



conversion manual

The Unofficial 3rd Edition Dungeons & Dragons[®] Birthright[®] Campaign Setting Conversion Manual

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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 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. These loyal adherents face a new difficulty with the transformation of the 2nd edition Advanced Dungeons & Dragons game into the 3rd edition Dungeons & Dragons rules system.

This is a book for such players – a tome of information for players facing a transition to the new rules system. This conversion manual is designed to be used in conjunction with published BIRTHRIGHT® Campaign Setting material, the 3rd edition Dungeons and Dragons® *Players Handbook* (PHB), and the 3rd edition Dungeon and Dragons® *Conversion Manual*.

Disclaimer

WotC's Jim Butler gave his blessing to the notion of converting old AD&D materials to 3rd 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.

In addition, Eric Noah has provided the following sage advice regarding conversion to 3rd edition Dungeon & Dragons (www.rpgplanet.com/dnd3e).

Convert "by the book": Don't extrapolate more than necessary or add to what is there, just convert from 2E to 3E.

Convert only what needs converting: If it turns out that a *potion of healing* is the same in 3E as it was in 2E, then don't mention it in the conversion.

Quote only what needs quoting: This goes for the product being converted as well as the 3E rulebooks. The less that is quoted, the less risk there is of violating copyright. Examples: Only certain game-mechanic aspects of the work need to be converted. There is no need to include

details about plot, conversations, descriptive text, etc. Remember that the goal of the conversion document isn't to replace the original product -- it is to serve as a supplement. No one should be able to print out a conversion document and run an entire adventure without having the original in hand.

With these restrictions in mind, I have done my best to accurately present a set of rules that will allow new or existing BIRTHRIGHT® campaigns to take advantage of the 3rd edition Dungeons & Dragons. Rules which are not strictly necessary for a baseline conversion under this philosophy, but which I feel more accurately represent the underlying mechanics of Cerilia under 3rd edition, will be presented as **optional** rules in this conversion manual.

Whats new?

The following changes have been made since the previous minor version of this document:

- Many minor editing errors have been fixed.
- Information from the DMG has been incorporated.
- The magician class has been redefined.

What remains to be done?

The scope of this version of this conversion manual is a comprehensive conversion of the core BIRTHRIGHT® rules (found in the box set). Conversion rules for material from other BIRTHRIGHT® material has not been comprehensively covered. For instance, no attempt has been made in this edition of the conversion manual to address:

- The spells and magic items appearing the Books of Magecraft, Priestcraft, and Regency, or elsewhere.
- Blood abilities from the *Book of Regency* and *Blood Enemies*.
- The NPC or monster statistics appearing in any BIRTHRIGHT® sourcebook other than the box set.
- Domain actions from *Havens of the Great Bay* and the *Book of Regency*.
- Prestige classes for BIRTHRIGHT® kits.

This material may be presented in subsequent major versions of this conversion manual. Persons wishing to contribute to future editions should contact the author.

Printing this document

This document is best viewed (and printed) from a machine which has Arjan Duijs' BIRTHRIGHT®-like true-type font "bebris". Unfortunately, I have been unable to embed this font in the PDF file with the tools that I have available. Arjan has made the bebris font available as a download on www.birthright.net

Part I:

Birthright characters

Character generation

BIRTHRIGHT® characters are generated or converted in the same way as characters in other 3rd edition Dungeons & Dragons campaigns, with a few campaign-specific exceptions.

Ability scores

Existing characters and NPCs should follow the guidelines for converting ability scores that appears in the Conversion Manual. New characters should be generated using the rules appearing in the PBH or DMG. The standard point buy system (DMG, pg. 19-20) seems particularly suitable for BIRTHRIGHT®. In keeping with the new feel of Dungeons & Dragons, it may be appropriate to use the optional point buy system for bloodline strength when creating new characters (see bloodline generation in Part II of this manual for the optional rules on purchasing blood strength). If using this optional extension characters should receive an additional 4 points. A total of 32 (28+4) points is therefore recommend for a “tougher” regent-level BIRTHRIGHT® campaign.

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

Character race

Cerilia is home to a number of races that differ slightly from the standard races described in the 3rd edition PHB. The traits for Cerilian versions of standard PC races are presented below.

Human Racial Traits

- Most human Cerilian characters belong to one of the five common nationalities or subraces. Ability adjustment by subrace: *
 - Anuirean: +1 Wis, -1 Dex
 - Brecht: +1 Dex, -1 Wis
 - Khinasi: +1 Int, -1 Con
 - Rjurik: +1 Con, -1 Cha
 - Vos: +1 Str, -1 Int
- Medium-size; base speed of 30 feet.
- Bonus feat at first level.
- Bonus skill points.
- Automatic Language: Anuirean, Basarji, Brecht, Rjuven, or Vos. Bonus Languages: Andu, Anuirean, Low Brecht, High Brecht, Basarji, Rjuven, Vos, Sidhelien, Karamhul, Giant, Gnoll, Goblin, Orog, Ogrish, Troll.
- Favored Class: Any.

Dwarven (Karamhul) Racial Traits

- +2 Constitution, -2 Dexterity.*
- Medium-size; base speed of 20 feet.
- Darkvision: Dwarves can see in the dark up to 60 feet (in black and white).
- Stonecunning: +2 to notice unusual stonework; automatically sense depth underground.
- Increased density: A dwarf's dense body suffers only half damage from bludgeoning attacks.
- Enduring strength: Dwarves can carry amazing burdens. Dwarves receive a +4 bonus to strength when determining carrying capacity.
- +2 racial bonus on saves vs. poison & spells.
- +2 dodge bonus against orogs and ogres.
- +2 racial bonus to appraise and craft checks related to stone and metal objects.
- Automatic Languages: Karamhul. Bonus Languages: Anuirean, Low Brecht, Basarji, Rjuven, Vos, Sidhelien, Gnoll, Goblin, Orog, Ogrish, Troll.
- Favored Class: Fighter.

Elven (Sidhelien) Racial Traits

- +1 Dexterity, +1 Intelligence, -1 Constitution, -1 Strength.*

- 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: Elves can see by starlight as well as humans see by daylight.
- Agelessness: The Sidhelien are creatures of faerie dust and starlight. Gifted with immortality, they do not suffer the ravages of time and are thus immune to aging attacks and normal disease.
- Trackless Step: A Cerilian elf leaves no trail in natural surroundings and cannot be tracked (as a druid).
- Woodland Stride: A Cerilian elf may move through any natural terrain or impairment without damage or penalty (as a druid).
- Proficient with either longsword or rapier; proficient with shortbow, longbow, composite longbow, composite shortbow.
- +2 racial bonus on Listen, Search, and Spot checks. Automatic search check within 5'.
- Alignment Restriction: Unpredictable and fey, Cerilian elves must follow a non-lawful alignment.
- Automatic Languages: Sidhelien. Bonus Languages: Andu, Anuirean, Low Brecht, High Brecht, Basarji, Rjuven, Vos, Sidhelien, Karamhul, Giant, Gnoll, Goblin, Orog, Ogrish, Troll.
- Favored Class: Wizard.

Half-Elven Racial Traits

- +1 Dexterity, -1 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: Half-elves can see by starlight twice as well as a human.
- +2 racial saving throw against disease and aging attacks.
- +1 racial bonus on Listen, Search, and Spot checks.
- Elven Blood: For all special abilities and effects, a half-elf is considered an elf.
- Automatic Language: Sidhelien and the language of their human parent. Bonus Languages: Andu, Anuirean, Basarji, Brecht, Rjuven, or Vos. Bonus Languages: Andu, Anuirean, Low Brecht, High Brecht, Basarji, Rjuven, Vos, Sidhelien, Karamhul, Giant, Gnoll, Goblin, Orog, Ogrish, Troll.
- Favored Class: Any

Half-Orc Racial Traits

- Half-orc (Orog) is not a recommended player character race and requires DM approval.
- Use the standard Half-Orc Racial Traits appearing in the 3rd edition PBH.*

Halfling Racial Traits

- +1 Dexterity, -2 Strength, +1 Wisdom.*
- Small-sized, 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.
- Faerie Sight: Halflings possess the ability to see into the Shadow World. By concentrating, halflings may make a Search check to *detect evil* (DC 10), *detect undead* (DC 15), and *detect magic* (necromantic only) (DC 15) (at the 5th level of ability). This is a super-natural ability.
- Enter Shadow: Three times per week, a halfling may attempt to *dimension door* or *shadow walk* (at 10th level of ability). To succeed, the halfling must make a Wisdom check against a DC ranging from 25 (bright sunny summer day in a city) to 5 (cold winter night in a tomb). This is a spell-like ability.
- Automatic Language: Any. Bonus Languages: Andu, Anuirean, Low Brecht, High Brecht, Basarji, Rjuven, Vos, Sidhelien, Karamhul, Gnoll, Goblin, Orog, Ogrish.
- Favored Class: Rogue

Gnome Racial Traits

Gnomes are unknown in Cerilia and available as PC.

* [Editor's Note: In September, 2000, WotC released the following conversion advice:

Ability score bonuses should always be even numbers. Otherwise, it allows a character to create a bonus (by adding +1 to an odd stat) and hide a penalty (by subtracting from an odd stat). Essentially, odd (+1/-1) ability score bonuses for races mean that all characters are going to effectively have a +2/-0, since you can put the +1 where it benefits you and put the -1 where it doesn't hurt you.

Although true, I believe that keeping the standard BIRTHRIGHT® modifiers does not cause an imbalance as almost every race receives this "phantom" benefit. Furthermore, characters who take advantage of this "penalty hiding" make it more difficult to increase their bonuses in those abilities due to level-based attribute gain in the future. I recommend, however, that DMs who wish to follow

WotC's advise utilize the following optional (but not recommended) conversion rule.

Optional: Double all racial ability modifiers (except Strength additions) for all races. (e.g. +2 Wis, -2 Dex for Anuireans; +4 Con, -4 Dex for Dwarves, but only +1 Str, -2 Int for Vos).

Character class

The classes for a BIRTHRIGHT® campaign are generally the same as those presented in the PHB. Existing characters should be converted using the 3rd edition *Dungeon and Dragons® 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.

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 wizardry, but only elves, half-elves, or scions of the blood can command this arcane power.

Under 2nd edition BIRTHRIGHT® rules, spell preparation (memorization) is necessary for the casting of any arcane magic. The entire 3rd edition magic system can be interpreted almost seamlessly in the BIRTHRIGHT® campaign setting under the assumption that the elven *spell song* technique (Book of Magecraft) is the *only* method through which arcane spells may be cast without preparation (memorization) in advance.

Most magic-users capable of casting true magic do not follow the elven spell song tradition and should therefore be converted or created as wizards. Those who follow the spell song tradition, however, should be converted or created as sorcerers. The sorcerer class should generally be accessible only to eleven characters - mastery of the spell song requires decades of study and practice.

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 spell song 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. Unfortunately, bards have neither the time nor the knowledge to master spell song fully and are limited to the spells presented in the 3rd edition bard spell list.

Arcane magic-users that are not capable of casting true magic lack the ability to advance above 4th level as a wizard. They may continue their studies in the arcane arts as a bard or as member of the magician prestige class.

Barbarian

Both Rjurik and Vosguard are known for the fierceness of their native warriors and large tracts of unclaimed wilderness. In Cerilia, barbarians are found only among these people; generally only characters of these two nationalities may choose this class

2nd edition fighter characters from Rjurik, Vosguard or with the berserker or barbarian kits may convert to the new Barbarian class. Cerilian barbarians follow all appropriate rules in the 3rd edition PHB. In addition, they have access to the appropriate additional skills and feats presented in this conversion manual.

Barbarians do not rule with any great facility. Barbarian regents collect only 50% regency for held law holdings and none from guild, temple, or source holdings.

Bard

Cerilian bards follow all appropriate rules in the 3rd edition PHB. In addition, they have access to the appropriate additional skills and feats presented in this conversion manual.

The spell-casting abilities of 3rd edition bards can be used almost seamlessly in an existing or new BIRTHRIGHT® campaign under the assumptions that the root of bardic magic is the elven spell song tradition (see above).

Cleric

Cerilian clerics follow all appropriate rules in the 3rd edition PHB. In addition, they gain followers as noted in the BIRTHRIGHT® rulebook and have access to the appropriate additional skills and feats presented in this conversion manual. Every cleric in a BIRTHRIGHT® campaign must chose one of the Cerilian powers. Deities appear in Part III of this book. Since elven cultures have unique views on the roles of gods and priests, they do not (generally) have clerics.

Although priests of Erik generally advance as Druids, a very few advance as clerics. This is rumored to be the case among some of the more "civilized" priests in the temple of the Oaken Grove of Erik.

Druid

All Cerilian Druids are priests of Erik and follow all appropriate rules in the 3rd edition PHB. In addition, they may gain followers as noted in the BIRTHRIGHT® rulebook (under priest) and have access to the appropriate additional skills and feats presented in this conversion man-

ual. Since elven cultures have unique views on the roles of gods and priests, they do not have druids.

Fighter

Cerilian fighters follow all appropriate rules in the 3rd edition PHB. In addition, they gain followers as noted in the BIRTHRIGHT® rulebook and have access to the appropriate additional skills and feats presented in this conversion manual.

Monk

Monks do not exist in a standard BIRTHRIGHT® setting.

Optional: Although *very* rare, ascetic monks may be found among the Khinasi and the ancient civilizations of Aduria. If so, this class is available only to characters of these nationalities and only with *explicit* DM permission. Cerilian monks follow all appropriate rules in the 3rd edition PHB. In addition, they have access to the appropriate additional skills and feats presented in this conversion manual. Monk characters are not concerned with matters of the physical world, they focus on spiritual enlightenment. Thus Monk regents collect only 50% e-gency for held temple holdings and none from guild, law, or source holdings.

Paladin

Cerilian paladins follow all appropriate rules in the 3rd edition PHB. In addition, they gain followers as noted in the BIRTHRIGHT® rulebook and have access to the appropriate additional skills and feats presented in this conversion manual.

In Cerilia, paladins are found only among the Anuireans and the Khinasi; only characters of these two nationalities may choose this class. Anuirean paladins serve Haelyn, Cuiraecen, or Nesirie. Khinasi paladins follow Haelyn or Avani. Cuiraecen's paladins are Chaotic Good and also advance as Fighters. Nesirie's paladins are always female. Deities appear in Part III of this book.

Ranger

Cerilian rangers follow all appropriate rules in the 3rd edition PHB. In addition, they gain followers as noted in the BIRTHRIGHT® rulebook and have access to the appropriate additional skills and feats presented in this conversion manual. Each human sub-race counts as a separate race for the purpose of selecting favored enemies.

Rogue

Cerilian rogues follow all appropriate rules in the 3rd edition PHB. In addition, they gain followers as noted in the BIRTHRIGHT® rulebook (under thief) and have access to

the appropriate additional skills and feats presented in this conversion manual.

Sorcerer

Sorcerers do not exist in a standard BIRTHRIGHT® setting.

Optional: Cerilian sorcerers follow all appropriate rules in the 3rd edition PHB. In addition, they have access to the appropriate additional skills and feats presented in this conversion manual. When sorcerer casts a spell, they do so through the use of the elven technique known as *spell-song*. *Spell-song* is a melodic chant that, combined with normal musical quality of elven voices, sounds like soft singing. As their power is based upon the power of song, sorcerers using this optional rule do not have access to the metamagic feat *Quiet Casting*.

The ability to command the *spell-song* (and thus have access to the sorcerer class) comes more easily to elves than to any other race on Cerilia and even so requires decades to master. The Sidhelien have learned to guard their secrets carefully and few others will have access to this class. Though over the centuries elven sorcerers have occasionally shared minor secrets of their art with half-elves and – even more rarely – with humans, most elves now view withholding magical knowledge as a matter of national defense. Sorcery is true magic and may thus be performed only by elves, half-elves, or blooded scions. This class is available only such characters and only with *explicit* DM permission.

The Sidhelien repudiate necromancy and seldom cast conjuration spells. Although a sorcerer may learn such spells, it would be exceptionally unusual.

Wizard

Anyone of sufficient intelligence and training may command lesser magic and rise to 4th level.

Only elves, half-elves, and blooded humans, however, can command true magic as rise to 5th level or above in this class. BIRTHRIGHT® characters unable to command true magic may continue their magical training by advancing as a bard or as a member of the magician prestige class, if eligible.

Guild

Guilders specialize in trade, profit, marketability, and monetary concerns. Under 2nd edition rules they capitalize on nonweapon proficiencies that help them practice in commercial venue. 3rd edition rogues are exceptionally flexible and can be used to implement the guild class seamlessly. Characters belong to the BIRTHRIGHT® guild class should be converted as 3rd edition rogues. The expert NPC class should also be considered as an option when converting minor NPCs.

Magician

Magicians are a class unique to the BIRTHRIGHT® world. These minor arcane spellcasters specialize in the lesser magics of knowing (divination) and seeming (illusion). Magicians lack the ability to tap the forces of “true magic” and thus focus on the mastery of lesser magic alone. The magician class is an NPC class (which may be taken by PCs) similar in many ways to an arcane version of the Adept NPC class.

Magicians are often commoners who, through raw talent alone, manage to master the universal laws of magic to the maximum extent possible for the unblooded. 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. Traditionally, only humans and goblin-kin study the arts of lesser magic.

Hit Die: d6.

Class Skills: Alchemy, Bluff, Concentration, Craft, Diplomacy, Disguise, Gather Information, Knowledge (all skills, taken individually), Perform, Profession, Scry, Sense Motive, Speak Language, Spellcraft.

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

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

Weapon and Armor Proficiency: Magicians can not 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 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, according to her class level. Like a Wizard, a magician may prepare and cast any spell on the magician list, provided that the spell is known to the magician 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 1 hour studying her spellbook each day.

The DC for a saving throw against a magician's spell is 10 + spell level + the magician's Intelligence modifier. When the magician gets 0 spells of a given level, she gets only bonus spells for that spell slot. A magician without a bonus spell for that level cannot yet cast a spell of that level. Bonus spells are based on Intelligence.

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 Spell List: Magicians choose their spells from the following list:

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

1st level – All 1st-level sorcerer and wizard spells.

2nd level – All 2nd-level sorcerer and wizard spells.

3rd level – Clairaudience/Clairvoyance, Displacement, Illusionary Script, Invisibility Sphere, Major Image, Suggestion, Tongues.

4th level – Arcane Eye, Detect Scrying, Emotion, Hallucinatory Terrain, Illusionary Wall, Improved Invisibility, Locate Creature, Minor Creation, Phantasmal Killer, Rainbow Pattern, Scrying, Shadow Conjunction.

5th level – Contact other Plane, Dream, False Vision, Greater Shadow Conjunction, Mind Fog, Mirage Arcana, Nightmare, Persistent Image, Permanency, Prying Eyes, Rary's Telepathic Bond, Seeming, Shadow Evocation.

Optional: The magician can also be implemented as a PC class. I strongly recommend that you avoid a straightforward conversion of the class. In a straightforward conversion, the magician is exactly like a wizard specialist but is a specialist in both illusion and divination (and can pick their one bonus spell from either of these two schools). The straightforward conversion would allow magicians to cast any wizard spell of 0 to 2nd level, but limits their selection of spells of 3rd level or higher to divination, illusion, or universal spells only. This straightforward conversion, however, makes magicians strictly more powerful than wizards until 5th level. With the ease of multi-classing in 3rd edition, this may cause balance issues (particularly if the magician decided to multiclass into a prestige class rather than continuing to advance as a magician). I strongly recommend that you use the magician NPC class and allow PC to take levels in the NPC class if they so choose. If you decide that you must have the magician as a PC class, I recommend the following conversion of the “straightforward”, but unbalanced, conversion discussed above.

Optional Magician PC class: As a PC class, a 1st to 4th level magician is identical to a specialist wizard of the same level in all respects (save the ability to control source holdings). They have exactly one school of specialization and must choose an appropriate opposition school as per a normal wizard. At 5th level, however, magicians gain a second school of specialization (although they still only gain one bonus spell due to spe-

cialization per spell level), gain the spontaneous casting ability described in the write-up for the magician NPC class (above), and no longer have an opposition school. Of course, magicians of 5th level or higher begin to suffer

from the penalty of only having access to "lesser magic" and are not able to learn or prepare spells of 3rd level or higher unless the spells is from the school of divination or illusion or is a universal spell.

magician NPC class

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

Skills and feats

BIRTHRIGHT[®] introduced several new proficiencies to the 2nd edition AD&D game. The following conversion should be used for these proficiencies when converting to 3rd edition Dungeons & Dragons.

Birthright skill conversion

2nd edition Proficiency	3rd edition Dungeons & Dragons Skill
Administration	Profession (Administrator)
Diplomacy	Diplomacy
Intrigue	Gather Information
Law	Knowledge (Nobility)
Leadership	Leadership Feat
Siegecraft	Knowledge (Engineering)
Strategy	Profession (Commander)
Black Strike	Standard feats (see below)

Skills

The following additions/modifications to 3rd edition skills are necessary to maintain consistency between the rule sets. In addition, the mechanics for some skills have been modified from the BIRTHRIGHT[®] standard to better represent the skill's effect under the 3rd edition mechanic.

Diplomacy: 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: In addition to the description noted in the PHB, this skill represents the characters ability to stay afoot of domain-level gossip, learn of ongoing intrigues, and collect vital information or information about others which 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.

Knowledge (Architecture and engineering): 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 artillerists 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 10 + 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): 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 20 or more. In addition, a DC 15 check provides a +1 bonus to Create Holding, Decree, Rule, or Espionage domain actions. This skill is considered a class skill for all sci-
ons.

Profession (Administrator): You are a capable administrator and understand the workings of the apparatus of government and the governmental hierarchy. On a successful check, a regent character reduces the number of gold bars required for seasonal maintenance costs or any other domain action with a base cost of at least one gold bar. The DC for this action is 20 – the amount expended. An additional GB may be saved for every point by which the check exceeds the DC subject to the limitation that the maximum funds saved may not exceed 1 GB for a domain action or 25% of the total cost for domain maintenance costs. This skill is considered a class skill for all BIRTHRIGHT[®] regent characters.

Profession (Commander): You are skilled at leading military units into battle. A skilled military leader understands how to most effectively use his armies to defeat his enemy. When a skilled strategist leads a domain's war effort and is empowered to issue orders, he may gain a *strategic advantage* by making a skill check against DC 15. A strategic advantage allows a character to chose which side moves armies first on the battlefield map. If both sides contain commanders with this skill, make an opposed test to determine which side receives the advantage. This skill is considered a class skill for BIRTHRIGHT[®] fighters and paladins.

Feats

Leadership [General]: You are a born leader who draws great devotion from your followers. In addition to the description noted in the DMG, a BIRTHRIGHT[®] character with the Leadership feat may perform agitate as a free

action (similar to the ability of priest regents) in any province which she rules or in which she has political contacts. 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.

Black Strike Fencing: The Brecht style of sword-fighting can best be represented by purchasing any subset of the following standard feats: Expertise, Weapon Finesse (Rapier), Dodge, Two Weapon Fighting, Ambidexterity, Mobility, Spring Attack, Improved Two Weapon Fighting. A character capable of all of these feats would be held in high regard as a grandmaster of the style.

Equipment

Most of the weapons and armor which were previously unique to Cerilia have been incorporated into the 3rd 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. Equivalent armor or weapons are noted in parenthesis following BIRTHRIGHT® equipment that does not appear in the PBH. Equipment for which no entry appears is generally available throughout Cerilia. The special substances and items introduced in 3rd edition (such as alchemist's fire, smokestick, sunrod, tanglefoot bag, thunderstone, and tindertwig) are generally not appropriate to the technological level of cultures in Cerilia and are thus not available.

armor availability

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

weapons availability

Item	Availability
Simple Weapons - Ranged	
Crossbow, light	An, Br, Kh, Dwarves
Crossbow, heavy	An, Br, Dwarves
<i>Harpoon</i> (javelin)	Br, Rj
Javelin	Kh, Vs, Elves
Martial Weapons - Melee	
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	
Longbow	Rj, An, Elves
Longbow, composite	Kh
Shortbow, composite	Vs, Kh
Exotic Weapons - Melee	
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
Exotic Weapons - Ranged	
Crossbow, hand	None
Crossbow, repeating	None
Shuriken	None

Bloodlines

All characters begin play as either commoners or scions of an ancient bloodlines. Only blooded characters can be 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.

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 descendants of the greatest heroes of Deismaar have stronger talents than those whose bloodlines have been diluted by commoners in the family tree or whose lines were weak in the beginning. 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.

Bloodline generation

The random generation of bloodline strength, derivation, and abilities presented in the BIRTHRIGHT® rulebook may be used at the DM's option. Random generation of character abilities, however, seems to counter the underlying theme of balance in the 3rd edition rules. This section describes an **optional** alternative to the random method for generating bloodlines under 3rd edition rules.

Bloodline Strength: A character with a high bloodline has access to abilities that are denied commoner characters. To maintain game balance, the character must buy their initial bloodline strength during character creation using the points of their initial ability buy. Under second edition rules, commoner characters gained a 10% bonus to earned experience. Commoner characters do not gain a 10% bonus to earned experience in 3rd edition BIRTHRIGHT®. Instead, they will have slightly better attributes than blooded scions. Characters who choose to have exceptional bloodlines will have fewer exceptional ability scores. Commoners must be naturally stronger, faster, or smarter to be considered peers with the blooded.

If these optional rules are being used, each character should receive an additional 4 points during ability buy. Thus, in a standard campaign, each character has 32 (28 + 4) points with which to buy abilities and bloodline strength. The number of powers available to a character is determined entirely by the bloodline strength purchase (i.e. it is not rolled randomly). 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? Are there any feuds or rivalries? Has the line grown stronger or weaker over the years? What other relatives share the character's bloodline, and where are they now? Answering these questions will help you determine what bloodline strength you should buy for your character.

bloodline strength

Strength	Numeric Strength	Powers great/major/minor	Cost
Weak	5	0/0/0 + 0	1
Weak	10	0/0/0 + 1	2
Minor	15	0/0/1 + 1	3
Minor	20	0/0/1 + 1	4
Minor	25	0/1/1 + 1	6
Major	30	0/1/1 + 1	8
Major	35	0/1/2 + 1	10
Major	40	0/1/2 + 1	12
Major	45	1/1/2 + 1	15
Great	50	1/1/2 + 1	18
Great	55	1/2/2 + 1	21
Great	60	1/2/2 + 1*	24
Great	65	2/2/2 + 1*	27
Great	70	2/2/2 + 1*	24

Bloodline Derivation: The player should *choose* a bloodline derivation that best fits her character's history. Although every race 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 Acquisition: The number of blood abilities available to each character is determined by their numeric bloodline strength on the bloodline strength table (above). Each character has access to a number of minor, major, and great abilities based upon this score. The player should *choose* abilities for their character of the appropriate derivation and strength. A player may always choose an ability of lesser strength than they are entitled to if they chose to do so, but no ability may be chosen more than one per character. Many scions carry a family bloodmark. Players may choose this minor ability at no cost. This extra ability is denoted as +1 on the table, above (*: Characters with a bloodline of 60 or more *must* carry a family bloodmark). Abilities may be gained

or lost if the character's bloodline strength changes during play.

Blood abilities

Scions of the ancient lines usually possess unusual talents or powers associated with their derivations. These blood abilities are supernatural and not subject to spell resistance or to being dispelled by dispel magic. These abilities can not be disrupted in combat, as spells can, and generally do not provoke attacks of opportunity (except as noted in their descriptions). However, blood abilities still do not function in areas where magic is suppressed or negated (such as an *antimagic field*).

Abilities that require no conversion are denoted *unchanged*. Refer to the BIRTHRIGHT® rulebook for complete descriptions of unchanged abilities.

Minor abilities

Alertness (Minor; Basaia, Brenna, Reynir, Azrai): You possess an uncanny sense of your surroundings. The character gains the feats Skill Focus (Spot) and Skill Focus (Listen).

Animal Affinity (Minor; All): You have a natural affinity for communicating with 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). As a minor ability, the scion has empathic communication to a range of 60 feet with the totem animal of the derivation.

Blood History (Minor; Brenna, Masela, Vorynn): You can call upon the memories of your ancestors. *Unchanged*. While invoking blood history the character is largely unaware of his surroundings and is subject to attacks of opportunity.

Bloodmark (Minor; Any): You bear a visible, recognizable sign of your special heritage. NPCs who recognize the mark will react accordingly.

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

Detect Lie (Minor; Any except Azrai): You are capable of discerning if someone is deliberately and knowingly speaking a lie. One per day, the scion can concentrate to *discern lie*.

Detect Illusion (Minor; Any except Anduiras): You are rarely fooled by figments or phantasms. The character gains +4 to all Will saves to disbelieve illusions. Furthermore, the character immediately gains an automatic saving throw when encountering any illusionary figments or phantasms.

Direction Sense (Minor; Masela, Reynir): You have an unerring sense of direction. Scions of the Reynir derivation gain 10 ranks of Intuit Direction when in a rural or wilderness setting. Scions of the Masela derivation gain 10 ranks of Intuit Direction when at sea.

Enhanced Sense (Minor; Any): You are gifted with powers of perception beyond those of ordinary mortals. Scions of Anduiras may *detect evil*, three times per day, as a spell-like ability. Scions of Azrai gain Darkvision (as a dwarf). Scions of Basaia have the vision of a hawk; when using any ranged weapon, they treat its range increment as being increased by one-half (multiply by 1.5). Scions of Brenna gain Low-light vision (as an elf) and a +1 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 and a +2 bonus to Spot and Listen checks in wilderness settings; Rangers gain a +4 bonus to their Wilderness Lore check when tracking in wilderness settings. Scions of Vorynn may use *divination*, once per day, as a spell-like ability.

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.

Heightened Ability is now considered a major ability.

Iron Will (Minor; Anduiras, Reynir, Azrai): You are tougher than ordinary. The scion gains the bonus feats Endurance, Toughness, and Iron Will.

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 Spot check against a DC 10 to whenever approached by a substance harmful to them. Standard modifiers to 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 which 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 can not be used to determine what you are feeling, thinking, or planning. Scions gain a spell resistance of 25 against all de-

vices and spells that detect or read emotion or thoughts. Furthermore, the difficulty class of any Sense Motive check against you receives a +5 bonus.

Major abilities

Alter Appearance (Major; Brenna, Vorynn, Azrai): You may magically change your own appearance. The scion gains the ability to cast the *change self* glamor, as a spell-like ability, once per day.

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 speak with animals of the totem species at will. Furthermore, members of the totem species regard the scion as a friend and ally and will cooperate with reasonable requests to the best of their intelligence and ability.

Battlewise (Major; Anduiras, Azrai): You led armies with supernatural effectiveness. *Unchanged.* **Optional:** The scion adds one point to the attack and defense ratings of any *unit* that he commands personally.

Character Reading (Major; Basaia, Brenna, Vorynn): You are an unnaturally perceptive judge of character. The scion gains 10 bonus ranks of Sense Motive. If a scion with this ability encounters one with *Unreadable Thoughts*, the effects cancel out.

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 +4 morale bonus to Will saving throws against fear effects.

Divine Aura (Major; All except Brenna): You are surrounded by an intangible mantle of power and nobility. NPCs will recognize the character as a scion and react accordingly. Furthermore, once per day, as a spell-like ability, the scion may concentrate to awe nonblooded creatures within close range (25 ft. + 5 ft./2 levels). Creatures who are subject to awe must make a Will save against DC 13 or behave as if affected by *enthrall*.

Divine Wrath (Major; Anduiras, Basaia, Masela): You are imbued with great strength when moved to anger. When the DM decides that the scion has been moved to unusually extreme anger the scion 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 a 11th level barbarian. Any enemy within short range who meets the scion's gaze is subject to *Fear* (DC 14). The divine wrath lasts one turn plus one round per level or until the battle is over, after which the scion is fatigued (-2 to Strength, -2 to Dexterity,

can't charge or run) the scion rests for at least eight hours.

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 Sight (as a Cerilian halfling). Scions of Basaia can penetrate normal or magical darkness to a distance of 60 feet for one turn per day by forth 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. 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* at DC 18, by touch, three times a day. Furthermore, the scion gains a +2 bonus to Will saves against any fear effect.

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

Heightened Ability (Major; All except Masela): You embody the cherished trait of your derivation. A character with this trait receive a supernatural +1 to the ability modifier of an ability associated with their derivation:

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

Persuasion (Major; Azrai, Brenna): You can create arguments of extreme clarity and logic. Once per day the scion may reinforce any reasonable argument or command with *suggestion* at DC 18.

Protection from Evil (Major; All except Azrai): Your divine essence wards you from evil. The scion is warded with *protection from 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 which attempt to magically restrain the character. Masela's children gain *resist elements (electricity)*; additionally, they can breathe water freely as if effected 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.

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 nightbirds; 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.

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 10 feet gain a +6 morale bonus to Will saving throws against fear effects. All military units under your command automatically succeed morale checks when you are on the field.

Divine Aura (Great; All except Brenna): You are surrounded by an intangible mantle of great power and nobility. NPCs will recognize the character as a powerful scion and react accordingly. Furthermore, once per day, as a spell-like ability, the scion may concentrate to simultaneously awe all nonblooded creatures of 4 HD or less within close range (25 ft. + 5 ft./2 levels). Nonhostile creatures that are subject to awe must make a Will save against DC 18 or behave as if affected by *hypnotic pattern*. Hostile creatures that are subject to awe must make a Will save against DC 18 or behave as if affected by *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). Once per week, as a spell-like ability, the scion may *summon nature's ally VI* to bring one medium-sized elemental of the appropriate type to their aid. In addition, the scion receives one of the following spell-like abilities depending on derivation. Scions of Anduiras may create a *gust of wind* up to three times per day. Scions of Basaia may gain *protection from elements (fire)* once per day. Scions of Reynir may *meld into stone* or

passwall once per day. Lastly, scions of Masela may *water walk* up to three times per day.

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

Regeneration (Great; Anduiras, Reynir, Azrai): You heal at an unnaturally rapid rate. The scion recovers 1 hit point per hour. *Unchanged.*

Resistance (Major; All): You have supernatural resistance to certain types of attacks or magic. Scions of Anduiras 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 which 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. *Unchanged.*

Touch of Decay (Great; Azrai): You can destroy inanimate objects with a mere touch. *Unchanged.*

Travel (great): You may travel vast distances in moments. *Unchanged.*

The effective caster level for blood abilities that emulate spell effects is the highest of:

- the scion's level
 - the level based upon the bloodline strength of the caster (weak, 3rd; minor, 5th; major, 7th, great, 12th)
 - the minimum level required to cast the spell
-

Usurpation

When two scions meet and one dies, circumstances may allow the slayer to gain part of the victim's blooded power. The excerpt below gives some startling details about the effects of bloodtheft

"As the body of the Sinister fell to the floor of the cave, [...] Britter Kalt was inundated with wild energies that exploded from the collapsed body of the awnshegh. A shriek of agony echoed off the cave walls, louder than the crackling energy of the Sinister's birthright emanations. I shielded my eyes for but a moment, and when I looked again, what I saw turned my hair white and shook me to my very core.

Britter Kalt [...] was changed [...]" [from, the Vampire, *Blood Enemies: Abominations of Cerilia*]

Britter Kalt gained much of the power of the Sinister when it was slain. The rules presented for bloodtheft in the BIRTHRIGHT® rulebook, while simple, do not allow Dungeon Masters to reproduce events similar to this event and others presented in the source material. Official source material often contradicts or ignores the limitations of the core rulebook usurpation rules. Under the rulebook model, for instance, the Gorgon would have no reason to cultivate and cull powerful bloodlines – his ends would be better served by simply usurping as many scions of minor bloodlines as he could lay claim to.

The following **optional** rules may be used to increase consistency between the published rules and the campaign source material. If these optional rules are used, they supercede the rules for bloodtheft presented in the BIRTHRIGHT® rulebook.

If a blooded character dies a violent death then the divine essence of the scion's birthright is released in a burst with a radius of one foot per point of bloodline strength. The strength and visibility of the effect depends upon the bloodline strength of the victim. 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. This storm of energy is exponentially more violent when a scion of a great bloodlines is slain. The effects associated with the passing of a scion of a true bloodline may be visible for miles.

When released by violent death, people, animals, and (rarely) objects in the immediate area absorb the divine essence of the scion's birthright. The strength of the available essence and the vitality of the associated visual effects as reduced as the essence is absorbed. The effects of this absorption are resolved in following order: blooded scions (in order of proximity to the point of re-

lease), commoners animals, and (rarely) objects. This process continues until the entire essence is absorbed or no further beings capable of absorbing the essence remain within the radius of the storm.

If the receiver is a scion and the available unabsorbed essence exceeds their bloodline strength then the strength of the available essence is reduced by the bloodline strength of the scion. As a result of this influx of divine power, the scion's bloodline strength increases by two points. The scion may have to defend her line derivation from change to the derivation of the new bloodline [refer to the Book of Regency for official rules].

If the receiver is a scion and the remaining essence is less than their bloodline strength, but greater than half of their bloodline strength then the scion absorbs the entire remaining essence and gains one point of bloodline strength. The scion must defend their bloodline derivation only if the absorbed bloodline is of the Azrai derivation [refer to the Book of Regency].

If the receiver is a scion and the remaining essence is less than half of their bloodline strength then the scion absorbs the entire essence but receives no benefit. The scion's bloodline derivation remains unchanged.

If the receiver is a commoner or animal then they have a percentage chance equal to the bloodline strength of the remaining essence to absorb a random amount (0-100%) of the available essence as a new bloodline. Commoners who exemplify the attributes associated with the bloodline's derivation are more likely to absorb large percentages of the bloodline than those who do not.

In addition, if the victim of a violent death is a regent and does not have an invested heir the killer also claims the victim's regency points. There is no additional effect if the victim is "last of their line".

If a blooded character is slain by a Tighmaevril weapon or as the result of another scion piercing the character through the heart then the divine essence passes (in its entirety) to the slayer. Apply the rules presented for absorbing the essence released during a violent repeatedly until the entire essence is absorbed. For example, if a scion with a bloodline strength of 15 slays a scion with a bloodline strength of 40 by piercing the character through the heart then the slayer first absorbs 15 points and increases their strength to 17 then absorbs 17 points and increases their strength to 19. As there are only 8 points of essence that remain unabsorbed (which is less than half of 19) the character absorbs the remaining essence with no further effect.

If a blooded character dies non-violently the divine essence of their bloodline passes with them and returns to the gods.

Part II:

Domains

Domain actions are unique to BIRTHRIGHT® and do not directly depend upon the 2nd edition rules; the changes listed in this section are mostly cosmetic in nature and deal with only the conversion to the Dungeon and Dragons d20 mechanic.

Collecting regency points

Some holdings provide Regency Points only for regents of certain classes, as detailed below. Given the ease of advancing in multiple classes several changes are necessary to maintain game balance. Characters should use the “Classes and Regency” table, below, to determine if they can collect Regency Points from holdings of a certain type. Characters who cannot collect Regency Points from certain holdings are still able to collect gold and perform other actions with them. Characters with multiple classes collect regency at the most favorable rates.

classes and regency

Feature	Classes that Collect Regency (* denoted 50% collection rate)
Guild	Rogue, Ranger, Bard*
Law	Fighter, Paladin, Barbarian*, Ranger*, Rogue*
Source	Sorcerer, Wizard
Temple	Druid, Paladin, Priest, Monk*
Province	All
Trade Route	Rogue

Domain actions

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 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. The check is not made until the bidding process completes and all regents wish to spend no more Regency Points. 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.

Domain Initiative: Initiative for domain turns is determined by 1d20 + character level. Improved initiative, Dexterity, and other modifiers to combat initiative do not apply.

Domain Actions

Actions that require no conversion are denoted *unchanged*. Refer to the BIRTHRIGHT® rulebook for complete descriptions of these abilities.

Adventure: The character takes part in an adventure. *Unchanged.*

Agitate: Increases or decreases target province loyalty one grade. Priest regents may do this once per turn as a free action. Base Cost: 1 RP, 1 GB. Type: Domain (Priests: Free), Realm. A regent with a holding can use his influence to agitate or stabilize the province’s loyalty towards its ruler. This action has a DC of 10 + the province rating + opposing law holdings + RP/GB spent to oppose. The action check is 1d20 + the active regent’s holdings + supporting law holdings + RP/GB spent to oppose. If successful, this action changes the loyalty of the target province by one step. If the check exceeds the DC by 10 or more, the province loyalty changes up to two steps. As a domain action, this check must be made for each province affected. The base cost must be paid for each check. RP and GB spent to modify the DC and action check must be paid separately for each province.

Build: Builds roads, bridges, etc. Cost varies; 10 MP of road costs 1 GB. Type: Free. This is a catch-all for constructing any unfortified structure including palaces, bridges, roads, and so on. Build is an opposable domain action with a supportable action check. 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.

Contest: Contests a holding or province; target provides no gold or regency until Ruled. Base Cost: 1 RP. Type: Domain, Realm. A regent can neutralize another regent’s holding by contesting his influence. This action has a DC of 10 + target holding or province + RP spent to oppose. The action check is 1d20 + active regent’s holding or province + RP spent to support.

Create Holding: Creates a holding (0) in an eligible province. Base Cost: 1 GB. Type: Domain. A regent

wishing to establish a holding in a province where he has no holdings may create a holding (0). This action has a DC of 10 + opposed holdings of same type + opposed province + RP spent to oppose. The action check is 1d20 + supporting holdings of the same type + supporting province + RP spent to support.

Declare War: Allows regent to move armies into foreign domains. Note that this does not necessarily represent an official announcement of war to the enemy. This action represents the significant personal effort involved in the planning and supplying of an army abroad. The character commanding the offensive army **must** take this action in order to move their armies through unfriendly territory. *Unchanged.*

Decree: Issues a decree with several possible results. *Unchanged.*

Diplomacy: Creates or breaks alliance, opens trade agreement, forces concessions, etc. Base Cost: 1 GB, 1 RP. Type: Domain. 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. This action has a DC of its base DC + the target regent's capital province or holding + court penalties (+4 for a minimal court, +2 for a quaint court) + RP spent to oppose. The action check is 1d20 + the active regent's capital province or holding + court bonuses (+3 for an opulent court) + RP/GB spent to support.

Disband: Character disbands army units or holdings. Base Cost: None. Type: Free. A regent may attempt to disband a mercenary unit without creating brigands. This requires a supportable domain action check against an opposable domain DC with a base of 5.

Espionage: Reveals troop movements/ positions, investigates plots or intrigues, launches assassinations, etc. Rouge regents get one free Espionage action per turn.. Base Cost: 1 GB. Type: Domain (Thief: Free). Espionage includes any kind of spying or covert action. This action can be performed even in provinces where the active regent has no holdings. This action has a DC of 20 + opposed law holdings + RP/GB spent by the target regent to oppose. The action check is 1d20 + the level of the target province + supporting guild holdings + RP/GB spent by the active regent to support. If the action fails by 10 or more, the target learns the spy's identity.

Finances: Character converts Gold Bars to/from personal wealth, takes out loan, or sells off assets. *Unchanged.*

Forge Ley Line: Creates a mystical conduit between two provinces. Base Cost +1 GB and +1 RP per province crossed. Type: Domain. Wizard and sorcerer regents may use this action to create a magical link between two provinces. This is a supportable domain action check against an opposable domain DC with a base of 5.

Fortify: Creates or enhances castle or fortifies a holding. Base Cost: 1 RP. Type: Domain, Realm. Building strongholds in a domain is a good way to deter attack and tie up enemy forces in a war. This check must be for each province or holding undergoing fortification each domain turn. This is a supportable domain action check against an opposable domain DC with a base of 2. A failed check indicates that no success was made that domain turn.

Grant: Character dispenses largesse, titles, or patronage. Variable effects and cost. Type: Free. A regent may bestow promotions, gifts, or titles any time he chooses, but loyalty may suffer if such actions are not in the best interests of the domain. This is a standard domain action check against a standard domain DC with a base of 10 + the number of GB given as gifts + one per noble title bestowed. If the action check fails corruption, intrigue, or unrest may appear in the domain.

Hold Action: Delays action until later in the Action round. *Unchanged.*

Investiture: Arranges transfer of domain, regency, or bloodline. Requires the use of a priest realm spell unless *only* guild or source holdings are involved (Book of Priestcraft, pg. 76). Base Cost: Special. Type: Domain. The ceremony of investiture allows regents to arrange vassalage, transfer bloodlines and regency, or transfer part of one regent's domain to another. No action check is required if the both parties agree to the investiture. A single province or holding may be invested without the permission of its regent can only if the active regent has successfully conquered or contested the province or holdings. This is a supportable domain action check against an opposable domain DC with a base of 10. Investing multiple provinces or holdings without the permission of its regent may only be accomplished if the regent is alive and present at the ceremony. This is a supportable domain action check against an opposable domain DC with a base of 10.

Lieutenant: Creates a lieutenant for regent's domain. *Unchanged.*

Move Troops (by Land): Relocates troops within domain. Troops can't enter unfriendly provinces (see Declare War). *Unchanged.*

Move Troops (by Sea): Allows troops to board ships. Base Cost: 1 GB per unit to embark. Type: Free. 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 the Declare War action has been taken. This is a supportable domain action check against an opposable domain DC with a base of 6.

Muster Troops: Creates new army units. Cost varies with unit type. *Unchanged.*

Ply Trade: Character uses personal skills to make a living. *Unchanged.*

Realm Spells: Priest or wizard regent casts realm spell. *Unchanged.*

Research: Priest or wizard performs spell research or creates a magical item. *Unchanged.*

Rule (Holdings): Regent increases level of one or more holdings. Base Cost: 1 GB per holding ruled, RP equal to the sum of the target holding levels. Type: Domain, Realm. A regent spends time and energy advancing the causes of his holdings. The DC for each holding is 10 + level of province, if opposed + opposed holdings of the same type + RP spent to oppose. The action check is 1d20 + the level of the province, if supporting + supporting levels of the same type + RP spent to support.

Rule (Province): Regent increases level of one province.. Base Cost: 1 GB and 1 RP per target level. Type: Domain. A regent spends time and energy advancing the prosperity of his provinces. This is a non-supportable domain action check against a non-opposable domain DC of 10. The maximum level of a province depends upon then terrain type of the province (BIRTHRIGHT® rulebook, pg. 96). Regency points can not be spent to support or oppose a Rule (Province) action. This is an expensive action, and it often fails. Persistence is the key. **Optional:** Wizard regents may spend RP to oppose a Rule (Province) action. In this case, the active regent may expend RP only to cancel the effect of opposing RP.

Trade Route: Regent creates a trade route. Base Cost: 1 RP, 1 GB. Type: Domain, Realm. A regent who controls a guild holding can attempt to open a trade route. This is a supportable domain action against an opposable domain DC with a base of 10 + guild or law holdings opposed + RP spent to oppose. The action check is 1d20 + the active regent's guild holdings + RP spent to support. **Optional:** Each domain turn, a trade route generates GBs (and RPs, for rouge regents) equal to the average of the two guild holdings that it links (*not* the average of the two province levels.) **Highly optional:** Trade routes begin with a rating of 0 and must be *Ruled* up to their maximum potential in the same manner as a guild holding.

Training: Character trains for level advancement or gains 1 hp. Base Cost: Special. Type: Character. A character can spend an action honing his skills. If any optional rules for training to gain new levels are in play, the character must spend a character action to do so. Characters may not generally gain skill ranks through training alone. The DM may allow characters to train for hit points. Optional rule: A character who trains for hit points gain a hit point after training only if they can successfully beat their current hit point total on a roll using dice (and bonuses) as if rolling hit points for a new character of their level.

Optional: Armies and warfare

Regents often resort to warfare to settle their differences. Fighting a battle with BIRTHRIGHT® War Cards is much faster (and sometimes more memorable!) than creating a role-playing scenario around the engagement. The War Card system is nearly a game onto itself. With the exception of a few minor details (such as spell name conversion using the 3rd edition Dungeon and Dragons® *Conversion Manual*) the War Card system requires no conversion to 3rd edition.

The new rules (in some cases, simple clarifications) presented in this section are **highly optional** and are not necessary for a conversion to the 3rd edition rules. They are, however, highly recommended. Converting to new War Card rules at the same time that you convert the core rules may allow for greater campaign consistency than undertaking these tasks separately.

Many of the following ideas have been extrapolated from the Sierra's BIRTHRIGHT®: The Gorgon's Crown computer game to create War Card battles similar to those in the CRPG.

Building an army

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 can not muster more units that its level in a single domain turn. If a province in which units are mustering is invaded, the newly mustered units may defend themselves, but have only one hit (regardless of their normal maximum).

Any regent with a non-source 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.

Although Levy units have a muster cost of 0 GB it should be noted that they have an indirect cost. The mustering of Levies reduces the effective province rating. Province taxation for the next domain turn should take place at the lowest rating the province had during the previous domain turn.

Castles and other fortifications

A castle forces any hostile army that enters its province to stop immediately. Enemy units can not pass through the province without conquering or neutralizing the castle. 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. Any fortification is difficult to take by storm. Such an assault may not even be attempted without a unit of artilleryists or a character with the Knowledge (architecture and engineering) skill. Note, however, that the unit of artilleryists need not take place in the assault, they may remain in the reserves during the battle. The support it lends is in the direction and equipping of other troops. It should also be noted that units within a fortification are well protected and should be considered immune to most battlefield magic. Multiple enemy units may “enter” the castle during storm. Use the standard Birthright unit stacking rules inside a fortified space.

The battlefield

No unit may enter an area on the battle map that is occupied by another unit unless it is engaging that unit in battle. If two units are engaged in battle, no further units may enter the area. The only exception to this “no stacking” rules is the stacking of units inside fortifications. Fortifications may contain a number of friendly units up to, but not exceeding, the fortification level. The adventure’s war card does not count as a unit and may stack with any friendly unit. In general, at least four adventures (and their retainers) must be available to form an adventure’s card – this generally counts as a domain action for each adventurer. Characters who are manning spell wagons (casting battle magic) may not join the adventure’s card. Except in extraordinary circumstances, neither side should have access to more than one adventure’s card.

The Profession (commander) 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.

Magic on the battlefield

The use of battle magic is devastating and awe inspiring. However, even the most powerful spellcaster can not fight off thousands of swordsmen without support. In order for most spell to be used successfully on the battlefield, the spellcaster must be coordinate their magical assault with a regular army unit. A unit containing a

spellcaster forfeits their normal attack by support a spell casting action during a war round. Thus, a unit containing a spellcaster may either may a normal attack or cast a spell, but not both, in a single round of battle.

Coordinating a magical assault is difficult and time consuming. 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 it requires two rounds of normal action for the spell caster to prepare the unit to support another magical enhanced offensive. Units are prepared to support a battle spell at the start of a standard battle. Units who are surprised or otherwise taken unaware may not be ready to support spellcasters immediately. A unit may contain multiple spell casters but may still only support one spell every three rounds. Rounds in which a unit leaves or enters the reserves do not count as a round of normal action. Furthermore, a unit may not support a spell any round in which it starts in the reserves. It is recommend that, at the end of each round, you place two counters on any unit that has supported a spell that round. Furthermore, at the end of each round, remove a counter from any unit that did not support a spell and did not enter or leave the reserves. A unit containing spell casters that is free of counters is ready to support a battle spell.

Part III: 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 Eloele. 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, Fire, 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 nonevil 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 Air, Earth, Fire, Water, Animal, and Plant. He favors the quarterstaff, axe 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 Cuiraecen. His enemies include Belinik, Kriesha, and Eloele. 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 Good, Law, and War. His favored weapon is the greatsword.

Cerilian Deities

Deity	Alignment	Domains	Typical Worshipers
Avani, Goddess of the Sun	Lawful Neutral	Sun, Fire, Knowledge, Magic	Khinasi, sages, scholars, teachers, wizards, paladins
Erik, God of the Woodland	True Neutral	Air, Earth, Fire, Water, Animal, Plant	Rjurik, druids, rangers, hunters, barbarians
Haelyn, God of Noble War	Lawful Good	Good, Law, War	Anuireans, kings, warriors, paladins
Belinik, God of Strife	Chaotic Evil	War, Chaos, Strength, Destruction	Vos, evil fighters
Nesirie, Goddess of the Sea	Chaotic Neutral	Water, Healing, Good, Protection	Masetians, sailors, fisherman, female paladins
Sera, Goddess of Wealth	Chaotic Neutral	Luck, Trickery, Travel	Brecht, merchants, rogues
Cuiraecen, God of Battle	Chaotic Good	War, Chaos, Strength, Air	Young warriors, paladins
Eloele, Goddess of Night	Chaotic Neutral	Trickery, Moon, Chaos	Rogues, thieves
Kriesha, Goddess of Winter	Lawful Evil	Cold, Death, Animal, Evil	Vos
Laerme, Goddess of Beauty	Chaotic Good	Fire, Charm, Healing, Protection	Bards, artisans, anyone in love
Ruornil, God of Magic	True Neutral	Moon, Magic, Knowledge	Wizards
Moradin, God of Dwarves	Lawful Good	Earth, Good, Law, Protection	Dwarves

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, Cuiraecen, Avani, Laerme, Erik, and Ruornil. Belinik accepts worshipers of any nonlawful 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. He does not favor giving those who haven fallen another chance for glory nor does he favor using damaging magic upon enemies within axe reach. Thus, although Belinik is evil, his clerics *turn* undead and cast spontaneous cure spells. He is most strongly associated with the domains of War, Chaos, Strength, and Destruction. The great axe 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 Morning. 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 Cuiraecen, 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 Water, Healing, Good, 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 Eloele and Nesirie and foes with Cuiraecen, 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 Luck, Trickery, and Travel. Her favored weapon is the mace.

Lesser deities

Cuiraecen

Cuiraecen (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 Cuiraecen's name they most often invoke for victory. Cuiraecen 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 Eloele 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 nonlawful alignment. His paladins are always Chaotic Good and often also advance as a multiclass fighter (Paladins of Cuiraecen may advance as fighters without forfeiting the right to continue to advance as a paladin.) Clerics of Cuiraecen *turn* undead. The domains he is associated with are War, Chaos, Strength, and Air. His favored weapon is any sword or spear.

Eloele

The goddess of thieves, deceit and stealth, Eloele (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. Eloele is the lady of night and mistress of thieves, spies, and others who hide their activities from view. She is allied with Cuiraecen and Sera. Her enemies include Laerme, Haelyn, and Avani. Eloele accepts any nonlawful worshiper and is revered by those who hide their actives 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 Eloele usually *rebuke* undead, but may either *turn* or *rebuke* undead, based upon alignment. The domain with she is associated with include Trickery, Moon, 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, Cuiraecen, Haelyn, and (occasionally) her erstwhile ally Belinik. Kriesha isn't openly worshiped outside of Vosguard, 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 nongood alignment. Clerics of Kriesha *rebu* undead. She is associated with the domains of Cold, Evil, Death, and Animal (monsters). 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 Cuiraecen. 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 nonevil alignment. Clerics of Laerme *turn* undead. Her domains are those of Charm, Fire, Healing, and Protection. 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 wife 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 Cuiraecen. 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 Magic, Moon, and Knowledge. His favored weapon is the quarterstaff.

Nonhuman deities and 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 nondwarves and hold their religious observances in the sanctuary of their hidden fortresses. All dwarves refer 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.

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 *rebu* 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 symbol is a maze, and his favored domains are Animal, Chaos, and War. Shamans exist serving each of these powers, but they are rare.

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 descended from the deities destroyed in that epic battle, but they do not pay homage to them. After their deception and betrayal by Azrai, the Sidhelien have been adamant in their refusal to worship the modern 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.

Cerilian clerical domains

The domains of the Cerilian deities are not fully covered by the domains presented in the PBH. The domains suggested below should be considered **optional**. [Editor's note: It is far too easy to create domains that are unbalanced. I have done my best to create domains that are useful, but not inherently *better* than the domains presented in the PHB. The first two versions of this manual did not include the moon domain, as its balance was in question. It has been included in this version due to popular demand. Use with care.]

Charm Domain

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

Charm Domain Spells

- 1 **Sanctuary.** Opponents can't attack you and you
- 2 **Charm Person or Animal.** Makes one person or animal your friend.
- 3 **Suggestion.** Compels subject to follow stated course of action.
- 4 **Emotion.** Arouses strong emotion in subject.
- 5 **Charm Monster.** Makes monster believe it is your ally.
- 6 **Dominate Person.** Controls humanoid telepathically.
- 7 **Mass Suggestion.** As *suggestion*, plus one/level subjects.
- 8 **Mass Charm.** As *charm monster*, but all within 30 ft.
- 9 **Dominate Monster.** As *dominate person*, but any creature.

Cold Domain

Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command creatures of ice as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier.

Cold Domain Spells

- 1 **Chill touch.** 1 touch/level deals 1d6 damage and possibly 1 Str damage.
- 2 **Resist Elements.** Ignores 12 damage/round from cold only.
- 3 **Sleet Storm.** Hampers vision and movement.
- 4 **Ice Storm.** Hail deals 5d6 damage in cylinder 40ft. across.
- 5 **Wall of Ice.** *Ice plane* creates wall with 15 hp + 1/level, or *hemisphere* can trap creatures inside.
- 6 **Cone of Cold.** 1d6 cold damage/level.
- 7 **Control Weather.*** Changes weather in local area.
- 8 **Otiluke's Freezing Sphere.** Freezes water or deals cold damage.
- 9 **Elemental Swarm.*** Summons 2d4 Large, 1d4 Huge elementals.

* Cast as a water/ice/cold spell only.

Moon Domain

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

Granted Power: You gain low-light vision.

Moon Domain Spells

Detect Undead. Reveals undead within 60ft.

- 1 **Moonbeam.** Renders an undead target immobile. (As *Halt Undead* but with only one target.)
- 2 **Moonshine.** Outlines subjects with moonlight, canceling *blur*, concealment, etc. (As *Faerie Fire*.)
- 3 **Cloak of the Moon.** Subject resists level and ability drains. (As *Negative Plane Protection*)
- 4 **Enter Shadow.** Teleports you and up to 500lbs. (As *Dimension Door*.)
- 5 **The Moon's Road.** Up to eight subjects travel to the Shadow World. (As *Plane shift*.)
- 6 **Moonbeams.** Renders up to three undead immobile. (As *Halt Undead*.)
- 7 **Greater Moonbeam.** Beam blinds and deals 3d6 damage. (As *Sunbeam*.)
- 8 **Greater Moonbeams.** Beams blind all within 10ft., deals 3d6 damage. (As *Sunburst*.)
- 9 **Greater Moon's Road.** Connects to the Shadow World for travel or summoning. (As *Gate*.)

Realm spells

The list of realm spells listed below presents the 3rd edition school for each spell; spells that once belonged to multiple schools not 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 are much more difficult to find (or make) in Cerilia than in the default D&D game setting (Oerth). Regent characters, in particular, have access to vast amounts of wealth and often have months of "free time". Using the magical item creation rules presented in the DMG without modification is likely to cause a significant change in game balance. It is recommended that the creation time, base price, and base XP cost for magical item creation be significantly increased. I recommend that these values be increased ten-fold for the creation of potions and scrolls and at least doubled for all other magical items. In addition, it would not be inappropriate to require a successful Alchemy, Spellcraft, or Knowledge (Arcana) check against an appropriate DC to indicate success

Part IV: Residents of Cerilia

This section presents standard 3rd 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.

Cerilian monsters

Dragon, Cerilian (Old)

	Gargantuan (Fire/Acid)	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 melee	
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	

Climate/Terrain:	Casting, Still Casting Cold and temperate mountains
Organization:	Solitary
Challenge Rating:	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. Their bellies are protected by thick folds of leathery skin; iron-hard scales protect the upper surfaces of the dragon's body and limbs. The 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 dam-

age. 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 who 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 *feeblemind*, *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 nonvisual 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

The 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 demi-human 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 who 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 ringers and toes.

Forest giants tend to be solitary, reclusive creatures who 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

	Huge Giant
Hit Dice:	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 can not 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 Brechtur lands in northern Cerilia. In especially cold winters, they have been known to attack the lands south of the Stone-crowns and the Silent Watch.

Combat

In melee, ice giants fight with any available weapon. They are often wade 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 5-ft 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 equal to 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 longswords 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	Wizard	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

Goblin society is loosely organized by tribes or clans. 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. Goblins states tend to be war-like 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 (Goblinoid)	Humanoid
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 longwords. 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 lifespan, 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 who 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 out-

standing animal might fetch twice that price. They are normally only available in Vosguard, 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 standard 3rd 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 (Raesene), Lord of the Gorgon's Crown, Black Prince of the first house of Andu, Azrai's champion: 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, 100+), 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.

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, Listen +16, Profession (commander) +24, Ride +12, Sense Motive +12, Scry +14, Spellcraft +14, Spot +20; Blindfight, 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, has weapon focus, and has 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, 80), 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. 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 been 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, 95), 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. 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, 95), 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. 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, 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 can not 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 6/7/7/7/6/4): DM's choice.

Notable Personalities

This section presents standard 3rd 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, 64), 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.

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, Profession (administrator) +13, Profession (commander) +8, Ride +7, Scry +14, Sense Motive +13, Spellcraft +14, Spot +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: Thronegard (longsword +4), signet ring of Anuire, ring of office (+4 enchantment bonus to armor class and saving throws), bracers of armor +6.

Spells Prepared (5/6/6/6/5/5/4): DM's choice. The chamberlain is a diviner; his opposed school is rumored to be the school of conjuration. The imperial chamberlain has complete access to the imperial college of sorcery and thus potential access to every spell every catalogued by Anuire.

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, 60), 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.

Skills and Feats: Diplomacy +11, Handle Animal +8, Intimidate +6, Ride +12, Sense Motive +6, Knowledge (architecture & engineering) +10, Knowledge (nobility and royalty) +12, Profession (commander) +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 Avanil: 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, 70), 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.

Skills and Feats: Diplomacy +12, Gather Information +8, Handle Animal +5, Innuendo +5, Ride +5, Sense Motive +8, Spot +6, Knowledge (nobility and royalty) +13, Profession (commander) +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, 20), animal affinity (major); AL CG; SV Fort +7, Ref +5, Will +3; Str 20, Dex 16, Con 14, Int 13, Wis 13, Cha 9.

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, 24), 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.

Skills and Feats: Craft (armorsmithing) +5, Craft (bow-making) +5, Craft (weaponsmithing) +5, Gather Information +5, Handle Animal +8, Knowledge (religion) +7, 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, 30), shadow form (great); AL NE; SV Fort +2, Ref +8, Will +2; Str 13, Dex 18, Con 12, Int 16, Wis 12, Cha 16.

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, Profession (administrator) +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, 45 + 15), 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.

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, +15 bloodline strength (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, 22), 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.

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, 31), travel (great); AL LE; SV Fort +4, Ref +7, Will +9; Str 14, Dex 14, Con 12, Int 14, Wis 16, Cha 16.

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, 37), 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.

Skills and Feats: Diplomacy +8, Gather Information +6, Handle Animal +7, Heal +7, Knowledge (nobility) +5, Knowledge (religion) +5, Profession (commander) +7, 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, 38), 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.

Skills and Feats: Craft (armorsmithing) +10, Craft (blacksmithing) +4, Craft (weaponsmithing) +12, Diplomacy +8, Heal +5, Knowledge (Religion) +10, 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. Domains: Earth, Law.