 | Find the path |
| 7 | Liveoak |
| 8 | Control weather |
| 9 | Shapechange |
-

Winter Domain

Kriesha's primary domain is the winter and the monsters that lurk in the cold wastes.

Deity: Kriesha.

Granted Power: You get Cold Resistance 5.

Winter Domain Spells

- | | |
|---|----------------------|
| 1 | Chill touch |
| 2 | Summon monster II* |
| 3 | Sleet storm |
| 4 | Ice storm |
| 5 | Summon monster V* |
| 6 | Summon monster VI* |
| 7 | Control weather |
| 8 | Summon monster VIII* |
| 9 | Summon monster IX* |

*Cold Subtype creatures only; i.e. Ice Elementals, Winter Wolves, etc.

Realm spells

The realm spells listed below presents the third edition school for each spell; spells that once belonged to multiple schools now belong to a single school.

Arcane Realm spells

Spell Name	Old	New school
Alchemy	Alt.	Transmutation
Death Plague	Nec.	Necromancy [Death]
Demagogue	E/C	Enchantment (Compulsion) [Mind-Affecting]
Dispel Realm Magic	Abj.	Abjuration
Legion of Dead	Nec.	Necromancy [Evil]
Mass Destruction	I/E	Evocation [Cold, Fire, Electricity, or Energy]
Raze	I/E	Evocation [Cold, Fire, Electricity, or Energy]
Scry	Div.	Divination
Stronghold	C/S	Conjuration (Creation)
Subversion	E/C	Enchantment (Compulsion) [Mind-Affecting]
Summoning	C/S	Conjuration (Summoning)
Transport	Alt.	Transmutation [Teleportation]
Warding	Abj.	Abjuration

Divine Realm spells

Spell Name	New
Bless Land	Transmutation
Bless Army	Enchantment (Compulsion) [Mind-Affecting]
Blight	Transmutation
Dispel Realm Magic	Abjuration
Honest Dealings	Enchantment (Compulsion) [Mind-Affecting]
Investiture	Transmutation

creating magic items

Magical items (and to a lesser extent, spells) are much more difficult to find (or make) in Cerilia than in the default D&D game settings such as Oerth and Faerun. The base GP and XP for the creation of magical items in Cerilia is the same - the base time for item creation, however, is one *week* per 1,000 GP of base cost (instead of one day).

At the end of that time period the creator must make a spellcraft (for scrolls), alchemy (for potions), or knowledge (Arcana) (for most other items) check vs. a DC 15 + 1 per 1,000 GP of base cost. If the check succeeds, the caster must pay the XP cost and the item is successfully created. If the check fails, then the work was unsuccessful. The caster loses no XP, but the gold and time are wasted.

Learning spells

The cost (in time and materials) for learning a new spell does not seem well calibrated to most BIRTHRIGHT campaigns. In Cerilia, the process of understanding a spell, modify it to suit the casters style, and recording the final result into a spellbook requires more time (1 week per level of the spell) but costs less (only 10 gp. per page (20 gp. per spell level) in materials).

By tradition, Wizards in Cerilia do not share spells with each other, save for the few minor spells that pass from master to apprentice. It is generally believed that a wizard who does not research his own magics lacks an appreciation for the dangerous power that he commands. That which comes too easily is not fully understood - misunderstood arcane power is a danger to wizard and non-wizard alike.

The Imperial college

Graduates from the Imperial College may begin play (at the DM's discretion) with an accelerated advancement in skill points and abilities of a 3rd level wizard (or magician) to reflect their advanced training. These accelerated skill points and abilities may only be used in relaxed conditions. In general, if a character would not be eligible to take a ten on the check, then they are not eligible to use the "accelerated" abilities until they actually achieve 3rd level. The character loses all accelerated abilities associated if they chose to advance in any other class. Thus, although a journeyman graduate of the Imperial College may be a first level character, they have accelerated skill point and spell casting abilities accelerated to the 3rd level of their class. They may only prepare, however, the spells allowable at their current level. They may only cast their "accelerated learning" spells with the aid of their spell book in a calm and relaxed environment.

To achieve the rank of master, a journeyman mage must have at least 8 ranks of spellcraft, be capable of casting battle magics, and donate to the college a "useful" magical item that they have personally enchanted (or recovered). To achieve the rank of Imperial Archmage, the mage must have at least 12 ranks of spellcraft, be capable of casting realm spells, and perform a major service for the college (or empire).

Birthright spells

The following spells have been converted from the *Book of Priestcraft* and the *Book of Magecraft*. Spells that seem unbalanced in third edition have not been converted.

Divine Spells

1st level Cleric Spells

Detect bloodline (Divination): Determines target's bloodline strength and derivation.

Detect eleven influence (Divination): Determine if elves have been in, near, or have magically influenced an area.

Moonbeam (Evocation): Halts one undead.

Blood bond (Necromancy): Targets share health.

2nd level Cleric Spells

Enhance blood ability (Transmutation): Increases the power of an existing blood ability.

3rd level Cleric Spells

Circle of secrets (Illusion): Makes everyone within the circle invisible.

Imbue with blood ability (Transmutation): Temporarily enhances the target's bloodline score 1d4+1 points.

4th level Cleric Spells

Blood bank (Transmutation): Temporarily transfers the divine essence of the scion into an inanimate object.

Inheritance assurance (Transmutation): Guarantees that if a regent dies, his regency and bloodline pass to his chosen heir.

6th level Cleric Spells

Destroy bloodline (Transmutation): Magically sunders a scion's connection to their birthright.

Restore bloodline (Transmutation): Restores a bloodline lost through magical means.

Transport via water (Transmutation): Allows fast movement from one body of water to a connected body.

Arcane Spells

1st level Sorcerer and Wizard Spells

Detect bloodline (Divination): Determines target's bloodline strength and derivation.

Trade tongue (Divination): Subject gets +5 on diplomacy checks involving financial negotiations.

Know origin (Divination): Determines target's origin or home.

Sidhelien bow (Transmutation): Bow gains +1 to hit.

2nd level Sorcerer and Wizard Spells

Calder's starry sky (Divination): You gain +5 circumstance bonus to Intuit Direction.

Misfortune (Enchantment): Target suffers a -1 morale penalty.

Mask bloodline (Illusion): Targets bloodline derivation and strength is hidden.

First strike (Transmutation): Allies gain +4 bonus to initiative.

Ruornil's tracks (Transmutation): Attempts to track you receive a +5 condition modifier to the track DC.

3rd level Sorcerer and Wizard Spells

Enhance blood ability (Transmutation): Increases the power of an existing blood ability.

Haelyn's bow (Transmutation): Provides a deferred +1 magic bonus to one bow/level.

Suppress blood ability (Transmutation): Temporarily prevents a scion from accessing one known blood ability.

Zikalan fireform (Transmutation): You and your gear merge with a fire source.

4th level Sorcerer and Wizard Spells

Detect tighmaevril (Divination): You can sense the presence of bloodsilver.

Shadow seeing (Divination): You can sense portals to the shadow world.

5th level Sorcerer and Wizard Spells

Mass Mount (Conjuration): As *Mount*, but summons one mount/level.

Disguise bloodline (Illusion): The target appears to have a bloodline derivation and strength of the caster's choice.

Facet (Transmutation): This spell provides a +5 competence bonus to Craft (gemcutting).

6th level Sorcerer and Wizard Spells

Suppress bloodline (Transmutation): Temporarily prevents the target from accessing his blood abilities.

Spells

The spells herein are presented in alphabetical order.

Blood Bank

Transmutation

Level: Clr 4

Components: V, S, M, F

Casting Time: 10 minutes

Range: Touch

Target: One scion touched

Duration: 1 week/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

This spell allows the caster to separate the divine essence of a scion from their physical body, and place that essence into a magical container. While in contact with the item the scion retains full use of their powers. If separated from the item, however, the scion is unable to access their blood abilities, spend RP, or otherwise act as a scion (including casting true magic if the scion is a non-elven wizard). No known magic can transfer a bloodline from a container into another individual while a bloodline is banked – bloodtheft is impossible. If the regent dies by any means, the banked bloodline (and RP) passes to their designated heir. When the spell ends (or if the container is destroyed) the bloodline returns to the scion unless he is more than 1 mile distant, in which case the bloodline passes to the scion's heir as if they had died. An unwilling target of this spell may use their Bloodline bonus rather than constitution bonus as a modifier to their fortitude save. *Material components:* A lock of the scion's hair, a handful of dirt from their domain (if a regent) or their homeland (otherwise), and a garnet worth 100 gp. *Focus:* A container at least the size of a man's fist and worth no less than 500 gp.

Bloodbond

Necromancy

Level: Clr 1

Components: V, S, F, DF

Casting Time: 10 minutes

Range: Touch

Target: Two living creature touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

Bloodbond links the health of two characters. Both are entitled to saving throw if they wish. If either saves, the spell fails. If successful, any damage taken by either character is divided evenly between them (odd points are taken by the character actually struck). The bond is bro-

ken if either character dies. *Material Component:* a length of red silk.

Calder's Starry Sky

Divination

Level: Sor/Wiz 1, Mag 1

Components: V, S, F

Casting Time: 20 minutes

Range: Close

Area: Circle, with a radius of 5 ft.

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You cause a display of the correct positions of the stars in the sky to be projected on the ceiling (or air) above you. This knowledge provides a +5 circumstance bonus to Inuit Direction to all within the area of effect. *Focus:* An unblemished silver mirror.

Circle of Secrets

Illusion (Glamer)

Level: Clr 3

Components: V, S

Casting Time: 1 full round

Range: touch

Target: Casters and one additional person for every two priests casting the spell.

Duration: Concentration

Saving Throw: None (harmless) or Will negates

Spell Resistance: Yes (harmless)

This spell allows a minimum of two and a maximum of twelve priests to make themselves and a number of allies undetectable. Only one priest must cast the spell, the others act as assistants but must be of the same faith. The priests must sit or stand in a circle so that they are within arms reach of each other. In addition to their own forms, this spell affects one additional person for every two priests casting the spell. Those affected by the spell appear to all senses to be part of the environment for as long as the priests concentrate and remain still.

Destroy Bloodline

Transmutation

Level: Clr 6

Components: V, S, M, DF

Casting Time: 1 full round

Range: Touch

Target: One scion touched

Duration: Permanent

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

This spell allows the caster to permanently sunder the connection between a scion and his bloodline. The target

of this spell may use their Bloodline bonus rather than constitution bonus as a modifier to their fortitude save. If this spell succeeds, the scion's bloodline and all blood powers vanish permanently (unless restored via *restore bloodline*). *Material component:* A small sewing need made of pure gold.

Detect Bloodline

Divination

Level: Clr 1, Sor/Wiz 1, Mag 1

Components: V, M, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

If successful, you learn the bloodline strength (weak, minor, major, or great) and derivation of the target. Because stronger bloodlines are easier to identify the target's Bloodline bonus acts as a penalty to their saving throw. *Material component:* An iron rod and a collection of 5 GP+ gems representing the different bloodlines. The gem that corresponds to the target's bloodline will shatter when the spell is complete.

Detect Elven Influence

Divination

Level: Clr 1

Components: V, M, F

Casting Time: 1 action

Range: Medium (100 ft. + 10. ft./level)

Area: Quarter circle emanating from you to the extreme of the range.

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

You can detect whether elves have influenced an area in the recent past (one month per level). "Influenced" can mean anything from passing through to leveling the area with magical energy. The amount of information revealed depends on how long you study a particular area or subject:

1st round: Presence or absence of elven influence

2nd round: Number of individual influences identified in the area and the strength of the strongest aura present.

3rd round: The strength and location of each influence.

If an aura is outside your line of sight, you determine its direction, but not its exact location.

Influence	Influence Strength
Elf passed through area	# / 10
Elf rested or waited	# / 5

Elf in battle
Elf cast spell

/ 2
Caster level / 2

Influence Strength

Lingering
1 or less
2-4
5-10
11+

Aura Strength

Dim
Faint
Moderate
Strong
Overwhelming

How long the aura lingers depends on its original strength:

Original Strength

Faint
Moderate
Strong
Overwhelming

Duration

1d6 x 10 minutes
1d6 hours
1d6 days
1d6 months

Note: Each round you can detect in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. *Focus:* An object once touched or owned by an elf or half-elf.

Detect Tighmaevril

Divination

Level: Sor/Wiz 4, Mag 4

Components: S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft. / level)

Area: Quarter circle emanating from you to the extreme of range.

Duration: Concentration, up to 1 min/level (D)

Saving Throw: None

Spell Resistance: No

You can sense the presence of bloodsilver. The amount of information revealed depends on how long you study a particular area or subject:

1st round: Presence or absence of bloodsilver

2nd round: The closest individual carrying bloodsilver.

3rd round: The exact location of all Tighmaevril items and their type (sword, dagger, etc).

Disguise Bloodline

Illusion (Glamour)

Level: Sor/Wiz 5, Mag 5

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: 20 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

You can cause a creature to appear to have the physical characteristics of any bloodline derivation and strength. All physical characteristics (such as bloodmarks, etc) are cloaked as if by *change self*. Furthermore, the target gains a +4 to saving throws against bloodline-oriented divinations. Observers gain an immediate check to disbelief if the subject uses any visible blood abilities.

Enhance Blood Ability

Transmutation

Level: Clr 2, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: One blooded scion

Duration: 1 minute/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

This spell enables the target to temporarily tap the essence of their bloodline. The target must possess a blood ability that can be improved one power level (minor to major, or major to great). The caster must know the bloodline derivation and blood ability to be affected. The ability is improved one power level for the duration of the spell. When the arcane version of this spell expires, the blood ability becomes unusable for an equal length of time as their power recovers from this abuse. When cast as a divine spell, the caster must channel divine energy (as if turning undead). *Material component:* Two similar objects – one large, one small.

Facet

Transmutation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 10 minutes

Range: Touch

Target: One gemstone or piece of jewelry

Duration: 1 work day

Saving Throw: None

Spell Resistance: No

This spell provides a +5 competence bonus to Craft (gemcutting) to any craftsman working on improving the piece.

First Strike

Transmutation

Level: Sor/Wiz 2, Mag 3

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5ft./2 levels)

Target: One creature/level

Duration: 1 min/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The transmuted creatures move and act more quickly than normal. The creatures designated by the caster gain a +4 enhancement bonus to their initiative. Any creature moving out of range from the caster after the spell is cast loses the effect. *Material Components:* A handful of purified sand.

Haelyn's Bow

Transmutation

Level: Sor/Wiz 3

Components: V, S, M, F

Casting Time: 1 action

Range: Touch

Target: One bow/level touched

Duration: 1 round/level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell gives a number of bows a +1 enhancement bonus to attack and damage rolls. The duration of this spell does not begin at the time of casting. Instead, the duration begins once the first shot is fired from the bow. This spell lays dormant for up to one hour/level, after which time it dissipates. *Material Component:* A stone arrowhead. *Focus:* The weapon.

Imbue with Blood Ability

Transmutation

Level: Clr 3

Components: V, S, DF

Casting Time: 10 minutes

Range: Touch

Target: One blooded scion

Duration: 1 day/level

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The target of the spell temporarily gains an enhancement to their bloodline (and is considered blooded, if they were not previously a scion). This spell allows a priest to focus divine energy to temporarily strengthen the divine essence of the target. For the duration of the spell, the target gains a 1d4+1 inherent bonus to their bloodline score. The target immediately gains any blood abilities that would normally be associated with their new bloodline score. Casting this spell requires that the priest channel divine energy (as if turning undead) and the caster loses their ability to turn undead once per day per spell maintained. This spell may only be cast on a target successfully once every three months. This spell may only be used to strengthen (or temporarily create) bloodlines with derivations appropriate to the priest's god. [Andurias –

Haeyln, Cuiraécen; Reynir – Erik, Laerne; Masela – Nesirie, Cuiraécen; Vorynn – Ruornil, Eloéle; Brenna – Sera, Eloéle; Basaia – Avani, Laerne; Azrai – Kriesha, Belinik.]

Inheritance Assurance

Transmutation

Level: Clr 4

Components: V, S, M, F

Casting Time: 10 minutes

Range: Touch

Target: One scion touched

Duration: 1 week/level

Saving Throw: Fortitude negates (see text) [harmless]

Spell Resistance: Yes (harmless)

This spell guarantees that if a willing regent dies, his regency and bloodline pass to his chosen heir (who must be physically present during the casting). As long as this spell is in effect, the heir receives the scion's bloodline, abilities, and regency upon the instance of the scion's death. Bloodtheft is nearly impossible while this spell is in affect. Only bloodtheft with a *Tighmaevril* weapon has any chance of successfully usurping the scion's blood power; in this case the attacker must make a fortitude save (using their Bloodline bonus instead of their constitution bonus) in order to overcome the spell's effect. *Material component:* A lock of hair from both the regent and the heir. *Focus:* A small silver paten.

Know Origin

Divination

Level: Sor/Wiz 1, Mag 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

You can determine the area of Cerilia from which the target originated (or whether the target derives from outside Cerilia). The spell provides a general idea (within 25 miles, about the size of a province) of where the object was created or person was born. The spell may instead be cast to determine the place in which the target has spent the most time. Subsequent castings will reveal places where the target has spent increasingly less time.

Mask Bloodline

Illusion (Glamer)

Level: Sor/Wiz 2, Mag 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: 20 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

You can hide the derivation and strength of a bloodline from others. All physical characteristics (such as bloodmarks, etc) are cloaked as if by *change self*. Furthermore, the target gains a +4 to saving throws against bloodline-oriented divinations. Observers gain an immediate check to disbelief if the subject uses any visible blood abilities.

Misfortune

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Sor/Wiz 2, Mag 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5ft./2 levels)

Target: One living creature

Duration: 1 week/level

Saving Throw: Will negates

Spell Resistance: Yes

This curse fills a single creature with a feeling of horrible dread and causes him to weaken and lose confidence. The subject suffers a –1 morale penalty to attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws.

Moonbeam

Evocation

Level: Clr 1

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One undead creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell renders an undead creature immobile. If the spell is successful, it renders the target immobile for the duration of the spell (similar to the effects of hold person on a living target). *Focus:* A reflective moon or sun-shaped talisman.

Restore Bloodline

Transmutation

Level: Clr 6

Components: V, S, M, DF

Casting Time: 1 action

Range: Touch

Target: One scion touched

Duration: Permanent

Saving Throw: Fortitude negates (see text) [harmless]

Spell Resistance: Yes [harmless]

This spell allows the caster to restore a bloodline lost by magical means. This spell cannot be used to restore a bloodline to a resurrected character whose bloodline was usurped or to a character that voluntarily bequeathed their bloodline to another. *Material component:* A length of red velvet ribbon.

Ruornil's Tracks

Transmutation

Level: Sor/Wiz 2, Mag 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature/level touched

Duration: 10 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

You leave the tracks of a native animals, rather than your own. This spell provides a +5 condition modifier (for "tracked party hides trail") to DC of tracking those affected by the spell. If the caster of the spell attempts to track the affected creatures, however, the modifier is reversed (-5 DC to the track check) – making it easier for the caster to track the affected individuals. *Material Component:* A handful of ashes.

Shadow Seeing

Divination

Level: Sor/Wiz 4, Mag 4

Components: V

Casting Time: 1 action

Range: Close (25 ft. + 5 ft. / 2 levels)

Duration: Concentration, up to 1 min/level (D)

Saving Throw: None

Spell Resistance: No

This spell allows the caster to sense the presence of temporary or permanent portals to the shadow world. If a permanent portal exists within range, the caster is aware of it. Otherwise, the caster has a 5% + 1%/level chance of finding a portal to the shadow world in an area where the veil is weak (a dark crypt on a winter night, etc). Once aware of a portal, the caster can take themselves and up to 1 creature / level into the shadow world.

Sidhelien Bow

Transmutation

Level: Sor/Wiz 1, Mag 1

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Bow touched

Duration: 1 hour/level or until discharged

Saving Throw: No

Spell Resistance: No

This spell gives a +1 enhancement bonus to attack rolls to a longbow, shortbow, or crossbow. Once the spell has affected 1 shot per level of the caster the spell is discharged. When this spell is cast by an elf, it also provides a +1 enhancement bonus to damage. *Focus:* The bow.

Suppress Blood Ability

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 full round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One scion

Duration: 10 minutes/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

This spell temporarily removes an individual's ability to access one of their blood abilities. The caster of the spell must know the derivation of the target and the ability to be suppressed. The target may use their Bloodline bonus rather than constitution bonus as a modifier to their fortitude save. *Material component:* A small piece of a totem animal associated with the target's bloodline derivation.

Suppress Bloodline

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 minute

Range: Close (25 ft. + 5 ft./2 levels)

Target: One scion

Duration: 10 minutes/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

This spell temporarily removes an individual's ability to access one all of their blood abilities (except for the permanent physical changes caused by bloodform). The caster of the spell must know the derivation of the target. The target may use their Bloodline bonus rather than constitution bonus as a modifier to their fortitude save. *Material component:* A many small pieces of a totem animal associated with the target's bloodline derivation.

Trade Tongue

Divination

Level: Sor/Wiz 1, Mag 1

Components: V, M

Casting Time: 1 action

Range: 10 ft.

Duration: 5 minutes/level

Saving Throw: Will negates

Spell Resistance: No

This spell allows you to sense the amount of money that an individual is willing to accept or pay for a particular item. A limited form of telepathy, this spell gives the caster an unfair advantage when haggling. The caster receives a +5 bonus on diplomacy checks for any negotiation in barter, transaction, contract, or sale. *Material component:* a vial of snake oil.

Transport via Water

Transmutation

Level: Clr 6

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One creature

Duration: 10 minutes + 1 minute/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows fast movement from one body of water to a connected body of water. The target must immerse himself in a body of water during the casting of the spell. The target and up to 100 lbs of equipment are transformed into water. The target remains aware of his surroundings and may move at a rate of one mile per minute though open water. When the spell expires (or when the traveler desires to dispel the effect) the character transforms into his normal form. Destruction of the body of water or re-transformation in a confined space slays the traveler.

Zikalan Fireform

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 round

Range: Personal

Target: You

Duration: 1 hour/level

This spell enables you to meld your body and possessions into a non-magical fire of torch-size or larger. While in fireform, the caster can see and hear normally, but cannot talk, cast spells, attack, or suffer normal damage. The caster exits the fire at will, when the fire source is completely extinguished, or at the end of the spell's duration. *Affect normal fires* or *pyrotechnics* cast upon the fire source expels you and deals you 5d6 points of damage. *Material component:* A mixture of salt, sulfur, and crushed peppercorns tossed into the fire source.

part III:

Domains

Regents are blooded scions who hold domains of any kind. Domains can be kingdoms, guild networks, temple sects, or collections of magical power.

The Domain

A regent's domain consists of any or all of the following:

- the provinces he rules
- guild, law, magical source, or temple holdings
- assets such as castles, armies, roads, or trade routes

The term *realm* refers to any domain that includes one or more provinces. The regent of a realm is a recognized head of state, capable of holding court, making laws, executing justice, and dealing with foreign interests.

Provinces

A province is a political division of land, like a county or shire. A province generally measures about 30 to 40 miles in diameter. The vital characteristic of a province is not its size, but rather its *level* – its overall measure of population, technology, and industrial prosperity.

province population levels

Province Level	Province Population	Largest Settlement	Settlement Size
0	< 1000	Thorp	< 100
1	2,000	Hamlet	< 500
2	4,000	Village	< 1,000
3	10,000	Small town	< 2,000
4	10,000	Large town	< 5,000
5	20,000	Small city	< 10,000
6	40,000	Large city	< 20,000
7	40,000	Metropolis	< 30,000
8	60,000	Metropolis	< 40,000
9	80,000	Metropolis	< 50,000
10	100,000	Metropolis	< 60,000

Holdings

Provinces are also described by the establishments, institutions, or other power centers within them. Such power centers are called *holdings* and come in four varieties:

- Guild holdings represent artisan guilds, trading coasters, thieves guild, or any other commercial or

underworld establishment which seek to make a profit through the purchase and sale of goods, services, favors, or information.

- Law holdings represent bureaucrats, constables, taxmen, highway bandits, rebel organizations, or any other establishments whose primary purpose is to enforce laws/whims, collect taxes/tribute, or affect loyalty within a province.
- Temple holdings represent cathedrals, temples, and shrines of a particular religious sect.
- Source holdings represent mastery and control of the continuously renewed mystic essence of the living land – its *mebhaighl* (meh-VALE).

The province level determines the population of the province and thus the maximum total size of all guild, law, and temple holdings within that province. The sum of all holdings of each of these types cannot exceed the current province level.

The magic potential of each province, on the other hand, is decreased as the region is developed. The sum of all source holdings in a province cannot exceed the maximum magic potential based on the terrain type of the province minus the province level. The maximum level of a province (and thus the holdings within it) also depends upon the terrain type of the province.

province terrain types

Terrain Type	Maximum Province Level	Potential Source
Desert	3	5
Forest, Light	8	7
Forest, Heavy	6	9
Glacier	1	5
Hills	9	5
Marsh	6	5
Mountains, Low	7	7
Mountains, Med.	5	7
Mountains, High	3	9
Moor	6	5
Plains	10	5
Steppes/Highland	6	5
Swamp	6	8
Tundra	2	5

domain sequence of play

Each season, all regents must determine the state of their domains, the resources they have available, and whether any unusual events have developed that require their attention. A *domain turn* (one season) lasts for three

action rounds (one month each) during which a regent may make take one or more *domain actions*.

Determining Domain Initiative

Domain turns are conducted one event at a time, in order of domain initiative. To determine domain initiative, each regent rolls 1d20 and adds their Bloodline bonus. The regent with the highest score goes first; he may instead choose to go last in the round. The character with the next highest initiative gets the choice of going next or second-to-last, and so on through the initiative order.

Collecting Regency Points

Holdings provide regency each season equal to their level for regents of certain classes. Use the “Classes and Regency” table, below, to determine if a character can collect Regency from holdings of a certain type. The sum of the regency available for collection from all of character’s holdings and provinces is the character’s *Domain Power*. Characters who cannot collect Regency from certain holdings are still able to collect gold and perform other actions with them. Characters with multiple classes collect regency as if they were a single-classed character of whichever one of their classes they prefer to dictate as their ruling style.

classes and regency

Feature	Classes that Collect Regency (* denotes 50% collection rate)
Guild	Aristocrat (guilder), Rogue, Bard*, Ranger*
Law	Aristocrat (lord), Fighter, Paladin, Barbarian*, Ranger*
Source	Sorcerer (elven), Wizard, Druid*, Sorcerer (non-elven)*
Temple	Cleric, Druid*, Paladin*
Province	All
Trade Route	Aristocrat (guilder), Rogue

The maximum amount of regency that a character can collect per domain turn is limited by both the amount of regency available to be collected (the domain power) as well as by the character’s ability to absorb the regency. The absolute maximum RP that a character can absorb from direct holdings per domain turn is double their bloodline ability score. This score (roughly equivalent to the second edition bloodline strength statistic) is the character’s *maximum regency collection*.

Taxation, Collection, Trade

Each domain turn, regents collect money from their domains. Because of the large amounts of money involved, all calculations are done in an abstract unit of wealth called the gold bar (GB). A GB is a unit of warehoused or promised goods and services worth roughly 2,000gp (see the *finances* domain action). The following tables present the expected profit per season. Use the tables provided in the 2e core rulebook to randomize these collection rates.

Average province taxation income

Province Level	Taxation level and collection (GB)			
	None	Light	Moderate	Severe
0	0	0.0	0.0	0.0
1	0	0.33	1.5	2.0
2	0	1.5	2.0	2.5
3	0	2.0	2.5	3.5
4	0	2.5	3.5	4.5
5	0	3.5	4.5	5.5
6	0	4.5	5.5	6.5
7	0	5.5	6.5	7.5
8	0	6.5	7.5	9.0
9	0	7.5	9.0	11.0
10	0	9.0	11.0	13.0

Rulers of temple or guild holdings can collect funds from their networks. The money generated is based upon both size of the holding level and the overall prosperity of the province.

Average guild/temple collection

Province Level	Holding Level and collection (GB)						
	0	1	2	3	4	5	+
1	0	0.33	-	-	-	-	-
2	0	0.5	1.5	-	-	-	-
3	0	0.5	2.0	2.5	-	-	-
4	0	1.5	2.0	2.5	3.5	-	-
5	0	1.5	2.0	2.5	3.5	3.5	-
6	0	1.5	2.0	3.0	4.0	4.0	6
7+	0	2.0	2.5	3.5	4.5	4.5	7

Rulers of law holdings may claim a portion of money collected in the province by taxation, guild/temple collection, or trade route profit in their province. This money is taken from other regent’s profits by charging tariffs, hawking fees, bonding charges, duties, or outright banditry. The number of GBs claimed depends both upon the total profit generated by the holding being taxed and its political and economic strength relative to that of the law holding.

Average Law claim income

GB generated by target	Law Vs. Holding Level Collection (GB)		
	<	=	>
0.33	0	0	0.13
1.0-1.5	0	0	0.25
2.0	0.3	0.3	0.5
2.5	0.3	0.4	0.8
3.0	0.3	0.5	1
3.5	0.4	0.8	1.3
4.0-5.5	0.5	1	1.5
6+	1	1.5	2

Each domain turn, a trade route generates GBs and RPs equal to its level. The maximum level of a trade route is the average of the levels of the two guild holdings in the two provinces that it links. The RPs produced by the trade route go to the trade route owner (if of an appropriate class). The GBs produced by the trade route, however, are split evenly between the two guilds that the trade route connects. Law holdings in both provinces may make collections on these local incomes.

Domain Expenses

Each domain turn the regent must cover the expenses of his government. Regents must pay the maintenance cost of any military units under their command. The regent must also pay 1 GB per domain turn to maintain each castle, fortified holding, palace, or occupied foreign province. If the regent fails to pay, the castle, palace, or fortified holding level drops by one. If the maintenance cost of a occupied province is not paid, the province rebels. Wizard and sorcerer regents must pay 1 RP per domain turn to maintain each ley line in their domain. If the maintenance cost of a ley line is not paid, it ceases to exist.

Military Maintenance

Units	GB Cost
Archers, Infantry, Irregulars, Levies, M. Irregulars, Pikemen, Scouts, Castle, Palace, Fortified Holding	1
Artillerists, Cavalry, E. Infantry, Knights, M. Cavalry, M. Infantry	2
Improved Units	2+

The regent must also pay maintenance for the administration of their domain. The size of a domain is the sum of the number of provinces and holdings controlled by the

regent. If the regent can't meet expenses, he must destroy holdings or create money through the *finances* action.

Domain Maintenance cost

Domain Size	GB	Domain Size	GB
1-2	0	25-30	5
3-6	1	31-40	7
7-12	2	41-50	10
13-18	3	51-75	20
19-24	4	76-100	30
101+	1 GB per 3 provinces/holding		

Finally, regent of realms (a domain that includes one or more provinces) must maintain the realm court and pay for retainers, regular gifts, and diplomatic affairs of state.

Court Cost

GB	Court
0	No court. Diplomacy and Decree actions impossible
1-2	Minimal court (common inn). -4 Diplomacy.
3-5	Quaint court. Few retainers. -2 Diplomacy.
6-8	Average court. Plentiful retainers. Regular galas and festivities.
9+	Opulent court. +3 Diplomacy.

Domain Loyalty

The loyalty of a province affects the ability of the ruler to collect taxes and perform realm actions in that area. Loyalty is rated in four grades: high, average, poor, and rebellious. The costs associated with all domain actions assume a loyalty of high or average. The RP and GB costs for all actions are increased by one in a province with poor loyalty and doubled in a province in rebellion. Furthermore, the province and all of the regent's holdings in the province become contested. Finally, the province may muster a levy of maximum size if necessary.

Each season, the loyalty grade of each provinces is adjusted according to the following guidelines:

- +1 grade each for: no taxes collected, a successful Agitate domain action, winning the people's favor through a major deed or battle.
- 1 grade each for: severe taxation, mustering levies for a foreign war, a hostile agitate action, a province under occupation, major problems in the province or realm.

A regent who holds his lands in an iron grip won't necessarily be loved for it, but can tolerate some discontent. A regent who personally controls all available law holdings in a province can ignore two grades of change in loyalty there. If most available law holdings in a province

support the regent, the regent can ignore one grade change of loyalty. If more than half of the total available law holdings for a province are empty or do not support the regent then the regent cannot ignore any grade changes of loyalty and the penalty for severe taxation is doubled. Each unit of soldiers occupying a conquered province counts as one law holding for purposes of loyalty.

Gaining and Loosing Regency

Regency is the mystical power associated with blooded scions. It is a blend of nobility, honor, and kismet that a blooded character wears like an invisible crown. If a character rules well and exemplifies the qualities of his class and alignment, his regency is strong.

Regent characters gain regency each domain turn equal to their domain power or their maximum regency collection (whichever is smaller). Characters spend regency to raise their bloodline score or take domain actions. Regency points can also be gained or lost by great (or infamous) acts that affect the confidence of the people in their leaders ability to rule. Although regency gains are generally one time events, regency losses can continue every domain turn until the situation is resolved.

- Minor gains or losses of regency (1-6 RP) can occur when a character deals with or creates a significant problem for the people of a town or province.
- Major gains or losses of regency (RP generally not to exceed the character's Bloodline ability score) can occur when a character deals or fails to deal with a significant problem that affects the entire realm.
- Great gains or losses of regency (enough to raise or lower the character's bloodline score one point) can occur when a character deals or fails to deal with a significant problem that affects their entire cultural nation.

Domain Actions

The foundation of the domain turn lies in the regent's choice of actions. During each action round (month) in the order determined by their domain initiative the regent may perform one of the following types of *actions*:

- *Character actions* are personal undertaking that require the majority of the character's time or attention for the month.
- *Domain actions* directly affect a regent's domain. Most require the expenditure of Regency Points and Gold Bars.
- *Realm actions* are domain actions that are applied to a number of provinces or holdings at once. Realm actions can only effect holdings of the same type within a single domain. Not all domain actions are eligible to be realm actions. The cost of each such

actions are the sum of the cost of each individual action. Lieutenants cannot perform realm actions.

- *Free actions* may cost Regency Points or Gold Bars but aren't a significant enough expenditure of a regent's time to count as an action. A regent may take as many Free actions each action round as they wish.

Domain actions are not automatically successful. Many require a success roll: 1d20 is rolled and any bonuses to the roll are applied. If the roll exceeds the difficulty class of the action the regent's action succeeds. If the roll fails, the action is wasted. Most domain checks allow all the province ruler or regents with holdings in the province to apply Regency Points to add to the difficulty of the task or to provide support to the task. On such actions, each regent, starting with the active regent and then other regents in domain initiative order, may use regency to support or oppose the action. This process continues in a "poker-like" bidding process until no additional bidding occurs for an entire circuit. Once the die is rolled, no kind of interference can change the outcome of the check.

Supportable action check: The *supportable action check* is generally 1d20 + Regency Points spent to support the action by regents with holdings in the province or the province ruler.

Opposable domain DC: The *opposable domain DC* of a domain action is the base DC of the action + Regency Points spent to oppose the action by regents with holdings in the province or the province ruler.

General Domain Actions

Adventure

Type: Character

Base cost: None

Action check: None

The character takes part in an adventure. There are monsters to be fought, intrigues to be solved, and treasures to be won – in person. An adventure that lasts more than about two weeks uses one of the character's domain action for the month.

Research

Type: Character

Base cost: Varies

Action check: Special

DC: Special

Priest or wizard performs learns spells, performs spell research or creates a magical item using the rules in the PHB and DMG as modified in Part III of this conversion manual.

Training

Type: Character

Base Cost: Special

Action Check: None

Character trains for level advancement. A character must train in order to learn new feats, new skills, or to learn to cast spells of a new spell level after achieving the necessary XP total to gain these abilities. Characters may not generally gain skill ranks or experience through training alone.

Travel

Type: Character

Base Cost: Special

Action Check: None

Travel without an official entourage. A small party traveling at a reasonable pace can travel on foot with a base unit movement rate of 4 moving four provinces a week in good terrain (or about 20 miles per day). A party mounted on horses moves with a base unit movement rate of 8 provinces per war move (i.e. one province per day). The province terrain type affects rate of travel unless the party is traveling by road. Common food and lodging generally costs about 1gp per person per day. Good food and lodging costs triple this rate - or more.

Ply Trade

Type: Character

Base Cost: None

Action Check: None

Character uses personal skills to make a living. Determine the profitably rating of the endeavor. Double the profit in a province (7) or better. Halve the profit in a province (3) or lower.

ply Trade

Profitability Rating	Example	Profit (gp)
Marginal	Common labor, soldier	5-30
Fair	Blacksmith, herbalist	6-60
Good	Armourer, officer, jeweler	30-80
Excellent	Architect, superb artist	60-240
Outstanding	Requires rare skill or ability: spellcasting, training, adventuring	100x character level

Standard Regent Domain Actions

Agitate

Type: Domain/Realm (Free: full temple regents)

Base Cost: 1 RP, 1 GB

Action Check: d20 + the active regent's holdings + supporting law holdings + RP/GB spent to oppose.

DC: 10 + province rating + opposing law holdings + RP/GB spent to oppose

Increases or decreases target province loyalty. A regent with a holding can use his influence to agitate or stabilize the province's loyalty towards its ruler. Regents that collect full RP from a temple holding may do this in any province in which they have a temple holding once per season as a free action.

If successful, this action changes the loyalty of the target province by one step in the desired direction. If the check exceeds the DC by 10 or more, the province loyalty changes up to two steps. As a realm action, the base cost must be paid and separate action check made for each province affected. Likewise, an action check must be made for each province. RP and GB spent to modify the DC and action check must be paid separately for each province.

Cast Realm Spell

Type: Domain

Base Cost: Varies (by spell)

Action Check: Varies (by spell)

Priest or wizard regent casts a realm spell. Realm spells are a special type of magic that are available only to a regent spellcaster. Wizard, cleric, druid and sorcerer regents may cast realm spells. Realm spells can be used only in provinces in which the regent has an appropriate holding and with the costs and effects presented in the realm spell's description. Druids may use the power of sources (as if they were temples) to cast realm spells, but can only access the power inherent in a province - druids can not use or create ley lines.

Contest

Type: Domain/Realm

Base Cost: 1 RP

Action Check: 1d20 + active regent's holding or province + RP spent to support

DC: 10 + target holding or province + RP spent to oppose.

Regent contests a trade route, holding, or province; target provides no gold or regency until successfully Ruled. A regent can neutralize another regent's holding by contesting his influence. A contested holding does not generate gold bars or regency for its owner. Further-

more, a contested holding is decreased in level (by one) should any other holding of the same type in the province successfully increase its holding level via a Rule action. In effect, the newly ruled holding acquires some of the political or economic might of the contested holding.

Decree/Grant

Type: Free

Base Cost: 1 RP

Action Check: 1d20 + RP spent to support

DC: 10 + Special

Issues a decree with several possible results, such as awarding land, bestowing a title, changing the court costs, suppressing a trade route, declaring war, etc. A regent may dispense largesse, titles, or patronage any time he chooses, but loyalty may suffer if such actions are not in the best interests of the domain. The DC of this check is dependent upon the popularity of the action. Generally it is increased by the number of GB given as gifts or number of titles bestowed. The DC may raise significantly in response to declaring war without just cause. If the action check fails then corruption, intrigue, or unrest may appear in the domain.

Diplomacy

Type: Domain

Base Cost: 1 GB, 1 RP

Action Check: 1d20 + the active regent's capital holding level + court modifier (-4 for a minimal court, -2 for a quaint court, +3 for an opulent court) + RP/GB spent to support.

DC: Base (generally 10) + the target regent's capital holding level + RP spent to oppose

Creates or breaks alliance, opens trade agreement, forces concessions, etc. Negotiations with other regents are a full court affair designed to achieve a specific goal. The base DC of this action depends upon the how difficult the diplomatic goal is to achieve. A standard goal has a base DC of 10.

Espionage

Type: Domain (Free: full guild regents)

Base Cost: 1 GB

Action Check: d20 + target province level + supporting guild holdings + RP/GB to support

DC: Base (generally 20) + opposed law holdings + RP/GB to oppose

Reveals troop movements/positions, investigates plots or intrigues, launches assassinations, etc. Espionage includes any kind of spying or covert action. If the action fails by 10 or more, the target learns the spy's identity. Regents that collect full RP from guild holdings get one

free Espionage action in any province in which they hold a guild holding per season. Espionage is difficult and has a base DC of 20 or more.

Finances

Type: Free

Base Cost: None

Character converts Gold Bars to/from personal wealth, takes out loan, or sells off assets. Gold bars are an abstraction representing grain in silos, wheat in warehouses, swords in the armory, liens on property, and the like. Should the regent need actual transportable wealth (gems, gold, and the like) he or she must sell off her assets. In each domain turn, a regent may convert as many as 5 GB plus 1 GB per level of guild holding that he controls into 2,000gp per gold bar. Using such large amounts of wealth often involves also issuing a decree. Regents can also use this action to obtain loans from anyone willing to provide one. The typical interest rate in Cerilia is 10% for one year.

Investiture

Type: Domain/Realm

Base Cost: RP equal to the total level of all holdings or provinces invested, or None

Action Check: d20 + RP to support, or None

DC: 10 + RP to oppose, or None

Arranges the transfer/inheritance of a domain, regency, or bloodline. Also used to bind oaths of vassalage, transfer of partial domain holdings to another, or acquire new provinces. No action check or base cost is required if both parties are willing and are present for the official transfer of holdings. This requires that both parties spend a domain action on the investiture.

Investiture usually requires the use of a priest realm spell (Investiture - See Bop page 76). The casting of this investiture spell is a free action (once per domain turn) for the priest regent. Guilds, trade routes, and sources may be transferred without the sanction of a priest - no realm spell is required. All normal costs and limitations of the standard action, however, still apply (the donating holding must be contested or occupied, willing to submit to the transfer, or held under duress and forced to comply).

A single province or holding may be invested without the consent of the owning regent if it has been successfully conquered or contested. Investing multiple provinces or holdings without consent of the owning regent is only accomplished if the owning regent is present and alive at the forcible 'divestiture' ceremony.

A regent generally invests their eldest child as heir upon their birth. The regent may, however, name anyone his or her official heir through this action. Should the regent die, his chosen heir is automatically invested with

his realm and regency. A formal (second) investiture may be necessary, however, before the heir may gain the full benefits of rulership. Should a regent die without an heir, their realm is contested until appropriately invested.

Elves do not participate in divine ritual, nor request divine aid in the form of investiture. Elves can simply designate an heir, recognize a transfer of holdings or provinces, accept vassalage, or invest another with his bloodline without the use of divine aid. Both parties must be willing participants however. Most elf regents do not actively select an heir however, but prefer to allow the land to decide (Also known as "Land's Choice").

Hold Action

Type: Free

Base Cost: None

Regent delays action until later in the action round. The regent can delay his action to react that anything that occurs later in the domain initiative order. However, the held action can only be used to respond to some provocation or situation. If no one provokes the regent, the action is lost.

Ley Link

Type: Free

Base Cost: 1 RP

Action Check: d20 + supporting sources + RP to support

DC: 5 + opposing sources + RP to oppose

Enables a regent to temporary transfer control of some portion of his source network to another regent. This action forms an immediate link between the borrowing regent and the sources/ley lines. The link lasts for two action rounds, during which the lending regent cannot access the borrowed sources and lines. The lending regent still retains control if his holdings and network - he is just allowing the other spellcaster to borrow the energy. Should the lending regent want to break the link before the end of its duration, he can do so by performing another ley link action, this time linking himself to the holdings.

Train Lieutenant

Type: Domain

Base Cost: None

Creates a lieutenant for regent's domain. This action allows a regent to find, appoint, and train a lieutenant to aid in the ruling of his domain. When necessary, a regent may delegate one of his lieutenants to undertake a domain action (never a realm action) in his name – freeing the regent to undertake some other (different) task. The regent must pay the necessary gold and regency costs for the action, and no additional regency may be spent by the regent to increase the lieutenant's success chance. If

the lieutenant is not appropriately experienced in the domain action (for example, a fighter attempting to create a trade route) then the success chance is halved.

A regent may assign a lieutenant to a domain action no more than once per season. Furthermore, the regent cannot also undertake an action that requires significant use of his domain infrastructure during that month – the domain resources are assumed to be utilized by the lieutenant. Putting a domain action in the hands of a lieutenant allows the regent to take other actions such as train, research, adventure, improve units, cast realm spells, perform diplomacy, or take a vacation; it cannot be used to gain a simple “extra action” to perform multiple Rule or Contest actions in one domain turn.

Travel in State

Type: Character

Base Cost: 1 GB+

Action Check: None

Travel with an official entourage. A regent traveling in state can expect to pay at least 1 GB a month to secure accommodations, mounts, supplies, and equipment for his guards, bearers, valets, servants, and courtiers that attend him. An entourage moves at the same rate as a military unit with a base unit movement rate of 2 – about two provinces a week in good terrain. For an extra gold bar per month, the regent can arrange for mounts for his entire entourage and move at a base unit movement rate of 3.

Domain Construction Actions

Build

Type: Free

Base Cost: Varies

Action Check: d20 + active regent's supporting holding/province level + RP to support

DC: Base (generally 5) + opposing holdings + RP to oppose

This is a catch all for the construction of non-fortified buildings and roads. The opposable domain DC has a base determined by the difficulty of arranging the construction. Such arrangement is generally a simple action with a base DC of 5. Once begun, construction proceeds at the rate of 1d6 GB each domain turn until the project is complete. The cost varies by project, but is increased by 50% in remote areas (province levels 2-3) and by 100% in exceptionally remote areas (province level 0-1). This cost is doubled again in extreme conditions, such as building on a mountainside.

Build Bridge: A wooden bridge over a moderate river costs 1d4 GB. A stone bridge costs an additional GB. Bridging a large river costs two to three times as much.

Without a bridge, a major river (those that form the border of a province) requires one full round of movement to make the crossing. With a bridge, the unit may move at the normal speed dictated by the terrain.

Build Palace: A palace costs 5 GB per level and has maintenance cost of 1 GB per domain turn. For each level of palace that exists within a regent's domain, he gains an effective +1 GB bonus to his court expenditures.

Build Road: Creating a usable network of roads in a province costs double the province's terrain movement cost in gold bars. Thus, constructing road in a hilly province costs 4 GB. Roads allow military units to ignore terrain movement penalties when moving. Furthermore, roads are necessary to connect overland trade routes.

Forge Ley Line

Type: Domain

Base Cost: 1 GB and 1 RP per province crossed

Action Check: d20 + supporting sources in provinces along line + RP to support

DC: 5 + opposing sources in provinces along line + RP to oppose

Creates a mystical conduit between two provinces. Wizard and sorcerer regents (but not druids) may use this action to create a magical link between two provinces. A ley line between two provinces makes the mebhaighl of the largest source available in both provinces. A line may be forged from a province where the wizard holds a high level source to one in which he holds a low-level source, or to a province in which he holds no sources at all [BoM, page 25]. Ley lines must be forged straight. Ley lines have a maintenance cost of 1 RP per season and are destroyed if not maintained. Curved lines can be created by connecting two straight ley lines with the Forge Ley Line Extension domain action.

Forge Ley Hookup

Type: Domain

Base Cost: 1 GB, 1 RP (None for elves)

Action Check: d20 + supporting sources in province + RP spent to support

DC: 5 + opposing sources in province + RP to oppose

Creates a ley hookup. Ley hookups grant the sorcerer or wizard regent access to an existing ley line that already runs through a province. Hook-ups do not add to maintenance costs. This action has no base cost for elven sorcerers.

Forge Ley Line Connection

Type: Domain

Base Cost: 1 GB, 1 RP (None for elves)

Action Check: d20 + supporting sources in province + RP spent to support

DC: 10 + opposing sources in province + RP to oppose

Connects two existing ley lines. A wizard or sorcerer may use this action to connect two existing ley lines that share a terminal province into a single line. Although the single curved/bent line has the advantage of a reduced maintenance cost it is now susceptible to destruction by a single attack. In order to retain the ability to cast realm spells in the original terminal province (where the lines were connected) a ley line hook-up must be created. This action has no base cost for elven sorcerers.

Fortify

Type: Domain/Realm

Base Cost: 1 RP to start a project, variable GB (below)

Action Check: d20 + supporting law + supporting province + RP spent to support

DC: 2 + opposing law + supporting province + RP to oppose

Creates or enhances a castle or fortifies a holding. Building strongholds in a domain is a good way to deter attack and tie up enemy forces in a war. Once a project is underway, this check must be made (as a free action) for each province or holding undergoing fortification each domain turn. A failed check indicates that no success was made that domain turn.

A successful check for a fortifying a castle (or holding) indicates that 1d6 GB worth of progress was made during the previous season. Fortifying a castle (holding) costs 8 GB (4 GB for a holding) per level. Progress can be made at 2d6 GB per season but the extra expenses incurred cause the total project cost to increase to 10 GB (5 GB for a holding) per level.

Rule Holding (Create/Raise Holding)

Type: Domain/Realm

Base Cost: 1 GB per holding ruled, RP equal to the target ("new") holding level for each holding ruled

Action Check: d20 + the level of the province (if supporting) + supporting holdings of the same type + RP spent to support

DC: 10 + level of province (if opposed) + opposed holdings of the same type + RP spent to oppose.

Creates a single holding (0) in an eligible province or attempts to raise the level of one or more existing holding of the same type by one level.

A regent wishing to establish a holding in a province where he has no holdings may create a holding (0). Creating a single new holding is a domain action (never a realm action).

Successfully ruling existing holdings is a realm action. Any number of existing holdings of a single type within a single domain (say, all the law holdings in Diemed) may be ruled simultaneously, but the cost must be paid for each.

The sum of the holding levels of any single type of holding (guild, law, temple) may not exceed the province rating. If a contested holding of the same type exists within the same province as a successfully ruled holding, it is reduced by one level. In effect, the newly ruled holding acquires some of the political or economic might of the contested holding.

Rule Trade Route (Create/Raise Trade Route)

Type: Domain/Realm

Base Cost: 1 GB per trade route ruled, RP equal to the target (“new”) holding level for each trade route ruled

Action Check: d20 + supporting law or guild holdings in either terminal province + RP spent to support by any regent along the route

DC: 10 + opposed law or guild holdings in either terminal province + RP spent to oppose by any regent along the route

Creates a single trade route (0) between two eligible guild holdings or attempts to improve one or more existing trade routes. Trade routes are a lucrative, but risky way to increase the money making power of a domain. A trade route may be established between any two provinces of different terrain types. Provinces of level 1 to 3 are limited to one trade route; level 4 to 6 provinces can support two trade routes; level 7+ provinces can support three trade routes. In order to create a trade route between two provinces a route must exist between them. An overland route can be created if a road links the major towns of the two provinces involved. A sea (or river) route can be created only if both provinces are seaports (coastal province of level 4 or greater).

A trade route must be associated with a guild holding in each terminal province. One of the trade routes of a seaport province may also be linked to “parts unknown”, indicating long distance trade. Although the regent creating the trade route need not own the guild holdings on either end, he should arrange with its regent some sort of mutually beneficial agreement as the owner of either guild can suppress the trade route at will. A suppressed trade route is not destroyed, but does not produce a profit until the suppressing condition ends.

Trade routes may also be suppressed if either guild holding is contested, if either province is occupied by hostile units, or if the ruler of any law holding with a rating greater than the trade route level along the route chooses to suppress the route by decree. Trade routes can also be suppressed by random events such as feuds, natural disasters, brigands, trade matters, and the like.

Each domain turn, a trade route generates GBs and RPs equal to its level. The maximum level of a trade route is the average of the levels of the two guild holdings in the two provinces that it links. The RPs produced by the

trade route go to the trade route owner (if of an appropriate class). The GBs produced by the trade route, however, are split evenly between the two guilds that the trade route connects. Law holdings in both provinces may make collections on these local incomes.

Rule Province

Type: Domain

Base Cost: GB and RP equal to the “new” province level

Action Check: d20 + 1 per failed check within 12 months

DC: 10 + current level of the province

Regent increases level of one province. A regent spends time and energy advancing the prosperity of his provinces (a region of land generally 30 to 40 miles in diameter). This check receives a +1 bonus for every month in which the training has been attempted (and failed) within the last year. However, only one attempt can be made per province per domain turn (season). Regency points cannot be spent to support or oppose a Rule (Province) action. This is an expensive action and it often fails. Persistence is the key

Armies and warfare

Regents often resort to warfare to settle their differences. Fighting a battle with BIRTHRIGHT War Cards can be an excellent way to create memorable battles in your campaign. The rules presented in this section are not a simple conversion, but rather a necessary fix to the battle system presented in the core rulebook. Many of the following ideas have been extrapolated from the Sierra's BIRTHRIGHT: The Gorgon's Crown computer game. There is no need to convert the war card system to third edition, if you are satisfied with the existing system, you can safely skip this section.

Controlling an Army

Military units are generally acquired by spending money to draft, train, and equip a unit. Units can only be mustered by a province ruler with a province which meets or exceeds the unit's required province rating or by a guild, law, or temple regent that meets the required holding level (refer to Table: Standard Anuirean Units). Mercenary units can be hired in any friendly province.

After a unit is mustered, it must be maintained each season. If a normal unit goes unpaid, it disband unless the regent spends 5 RP for each GB he owes it. An unpaid mercenary unit deserts and becomes brigands.

During each week of movement (see *Move Troops*) the current aggressor moves his troops (and those of his allies) first. The aggressor is whoever occupies more of his foe's provinces. Should there be no clear aggressor, movement is in domain initiative order. An opposed

strategy check can be used to change the movement order.

Units have movement rates that are given in provinces per *war move* (one week). During each war move, the aggressor moves any or all of his units one province. Even if a unit does not move, it expends one province worth of movement as time passes. The defender may then attempt to move his units one province. Once the first province of movement is complete, each player, may move any units that have units with a movement rate of two one additional province, and so on. This process continues until all units have concluded their movement for the war move.

When units enter into a province containing units that have not yet moved, the forces already present in the province can choose to retreat to a adjacent friendly province. Should they not retreat, a battle ensues. A unit may not retreat if it has insufficient movement points. A unit that does retreat uses one point of its move for the war round. Should all hostile units retreat, the troops that entered the province can continue moving (unless a hostile castle is present), pillage the province, or occupy the province.

Castles and other fortifications

A castle forces any hostile army that enters its province to stop immediately. Enemy units cannot pass through the province without conquering or neutralizing the castle. Placing the castle under siege can neutralize the effect of a castle on movement. A castle can hold a number of units equal to its rating (thus a castle (4) could hold four units). Furthermore, castles are stationed with a minimal permanent garrison sufficient to defend the structure. This garrison consists of ten men per level of the fortification. If these soldiers leave their posts, the fortification is also effectively neutralized.

A castle is placed under siege by committing one unit per level of the castle plus one unit per hostile unit in the castle. For each season of continuous siege, the castle's rating is permanently reduced by one. If an attacker has at least one artillery unit in his army or succeeds in a Knowledge (Architecture and Engineering) check, he can attempt to storm the castle by leading an assault. Assaults are conducted like normal battles with a few special rules.

Fortified holdings are treated as castles in every respect except that they do not have this effect on enemy movement. Thus, a fortified temple (4) is as difficult to storm as a castle (4) and receives all associated benefits.

Spotting and identifying units

Enemy forces are only visible if they enter a friendly province, a province that contains friendly units, or a province that is adjacent to a unit of scouts. The disposition of enemy troops can also be determined by an espionage action or by the *scry realm* spell.

Conquering a province

When no defending forces are left in a province (or if the only defenders are hiding in a neutralized castle), the province is considered occupied. An occupied province generates no taxes or regency for the province ruler. This situation is ended only if the military forces of the province rule successfully retake the province or if the occupying regent successfully invests the province.

When a province is occupied, the occupying forces serve as temporary law holdings equal to the number of units in the province (include those involved in a siege) and thus claim a portion of the profits made by holdings in the realm. The occupying forces may automatically contest or destroy (reduce to 0) any unfortified temple, law, or guild holding in the province. Likewise, occupying forces may automatically reduce the value of a province's source potential by 1 each domain turn. Occupying forces may also tax a occupied province with the appropriate corresponding effects on the province loyalty.

In addition, an occupied province may be *pillaged* each month. Pillaging allows the military units to perform the equivalent of Severe Taxation on the province. However, should the province level exceed the number of units involved in the pillaging, then the taxation is collected based on the number of units present, rather than the province rating. Pillaging a province reduces the province level by one. A province may be pillaged each month until its rating falls to 0.

Military Domain Actions

Disband Unit

Type: Free

Base Cost: None

Action Check: d20 + RP spent to support

DC: 5 + RP spent to oppose

Character disbands army units or holdings. A regent may disband any normal unit under his control as a free action. Disbanding a mercenary unit, however, often results in the unemployed mercenaries becoming brigands in the province in which the mercenaries were disbanded. Disbanding a mercenary unit without creating brigands requires a successful action check.

Move Troops (by Land) [Declare War]

Type: Free/Character

Base Cost: 0.1 GB per unit per province through friendly territory. 0.2 GB or 1 RP per unit per province through hostile territory.

Action Check: None

Units can be moved as a Free action through a province in which they have permission to travel. Troop movement by land costs 0.10 GB per unit per province traveled. Troop movement rate is given in provinces per week. There are thus four “war moves” per month. Provinces with difficult terrain may require as much time to cross as several provinces of farmland (see table, below).

Terrain movement modifiers

Terrain Type	Movement Cost
Desert	2
Forest	2 (1 for elves)
Glacier	4
Hills	2
Marsh	2
Moor	2
Mountains, Low	2 (1 for dwarves)
Mountains, Med.	4 (1 for dwarves)
Mountains, High	Impassable (2 for dwarves)
Plains	1
River, major	One full war move w/o bridge
Steppes	1
Swamp	3
Tundra	3

Units may not enter a neutral or enemy province without permission unless the regent is willing to risk war. In any case, traveling through possibly hostile territories is more difficult and expensive than traveling through friendly territories. The cost to travel through non-friendly territories is 0.2 GB per unit per province. A regent can also spend 1 RP per unit per province, but only if he personally accompanies the troops. Of course, an army cannot travel through unfriendly territory without an appropriate leader. Should the regent choose not to accompany his army, an appropriate lieutenant (capable of spending a character action traveling with the troops) must personally travel with the troops to deal with day-to-day affairs and sudden crises. Moving troops through hostile territory counts as a character action for the character leading the army and all characters traveling with the army. PCs that spend character actions traveling with the army may be eligible to form an adventures card.

Move Troops (by Sea)

Type: Free/Domain

Base Cost: 1 GB per unit to embark.

Action Check: d20 + RP spent to support

DC: 6 + RP spent to oppose

Allows troops to board ships. Troops must embark at a friendly coastal or river province of level 4 or higher. Troops may move along major rivers as long as one bank is friendly. Disembarking must take place in a friendly province unless a leader is with the troops (someone whose character action is spent leading the troops into hostile territory). Should the action check fail, the troops are unable to depart due to the unavailability of ships, the weather, lack of supplies, or the like.

Muster Troops

Type: Free

Base Cost: Varies

Action Check: None

Creates new army units. A province ruler may muster armies in any province that he rules which has a high enough level to create units of the appropriate type. A province cannot muster more units than its level in a season.

Any regent with a law, temple, or guild holding (4) or better can muster Archers, Infantry, Pikes, and Irregulars. Any character in any non-hostile province may muster mercenary armies. Permission by the province ruler is not necessary in either case; such a muster, however, may be interpreted as an act of insurrection. A declaration of war is not necessary in order for a province ruler to “defend” the province from units controlled by other regents. A wise regent will undertake the necessary diplomatic actions to obtain the necessary permissions from the province ruler before mustering units.

It takes a unit one month for a unit to be trained and outfitted. Mercenary units (which do not require training) may move and fight during the month in which they are mustered. A unit that has not completed mustering can not move and, if attacked, has hits (and thus stats) proportionate to how close it is to completing its training.

Recruiting military units requires a significant base population and muster fee. Mustering elite units may be impossible for a regent who is short on funds or who does not have a large enough province to muster the desired unit. Regents who find themselves unable to muster elite units may be forced to train existing units to elite status instead (see *train unit*).

Levy (militia) units have a muster cost of 0 GB but have a very significant indirect cost. A muster of militia produces a number of Levy units equal to the current rating of the province, which is then temporarily decreased by one. Province taxation for the next domain turn should

take place at the lowest rating the province had during the previous domain turn.

A realm can only easily support as many Knight units as its "minor nobility" base permits. Each province in a domain with a population level of 4 can support a single unit of Knights. For each additional two points of province rating, the province can support an additional units of knights. Additional knight units have double base muster and maintenance costs to represent the cost of training and equipping soldiers who are don't come prepared with most of the own equipment and family training.

The number of warriors in a unit represented by a warcard unit varies somewhat. Each warcard representing a unit of standard foot soldiers generally represents approximately 200 warriors. Each warcard representing a unit of standard mounted soldiers or elite foot soldiers generally represents approximately 100 - 150 warriors. Each warcard representing an elite mounted unit (such as a unit of Knights) generally represents approximately 50 - 100 warriors and their steeds.

Recover unit

Type: Free

Base Cost: None

Action Check: None

Attempts to heal a wounded unit. Injured units may heal one hit for each full month in which they are garrisoned without action in a friendly province. Units that engage in combat, move, or train do not heal. There is no direct cost related to healing/recovering units, aside from the normal cost of maintaining the unit.

Train unit

Type: Domain

Base Cost: 1 RP, Variable GB

Action Check: d20 + GB spent to support

DC: Varies

Attempts to upgrade or improve an existing unit. Through this action, a regent may attempt to upgrade an existing unit to a new base unit type. The maintenance cost of an upgraded unit immediately becomes that of its new unit type.

Furthermore, through this action, a regent may attempt to add a special improvement to an existing unit. Such an improvement might include a +1 to a combat statistic, +1 to base movement, a special ability (such as the ability to scout or avoid terrain penalties), or +1 hit (this counts as two improvements). The maintenance cost of a unit with an improvement immediately increases by one gold bar for the first improvement and an additional 0.5 GB with each new improvement.

This action has an opposable domain DC with a base value determined by the attempted upgrade or improvement. The difficulty class for improvements begins at 20 and goes up by 2 with each additional improvement. This DC can be increased by law holdings opposed to the training.

train unit difficulty classes

Attempted Upgrade	DC	Maintenance
Infantry to Calvary	15	2 GB
Infantry to Elite Infantry	16	2 GB
Calvary to Knights	17	2 GB
Elite Infantry to Knights	18	2 GB
First Unit Improvement	20	+1 GB
Additional Improvements	+2	+0.5 GB

The active regent gets a +2 bonus on this check if they have five or more ranks of Strategy. In addition, this check receives a +1 bonus for every month in which the training has been attempted (and failed) within the last year.

This action costs 0 GB if it fails, but if successful, requires and expenditure of 1 GB to appropriately equip the upgraded or improved unit. This cost is doubled if the realm lacks the necessary resources (province or holding level) to muster the unit normally.

fighting battles

Setup

One of the most important factors in determining a battle is controlling the terrain. The units that have recently entered the provinces are the attacking units. Those that were already in the province are the defending units. The Strategy skill may be used before setting up the battlefield to force switch the roles of the defender and the attacker. This skill has no further effect on battle. When a fortification exists in the province, the forces allied with the fortification are always considered the defender.

Terrain

The defender may place one terrain card appropriate to the province anywhere on the battlemap. For particularly unsettled areas, multiple terrain cards may be appropriate (one for every two levels of magic potential). River cards always extend across the entire center of the battle map – units entering an area that contains a river card must stop their movement for the war round and have a move of one on the war round they attempt to leave the area.

terrain card

Province Terrain	Terrain Card
Hills, highlands	Hill card
Forest	Woods card
Marsh, tundra, swamp	Bog card
Mountains, foothills	Cliff card
Contains/border river	River card (across middle)
Fortified holding/castle	Fortification card (across friendly line)

Fortifications are difficult to take by storm. Fortifications extend across the middle of the friendly line, up to one area per two levels of the castle or fortified holding. Two reserves must be declared – one for units within the castle (a castle can contain a number of units equal to its rating) and one for units elsewhere in the province. Units that are not stationed in the castle may enter the battlefield, but may not enter the fortified areas. Defending units may use the fortification rating as their defense rating whenever they are in a fortified area.

Storming a castle may not even be attempted without a unit of artilleryists or a character with the Knowledge (architecture and engineering) skill. The unit of artilleryists (or unit containing the appropriate character) must be on the battle field at all times or the assault immediately ends. The minimal garrison of a fortification is treated a unit of infantry, but it can not leave the fortification.

The adventurers card

In general, at least four adventurers of mid to high level (and their retainers) must be available to form an Adventurers card – this involves traveling with the army and generally counts as a domain action for the adventurers. Should fewer adventurers be available, or should the adventurers be of lower, they may be sufficient to field a “wounded” (1 hit) Adventurers card. Characters who are manning spell wagons (casting battle magic) may not join the Adventurers card.

The Adventurers war card does not count as a unit and may stack with any friendly unit. Except in extraordinary circumstances, neither side in a battle should have access to more than one Adventurers card. Should a unit containing adventurers be destroyed, the characters will generally be taken captive and held for random or prisoner exchange, although they may escape or be slain on the field of battle at the DM’s prerogative.

The Battle

Once the terrain has been established, the defender places his units in the friendly line or in his reserve. After the defender has arranged his forces, the attacker sets up

his army in the enemy line or in his reserve and the war-card battle begins. Each warcard round consists of the following steps:

sequence of play

A. Movement Phase

1. Attacker moves all unengaged units
2. Defender moves all unengaged units

B. Attack Phase

1. Resolve stationary magic
2. Resolve stationary missile attacks
3. Resolve charge attacks
4. Resolve melee attacks
5. Resolve moving missile attacks
6. Resolve voluntary fall backs

C. Morale Phase

1. Routed units flee
2. Units forced to fall back do so
3. Routed units attempt morale checks
4. Surrender or withdrawal

Movement Phase

Units can move forward, backward, or sideways a number of areas equal to its move. A unit may never enter an area that already contains a friendly unit. If a unit enters an area with a hostile unit, the units become engaged. Engaged units are locked in battle and cannot move until one side is destroyed, routed, or is forced to fall back or chooses (instead of attacking) to fall back.

If the unit entering the area is on foot, and the hostile unit is mounted, the hostile unit may avoid engagement by immediately causing the mounted unit to fall back one area in any direction except the area from which the attacker entered – this move counts against the mounted unit’s movement rate for this phase.

Moving out of the reserves counts as moving a single area. Moving into the reserves ends the unit’s movement. Units can never move into the opponent’s reserves.

Attack Phase

After all units have been moved, each engagement and missile volley is resolved in order. The steps of this phase are resolved in order, so a charging cavalry may injure or destroy an infantry unit before the infantry takes its melee attack, and so on. Attacks within each step are simultaneous, so two units charging each other can kill each other in the same round. Each unit can attack only once during the entire attack phase sequence.

Stationary Magic: A unit with battle spell capability that did not move during the current round may qualify to make a magical attack or invoke a magical effect. Battlespells that allow a saving throw have a DC of $10 + 1.5 \times$

the spell level. Just as with magic item DCs, the caster's statistic isn't a significant factor in magics on this scale – just the raw power that they can command.

The use of battle magic is devastating and awe inspiring. However, even the most powerful spellcaster cannot fight off hundreds of swordsmen without support. In spells to be used to any great effect on the battlefield, the spellcaster must coordinate the magical effect with a military unit. A unit containing a spellcaster forfeits its normal attack when supporting a spell casting action during a war round. Thus, a unit containing a spellcaster may either make a normal attack or cast a spell, but not both, in a single round of battle. Units that move during the round are not capable of supporting a magical effect.

Coordinating a magical assault is difficult and time consuming. A unit may not support a spell during any round in which it starts in the reserves. Furthermore, a unit containing a spell caster may only support a spell once every three battle rounds. Thus, if a unit with a spellcaster casts a spell then it requires two rounds of normal action for the spellcaster to prepare the unit to support another magical effect. Even units containing multiple spell casters the unit may only support one spell every three war rounds. Units are prepared to support a battle spell at the start of a standard battle.

Stationary Missile Attack: A unit with missile capability that did not begin the round engaged and did not move during the current round qualifies for stationary missile fire. Artillerist units have a two area range for stationary missile fire, but are not eligible for moving missile fire. In addition to occurring first, there is an additional benefit to stationary missile fire. Eligible targets for stationary missile fire include not only at units that finish their move in an area adjacent to the stationary missile unit, but also any unit that passes through an adjacent area during its move. This includes any unit which moved into engage the missile unit during the round, effectively giving the missile unit a "last missile attack" before engaging in melee combat.

If missile fire is directed against an area in which forces are engaged then both units (friendly and enemy alike) must resolve an attack against the incoming missile fire.

Charge Attack: Any unit that begins the round unengaged and ends the round engaged and with at least one area worth of movement left may use its charge rating to attack. Thus, a unit that moves its full movement rate across the battlefield to engage an opponent cannot also make a charge. It is possible (likely, in fact) that two units of knights which begin a battle across the battle board from each other will both move to the center of the board and charge each other. Units which are currently routed or which did a fall back during the previous round may not charge.

Melee Attack: All engaged units can make a melee attack unless they choose to voluntarily fall back.

Moving Missile Attack: Units with missile capability that have moved, but are not engaged can make a missile attack against units one area away. Artillerists units are not eligible for moving missile fire. If missile fire is directed against an area in which forces are engaged then both units (friendly and enemy alike) must resolve an attack against the incoming missile fire.

Voluntary Fall Back: A unit can choose not to attack or can choose to deliberately fail an attack by choosing to fall back. This is the only way an engaged unit can disengage voluntarily, but the enemy unit is still allowed to attack it.

Morale Phase

Any unit that is forced (or chooses) to disengage with its opponent does so during this phase, after all attacks have been resolved.

Routes: A unit that is routed must retreat one area in any direction except towards the enemy's side of the field. If all possible retreat paths are blocked (by enemy units, friendly units, or terrain), the routed unit is destroyed. In the next round, the retreating unit must move (using its normal movement rate) to the friendly reserve in the quickest route that doesn't encounter enemy units. If it is engaged during its retreat, a routed unit always chooses to voluntarily fall back. Once it reaches the reserve, a routed unit remains routed until it passes a morale check.

Fall Backs: A unit that is forced to (or voluntarily chooses to) fall back must recoil one area in any direction except towards the enemy's side of the field. If all possible retreat paths are blocked (by enemy units, friendly units, or terrain), the unit is destroyed. The unit may act normally during the next war card round. Units that launch missile attacks can ignore Fall Back results on the battle cards. Units inside fortifications ignore Fall Backs.

Morale checks: Routed units can rally with a successful morale check against a DC of 10. Units with poor morale rally receive a -5 penalty to this check. Units with high morale receive a +5 bonus to this check. One character can attempt to lead the army into battle. This character may make a Leadership against a DC of 15 + one per unit in the army. If successful, all units receive a +2 bonus to morale checks while the successful leader is on the battlefield. A unit containing a successful leader receives a +5 to all morale checks.

Withdrawal or Surrender: At the end of a round, either player may surrender his army (terms are negotiable) or attempt to withdrawal from the field. A commander is *forced* to withdraw if all his units currently on the battlefield are in the reserve. In effect, he's lost the field.

If he withdraws, the units in his reserve escape and all other units on the field are destroyed. Furthermore, the victor can automatically kill one escaping unit (withdrawing player's choice) for each winning mounted unit that outnumbers fleeing mounted units. This is a result of retreating cavalry screening enemy cavalry pursuit (on a one-for-one basis). The surviving withdrawing forces are immediately returned to the province from which they came *or* are driven into an adjacent friendly province if they were defending against an enemy attack. If there is no adjacent friendly province for a force's retreat, then the army is destroyed.

d20 Attack Resolution

Attack Advantage	Fall-back	Miss	Hit	Route	Destroyed
< -2	1-7	8-16	17-20	-	-
-2	1-5	6-14	15-20	-	-
-1	1-2	3-11	12-20	-	-
0	1-2	3-9	10-18	19-20	-
+1	1-2	3-7	8-16	17-18	19-20
+2	-	1-5	6-14	15-18	19-20
> +2	-	1-3	4-12	13-16	17-20

Resolving Attacks

Attacks can be resolved using the standard icon/battle card method or by the following equivalent d20 method. There is no inherent advantage to the d20 method save for a more expedient resolution of attacks. Calculate the attack advantage by subtracting the defender's defense rating from the attacking unit's applicable combat statistic. These ratings may be modified by bonuses such as terrain, magical effects, leadership, or other bonuses.

Roll a d20 and reference the result on the row of the d20 attack resolution chart corresponding to the attack advantage to determine the effect of the attack: Attacking unit falls back, simple miss, defending unit takes a hit, defending unit takes a hit and is routed, or defending unit is destroyed.

Standard Anuirean Units

The following table is included for fast reference during play. See each unit's warcard for specific details. For each unit, the table includes (in order) the unit's:

- Unit Type (and abbreviation)
 - Movement rate (in provinces per week and war card areas per war round),
 - Melee attack value
 - Missile attack value
 - Charge attack value
 - Number of hits
 - Morale Rating
 - Unit types Vs. which the unit gets a +1 attack bonus
 - General saving throw modifier Vs. battle spells
 - Muster cost (in GB)
 - Maintenance cost (in GB per season)
 - Minimum province rating (MPR) necessary to muster the unit
 - Minimum holding level (MHL) necessary to muster the unit without a province
- In addition to the information contained in this table, some units have additional special properties:
- Artillerist units ignore terrain effects on defender's defense rating.
 - Mercenary units can move during the same month in which they are mustered.
 - Pikeman cannot be charged.
 - Scout units ignore terrain effects on movement.

standard Anuirean units

Unit Type	Mv	Mel	Mis	Chg	Def	Hit	Mrl	Vs	Save	Must	Maint	MPR	MHL
Archers (A)	2	2	4	-	2	2	Avg.	CK	+2	2	1	2	G4, L4, T4
Artillerists (A*)	1	1	5	-	1	2	Avg.	-	+3	4	2	5	
Calvary (C)	3	3	1	5	3	2	Avg.	-	+3	4	2	3	
Infantry (I)	1	3	-	-	3	2	Avg.	PR	+2	2	1	1	G4, L4, T4
Infantry, Elite (I*)	1	4	-	-	4	3	High	PR	+4	4	2	3	
Irregulars (R)	2	3	2	-	2	2	Avg.	-	+2	2	1	0	G3, L3, T3
Knights (K)	2	4	-	6	4	3	High	-	+4	6	2	4	
Levies (L)	1	2	-	-	1	3	Poor	-	+0	0	1	1	
Merc. Calvary (C\$)	3	3	1	5	3	2	Poor	-	+2	6	2	*	*
Merc. Infantry (I\$)	1	3	-	-	3	2	Poor	PR	+1	4	2	*	*
Merc. Irregulars (R\$)	2	3	2	-	2	2	Poor	-	+1	3	1	*	*
Pikeman (P)	1	3	-	-	3	2	Avg.	CK	+2	2	1	0	G4, L4, T4
Scouts (S)	3	2	3	-	2	1	Avg.	-	+2	2	1	0	G2

part IV:

Residents of cerilia

This section presents standard third edition statistic blocks for monsters, awnsheghlien, and notable NPC personalities presented in the basic BIRTHRIGHT box set. The statistics shown below represents the *rumored* abilities of these figures and may not represent their *actual* abilities in a specific campaign.

cerilian monsters

Dragon, Cerilian (Old)

	Gargantuan Dragon
Hit Dice:	28d12 + 196 (378 hp)
Initiative:	+6 (Dex, Improved Initiative)
Speed:	40 ft., fly 150 ft. (poor)
AC:	33 (-3 size, +2 Dex, +24 natural)
Attacks:	Bite +35 melee, 2 claws +30 melee, 2 wings +30 melee, tail slap +30 melee; or crush +35
Damage:	Bite 4d6 + 12; claw 2d8 + 6; wing 2d6 + 6; tail slap 2d8 + 18; crush 4d6 + 18
Face/Reach:	15 ft. by 40 ft./15 ft.
Special Attacks:	Breath Weapon, frightful presence, mesmerizing gaze, spells, spell-like abilities
Special Qualities:	Damage reduction 10/+1, SR 24, blindsight, keen senses
Saves:	Fort +28, Ref +18, Will +21
Abilities:	Str 35, Dex 14, Con 25, Int 20, Wis 20, Cha 20
Skills:	Bluff +30, Concentration +35, Diplomacy +30, Escape Artist +25, Intimidate +30, Jump +40, Knowledge (arcana) + 35, Knowledge (history) +35, Knowledge (any)(2) +30, Listen +35, Scry +30, Search +30, Spellcraft +30, Spot +35
Feats:	Cleave, Great Cleave, Flyby Attack, Improved Initiative, Power Attack, Quicken, Silent Casting, Still Casting
Climate/Terrain:	Cold and temperate mountains
Organization:	Solitary
CR:	19
Treasure:	Quadruple standard or more
Alignment:	Often neutral
Advancement Range:	29-32 HD (Gargantuan)

Dragons are legendary creatures in Cerilia. Fewer than two dozen have ever been known to exist, and only six are known to be alive today. The dragons of Cerilia are an ancient race, predating even elves and dwarves. They once existed in great numbers, but now only a handful live in the Drachenaur Mountains and in lands far across the sea.

The dragons of Cerilia are all members of a single species; they don't fall into the chromatic or metallic species of other game worlds. They are long, serpentine creatures with short legs and a pair of great, leathery wings. Thick folds of leathery skin protect their bellies; iron-hard scales protect the upper surfaces of the dragon's body and limbs. They range in color from a reddish rust-brown to an iron gray. Their bellies are usually paler than their scales.

Each Cerilian dragon is a unique and highly intelligent creature. Dragons speak their own tongue and are 50% likely to speak Sidhelien and Karamhul. No dragon has been reported to speak the language of any of the younger races.

Dragons preserve knowledge and lore older than mankind. Legends tell of dragon lore and sorcery unknown to men, and the brave and the foolhardy often seek out a dragon's lair in search of knowledge or power. Dragons greatly dislike being troubled by intruders, however, and view any non-dragons as dangerous vermin to be exterminated if they venture too close to a dragon's lair.

Combat

Most dragons don't care for physical encounters and prefer to use intimidation and spells before engaging in combat. If they must fight, they prefer to fight on the wing, using breath weapons, flyby attacks, and magic to wear down their enemy. The remaining Cerilian dragons are cautious. As a rule, they will have multiple pre-arranged defense strategies and routes of escape planned for any engagement.

Breath Weapon (Su): The breath weapon of a Cerilian dragon is a stream of burning venom, combining the worse properties of acid and fire. It affects a cone 60 feet long once every 1d4 rounds as a standard action. Creatures caught within the cone take 14d10 points of damage. A successful Reflex save (DC 26) halves the damage.

Frightful Presence (Ex): Cerilian dragons unsettle their foes with their mere presence whenever it attacks, charges, or flies overhead. Creatures with 24 or fewer Hit Dice (except other dragons) within 210 feet of the dragon must succeed at a Will save (DC 29) to avoid this *fear* effect. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

Mesmerizing Gaze (Ex): Any creature that meets the gaze of a dragon must make a Will save (DC 29) or be *paralyzed* for 2d4 x 10 minutes. If a dragon wishes to spend an entire round concentrating on a victim who has met its gaze, it can use the powers of *feblemind*, *geas*, or *suggestion* on the victim as a supernatural ability. Saving throws and SR do not apply to this effect.

Spells: All known Cerilian dragons are powerful spellcasters, equivalent to sorcerers of 9th to 16th (1d8+8) level. However, dragons are able to use spells only from the schools of Abjuration, Conjunction, Divination, and Transmutation. The save DC, where applicable, is 15 + spell level.

Blindsight (Ex): The dragon can ascertain creatures by non-visual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 210 feet.

Keen Senses (Ex): The dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 700 feet.

Society

Dragons are neutral in Cerilia's wars, preferring to be left alone in their high retreats in the Drachenaurs. Once they warred incessantly among themselves, but for the last few millennia, they have avoided fighting each other.

No young dragons are known to exist on Cerilia; all Cerilian dragons fall between the age categories of Old to Great Wyrms. They are a vanishing race, and are aware of the fact.

Dragons typically nap for twenty to thirty years at a time. When a dragon awakens, its first thought is food. Dragons won't hesitate to raid nearby human and demihuman settlements, but good dragons usually limit themselves to wild game if such is available.

Dragons have memory of many things forgotten by other races. Each dragon is the equivalent of a sage in several areas of magical, natural, or extraplanar lore. Some dragons have been known to share their knowledge with mortal supplicants but, as a rule, dragon lore comes couched in riddles and mystery.

Forest Giant

	Huge Giant
Hit Dice:	16d8 + 64 (136 hp)
Initiative:	-1 (Dex)
Speed:	20 ft.
AC:	16 (-2 size, +8 natural)
Attacks:	Fist +17 melee
Damage:	Fist 2d6 + 10
Face/Reach:	10 ft. by 5 ft./15 ft.
Special Qualities:	Trackless step, woodland stride
Saves:	Fort +16, Ref +4, Will +6
Abilities:	Str 24, Dex 8, Con 18, Int 10, Wis 12, Cha 11
Skills:	Hide +10*, Knowledge (nature) +9, Wilderness Lore +10
Feats:	Alertness, Endurance, Great Fortitude, Track
Climate/Terrain:	Any forest
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually neutral good
Advancement Range:	By character class

The forest giants of Cerilia are found in the deepest regions of Cerilia's woodlands, far from human settlements. They are peaceful creatures that guard the forest against evil incursions and destructive logging or clearing.

A forest giant is a huge (14' tall), gnarled humanoid with rough wood-like skin, a great mass of dark leafy hair and a long beard, and long, root-like fingers and toes. Forest giants tend to be solitary, reclusive creatures that aren't terribly interested in human affairs. They often send down roots and sleep for years at a time. They're unlikely to attack humans unless the humans are trespassing in their territory or building settlements where they shouldn't be. Forest giants often aid adventures that serve the cause of nature. They're slow to anger, but they have no mercy for those who defile the woodlands.

Forest giants are elemental creatures, closely tied to the earth. They have abilities to travel through wilderness settings similar to druids. In addition, Forest giants have a racial bonus of +13 to Hide in forest settings.

Combat

In melee, forest giants strike with a single blow of their mighty fist. Forest giants are vulnerable to fire and suffer 1 extra point of damage per die of damage rolled.

Spell-like abilities: Once per day – *call woodland beings*, *hold plant*, *hold monster*, and *wall of thorns*. Once per 10 minutes – *entangle*.

Ice Giant

Hit Dice:	Huge Giant 15d8 + 60 (127 hp)
Initiative:	+0 (Improved Initiative)
Speed:	30 ft.
AC:	18 (-2 size, +10 natural)
Attacks:	Huge greatclub +16/11/6 melee; Ice shards +11 ranged
Damage:	Huge greatclub 2d6 +10; Ice shards 2d10 + 7*
Face/Reach:	10 ft. by 5 ft./15 ft.
Special Attacks:	Ice shards
Special Qualities:	Rime, spell-like abilities
Saves:	Fort +13, Ref +5, Will +5
Abilities:	Str 24, Dex 10, Con 18, Int 8, Wis 10, Cha 10
Skills:	Climb +10, Listen +5, Spot +8
Feats:	Cleave, Great Cleave, Power Attack
Climate/Terrain:	Any cold
Organization:	Solitary or family (2-5)
Challenge Rating:	11
Treasure:	Standard
Alignment:	Usually Lawful Evil
Advancement Range:	By character class

The cold wastes of the northern mountains and glaciers are home to Cerilia's ice giants, a race of cruel and spiteful creatures. Ice giants are well-known danger of the north, for they are fond of launching raids into the surrounding lands.

Ice giants are elemental creatures, closely tied to the earth. They resemble 16' tall frost giants in most ways, but are sheathed in rime and jagged ice shards. They cannot exist outside of areas covered with ice and snow; during the summer they are forced to retreat to the safety of the pack ice and remain there. However, this does not prevent them from dreaming of expanding their frozen domains. They await the onset of winter to leave their frozen fortresses and raid the Vos, Rjurik, and Brechtür lands in northern Cerilia. In especially cold winters, they have been known to attack the lands south of the Stonecrowns and the Silent Watch.

Combat

In melee, ice giants fight with any available weapon. They are often waded into battle with clubs or spears formed from the trunks of entire trees.

Ice shards (Su): Ice giants hurl gigantic iceballs that inflict 2d10 + 7 points of damage to their target. In addition, everyone within 5ft of the shattering iceball receives 1d10 points of damage and must make a Fortitude save against DC 17 or suffer the effects of a *chill touch*.

Spell-like abilities: Once per 10 minutes – *fog cloud*. Once per day – *wall of ice*, *ice storm*, or *cone of cold*. Once per day an ice giant may summon a *lesser planer ally* (*water/ice*) without bargain for its service.

Rime (Ex): Mere contact with an ice giant's frozen body is equivalent to being targeted by a *chill touch* spell.

Goblin-kind, Cerilian

	Small Humanoid (Goblinoid)
Hit Dice:	1d8 (4 hp)
Initiative:	+1 (Dex)
Speed:	20 ft.
AC:	15 (+1 size, +1 Dex, +2 leather, +1 shield)
Attacks:	Shortsword +1 melee; or shortbow +2 ranged
Damage:	Shortsword 1d6; shortbow 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +0, Ref +3, Will +0
Abilities:	Str 10, Dex 13, Con 11, Int 11, Wis 11, Cha 8
Skills:	Hide +6, Listen +3, Move Silently +5, Spot +3
Feats:	Alertness
Climate/Terrain:	Temperate and warm land and underground
Organization:	Gang (4-9), clan (10-100 goblins), war band (10-24 goblins with worg mounts), tribe (40-400 goblins), or nation (by province)
Challenge Rating:	¼
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement Range:	2 HD (Medium-size); 3 HD (Large); and by character class

Goblin-kind includes goblins, hobgoblins, and bugbears. In fact, in Cerilia the term "goblin" refers to any one of these species, since they all are part of goblin society. The only real variations are in size and strength.

Goblins hold extensive realms, from Thurazor and Markazor to the great khanate of Kal Kalathor. Goblins aren't considered monsters, although no one would want them for neighbors. Their kingdoms are strong and stable enough to stand as nations, with laws, borders, and courts. They engage in trade with the lands around them, hire themselves out as mercenaries, and occasionally strike deals with bordering lands. However, goblins are short-tempered, avaricious, and violent; it's not a good idea to trust one too far.

Common goblins make up 50% of the goblin tribes. 30% of the population are larger (medium-sized; 2 HD) elite warriors. Humans commonly refer a member of to this

subspecies as a hobgoblin. The largest goblins (Large; 3 HD) are referred to as bugbears and make up about 20% of the tribes. Goblin leaders make up about 5% of the population and often have character classes.

Goblins domesticate wolves, and 2d4 wolves per 50 goblins guard most goblin steadings. About 25% of such wolves are dire wolves; common goblins can ride these creatures.

Combat

Most goblins prefer to fight as skirmishers, slingers, or archers. Hobgoblins and wolfriders often wear scale mail and favor axes, maces, or morning stars. [Medium-sized; Hit Dice: 2d8 (9 hp); AC: 17 (+1 Dex, +4 scale, +2 shield); Attacks: Morning star +1 melee, shortbow +2 ranged; Damage: Morning star 1d8; shortbow 1d6.]

Bugbears often wear banded or split mail and favor longspears and other polearms. [Large; Hit Dice: 3d8 (13 hp); AC 16 (-1 size, +1 Dex, +6 splint); Attacks: Longspear +2, melee; or shortbow +2 ranged; Damage: Longspear 1d8, shortbow 1d6.]

Goblin Characters

Goblin leaders make up about 5% of the population and can often have classes in the ranges shown below:

	Fighter	Cleric	Sorcerer	Rogue
2 HD	1–4	1–6	1–6	1–10
3 HD	1–8	1–8	1–8	1–8
4 HD	3–10	1–4	1–3	-

These leaders will have abilities and magical items appropriate to their class and level. Ninety percent of classed goblins are fighters, priests, and thieves; magicians are extremely rare. Goblin scions are almost always leaders.

Goblin clerics usually worship Kartathok, the lord of the goblins. It is believed that he holds domain over War, Chaos, and Death.

Goblin Society

Tribes or clans loosely organize goblin society. For example, the kingdom of Kal Kalathor consists of no less than 37 distinct tribes. Most goblin kings are weak figures, unable to control their contentious supporters; however, from time to time a particularly powerful, intelligent, and dangerous individual can forge an army from his squabbling subjects. Goblin states tend to be warlike and aggressive, riding nearby land, hiring out as mercenaries, or demanding heavy tolls from passing merchants.

Goblins live by herding livestock, mining, selling their services as mercenaries, and raiding. They are slaveholders, and the weak among them do most of the labor. Goblins rarely engage in farming, but they commonly tend livestock; leather, dried beef, and mining products are their chief exports. Goblin society represses females, who

are expected to take care of most domestic tasks. This includes supervising slaves and captives. Goblins trade slaves between clans often, and frequently mount raids in search of more captives.

Orog

Medium-sized Humanoid (Goblinoid)

Hit Dice:	3d8 + 3 (16 hp)
Initiative:	+0 (Dex)
Speed:	30 ft.
AC:	18 (+6 banded mail, +2 shield)
Attacks:	Longsword, +6 melee; or light crossbow +3 ranged
Damage:	Longsword 1d8 + 3; or light crossbow 1d8
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +4, Ref +1, Will +1
Abilities:	Str 16, Dex 10, Con 12, Int 12, Wis 10, Cha 12
Skills:	Climb +4, Listen +3, Ride +2 Spot +6, Craft (Any) or Intimidate +2
Feats:	Alertness
Climate/Terrain:	Temperate and warm land and underground
Organization:	Squad (4–16), war band (20–40), or tribe (40–240)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	By character class

Orogs are a dangerous and cunning race of subterranean miners and warriors that inhabit caverns and fortresses beneath Cerilia's mountain ranges. The orogs consider all other races to be their enemies (especially the hated dwarves), and live in a state of perpetual warfare. The orogs are well-equipped, fierce fighters led by powerful shamans and spellcasters, but they're almost helpless in sunlight.

Orogs stand taller than humans (6½' tall) but have short, stocky legs. An orog has a thick, barrel-chested torso, long, powerful arms, and a somewhat apish face with a short, snubbed muzzle and flat nostrils. The creature's skin is hairless and ranges from leathery gray to black.

Orogs are excellent metalworkers and commonly wear heavy banded mail. Tribal colors are displayed proudly on cloaks, surcoats, or standards. Despite their brutish appearance, orogs are very intelligent and have a firm grasp of tactics and strategy.

Combat

Orogs are very strong and prefer handheld or thrown weapons. They favor axes, maces, polearms, and heavy longswords. Crossbows are also popular.

Orogs are nauseated and blinded by bright sunlight, and suffer a –2 penalty to attack and saving throws in such conditions; even cloudy days give them a –1 penalty.

Orogs domesticate a fierce variety of giant lizard equal in all respects to a subterranean lizard. Raiding parties that need to move fast are often mounted on lizards, as are leaders among larger war bands.

Orog Characters

The orogs view each and every member of their society (male or female) as warriors. Military virtues are embraced by their society, and sheer strength is respected as well. Orog are often well trained. Orogs generally advance as Barbarians, Fighters, or Clerics. Roughly one orog is ten advances as a 1st level fighter or priest. The chieftain of a small tribe is often a fighter of 3rd level or higher and is usually advised by a battle priest of 3rd level or higher.

Scions are as common among the Orogs as they are among the dwarves. Due to their relatively shorter life span, however, Orog scions tend to have weaker bloodlines than the scions of their hated foes.

Orog battle-priests are extremely powerful and influential; entire tribes march at the words of the high battle priests. Torazan is the demon lord of the orogs. He is rumored to hold dominion over War, Earth, and Evil

Orog Society

In the distant past, orogs were surface dwellers that were driven underground during a series of genocidal wars against the dwarves. An orog fortress, home to an entire tribe, is supported by gathering underground fungi and raising livestock, as well as extensive hunting and raiding on the surface.

Their dark fortresses and holds can be found concealed in remote gorges or hidden in great underground caverns. In recent years the orogs have established several strong footholds on the surface. Their aversion to sunlight, however, makes daytime travel difficult. Tunnels are often excavated to allow movement in the vicinity of an orog holding without emerging into the daylight.

Varsk

	Large Beast
Hit Dice:	5d10 + 20 (47 hp)
Initiative:	+1 (Dex)
Speed:	40 ft.
AC:	14 (-1 size, +1 Dex, +4 natural)
Attacks:	Bite + 7 melee
Damage:	Bite 1d8 + 7
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Qualities:	Low-light vision 60 ft., Cold defenses, ignores terrain penalties
Saves:	Fort +8, Ref +5, Will +1
Abilities:	Str 20, Dex 13, Con 19, Int 2, Wis 10, Cha 12
Skills:	Spot +5, Listen +2, Hide +2, Climb +6
Climate/Terrain:	Cold plains, hills, and mountains
Organization:	Solitary or brood (2-5)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement Range:	5-7 HD (Large)

Varsk are aggressive, white-furred giant lizards found in the cold wilderness of Vosgaard. These beasts have been domesticated by the Vos for use as battle-steeds. The weather and poor forage of lands make it difficult for Vos to keep horses but varsk are adapted to cold weather and can go for as long as two weeks with minimal food.

A varsk costs about 250 gp, although an outstanding animal might fetch twice that price. They are normally only available in Vosgaard, since they don't fare well in warmer climates and don't get along well with horses or other domestic animals.

Combat

The varsk is not a subtle hunter. It relies primarily on its speed to bring down its prey. Varsks are well adapted to moving over snow and ice, and ignore movement penalties in such terrain.

Cold defenses: The varsk ignores the first 5 points of cold damage each round.

Anuirean Awnsheghlien

This section presents example third edition statistic blocks for the awnsheghlien presented in the basic BIRTHRIGHT box set. The statistics shown below represents their *rumored* (not necessarily actual) abilities.

The Gorgon

Prince Raesene, Lord of the Gorgon's Crown, Black Prince of the first house of Andu: Male Awnsheghlien Fighter 16/Wizard 14; Size Large (Humanoid); HD 16d10 + 14d4 + 150 + 10 (regent); hp 314; Init: +6 (Dex, Imp. Init.); Spd: 20 ft.; AC 40 (+2 Dex, -1 size, +10 natural, +7 Half-plate, +2 Shield, +10 deflection); Atk: bastard sword +36/31/26/21/16 (1d10 + 14/crit. 17-20/x2, bastard sword +5); SA Gaze attack, kick, weapon mastery; SQ Damage reduction 20/+2, immune to gaze attacks, darkvision, scion (Azrai, true), alertness (minor), bloodform (great), divine aura (great), heightened ability (great), long life (great), poison sense (minor), regeneration (great), major regeneration (great); SR 20; AL LE; SV Fort +19, Ref +11, Will +18; Str 24, Dex 15, Con 21, Int 19, Wis 18, Cha 18, Bld 50+.

Skills and Feats: Bluff +9, Climb +17, Concentration +20, Diplomacy +14, Gather Information +19, Handle Animal +14, Intimidate +20, Jump +17, Knowledge (arcana) +14, Knowledge (architecture and engineering) +14, Knowledge (geography) +10, Knowledge (history) +14, Knowledge (nobility) +14, Knowledge (religion) +10, Leadership +14, Listen +16, Ride +12, Sense Motive +12, Scry +14, Spellcraft +14, Spot +20, Strategy +24; Blind-fight, Cleave, Combat Reflexes, Dodge, Endurance, Expertise, Great Cleave, Improved Bull Rush, Improved Critical (Bastard Sword), Improved Disarm, Improved Initiative, Leadership, Mobility, Mounted Combat, Power Attack, Quick Draw, Ride-by Attack, Spirited Charge, Spring Attack, Sunder, Trample, Whirlwind Attack, Craft Wondrous Item, Forge Ring, Still Casting.

Special Attacks: *Gaze attack* (Su): By taking one round to concentrate on an opponent, the Gorgon can either cause his target to turn to stone (Fortitude save against DC 25) or cause him to fall dead (Fortitude save against DC 23). If the victim meets the Gorgon's gaze, the DC is increased by 2. Additionally, if the victim is within 10 feet, the DC is increased by 2. *Kick* (Ex): The Gorgon can deliver a powerful kick to those foolish enough to stand behind him. This special attack is a free action, but it can only be taken once per round and the Gorgon sacrifices his Dex bonus when performing this maneuver; Kick +30 melee (2d6 + 3). *Weapon mastery* (Ex): The Gorgon has proficiency, weapon focus, and weapon specialization with almost all known weapons.

Possessions: Kingstopper (half-plate +5), A Gentle Word (shield +5), Tighmaevril bastard sword +5.

Spells Prepared (4/5/5/5/5/4/4/3): DM's choice

The Seadrake

CR 16; Gargantuan Aberration (Awnsheghlien); HD 16d8 + 112; hp 184; Init: +2 (Dex); Spd: 15, swim 60; AC 21 (-3 size, +2 Dex, +12 natural); Atk: Bite +21 (6d6 + 12/crit. 19-20/x2 + swallow) and 2 flukes +16 (2d8 + 6); Face 10 ft. x 50 ft.; Reach 15 ft.; SA: Crushing coils, swallow; SQ: Darkvision, ink cloud, regeneration, scion (Azrai, great), bloodform (great), regeneration (great), major regeneration (great); AL N; SV Fort +12, Ref +7, Will +12; Str 34, Dex 14, Con 24, Int 10, Wis 14, Cha 18, Bld 40. Length: 50 ft.

Skills and Feats: Appraise +5, Intimidate +9, Sense Motive +7, Spot +7.

Special Attacks: *Crushing coils* (Ex): The Seadrake can wrap his length around any ship with a deck width of 20ft or less and crush it. This attack deals 1d8 + 18 points of damage to the ship's hull at every point where his coils wrap. Most ships will snap after only a round to two of such treatment. *Swallow* (Ex): On a critical hit with his bite attack, the victim must make a Reflex save against a DC of 18 or be swallowed. The Seadrake may swallow up to six man-sized creatures. Swallowed victims must make a Fort save against its powerful stomach bile (DC 18) each round or die. Victims may escape from the Seadrake's stomach by inflicting 20 points of damage to Armor Class 15 with small slashing weapons; there is no room to wield weapons of medium-size or larger and blunt or piercing weapons will not provide an escape.

Special Qualities: *Ink cloud* (Ex): The Seadrake can spit an ink cloud from under his flukes to assist his escape. The ink acts as a *darkness* spell with a 50-foot radius underwater; it is ineffective above water. *Regeneration* (Su): The Seadrake regenerates 2 hp per round while his wounds are underwater. If wound is exposed to the air for more than 3 rounds, it must heal normally. If reduced to -10 hit points, the Seadrake dies.

The Spider

CR 10; Large Aberration (Goblin Awnsheghlien); HD 13d8 + 39 + 10 (regent); hp 108; Init: +5 (Dex); Spd: 40 ft.; AC 22 carapace (-1 size, +5 Dex, +8 natural), 16 underbelly (-1 size, +5 Dex, +2 natural); Atk: Bite +13 (2d6 + 4), 2 claws +8 (1d6 + 2); Face 5 ft. x 10 ft.; Reach 5 ft.; SA: Jump, poison, web; SQ: Darkvision, spittle, regeneration, scion (Azrai, true), animal affinity [spiders] (great), bloodform (great), invulnerability (great), long life (great), regeneration (great), major regeneration (great); AL CE; SV Fort +7, Ref +9, Will +7; Str 19, Dex 20, Con 16, Int 11, Wis 8, Cha 14, Bld 43. Height: 7 ft., Length: 7 ft.

Skills and Feats: Climb +15, Hide +15, Listen +1, Knowledge (riddles) +5, Move Silently +10, Spot +14. Alertness, Combat Reflexes, Expertise, Improved Trip.

Special Attacks: Jump (Ex): The spider can jump up to 30 feet in the air and land on a target 50 feet away with a successful attack roll. This is not a tactic that it uses very often in combat, but is valuable for ambush or escape. **Poison** (Ex): Bite, Fortitude save (DC 16); initial and secondary damage of 2d4 temporary Con damage. **Web** (Ex): The spider can string a web trail behind it or spin an intricate web. The web can cover an area 40x40x40 feet and holds creatures as the *web* spell. The web cannot be burned away, but dissolve after a day or two.

Special Qualities: Spittle (Ex): Ranged touch attack against three opponents in a 10 feet radius. Victims must make a Fortitude save (DC 18) or be *blind* for 1d6 x 10 minutes. **Regeneration** (Su): The spider regenerates at the rate of 1 hp per round. It can even regenerate from damage that takes it below -10 hit points. There is no known method to permanently slay the Spider.

Rhuobhe Manslayer

Lord of Rhuobhe, Master of the Gheallie Sidhe: Male Awnsheghlien Elven Fighter 11/Sorcerer 10; Size Medium (Humanoid); HD 11d10 + 10d4 + 42 + 10 (regent); hp 137; Init: +4 (Dex); Spd: 40 ft.; AC 30 (+4 Dex, +7 elven half-plate, +2 Shield, +7 deflection); Atk: Heartspiller +27/22/17/12 melee (1d10 + 11/crit. 19-20/x2, bastard sword +4); Winged Death -24/19/14/9 ranged (1d8 + 8/crit. 20/x3, longbow +4). SA Energy arrows; SQ Damage reduction 30/+3, invulnerable to arrows, elven resistances, low-light vision, true seeing, no arcane spell failure, scion (Azrai, true), alertness (minor), bloodform (major), enhanced sense (major), fear (major), regeneration (minor); SR 17; AL NE; SV Fort +12, Ref +10, Will +12; Str 24, Dex 18, Con 15, Int 18, Wis 14, Cha 17, Bld 48. Height: 7 ft.

Skills and Feats: Appraise +5, Balance +5, Concentration +15, Climb +10, Diplomacy +5, Handle Animal +8, Hide +10, Intuit Direction +5, Jump + 10, Knowledge (arcana) +14, Knowledge (history) +5, Knowledge (nature) +10, Leadership +10, Listen +6, Move Silently +14, Ride +9, Scry +9, Search +6 (true seeing), Spellcraft +14, Spot +11, Swim +10, Wilderness Lore +14; Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Expertise, Far Shot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run, Spring Attack, Track, Weapon focus (longbow), Weapon Specialization (longbow), Whirlwind attack.

Special Attacks: Energy Arrows (Su): Rhuobhe does not use normal arrows, for he can summon bolts of energy from the air. Rhuobhe's bolts count as +5 enchanted weapons for the purpose of hitting creatures with immunities to normal weapons. When these arrows hit, the victim must make a Fortitude save (DC 20) or receive an additional 1d6 points of energy damage.

Special Qualities: True seeing (Su): Rhuobhe's sensitive eyes act as though affected by a permanent *true seeing*. However, his eyes cannot tolerate bright light; he attacks with a -4 penalty in highly illuminated areas. **No arcane spell failure** (Ex): Rhuobhe can cast spells in any army without suffering from arcane spell failure.

Possessions: Winged Death (mighty +4) composite longbow +4), Heartspiller (bastard sword +4), Glaive-breaker (elven half-plate +4), Anger's Turning (shield +3).

Spells Known (cast 6/7/7/6/4): DM's choice.

Notable personalities

This section presents standard third edition statistic blocks for the NPCs presented in the basic BIRTHRIGHT box set's *Ruins of Empire*. The statistics shown below represents the *rumored* abilities of these notable figures and may not represent their *actual* abilities.

Caliedhe Dosiere

Imperial Chamberlain of Anuire: Male Anuirean Fighter 8/Wizard 12; Size Medium (Humanoid); HD 8d10 + 12d4 + 20 + 10 (regent); hp 118; Init: +6 (+2 Dex, +4 Imp. Init.); Spd: 30 ft.; AC 22 (+2 Dex bonus, +10 deflection); Atk: longsword +19/14/9 melee (1d8+6/ crit 19-20/x2, longsword +4); SQ Scion (Anduiras, great), detect lie (minor), divine aura (major), enhanced sense (major), resistance (major); SR 15 (enchantment); AL LG; SV Fort +15, Ref +12, Will +17; Str 10, Dex 14, Con 13, Int 19, Wis 17, Cha 15, Bld 32.

Skills and Feats: Concentration +6, Craft (calligraphy) +9, Craft (painting) +9, Diplomacy +16, Gather Information +7, Handle Animal +7, Knowledge (arcana) +9, Knowledge (architecture & engineering) + 9, Knowledge (geography) +9, Knowledge (history) +14, Knowledge (nobility and royalty) +19, Knowledge (religion) +8, Administration +13, Ride +7, Scry +14, Sense Motive +13, Spellcraft +14, Spot +8, Strategy +8, Swim +3; Combat Casting, Combat Reflexes, Endurance, Extend Spell, Heighten Spell, Improved Initiative, Leadership, Mounted Combat, Ride-by Attack, Scribe Scroll, Spell Mastery (2), Spell Penetration, Spirited Charge, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Throneguard (longsword +4), signet ring of Anuire, ring of office (+4 enchantment bonus to armor class and saving throws), bracers of armor +6.

Spells Prepared (5/6/6/6/5/4): DM's choice. The chamberlain is a diviner; his opposed school is rumored to be the school of conjuration. He has complete access to the imperial college of sorcery and thus potential access to a wide a great variety of magical lore.

Aeric Boeruine

Archduke of Boeruine: Male Anuirean Fighter 12; Size Medium (Humanoid); HD 12d10 + 24 + 10 (regent); hp 110; Init: +2 (Dex); Spd: 30 ft.; AC 25 (+1 Dex, +8 full plate, +4 deflection, +2 shield); Atk: bastard sword +19/14/9 melee (1d10+9/ crit 17-20/x2, bastard sword +4); SQ Scion (Anduiras, major), bloodmark (streak of red hair), battlewise (major), divine aura (major), resistance (great); SW -6 armor check penalty; SR 20 (enchantment); AL LN; SV Fort +10, Ref +6, Will +5; Str 17, Dex 15, Con 15, Int 15, Wis 13, Cha 16, Bld 30.

Skills and Feats: Diplomacy +11, Handle Animal +8, Intimidate +6, Ride +12, Sense Motive +6, Knowledge (architecture & engineering) +10, Knowledge (nobility and royalty) +12, Leadership +9, Strategy +9; Cleave, Dodge, Endurance, Exotic Weapon (bastard sword), Great Cleave, Leadership, Mounted Combat, Improved Critical (bastard sword), Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Kingsbane (bastard sword +4), Full plate +4, Shield (lg., steel, MW).

Darien Avan

Prince of Avani: Male Anuirean Fighter 9/Ranger 1; Size Medium (Humanoid); HD 9d10 + 9 + 10 (regent); hp 85; Init: +4 (Dex); Spd: 30ft.; AC 23 (+4 Dex, +4 elven chain shirt, +5 deflection); Atk: longsword +14/9 melee (1d8+8/crit. 17-20/x2, longsword +4), shortsword +12 melee (1d6+4/ crit. 19-20/x2, short sword +3); SQ Scion (Anduiras, great), animal affinity (major), bloodmark (dragon birthmark on face), persuasion (major), elemental control (great), regeneration (great); AL LN; SV Fort +9, Ref +6, Will +3; Str 15, Dex 18, Con 13, Int 16, Wis 12, Cha 17, Bld 35.

Skills and Feats: Diplomacy +12, Gather Information +8, Handle Animal +5, Innuendo +5, Leadership +12, Ride +5, Sense Motive +8, Spot +6, Knowledge (nobility and royalty) +13, Strategy +11; Ambidexterity, Combat Reflexes, Dodge, Expertise, Improved Critical (longsword), Leadership, Mobility, Spring Attack, Track, Two-weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack.

Special Attack: Favored Enemy (goblinoids): +1 to damage and Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks vs. favored enemy.

Possessions: Scalebiter (longsword +4), Heartseeker (short sword +3), elven chain +5.

Shaemes Lavalier

Male Anuirean Ranger 7; Size Medium (Humanoid); HD 7d10 + 14; hp 58; Init: +3 (Dex); Spd: 30ft.; AC 17 (+3 Dex, +2 leather, +2 deflection); Atk: shortspear +18/13 melee

(1d8 + 12/ crit. 19-20/x3, shortspear +5); SQ Scion (Reynir, minor), animal affinity (major); AL CG; SV Fort +7, Ref +5, Will +3; Str 20, Dex 16, Con 14, Int 13, Wis 13, Cha 9, Bld 10.

Skills and Feats: Climb +10, Gather Information +4, Hide +13, Listen +8, Move Silently +13, Sense Motive +6, Spot +8, Wilderness Lore +6; Alertness, Combat Reflexes, Endurance, Track, Weapon Focus (shortspear).

Special Attack: Favored Enemies (goblinoids, giants).

Possessions: Heartreaver (Tighmaevril shortspear +5), leather armor +2. Shaemes is also rumored to possess boots of speed.

Spells Prepared (0/2): DM's choice.

Tedodor Profiev

Male Vos Paladin (Haelyn) 8; Size Medium (Humanoid); HD 8d10 + 16; hp 68; Init: +2 (Dex); Spd: 20ft.; AC 18 (+2 Dex, +4 scale, +2 deflection); Atk: greatsword +16/11 melee (2d6 + 9/ crit. 17-20/x2, greatsword +3); shortbow +12/7 ranged (1d6 +4/ x3, mighty comp. shortbow, arrows +2); SQ: Scion (Azrai, major), alertness (minor), resistance (major); SR 15 against necromantic magic or level drain; AL LG; SV Fort +11, Ref +7, Will +7; Str 19, Dex 15, Con 15, Int 12, Wis 14, Cha 17, Bld 14.

Skills and Feats: Craft (armorsmithing) +5, Craft (bow-making) +5, Craft (weaponsmithing) +5, Gather Information +5, Handle Animal +8, Knowledge (religion) +7, Leadership +5, Listen +4, Ride +9, Spot +4, Wilderness Lore +7; Cleave, Imp. Critical (greatsword), Power Attack, Weapon Focus (greatsword).

Possessions: Awnshegh's Doom (greatsword +3), scale armor +2, 20 arrows +2.

Spells Prepared (0/2/1): DM's choice.

Guilder Kalien

Count of Endier: Male Brecht Half-elf Rogue 5; Size Medium (Humanoid); HD 5d6 + 5 + 10 (regent); hp 35; Init: +4 (Dex); Spd: 30ft.; AC 20 (+4 Dex, +6 deflection); Atk: shortsword +8 melee (1d6 + 5/ crit. 19-20/x2, shortsword +4); SQ: Scion (Brenna, major), shadow form (great); AL NE; SV Fort +2, Ref +8, Will +2; Str 13, Dex 18, Con 12, Int 16, Wis 12, Cha 16, Bld 15.

Skills and Feats: Appraise +11, Bluff +11, Diplomacy +13, Escape Artist +6, Forgery +7, Gather Information +13, Hide +5, Innuendo +9, Intimidate +5, Knowledge (geography) +5, Knowledge (nobility) +5, Listen +10, Move Silently +5, Open Lock +6, Administration +9, Read Lips +8, Sense Motive +9, Spot +4. Skill Focus (Diplomacy), Skill Focus (Gather Information).

Possessions: The Diplomat (shortsword +4), bracers of armor +6.

The Wizard

Female Human Wizard 10; Size Medium (Humanoid); HD 10d4 + 10 + 10 (regent); hp 51; Init: +2 (Dex); Spd: 30ft.; AC 18 (+2 Dex, +6 deflection); Atk: quarterstaff +6 melee (1d6 + 1/ crit. 20/x2, quarterstaff +2); SQ: Scion (Vorynn, great), alter features (major), enhanced senses (major), travel (great); AL CE; SV Fort +4, Ref +5, Will +8; Str 8, Dex 15, Con 13, Int 18, Wis 12, Cha 8, Bld 22 (30).

Skills and Feats: Concentration +14, Disguise +4, Gather Information +4, Knowledge (arcana) +14, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (nobility) +9, Scry +12, Spellcraft +17; Combat Casting, Empower Spell, Quicken Spell, Scribe Scroll, Silence Spell, Spell Mastery (2), Still Spell.

Possessions: Calamity (quarterstaff +2, +8 bloodline ability (Vorynn), acts as *staff of thunder and lightning*, *ring of ley use*, and *amulet of proof against location and detection*), bracers of armor +6.

Spells Prepared (4/5/5/4/4/2): DM's choice.

Tie'skar Graecher

King of Thurazor: Male Goblin Fighter 7; Size Small (Humanoid); HD 1d8 + 7d10 + 16 + 3 (toughness) + 10 (regent); hp 76; Init: +4 (Improved Initiative); Spd: 15ft.; AC 17 (+7 half-plate); Atk: shortsword +12 melee (1d6 + 7/ crit. 19-20/x2, shortsword +2); SQ: Scion (Azrai, major), fear (major), poison sense (minor); AL LE; SV Fort +7, Ref +4, Will +3; Str 15, Dex 10, Con 14, Int 15, Wis 9, Cha 12, Bld 14.

Skills and Feats: Alchemy +9, Bluff +5, Diplomacy +5, Intimidate +3, Hide +5, Knowledge (nobility) +4, Listen +4, Move Silently +4, Spot +4; Alertness, Improved Initiative, Iron Will, Quick Draw, Toughness, Weapon Focus (shortsword), Weapon Specialization (shortsword).

Possessions: Fleshrender (shortsword +2).

Nadia Vasily

Female Vos Cleric (Kriesha) 8; Size Medium (Humanoid); HD 7d8 + 8; hp 51; Init: +2 (Dex); Spd: 20ft.; AC 19 (+2 Dex, +5 chain mail, +2 deflection); Atk: mace +11 melee (1d6 + 5/ crit. 19-20/x2, mace +3); SQ: Scion (Azrai, major), travel (great); AL LE; SV Fort +4, Ref +7, Will +9; Str 14, Dex 14, Con 12, Int 14, Wis 16, Cha 16, Bld 15.

Skills and Feats: Concentration +12, Diplomacy +8, Gather Information +4, Heal +7, Knowledge (arcana) +4, Knowledge (geography) +4, Knowledge (religion) +10, Spellcraft +13, Wilderness Lore +7; Combat Casting, Craft Magic and Armor, Empower Spell, Enlarge Spell.

Possessions: Mace +3 (abilities unknown), chain mail +2.

Spells Prepared (6/5/4/4/2): DM's choice. Domains: Animal, Cold.

Kalilah bint Daouda

Female Khinasi Paladin (Avani) 5; Size Medium (Humanoid); HD 5d10 + 10; hp 44; Init: +6 (Dex, Improved Int.); Spd: 30ft.; AC 18 (+2 Dex, +4 chain shirt, +2 shield); Atk: longsword +8 melee (1d8 + 2/ crit. 19-20/x2, longsword); SQ: Scion (Basaia, major), animal affinity (major), enhanced sense (major); AL LN; SV Fort +10, Ref +7, Will +8; Str 14, Dex 15, Con 15, Int 13, Wis 16, Cha 18, Bld 18.

Skills and Feats: Diplomacy +8, Gather Information +6, Handle Animal +7, Heal +7, Knowledge (nobility) +5, Knowledge (religion) +5, Leadership +7, Strategy +6, Ride +7; Improved Initiative, Mounted Combat, Weapon Focus (longsword).

Possessions: longsword, chain shirt, shield.

Spells Prepared (0/1): DM's choice.

Grimm Graybeard

King of Baruk-Azhik: Male Dwarf Fighter 5/Cleric (Moradin) 5; Size Medium (Humanoid); HD 5d10 + 5d8 + 40 + 10 (regent); hp 109; Init: +0; Spd: 15ft.; AC 18 (+8 full plate); Atk: greataxe +18/13 melee (1d12 + 14/ crit. 17-20/x3, greataxe +3); SQ: Scion (Anduiras, major), battlewise (minor), courage (great); AL LG; SV Fort +12, Ref +2, Will +8; Str 22, Dex 10, Con 18, Int 14, Wis 17, Cha 14, Bld 19.

Skills and Feats: Craft (armorsmithing) +10, Craft (blacksmithing) +4, Craft (weaponsmithing) +12, Diplomacy +8, Heal +5, Knowledge (Religion) +10, Leadership +4, Spellcraft +6; Cleave, Great Cleave, Imp. Critical (greataxe), Leadership, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Possessions: Orogbane (greataxe +3, acts as Tighmaevril against blooded orogs), full plate.

Spells Prepared (6/5/4/3): DM's choice.

Appendices:

playtest house rules

These d20 house rules apply to the author's ongoing campaign and have been used in the play-testing of this standard BIRTHRIGHT conversion. They are included here primarily for the benefit of the play-testers. Do not use these rules without looking them over carefully – they may not be applicable to your style of play.

Character creation and advancement

- Starting characters receive average starting money for their class. Scions also receive a mount, a masterwork weapon, and a masterwork suit of armor appropriate to their training and background.
- Characters gain fixed hit points when advancing (average hit points, round down) [DMG, pg. 42].
- Training is not required to advance in level, although it may be required when learning new abilities, spell levels, or skills. [DMG, pg. 42]
- There should not be an inherent advantage to creating a high-level character as opposed to raising a character “up through the ranks”. Thus, whenever a character gains a level in which they have as a class skill a skill in which they have previously purchased ranks as a cross-skill they may do the following they may, if they wish, buy back their “cross-skill” purchased ranks and used the freed points on other skills (using the class skills of the class in which they were originally spent). In other words, you may chose your skills as if you took your character levels in the most advantageous way, but you may not reduce the effective rank of any existing skill. For the same reasons, an increase in either Int retroactively increases skill points (like Con).
- Elite characters gain one characteristic ability buy point every level. These points can be stored to purchase increase in existing attributes at the standard costs for ability buy. This rule replaces the standard +1 attribute bonus gained every four character levels. Abilities may not be raised above starting maximums (18 for humans).

Modified class abilities

- Barbarian rage: Entering a rage as a free action requires some appropriate (and sometimes involuntary) trigger. If a trigger is present, entering the rage is a free action, but the rage ends (with appropriate penalties) once the trigger is removed. A Barbarian who wishes to rage “preemptively” as an act of will may “work himself” into a rage, but this requires a full-

round action. A rage of this sort has no trigger and can only be left with difficulty (Will save against DC 20) or when exhausted. Note that, while enraged, the Barbarian's judgment is severely impaired, often causing them to view the actions of their companions in the least favorable way.

Spell casting

- Spellcasters may attempt to cast a spell “quietly” with a successful concentration check against a DC of 15 + spell level. Having five or more ranks of bluff gives a +2 synergy bonus to this check. Casting time is increased to a full round (or doubled). A failed check indicates an error in the casting often resulting a miscast spell effect. The casting of a spell in this way is only noticed on a successful Spot check against a DC equal to the results of the concentration check. The Spot check receives a bonus equal to the level of the spell cast.
- Attacking or casting a spell while under the effect of a movement related magic (levitation, spider climb, etc.) may require a balance check.
- Invisibility, Invisibility Sphere, and other invisibility variants that “end when the subject makes an attack” do not provide “true” invisibility. They provide instead a +10 circumstance bonus to Hide checks. The spell does bonus does not end when the subject makes an attack, but the standard rules for attempting to Hide while observed do apply. Improved invisibility and other spells that persist even when attacking provide true invisibility.
- Fly and other spells that allow wingless travel through the air are unavailable. Levitation, telekinesis, or flight gained through polymorph is permitted.
- Speak with Dead and Reincarnate are not available without direct divine intervention.
- Raise Dead and Resurrection can only be used as “magical CPR”. These spells work only if the target is dead for less than one minute per caster level.
- The miracle, wish, and limited wish are not available. Only direct divine influence can causes such effects.
- All spells that involve traveling or summoning from another plane may only be used to access the Shadow World. No other planes are accessible to mortals in Cerilia. Elemental summoning spells invoke the creation/release of elemental forces in the local area near the spell caster – thus an appropriately strong elemental source must be available for such spells to succeed (an ocean, a wind storm, etc.)
- All spells that involve the use of shadow (and thus the shadow world) and the control or creation of undead are considered forbidden lore and often have unpleasant side-effects.

Combat

- Only partial actions are allowed on a character's first round of combat. Only those aware of the opponents can make any action at all during the first round.
- Instead of making attack rolls for normal opponents, the GM may ask the player to make a defense check. The probability of taking damage is the same, but keeps the GM from being a bottleneck.
 - Defense check succeeds if: $d20 + \text{defender's AC bonus} \geq \text{attacker's hit bonus} + 12$
 - Low rolls on a defense check may indicate that the opponent has scored a threat.
- Dramatic encounters may be played out on a battle-map - some normal encounters will not. When a map is not used, a single opponent will be considered flanked by a two or more opponents acting in concert on the second round of coordinated activity.

Hitpoints and Wounds

Hit points are an abstract representation of a character's general level of toughness and stamina or ability to withstand trauma. According to standard rules, a character's hit point total does not affect his or her ability to continue fighting in any way. The modifications in this section help improve the story by allowing damage to impact fighting ability and mobility.

Taking hit point damage

- For elite characters (including PCs), the loss of *hit points* corresponds to a loss of general vitality, it does not necessarily correspond to the infliction of major wound producing trauma.
- When an elite character's hit points equal 0, the character is *staggered*. A staggered character can only take a partial action when he would normally be able to take a standard action. In addition, if the character attempts to perform anything particularly strenuous he must make a Fortitude saving throw vs. DC 15 or be *stunned* for a round, instead. Should this check fail by 10 or more, the character passes out and falls unconscious for 2d6 rounds. Strenuous activities include running, attacking, casting a spell, or using any ability that requires physical exertion or mental concentration.

Taking wound point damage

- Elite characters (such as PCs) have a number of *wound points* equal to their Constitution. Non-elite characters and monsters do have zero wound points
- Any damage taken by an elite character beyond 0 hit points is taken as damage as *wound point* damage.
- A character with any wound point damage is *wounded*:

- Wounded characters suffer a -1 penalty to Strength and Dexterity for every wound point suffered.
- Wounded characters cannot charge or run.
- When wound points reach 0, the character is *unconscious*.
- Wound points may also be taken directly at the GM's discretion. Here are some examples of sources of damage that may cause wound points to be taken:
- Damage inflicted by a *coup de grace* may be taken wound point damage at the GM's discretion.
- Sneak attack bonus damage, when inflicted on a target that is completely surprised, may be considered wound point damage at the GM's discretion.
- 1d6 wound points may be taken from any single attack that inflicts more than half of a character's total hit points.

Taking lethal damage

- Any damage taken by a character with 0 remaining wound points is taken as *lethal* damage.
- A character that takes any lethal damage is in *critical condition* and must immediately make a survival roll. The character must make a Fortitude saving throw (DC 10 + accumulated lethal damage) or die one round after failing the check.
- If this check succeeds by 10 or more or is a natural 20 the character *stabilizes*. Otherwise, the character is still in *critical condition*. The survival check must be repeated every hour until the character successfully stabilizes or fails the check and dies.
- The survival check may be replaced by a successful Heal check if it is made before the character dies.
- No magic short of Heal affects lethal damage, but the use curative magic gives a situational bonus equal to the total spell levels expended to the survival (or Heal) check.

Recovering from damage

- Cure spells (and other healing magic) affect hit points. Curative spells that are cast within one minute per caster level of receiving a wound may be used instead to cure a number of wound points equal to the spell level. Curative magics less powerful than *heal* have no effect on wound points after this limit.
- Characters recover wound points at the same rate that they recover ability points (see Heal skill, PHB).
- The difficulty class of all Heal skill checks for long-term care receive a circumstance penalty equal to the wound point damage suffered by the target.
- Lethal damage is recovered quickly, or not at all. A stabilized unconscious character with any lethal damage heals all lethal damage (but still has 0 hit points and 0 wound points remaining) after 1d4 hours per point of lethal damage taken.

Miscellaneous Notes

The play-testing of this rulebook has focused on characters generated following the ability point buy system as presented in this rulebook. It is strongly recommended that characters that you wish to convert be rebuilt as “new” characters in the new system. Converting existing second edition characters and NPCs as “new” characters may result in characters that are somewhat more or less powerful than they were in second edition but such characters should be reasonably well balanced with each other. A character that is simply converted using the WotC conversion rules may be significantly unbalanced in comparison to characters generated entirely within this rule system.

The third edition Bloodline ability score has been calculated to be roughly half of the second edition bloodline strength statistic. To convert a second edition bloodline strength scores to the third edition Bloodline ability score, simply divide it by two. All second edition game statistics that involve bloodline strength have been modified to reflect this fact. For instance, the maximum emergency point collection for a character is no longer their bloodline strength (as it was under second edition); it is now double their Bloodline ability score – an equivalent value.

Under second edition rules, unblooded characters gained a 10% bonus to earned experience. Such characters should not gain bonus experience under these third edition rules. Instead, unblooded will have slightly better attributes than blooded scions (and do not have to use their background feat to purchase *blooded scion*). The bonus feat and effective ability points should allow commoner PCs to be roughly equivalent to the advantages of being blooded. Commoners must be naturally stronger, faster, smarter or more talented to be considered peers with the blooded. If, however, you use random ability and bloodline strength generation, you may wish to maintain game balance by imposing a +1 ECL to blooded characters.

One final note: A BIRTHRIGHT campaign is a curious mix of a low and high magic campaign. Due to their increased racial abilities, bonus class skills, and blood abilities (or extra feat) characters built using this rulebook will be slightly more powerful than their level suggests at low levels. However, magical items are hard to come by in Cerilia. High-level characters in a standard BIRTHRIGHT campaign may not have as many magical items as is standard for a character of their level. Thus, characters may be slightly less powerful than their level suggests at high levels. In either case, you should design the ELs for encounters in your game with this in mind.

The Ranger Revisited

Monte Cook (one of the authors of the PHB) has addressed the rather significant lack of balance in the published PHB Ranger. This revision is freely available online on Monte’s web site (montecook.com). Monte’s document also introduces additional Ranger feats and spells that are well worth checking out. Readers are referred to this document for a complete description of the class. The following points are an attempt to summarize the major points:

Enhanced class abilities

- Saves: Ref (Good) (previously Ref (Poor))
- Base skill points per level: 6 (previously 4)
- New special abilities: As per the PHB, plus one bonus feat at levels 1, 4, 7, 10, 13, 16, and 19 chosen from the list below
- Spell progression changes

Revised Ranger spell progression

# of spells	Level of Spell			
	1	2	3	4
0	4	7	10	13
1	6	9	12	15
2	11	14	16	18
3	16	17	19	20
4	20	-	-	-

New Level at which # of spells is gained

Restricted class abilities

- Hit Die: d8 (previously d10)
- Lost special abilities: Rangers no longer gain the feats two-weapon fighting and ambidexterity for free at first level.

Rangers bonus feats must come from the following list: Ambidexterity, Blind-fight, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Quick Draw, Two-Weapon fighting (Improved Two-weapon Fighting), Weapon Finesse, and Weapon Focus.

disclaimer

In August of 2000, WotC's Jim Butler gave his blessing to the notion of converting old AD&D materials to third edition Dungeons & Dragons (on DND-L):

We [at WotC] wholeheartedly encourage anyone to go through and make whatever conversion notes for various products they'd like. Just don't OCR the entire product in with those conversions and make the entire product available. *Make them notes that can be used with the product, not a complete reprint.* We'll be releasing all of the older, out-of-print game materials over the website at some point in the near future. Some of these products will be available for free, while others will be pay-for downloads or subscription-based (your choice). *You're free to make the conversions and include the entire text of the free products available.* For the pay-for products, we ask that you stick with the conversions.

This rulebook is not (and is not meant to be) a replacement for the BIRTHRIGHT rulebook. The DM for a BIRTHRIGHT campaign will need to obtain a copy of the basic boxed set rules that include the *Atlas of Cerilia* and *Ruins of Empire*. Although these products are out of print, they can often be found for sale on www.ebay.com.

credits

Many rules presented in guide are derived from the excellent work of other author's conversion guides and from the comments of the many fine folk on the BIRTHRIGHT e-mail listserv or e-mails to the author over the past year. These concepts have sometimes been adopted with significant modification. I have attempted to give credit where credit is due, but many fine ideas I can only credit to "someone on the BIRTHRIGHT mailing list". My apologies in advance if I have failed to give credit to a specific person for a conversion rule which they proposed.

Contributors to this work include:

- Past and present members of the www.birthdayright.net forums or birthright-l email discussion list, particularly the many interesting posts by (in no particular order): Mark Aurel, Terry Keith, Mark VanderMeul, Jeff Richards, William Watson, John Machin, Duane Eggert, Ian Hoskins, Pieter Sleijpen, James Knevitt, M. Richert, Elton Robb, Kenneth Gauk, Gary Foss, Blakhoc, Craig Greeson, Skyfox, and others that have shared their ideas on the list.
- Members of the Wright State University Adventure's Guild: Mike Spehar, James Frampton, Matt Schroder, and Andy Leukrang.

- The game designers at WotC/TSR that brought us the original BIRTHRIGHT campaign setting and third edition Dungeons & Dragons.

principal sources

1. R. Baker and C. McComb. BIRTHRIGHT Campaign Setting Rulebook. TSR, 1995.
2. J. Rabe. The Book of Magecraft. ISBN 0-7869-0373-2, TSR, 1996.
3. R. Baker, D. Donovan, D. Maxwell, and E. Stark. The Book of Priestcraft. ISBN 0-7869-0655-3, WotC/TSR, 1997.
4. T. Doom. Birthright Campaign Setting Conversion Manual v1.0-v2.3. Previous manuals have been available in the downloads section of www.birthdayright.net, Oct. 2000+.
5. D. Eggert. Birthright Character Creation Manual, v1.1. Available in the downloads section of www.birthdayright.net, Dec. 2000+.
6. M. Aurel. Birthright Character Generation. On-line as http://www.geocities.com/m_aurel_pod/brchar3e.doc
7. The BIRTHRIGHT listserv. Numerous correspondences from August 2000 to September 2001. Refer to www.birthdayright.net or listserv@oracle.wizards.com for information on how to join the single best source of information for all things BIRTHRIGHT.