





# BIRTHRIGHT™



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# RACES

Cerilia is home to many humanoid races, ranging from fierce orogs and goblinoids to graceful, deadly elves. The BIRTHRIGHT campaign allows players to choose from nine character races: dwarves, elves, half-elves, halflings, and five distinct human cultures (Anuirean, Brecht, Khinasi, Rjurik, and Vos). Each of the Cerilian races differs from the equivalent race presented in the Player's Handbook.

## HUMANS, CERILIAN

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As a human character, you must choose a culture. The human cultures of Cerilia are Anuireans, Brechts, Khinasi, Rjuriks, and Vos. These cultures are described in the Birthright core rulebook. Human characters use the variant human traits from the Player's Handbook. One of their two ability score increases is bound to their culture.

### ANUIREANS

**Ability Score Increase:** Wisdom

### BRECHTS

**Ability Score Increase:** Dexterity

### KHINASI

**Ability Score Increase:** Intelligence

### RJURIKS

**Ability Score Increase:** Constitution

### VOS

**Ability Score Increase:** Strength

## DWARVES, CERILIAN

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Dwarves in Birthright gain the normal dwarf traits listed in the Player's Handbook. However, they have only a single choice available for subrace, Karamhul Dwarf.

### KARAMHUL DWARF (SUBRACE)

**Ability Score Increase:**

Your Strength score increases by 1.

**Dense Body:**

You have an exceptionally stocky build and thick, sturdy bones. You have resistance against bludgeoning damage.

**Languages:**

You speak Karamhul and the regional human dialect.

## ELVES, CERILIAN

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Elves in Birthright gain the normal elf traits listed in the Player's Handbook. However, they have only a single choice available for subrace, Sidhelien elf.

### SIDHELIEAN ELF (SUBRACE)

As a Sidhelien (SHEE-lin) elf, you share qualities of both the high elves and wood elves of other worlds.

**Ability Score Increase:** Your Charisma score increases by 1.

**Sidhelien Health:** You are immune to aging and disease.

**Natures Stride:** Moving through difficult terrain does not cost you extra movement. A creature trying to track you through natural terrain always does so with disadvantage.

**Languages:** You speak Sidhelien and the regional human dialect.

**True Magic:** You are capable of using true magic.

## HALF-ELVES, CERILIAN

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Half elves are unchanged from the Player's Handbook, save for their ability to wield True Magic and their language picks; they speak Sidhelien and the regional human dialect.

**Languages:** You speak Sidhelien and the regional human dialect.

**True Magic:** You are capable of using true magic.

## HALFLINGS, CERILIAN

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Halflings in Birthright gain the normal halfling traits listed in the Player's Handbook. However, they have only a single choice available for subrace, Cellwair halfling.

### CELLWAIR HALFLING (SUBRACE)

- **Ability Score Increase:** Your Constitution score increases by 1.

- **Sense Shadow:** As an action, you may open your awareness to know the location of any fey, fiend, undead, creature of the Shadow World, or awnsheghlien with 60 feet of you that is not behind total cover. You know the type of being whose presence you sense, but not its unique identity. Within the same radius, you can detect the presence of magic from the necromantic school. You must complete a short or long rest before you can use this ability again.

- **Shadow Walk:** The halfling may also use the shadow walk spell while being in place with strong connection with the Shadow World. You must complete a short or long rest before you can use this ability again.

- **Languages:** You speak Cellwair and the regional human dialect.

# CLASSES

## BARBARIAN

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Barbarians of almost any race can be found wherever large tracts of wilderness remain unclaimed by civilization.

Barbarians are only common amongst the Rjuvik and Vos.

- Barbarians are as described in the Player's Handbook.
- In addition to their listed skills, they can also choose the Warfare skill.

## BARD

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Cerilian bards are students of the ancient elven art of spellsong. The first human bards were human magicians that were taught the secrets of the spellsong by elves sent to the human tribes (shortly after their arrival in Cerilia) to teach and learn from their new neighbors. The disciples of these elves founded colleges to teach, study, and improve the use of this lore.

- Bards are as described in the Player's Handbook.
- Bards do not require the true magic trait to cast spells.

## CLERIC

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Cerilian clerics function as described in the Player's Handbook, except that no clerics serve just a cause, philosophy, or abstract source of divine power. Every cleric in a Birthright campaign serves a specific divine power. It is simply impossible for a person to wield greater divine magic without a patron deity. Clerics may have only one patron deity at a time, but it is possible for a cleric to have a change of heart that causes a change of patron deities.

- Clerics are as described in the Player's Handbook.
- In addition to their listed skills, they can also choose the Warfare skill.
- Clerics do not require the true magic trait to cast spells.
- Elves cannot advance as clerics except under the most unusual of circumstances.

## DRUID

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In Cerilia, human druids are priests of Erik, the god of nature and the hunt. Like clerics, Cerilian druids receive their spells from a patron deity the god Erik. The powerful natural magic of the druid is based in the same lore as that of the ranger, but is greatly magnified through the channeling of divine power of the druid's patron deity. Elven druids are in tune with their natural surroundings and use mebhaighl to power their abilities, they never build Temples.

- Druids are as described in the Player's Handbook.
- Elven druids can cast source realm spells.

## FIGHTER

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Fighters are by far the most common character class and are found in every corner of Cerilia.

- Fighters are as described in the Player's Handbook.

- The path of the Eldritch Knight can only be followed by characters capable of using True magic.

## MAGICIAN

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Magicians are practitioners of the path of lesser magic.

- Magicians do not require the true magic trait to cast spells.

## MONK

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There are no Cerilian monks. Monks are not part of the official BIRTHRIGHT setting.

## PALADIN

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A paladin must worship one of the Cerilian gods.

- Paladins are as described in the Player's Handbook.
- In addition to their listed skills, they can also choose the Warfare skill.
- Paladins do not require the true magic trait to cast spells.

## RANGER

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Rangers are common in the untamed wilds and desolate areas of Cerilia. Given their tendencies to avoid crowds, rangers tend to make poor regents and are only rarely found in positions of political or economic power. Rangers are bound very closely to nature, able to become practically one with it, and are able to tap into the very wellsprings of the earth to power their spells. Unlike Cerilian clerics and druids, Cerilian rangers do not receive their spells from a patron deity. The limited spellcasting abilities of Cerilian rangers are rooted in their understanding of nature and the channeling of mebhaighl through their force of will alone.

- Rangers are as described in the Player's Handbook.
- Rangers do not require the true magic trait to cast spells.

## ROGUE

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In Cerilia, rogues are as often merchants and diplomats as thieves, a distinction often lost on those who have come out on the losing end of a mercantile transaction. Rogues are everywhere in Cerilia, but no one necessarily expects them to be thieves. Depending on their skills and inclinations, rogues may represent themselves as courtiers, scouts, sailors, or even merchant princes.

- The path of the Arcane Trickster can only be followed by characters capable of using True magic.
- Alternatively, an Arcane Trickster without the true magic trait can swap out the use of Enchantment spells with Divination spells. They can only learn spells higher than 2nd level from the schools of Divination and Illusion.

## SORCERER

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Sorcerers are not well known in Cerilia, and not well regarded by those that do recognize them as distinct disciplines apart from wizards. Their more studious counterparts at Cerilia's few arcane universities may even look down on sorcerers for their unorthodox talents.

- Sorcerers are as described in the Player's Handbook.
- Only characters capable of using True magic can become Sorcerers.

## WARLOCK

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Warlocks can choose any pact, although the pacts represent deals made with powerful fey creatures, deities, tanarii lords, or even the Cold Rider himself.

- Warlocks are as described in the Player's Handbook
- Warlocks do not require the true magic trait to cast spells.

## WIZARD

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Wizards are as described in the Player's Handbook and Basic Rules. Wizards in Cerilia cannot choose the arcane traditions of the school of divination and the school of illusion.

- Only characters capable of using True magic can become Wizards.

## SUGGESTED BACKGROUNDS BY CULTURE

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Culture	Suggested Backgrounds
Anuirean	Acolyte, Folk Hero, Guild Artisan, Knight (variant Noble), Noble, Sage, Soldier, Urchin
Brecht	Acolyte, Guild Merchant (variant Guild Artisan), Noble, Sailor, Spy (variant Criminal), Urchin
Halfling (Cellwair)	Charlatan, Entertainer, Folk Hero, Guild Artisan, Hermit, Spy (variant Criminal), Urchin
Dwarf (Karamhul)	Acolyte, Guild Artisan, Guild Merchant (variant Guild Artisan), Noble, Sage, Soldier
Khinasi	Acolyte, Entertainer, Folk Hero, Knight (variant Noble), Noble, Sage, Soldier
Rjuven	Acolyte, Criminal, Folk Hero, Hermit, Noble, Outlander, Spy (variant Criminal)

## LANGUAGES

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### STANDARD LANGUAGES

Language	Typical Speakers	Script
Anuirean	Anuireans	Sidhelien
Basarji	Khinasi	Basarji
Cellwair	Halfling	Halfling
Karamhul	Dwarves	Karamhul
Low Brecht	Brechts	Karamhul
Rjuven	Rjurik	Sidhelien
Sidhelien	Elves	Sidhelien
Vos	Vos	(none)

### EXOTIC LANGUAGES

Language	Typical Speakers	Script
Andu	Anuirean scholars	(none)
Draconic	Dragons	(none)
Druidic	Non-Erikian druids	(none)
Giant	Giants	Giant
Gnoll	Gnolls	(none)
Goblin	Goblinoids	Goblin
High Brecht	Brecht scholars	Karamhul
Ogrish	Ogres	Giant
Orog	Orogs	Giant
Troll	Trolls	Giant

# SKILLS

## STATESMANSHIP (CHARISMA)

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This is Birthright's Administration, Law and Leadership skills. On each Domain turn you can do one of the following:

- On a successful check, you can reduce your maintenance costs by 25% for a domain turn.
- On a successful check, you can reduce the base GB cost of a domain action by 1.
- On a successful check, you gain a +1 to your success chance in a Create Holding, Decree, Rule or Espionage domain action.
- The resolution of a Matter of Justice random event is increased by one level (ex. a fair result becomes a good result).
- On a successful check, you can improve the loyalty rating in one province by one level.

**Availability at character creation:** The following backgrounds may choose the Statecraft skill instead of one of the skills listed in the PHB: Acolyte, Noble (including Knight), Guild Artisan (including Guild Merchant) and Sage.

# EQUIPMENT

## WEAPONS

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Here are some simple equivalencies for the more exotic weapons found in Cerilia:

Weapon	Equivalent
Bastard Sword	Longsword
Broad sword	Longsword
Claymore	Greatsword
Composite long bow	Longbow
Composite short bow	Shortbow
Cutlass	Scimitar
Harpoon	Spear
Main-gauche	Dagger
Partisan	Halberd
Sabre	Longsword
Two-handed Sword	Greatsword

The following weapons from the Player's Handbook aren't found in Cerilia: blowgun, hand crossbow.

## ARMOR

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These are some simple equivalences for Cerilian armor types:

Armor	Equivalent
Banded mail	Splint
Brigandine	Half Plate
Bronze Plate Mail	Plate
Field Plate	Plate
Full Plate	Plate

## WARFARE (INTELLIGENCE)

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You are trained not only in the tactics of combat but in the strategies of war. Your Intelligence (Warfare) check measures your ability to formulate military strategy, judge troop readiness, direct siege engine teams, reposition military assets, and lead war campaigns.

**Availability at character creation:** The warfare skill is available as a skill proficiency option for the following classes: Barbarian, Fighter, Paladin and Ranger. The following backgrounds may choose the Warfare skill instead of one of the skills listed in the PHB: Knight (variant Noble) and Soldier.

## DIPLOMACY

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Diplomacy is now used under the Performance skill.

## INTRIGUE

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Intrigue is now used under the Deception skill.

## MOUNTS

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The varsks domesticated and ridden by the Vos cost 250 g.p. and have the same game statistics as a giant lizards (see the MM) with resistance against cold damage.



# DEITIES OF CERILIA

The following list of divine powers of Cerilia includes human gods, non-human deities, and powers of darkness. The likely champions for each power are listed most are served by – clerics, some by paladins, one by druids, and a few others enter into pacts to empower warlocks.

- Clerics of Eloele often multiclass into the rogue class - typically thieves, although assassins are not unknown.
- Erik has both clerics and druids in his service. Members of the Druid class are typically followers of the Old Ways and are often found in traditionalist sects like the Emerald Spiral (Rjuvik) or the Old Father of Forests (Brechtür). Members of the Cleric class are more frequently members of more modern sects like the Oaken Grove of Erik (Rjuvik) or the Oaken Grove of Aerik (Anuire). Regardless of class, all members of Erik's priesthood are known as Druids.
- Like Erik, Kreisha has members of the Cleric and Druid class in her service, although clerics are far more common and are the onymembers of her priesthood who control temples. Druids in her service are generally members of the Winter Wolves who have cut all ties to family and community and act as Kreisha's vengeance.
- While she is the goddess of the sea, Nesirie's champions are typically members of the Cleric or Paladin class rather than Druids. This reflects that she is focused more on those who make use of the sea (so long as they are respectful), rather than the raw elemental nature of the sea itself. It may also reflect her growing role as guardian of the spirits of the dead. Having said that, it is possible that some of her followers may be Druids (Coast), but if so they do not serve in her organised clergy.
- Priests of Rournil commonly multiclass as wizards or, if unblooded, magicians.

## HUMAN DEITIES

Deity	Alignment	Domains	Champions
Avani, Goddess of the Sun, Lady of Reason	LN	Knowledge, Life, Light	Clerics, Paladins (Devotion)
Belinik, Prince of Terror, Lord of Strife	CE	Death, Tempest, War	Clerics, Paladins (Oathbreaker)
Cuiracenc, God of Battle, Haelyn's Champion	CG	Tempest, War	Clerics, Paladins (Vengeance)
Eloele, Goddess of Night, Sister of Thieves	CN	Trickery	Clerics, Warlocks (Archfey)
Erik Old Father			Druids

## OTHER DEITIES & POWERS

Deity	Alignment	Domains	Champions
Baphomet, Lord of the Minotaurs	CE	War	Clerics, Warlocks (Great Old One)
Kartathok, Lord and Patron of Goblin-kind	LE	War	Clerics, Warlocks (Fiend)
Kostchtchie, Patron of the Ice Giants	CE	War	Clerics, Warlocks (Fiend)
Moradin, Dwarf God of Creation	LG	Knowledge, Forge, War	Clerics, Paladins (Devotion)
The Cold Rider	NE	Death	Warlocks (Hexblade)
Torazan, Deity of the Orog	NE	War	Clerics, Warlocks (Fiend)
Yeenoghu, Lord of the Gnolls	CE	War	Clerics, Warlocks (Great Old One)



# BLOODLINES

## SCIONS

Those with bloodlines gain the following benefits:

- Scions of Anduiras, Reynir, Brenna, Basaia, Masela, Vorynn, or Azrai can become Regents and access the powers of their divine birthrights. The rules regarding derivation, strength, and acquisition of blood abilities work as written in the BIRTHRIGHT rulebook, with the exception of bloodline abilities which follow later in this chapter.
- The character gains the True Magic trait.

## UNBLOODED

- Those without bloodlines automatically gain a point of Inspiration after each long rest if they don't currently have Inspiration. They can also earn Inspiration normally, but are still limited to having one use of Inspiration at a time.
- One Ability score increase

## BLOOD ABILITIES

### MINOR ABILITIES

#### ALERTNESS

You cannot be surprised while you are conscious, and other creatures don't gain advantage on attack rolls against you as a result of being hidden from you.

#### ALTER APPEARANCE

You can cast the disguise self spell. You regain this ability when you take a long rest.

#### ANIMAL AFFINITY

You can communicate with and locate animals associated with your bloodline. At higher levels you can also assume its form.

You can at will cast either the locate animals or plants spell or the beast sense spell, but it only detects your Bloodline Animal. This ability only works on beasts.

You can use the druid's wild shape ability to assume the form of your totem animal as a druid of your character level. The rules and restrictions of wild form apply normally.

The animal associated with each ancient Deity was:

- **Anduiras:** the lion
- **Basaia:** the eagle
- **Masela:** the dolphin
- **Reynir:** the wolf
- **Vorynn:** the owl
- **Azrai:** the serpent.

#### AUGURY

You can cast the Augury spell at will.

#### BATTLEWISE

You have advantage on Intelligence (Warfare) checks.

#### BLOOD HISTORY

You gain advantage on Intelligence (History) checks related to your own bloodline. You can cast the legend lore spell, but only about topics related to your own bloodline. You regain the use of this ability when you take a long rest.

#### COURAGE

You can't be frightened while you are conscious. If you also have the paladin's aura of courage expand its range to 30 feet and 100 feet at 18th level.

#### CHARACTER READING

You have advantage on Wisdom (Insight) checks to determine the true intentions of a creature.

#### DIRECTION SENSE

You always know which way is north. You gain advantage on Wisdom (Survival) checks to avoid getting lost (Masela) while at sea, (Reynir) while in the wilderness.

#### DETECT LIE

You have advantage on Wisdom (Insight) checks made to detect falsehoods.

#### DETECT ILLUSION

You have advantage on all saving throws and Intelligence (Investigation) checks against illusions. You automatically examine Illusions.

#### ENHANCED SENSE

- **Anduiras:** You can use the paladin's divine sense ability at will.
- **Azrai:** You gain darkvision with a range of 120 feet.
- **Basaia:** You gain advantage on Wisdom (Perception) checks that rely on sight. You do not gain disadvantage on ranged attacks due to long range.
- **Brenna:** You gain darkvision with a range of 30 feet; if you already have darkvision, increase its range by 30 feet. You have advantage on Wisdom (Perception) checks that rely on smell.
- **Masela:** You are not affected by light or heavy obscurement caused by weather effects including magical effects such as fog cloud and cannot be deafened by weather effects.
- **Reynir:** While you are in the wilderness, you have advantage on Wisdom (Perception) checks and Wisdom (Survival) checks made to follow tracks.
- **Vorynn:** You are particularly in tune with the natural magic of Cerilia. You can sense whenever anyone casts any type of arcane spell within a 100 feet radius and determine the school of magic that the spell was from.

## ELEMENTAL CONTROL

- **Anduiras:** You can cast the gust cantrip.
- **Brenna:** You can cast the control flames cantrip.
- **Masela:** You can cast the shape water cantrip.
- **Reynir:** You can cast the mold earth cantrip.

## IRON WILL

You gain advantage on saving throws against being charmed and can ignore 1 level of exhaustion.

## HEALING

You can cast either the cure wounds spell or the lesser restoration spell. You regain the use of this ability after a short rest.

## PERSUASION

You have advantage on Charisma (Persuasion) checks.

## POISON SENSE

You are always under the effects of a detect poison and disease spell.

## UNREADABLE THOUGHTS

Your thoughts cannot be read through magic.

## PROTECTION AURA

You are always under the effects of a protection from evil and good spell. Paladins having the same ability gain a 10 feet aura.

## MAJOR ABILITIES

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### DIVINATION

You can cast the Divination spell at will.

### DIVINE LEADERSHIP

Units led by you succeed all morale checks.

### DIVINE AURA

You have advantage on Charisma (Persuasion) and Charisma (Intimidation) checks.

### DIVINE WRATH

When a critical hit is scored against you or an ally you can see, or when an ally you can see is reduced to 0 hit points, you can use your reaction to enter a state of divine wrath. While in this form you gain advantage on melee attacks and saving throws, and your damaging spells do additional damage equal to your level. Your divine wrath lasts for one minute or until you lose consciousness. After your divine Wrath ends you gain 1 level of exhaustion.

## ELEMENTAL CONTROL, MAJOR

- **Anduiras:** You can cast the gust of wind spell at will.
- **Brenna:** You can cast the flame blade spell at will.
- **Masela:** You can cast the water walk spell on yourself at will.
- **Reynir:** You can cast the meld into stone spell on yourself at will.

## HEIGHTENED ABILITY

This ability increases the attribute associated with the scion's bloodline derivation by 2.

- **Anduiras:** Strength or Charisma.
- **Azrai:** Intelligence or Charisma.
- **Basaia:** Intelligence.
- **Brenna:** Dexterity.
- **Reynir:** Constitution.
- **Vorynn:** Wisdom.

You can increase your ability score beyond 20 this way, to a maximum of 22.

## FEAR

As an action, you can cause one creature within 5 feet to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Charisma modifier). A target automatically succeeds on the save if it can't hear or see you. On a failed save, a target becomes frightened of you for 1 minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success. Additionally, you have Advantage on all saving throws against fear.

## RESISTANCE

- **Anduiras:** You gain advantage on saving throws against effects that cause you to become charmed.
- **Basaia:** You have resistance against fire damage.
- **Brenna:** You have advantage on saving throws against effects which cause the paralyzed, restrained and grappled conditions. You have advantage on Dexterity (Acrobatics) checks to resist being grappled and to escape from being grappled.
- **Masela:** You can breathe water in addition to breathing air.
- **Reynir:** You have resistance against cold damage.
- **Vorynn:** You have resistance against the damage of spells.
- **Azrai:** You have resistance against necrotic damage.

## GREAT ABILITIES

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### ELEMENTAL CONTROL, GREAT

You can cast the conjure elementals spell to summon:

- **Anduiras:** Air elementals
- **Basaia:** Fire elementals
- **Reynir:** Earth elementals
- **Masela:** Water elementals

Instead of turning against you the elementals vanish when your concentration is broken. You regain this ability when you take a long rest.

### LONG LIFE

You age more slowly. For every 100 years that pass, your body ages only 1 year. your Constitution score increases by 2.

## SHADOW FORM

As bonus action you can change into a shadow form as long as you maintain concentration. While in this form, you cannot attack, cast spells, or interact with objects. You have resistance against all damage, you have advantage on Dexterity (Stealth) checks, and you are not affected by difficult terrain.

## REGENERATION

- Finishing a short rest reduces your exhaustion level by 1 and recovers half your hit die.
- When you take a long rest, you regain all your hit dice.
- You have advantage on death saving throws.
- As a bonus action, you can spend one Hit Die to heal yourself. Roll the die, add your Constitution modifier, and regain hit points equal to the total (minimum of 1).

## TRAVEL

You can cast the teleport spell as a ten-minute ritual but only to familiar locations.

- **Azrai:** You can only cast this between dusk and dawn, you must be in dim light or darkness, and your destination must be in dim light or darkness.
- **Basaia:** You must step into a fire of your size or larger, and your destination point must also be a similarly sized fire. You are immune to harm from this fire, but if you bring anyone with you, they take 3d10 fire damage.
- **Brenna:** You must stand on a road, and your destination point must be on the same road or reachable by connected roads from your origin point.
- **Masela:** You must be touching a large body of water, and your destination point must be in or adjacent to the same body of water.
- **Vorynn:** You must finish this ritual within ten minutes of moonrise or moonset to complete the casting of the spell.

### MINOR ABILITIES

Ability	Anduiras	Azrai	Basaia	Brenna	Masela	Reynir	Vo
Alertness		Az	Ba	Br		Re	
Alter Appearance		Az		Br			
Animal Affinity	An	Az	Ba	Br	Ma	Re	
Augury							
Battlewise	An	Az					
Blood History				Br	Ma		
Character Reading			Ba	Br			
Courage	An						
Detect Illusion		Az	Ba	Br	Ma	Re	
Detect Lie	An		Ba	Br	Ma	Re	
Direction Sense					Ma	Re	
Enhanced Sense	An	Az	Ba	Br	Ma	Re	
Elemental Control	An		Ba		Ma	Re	
Healing	An		Ba			Re	
Iron Will	An	Az				Re	
Persuasion				Br			
Poison Sense		Az				Re	
Unreadable Thoughts	An	Az	Ba	Br	Ma	Re	
Protection Aura	An		Ba	Br	Ma	Re	

### MAJOR ABILITIES

Ability	Anduiras	Azrai	Basaia	Brenna	Masela	Reynir	Vo
Divination							
Divine Leadership	An						
Divine Aura	An	Az	Ba		Ma	Re	
Divine Wrath	An		Ba		Ma		
Elemental Control	An		Ba		Ma	Re	
Fear		Az					
Heightened Ability	An	Az	Ba	Br		Re	
Resistance	An	Az	Ba	Br	Ma	Re	

### GREAT ABILITIES

Ability	Anduiras	Azrai	Basaia	Brenna	Masela	Reynir	Vorynn
Elemental Control	An		Ba		Ma	Re	
Shadow Form		Az		Br			
Regeneration	An	Az				Re	
Travel		Az	Ba	Br	Ma		Vo
Long Life	An	Az	Ba	Br	Ma	Re	Vo

# REALM MAGIC

**A**mong the most powerful magic available to mortals is realm magic. These spells, exceedingly rare and difficult to cast, are rituals of the highest complexity and expense that can affect entire domains at a time. All blooded scions that are sufficiently trained can learn and cast one of these spells, but must have access to a suitably powerful Temple or Source holding and have levels of a class capable of utilizing them. No scion begins play knowing realm spells. They must be discovered using the Research domain action, and the Game Master determines what challenge await a regent attempting to discover one of these extremely powerful spells. All realm spells have a number of requirements for the casting, which typically include a minimum Temple or Source holding level in the province in which the spell is being cast, Regency Point expenditure, and/or Gold Bar expenditure. Casting a realm spell does not require that the spell be prepared, and known realm spells do not count against any class's spells known. They always take a great deal of time to cast, through use of the Realm Magic domain action.

## REALM SPELLS BY SOURCE LEVEL

### REALM SPELL DESCRIPTIONS

#### SOURCE REALM SPELLS

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##### ALCHEMY

- **RP Cost:** 4 per Gold Bar
- **GB Cost:** 0
- **Required Source:** 3
- **Duration:** Permanent

This realm spell allows the caster to create wealth from inert materials. By expending 4 RP, the caster creates 1 GB of wealth added immediately to the treasury of either the caster themselves or the regent they serve. This spell can only be invoked once per season, as the strain on the caster is great, but there is no upper limit to the value of gold that can be transmuted in a single casting of this spell so long as sufficient RP is available.

##### BATTLE FURY

- **RP Cost:** 1 per unit
- **GB Cost:** 1
- **Required Source:** 2
- **Duration:** 1 domain turn

This spell adds a +2 bonus to offensive ratings, +1 to move rating and -2 to defense rating of the affected units for the season.

Beginning at 5th level, the caster can target up to two units with this spell, but must pay the cost for each unit they wish to affect. At 11th level, they can affect up to three units. At 17th, they can affect four units.

##### BATTLE SEEMING

- **RP Cost:** 1 per unit
- **GB Cost:** 1
- **Required Source:** 3
- **Duration:** 1 domain turn

The appearance of an entire army is changed as if through the use of the change self spell. The troops resume their normal appearance if slain. Thus, a unit's true nature is revealed if it receives a hit on the battlefield.

##### DEATH PLAGUE

- **RP Cost:** 1 per target province level
- **GB Cost:** 2
- **Required Source:** 6
- **Duration:** Permanent

By invoking this terrible realm spell, the caster creates a plague to befall a target province. The sickness spreads quickly and terribly throughout the month of its invocation, reducing the target province's level by 1.

The effects of the death plague can be countered in a single province by the effects of a dispel realm magic or bless land realm spell, but only if it is cast on the same domain action.

Beginning at 5th level, the regent can target up to two provinces with this spell, but must pay the cost for each province and loyalty grade they wish to affect. At 11th level, they can affect up to three provinces. At 17th, they can affect four provinces.

##### DEMAGOGUE

- **RP Cost:** 5 per loyalty grade
- **GB Cost:** 1
- **Required Source:** 4
- **Duration:** See description

A devious enchantment woven over a realm, the demagogue spell enables a regent to affect the loyalty of provinces for better or worse. By expending 5 RP per grade, the caster can increase or decrease the loyalty of the target province. Thus, a wizard regent can charm a rebellious province to increase the loyalty of its people to high by expending 15 RP. If this spell is cast on an opposing regent's domain, that regent must succeed on a Charisma (Statecraft) check to avoid the effect.

Beginning at 5th level, the regent can target up to two provinces with this spell, but must pay the cost for each province and loyalty grade they wish to affect. At 11th level, they can affect up to three provinces. At 17th, they can affect four provinces.

## DISPEL REALM MAGIC

- **RP Cost:** See description
- **GB Cost:** 1
- **Required Source:** 1
- **Duration:** See description

By weaving a powerful abjuration, a caster can use this realm spell to remove the effects of harmful realm spells or protect it from possible attack by realm magic. If used to remove an existing effect, the caster pays 1 RP per RP cost of the realm spell being dispelled.

If used in a protective manner, the regent may expend RP of a value equal to twice their level. For the remainder of the domain turn, the dispelling effect will automatically trigger against any realm spell cast against the target province. If the cost of the triggering realm spell is equal to or less than the value bid, the spell fails and the costs are still incurred.

At 5th level, the protective use of this spell lasts two domain turns. At 11th level, the protection lasts for three domain turns. At 17th level, the effect lasts for an entire year.

The protection is not broken upon blocking a given realm spell, but may itself be dispelled. There is no way to determine without Espionage or magical divination whether a given province is protected by use of this spell.

## DISRUPT MEBHAIGHL

- **RP Cost:** See description
- **GB Cost:** 1
- **Required Source:** 7
- **Duration:** 1 domain turn

By sending an exceptionally powerful surge of raw mebhaighl into the target province the caster disrupts the regular flow of mebhaighl in the province. While this spell is in effect, no one, not even the caster of this spell, can draw upon the magical energy of the province's sources or use any ley lines passing through the province. A disrupted source is treated as a healthy source for all purposes save casting realm spells. The caster must expend 5 RP per target source level.

## LEGION OF THE DEAD

- **RP Cost:** 4 per unit
- **GB Cost:** 1 per unit
- **Required Source:** 5
- **Duration:** 1 domain turn

Through the use of this terrible necromantic realm spell, a regent may raise armies of undead for use in war. Undead units have no maintenance cost, can march day and night without rest, and strike fear into the hearts of their enemies. The caster must remain within the same province as the undead legion or the summoned units immediately disband and are destroyed.

Upon reaching 5th level, they may summon two units, but must pay the cost for each. At 11th level, they may summon three units, and at 17th level they may summon four.

## LEY LINE MASK

- **RP Cost:** 1 per ley line
- **GB Cost:** 1
- **Required Source:** 2
- **Duration:** 1 Year

This powerful illusion misdirects any attempts to trace, sunder or otherwise interact with your ley lines. The affected ley lines do not need to be in the same province as the caster, but do need to be connected to the source province. This spell must end or be dispelled before your ley lines can be traced, sundered, or otherwise tampered with.

Upon reaching 5th level, they may effect two ley lines, but must pay the cost for each. At 11th level, they may effect three ley lines, and at 17th level they may effect four ley lines.

## LEY LINE SUNDER

- **RP Cost:** 12
- **GB Cost:** 10
- **Required Source:** 7
- **Duration:** Instantaneous

This realm spells allows you to destroy a ley line that passes through your domain. The target ley line must initiate, terminate, or pass through a province in which you have a source or a ley line. The ley line then collapses in both directions until it reaches a junction or endpoint.

## LEY LINE TRACE

- **RP Cost:** 1
- **GB Cost:** 1
- **Required Source:** 1
- **Duration:** Instantaneous

This spell enables a wizard to sense disturbances in the natural flow of mebhaighl such as those created by ley lines.

This spell informs the caster of the number of ley lines that initiate in the studied province, terminate in the province, or pass through the province. For lines that simply pass through the province, the caster is aware only of the lines existence and the direction of the flow. If a line both begins and ends in provinces in which the caster has source holdings or ley line connections, she is also aware of which regent controls the ley line.

If the line is in use during the casting of the spell, the caster is aware of that fact as well as the source level to which the ley line is attached.



## LEY LINE WARD

- **RP Cost:** 1
- **GB Cost:** 1
- **Required Source:** 3
- **Duration:** 1 Year

You can place arcane traps on your ley lines to discourage others from attempting to sunder or otherwise tamper with your ley network. This spell allows the caster to place a very specific form of contingency on one or more connected ley lines in their ley network. The caster may choose any one spell that they are capable of casting as the trap. The level of the trap spell cannot exceed the level of the maximum source in the ley network. Furthermore, although you can set triggers on up to one ley line per level, there is only one trap per casting. Multiple traps can be associated with a ley line through the multiple uses of this spell. The affected ley lines do not need to be in the same province as the caster, but do need to be connected to the source province.

Anyone attempting to deactivate, sunder, or otherwise tamper with your ley line is immediately subjected to the trap. The trap spell effect is resolved normally, as if you had cast the spell upon the victim. You must pay the normal costs associated with the casting of the trap spell.

## MASS DESTRUCTION

- **RP Cost:** 10 per unit
- **GB Cost:** 5
- **Required Source:** 5
- **Duration:** Instantaneous

Calling down rains of fire, explosive storms, or poisonous winds, the caster can obliterate enemy armies within the target province. By paying the listed cost, the regent may attempt to destroy any single unit in the target province.

Targeted units are destroyed unless they succeed a morale check, which allows the unit to only suffer 1 Hit instead. A dragon unit cannot be affected by this spell. Attached commanders on a unit that is destroyed suffer 5d10 points of damage, typed according to the caster's wishes. The caster can select the type of damage at the time the spell is invoked from among acid, fire, cold, force, lightning, poison, or thunder. The aftermath of the destruction lays waste to the surrounding countryside. The populace suffers an immediate degradation of loyalty whether or not any units were destroyed.

Upon reaching 5th level, they may affect two units. At 11th, the regent can instead affect three units. At 17th, they may affect four units. The regent must pay the RP cost for each unit affected, and must be able to see the units being affected.

## RAZE

- **RP Cost:** 10 per structure level
- **GB Cost:** 2 per damage level inflicted
- **Required Source:** 6
- **Duration:** Instantaneous

Powerful spellcasters can use this realm spell to devastate castles and similar fortifications. The more expansive the castle, the more expensive this spell is to cast, even if the damage you intend to cause is not equal to the level of the castle. For example, a level 4 castle costs 40 RP to target with this realm spell, though you may only have enough gold bars to damage it up to three levels. Sometimes it is simply enough to send a message rather than obliterate a castle outright. The damage caused happens instantaneously, but the caster must be within sight range of the castle being affected throughout the period of time the spell is being cast. As such, this realm spell is typically invoked while a regent's armies are laying siege to a province.

## REGENT SIGHT

- **RP Cost:** 1
- **GB Cost:** 1
- **Required Source:** 1
- **Duration:** 1 domain turn

This spell allows the caster to continuously pinpoint the location of any regent within his domain. The movement of regents, due to their connection to their realm, produces small ripples in the mebhaighl. This spell detects these ripples and allows the caster to sense the presence, strength, and general location (within a few miles) of all regents within the affected province. The identities of the regents are not known, but their power (measured by their monthly regency collection) can be roughly determined by the size of the ripple that they produce. Several regents traveling together are indistinguishable from a single powerful regent. As this spell detects changes in the mebhaighl itself the detected regents are completely unaware of the spell.

## SCRY

- **RP Cost:** 5 plus 3 per province of separation
- **GB Cost:** 1
- **Required Source:** 1
- **Duration:** Instant

By invoking this realm spell, a regent may perform the equivalent of an Espionage realm action on the targeted province, but only for the purposes of gathering information. The caster need not make a domain action roll; the spell is automatically successful and carries no risk of failure.

A spellcaster whose realm is protected by a dispel realm magic spell automatically knows the source of the scrying attempt.



## SHADOW BLOCK

- **RP Cost:** 2 per province
- **GB Cost:** 1 per province
- **Required Source:** 6
- **Duration:** 1 domain turn

This spell strengthens the barrier between Cerilia and the Shadow World. All spells or effects that involve the Shadow World are blocked.

## STRONGHOLD

- **RP Cost:** 8 RP per castle level
- **GB Cost:** 5
- **Required Source:** 7
- **Duration:** See description

The caster of this realm spell bends the land to their will to conjure a fortress in the target province. The stronghold is constructed over the course of minutes rather than months. The fortress remains for one season, and crumbles to useless debris at the end of that period or if the caster dies. If the caster is willing to pay triple the RP cost and the GB cost the castle can be made permanent. It will not destroy itself if the caster is later killed or dies of natural causes.

At 5th level, the Stronghold lasts two seasons. At 11th level, the Stronghold lasts for three seasons. At 17th level, the Stronghold lasts for an entire year.

## SUBVERSION

- **RP Cost:** See below
- **GB Cost:** 2
- **Required Source:** 2
- **Duration:** One domain action

Using powerful enchantments, a spellcaster can take temporary and subtle control of a holding, province, army, or lieutenant under the command of another regent. The caster may then cause that unit to take an immediate domain action, even if the target is not normally capable of taking domain actions.

Taking command of a holding or province allows you to Agitate or Contest in your favor with an automatic success. An army may be used to attack their once-allies. A lieutenant can force an immediate Assassination event upon their controlling regent (provided they are in the same province as the regent at the time the spell is cast).

In any case, the cost is 3 RP per level of the target holding, province, or level of the lieutenant. If the target is an army, the cost is 5 RP per unit affected, and all affected units must be in the same province. Only one type of target can be affected per casting of this realm spell.

## SUMMONING

- **RP Cost:** 5 per unit
- **GB Cost:** 2 per unit
- **Required Source:** 4
- **Duration:** See below

The spellcaster invokes this realm magic to conjure forth hordes of monsters to do their bidding. These monsters arrive from all around to join under the regent's banner and fight for one season. At 5th level, the duration of the spell is two seasons. At 11th, the duration is three seasons, and at 17th the duration is one full year (four seasons).

At the end of this duration, the spell expires and all monstrous units become brigands in the province where they are currently present. The regent does not need to pay the mustering costs for these troops, but must pay their upkeep. Failure to pay upkeep for a unit breaks the spell's effect upon it, and the unit immediately turns to brigandage in their current province.

The caster may summon one unit of monsters with this spell. Upon reaching 5th level, they may summon two units, but must pay the cost for each. At 11th level, they may summon three units, and at 17th level they may summon four.

The type of monsters summoned is also contingent on the level of the invoker. Initially, the caster may summon only Goblin Infantry with this spell. At 5th level, they may instead summon Groll Infantry or Goblin Cavalry. At 11th level, they may instead summon Orog Infantry or Groll Marauders. At 17th level, the caster may summon Ogres.

## TRANSPORT

- **RP Cost:** 4 per unit
- **GB Cost:** 1
- **Required Source:** 4
- **Duration:** Instantaneous

This powerful spell allows a regent to move troops from one province to another without needing to pay exorbitant relocation costs. The regent must be able to trace a path of ley lines between the starting and ending provinces in order to transport them, but the process is instantaneous and the units may also move during the War Moves phase.

The caster may also use this spell on enemy units they can see, but the RP cost is doubled. The enemy unit and all lieutenants and commanders are harmlessly transported to the target province. The end point location cannot be in a lethal location (such as in the middle of a sea or in a volcanic caldera).

## WARDING

- **RP Cost:** 5 per province
- **GB Cost:** 2 per province
- **Required Source:** 5
- **Duration:** See below

It may occasionally behoove a spellcasting regent to prevent entry into or exit from a target domain. By invoking this realm spell, a regent may conjure a misty barrier to envelop the borders of a targeted province (or multiple provinces). No units may cross the border, and find themselves turned around and arriving back in the province should they attempt to pass the mists.

This also prevents any trade or diplomacy with the targeted provinces. Trade routes with a terminus in the affected province do not generate gold bars for their regent, and the provinces (and the holdings within it) are immune to the Agitate or Contest actions if their owners are not within the boundaries of the mists.

The caster of this spell is immune to the effects of the mists, as are any individuals or units they accompany. In this way, the spell can be used on an isolationist domain for protection.

The caster can affect one province with a casting of this spell. At 5th level, they may affect up to two provinces, which need not be adjacent. At 11th level, they may affect three provinces. At 17th, they may affect four provinces.

## TEMPLE REALM SPELLS

### BLESS ARMY

- **RP Cost:** 1 per unit
- **GB Cost:** 1
- **Required Temple:** 2
- **Duration:** 1 domain turn

With this spell, the adherent blesses one unit and increases all Attack Ratings by 2 for the season.

Beginning at 5th level, the regent can target up to two units with this spell, but must pay the cost for each unit they wish to affect. At 11th level, they can affect up to three units. At 17th, they can affect four units.

### BLESS LAND

- **RP Cost:** 3 per province
- **GB Cost:** 1
- **Required Temple:** 1
- **Duration:** 1 domain turn

With a holy ceremony, the adherent invokes the blessing of their deity upon a province. Each non-Source holding within the province, and the province itself, immediately generate an additional gold bar of revenue for their controlling regents.

The province also improves its loyalty by one grade.

The caster may affect only one province with this spell at first. At 5th level, they may affect two provinces. At 11, they may affect up to three provinces. At 17th, they may affect up to four provinces.

### BLIGHT LAND

- **RP Cost:** 3 per province
- **GB Cost:** 2
- **Required Temple:** 3

- **Duration:** 1 domain turn

Whereas the bless land realm spell brings fortune, the blight realm spell brings devastation. The targeted province suffers an intense and immediate misfortune, causing all regents who control a holding within the province to immediately lose 1 GB.

The owner of the province itself loses an additional gold bar, and the regent must succeed on a Charisma (Statecraft) check or the province's loyalty is reduced by one grade.

The caster may affect only one province with this spell at first. At 5th level, they may affect two provinces. At 11, they may affect up to three provinces. At 17th, they may affect up to four provinces.

### CONSECRATE RELIC

- **RP Cost:** 10+
- **GB Cost:** 10+
- **Required Temple:** 6
- **Duration:** Permanent

By use of this spell the caster can create a mighty relic of his faith. A suitable historic artifact of the faith is needed to be further imbued with divine energies. The produced item is a mighty artifact and henceforth one of the most holy item of the casters faith. The item powers, details and cost is to be set by the DM.

### CURE UNIT

- **RP Cost:** 5 per unit
- **GB Cost:** 1
- **Required Temple:** 3
- **Duration:** Instantaneous

By channeling a massive amount of divine energy you heal the wounds and bolster the resolve of an army unit. The target unit heals two hits.

Unlike most realm spells, the final rituals need not be completed during the month in which this spell is cast. After the casting is complete, the spell's energies are available for the caster to tap during the final war move of the month in which it was cast, or in any of the four war moves of the following month. If, during this time, the spellcaster leaves the province in which the spell was cast, the spell is lost. The final rituals for this spell require that the caster be within visual range of the targeted units. The final rituals that complete the spell require approximately the same amount of time as casting a battle spell and may be completed upon the field of battle.

At 5th level, they may affect two units. At 11th they may affect up to three units. At 17th, they may affect up to four units.

## DISPEL REALM MAGIC

- **RP Cost:** See description
- **GB Cost:** 1
- **Required Temple:** 1
- **Duration:** See description

By weaving a powerful abjuration, a caster can use this realm spell to remove the effects of harmful realm spells or protect it from possible attack by realm magic. If used to remove an existing effect, the caster pays 1 RP per RP cost of the realm spell being dispelled.

If used in a protective manner, the regent may expend RP of a value equal to twice their level. For the remainder of the domain turn, the dispelling effect will automatically trigger against any realm spell cast against the target province. If the cost of the triggering realm spell is equal to or less than the value bid, the spell fails and the costs are still incurred.

At 5th level, the protective use of this spell lasts two domain turns. At 11th level, the protection lasts for three domain turns. At 17th level, the effect lasts for an entire year.

The protection is not broken upon blocking a given realm spell, but may itself be dispelled. There is no way to determine without Espionage or magical divination whether a given province is protected by use of this spell.

## HOLY WAR

- **RP Cost:** 1 per province
- **GB Cost:** 1 per province
- **Required Temple:** 2
- **Duration:** 1 domain turn

The realm spell holy war allows a priest to muster troops without the permission of the local ruler. The caster may recruit troops in the province paying 1 Rp and 1 GB per province plus the muster cost for the units. At 5th level, they may affect two provinces. At 11th they may affect up to three provinces. At 17th, they may affect up to four provinces.

## HONEST DEALINGS

- **RP Cost:** 3 per province
- **GB Cost:** 3
- **Required Temple:** 4
- **Duration:** 1 domain turn

By invoking a sense of honesty and fair play upon the denizens of a targeted province, an adherent can cause all Agitate and Espionage actions upon the province to fail for a period of one season. Any individual within the province that attempts to use the Deception skill or steal from others using Sleight of Hand suffers disadvantage on the skill check.

At 5th level, they may affect two provinces. At 11th they may affect up to three provinces. At 17th, they may affect up to four provinces.

## INVESTITURE

- **RP Cost:** Special
- **GB Cost:** 1
- **Required Temple:** 1
- **Duration:** Permanent

Through this holy ritual, an adherent can transfer regency between any two characters. This may be used to sever the link between the land and one regent to give to another, or transfer holdings accordingly, as outlined under the domain action of the same name. The adherent casting this spell, as well as both individuals who are part of the ritual, must expend their domain actions to be present for the spell to do its work.

## LEGION OF THE DEAD

- **RP Cost:** 4 per unit
- **GB Cost:** 1 per unit
- **Required Temple:** 4
- **Duration:** 1 domain turn

Through the use of this terrible necromantic realm spell, a regent may raise armies of undead for use in war. Undead units have no maintenance cost, can march day and night without rest, and strike fear into the hearts of their enemies. The caster must remain within the same province as the undead legion or the summoned units immediately disband and are destroyed.

Upon reaching 5th level, they may summon two units, but must pay the cost for each. At 11th level, they may summon three units, and at 17th level they may summon four.

## MAINTAIN ARMIES

- **RP Cost:** 1 per 3 units
- **GB Cost:** 1 per 3 Units
- **Required Temple:** 2
- **Duration:** 1 domain turn

This spell enables the caster to adequately maintain his or his allies armies at a minimum cost. By multiplying food, water and sundries for army units in the same province as his holding, he may defer expenses necessary to keep armies in the field.

The caster can affect one province with a casting of this spell. At 5th level, they may affect up to two provinces. At 11th level, they may affect three provinces. At 17th, they may affect four provinces.

## ONE TRUE FAITH

- **RP Cost:** 5 per province
- **GB Cost:** 3 per province
- **Required Temple:** 5
- **Duration:** 1 year

When this mighty spell is cast, no divine caster, except those of the same faith with the caster, can regain spells in the affected provinces.

The caster can affect one province with a casting of this spell. At 5th level, they may affect up to two provinces. At 11th level, they may affect three provinces. At 17th, they may affect four provinces.

## WAKE FOREST

- **RP Cost:** 4 per unit
- **GB Cost:** 1 per unit
- **Required Temple:** 4
- **Duration:** 1 domain turn

Druid of Erik and very seldom elven ones call the very trees to fight for them. The Forest Legions roused cannot leave the province they are created in and take rout again when the duration elapses. The caster must remain within the same province as the Forest Legion or the summoned units immediately disband and are destroyed.

Upon reaching 5th level, they may summon two units, but must pay the cost for each. At 11th level, they may summon three units, and at 17th level they may summon four.

## WARD REALM

- **RP Cost:** 5 per province
- **GB Cost:** 2 per province
- **Required Temple:** 3
- **Duration:** 1 domain turn

This spell creates a protective aura around everything in the target province. Depending on the casters deity, the spell has slightly different effects. Ward realm may target evil, neutrality or good.

The caster can affect one province with a casting of this spell. At 5th level, they may affect up to two provinces. At 11th level, they may affect three provinces. At 17th, they may affect four provinces.

# NAVAL UNITS

Naval units consist of a single vessel and its crew. Most regions have three common ships: a light trader, a light warship, and a heavy warship. Warships generally act as merchantmen during peacetime.

## CARAVEL

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The caravel is a two-masted, square-rigged light warship, with raised fore and stern castles armed with light catapults capable of firing shot and pitch.

## COASTER

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The standard Anuirean light trader, this is a fast single-masted trading and fishing ship rigged fore and aft with triangular lateen sails. Coasters serve as scouts and couriers in wartime. Coasters are fitted with arbalests that are primarily useful for sniping enemy sailors and officers.

## COG

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This two-masted, square-rigged heavy warship resembles a caravel but has a broader beam. It is slow, but seaworthy. The cog has raised fore and stern castles armed with light catapults capable of firing shot and pitch. The cog has a waterline-mounted ram, but this weapon is difficult to use due to the cog's lack of maneuverability.

## DHOURA

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The dhoura is the standard Khinasi light warship and merchantman. It resembles a dhow, but is triple-masted and has a raised afterdeck. The afterdeck houses a light catapult.

## DHOW

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The dhow is a single-masted lateen-rigged light trader. The dhow is the common Khinasi boat for fishing and light trade. Dhows serve as scouts and couriers in wartime and are fitted with arbalests that are primarily useful for sniping enemy sailors and officers.

## DRAKKAR

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The open drakkar is the favored warship of the Vos. It is heavy version of the longship and features banks of mighty oars. This warship has a single mast with a square-rigged sail, but sails poorly as it is primarily designed for rowing speed in battle.

## GALLEON

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Galleons are great three-masted warships with forecastles and sterncastles three or four decks high. Galleons are difficult to damage using weapons of war, but their rigid construction and high center of gravity makes them far less sea worthy than many smaller ships. Galleons are armed with a massive ram and heavy catapults capable of firing shot or pitch.

## KEELBOAT

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Keelboats are small (50 - 70ft) flat-bottomed, single-masted boats primarily designed for use on rivers and other shallow areas. They are used primarily as small fishing or trading vessels. Due to their shallow draft, keelboats can move safely along rivers by both day and night, but they are not highly seaworthy and rarely leave sight of land.

## KNARR

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The knarr is a heavy version of the Rjurik longship. In addition to its ram, the knarr is mounted with arbalests and shot ballista.

## LONGSHIP

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For more than a thousand years, fishing villages have feared the raiders of the Rjurik longships. These clinker-built open boats are designed to be reasonably effective sailing vessels without sacrificing the ship's maneuverability when rowing in battle. Longships have only a single deck, and do not use a rudder; they are piloted by the use of an oversized oar on each side of the boat's stern. Longships use their waterline mounted rams and quick darting speed to exceptional effect in naval battle.

## ROUNDSHIP

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The Brecht roundships are the most sea-worthy vessels in Cerilia. Roundships are broad-beamed cargo vessels with three masts and square rigging. Although primarily designed for trade, they are effective heavy warships. They have several decks and forecastles armed with heavy catapults capable of firing shot or pitch. However, roundships have poor maneuverability and cannot use a ram effectively. Instead, they often carry a fully complement of marines capable of repelling all but the most resolute boarding parties.

## ZEBEC

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This heavy Khinasi warship looks like a dhoura but is longer, slimmer, and faster. Zebecs are designed for a single purpose - war. The zebec has very little cargo space, but is maneuverable and carries heavy catapults fore and aft as well and a devastating ram at the prow.

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