

BIRTHRIGHT

campaign setting



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Birthright d20 Campaign Setting Rulebook

FIRST RELEASE PLAYTEST RULES (DRAFT VERSION; UNSANCTIONED)

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forward

On behalf of the Birthright community, I'd like to welcome you to the d20 BIRTHRIGHT CAMPAIGN SETTING. It's been almost five years since Wizards of the Coast decided to stop publishing BIRTHRIGHT game products and novels, but you folks — the community of BIRTHRIGHT fans — have kept Cerilia alive during that long, cold, night. I am always astounded by what a relatively small number of dedicated fans can do to keep an old world alive. And, to tell the truth, I'm a little humbled. I might have had a hand in the start of things, but the sheer love and creativity that the fans brought to the world far outweigh the contribution I made.

It's been more than seven years since I first started work on the BIRTHRIGHT Campaign Setting. Since that time, I've gone on to work on dozens of other game products and I've written half-a-dozen novels, but Cerilia still remains one of my proudest moments in this career. Looking back on it, I recognize a handful of things I would have done differently (most of them issues of mechanics), but BIRTHRIGHT represents one of the best pieces of work of which I was capable. Given more time, I could have told some great stories and presented some fine games based on this world.

If I were the sort of person to hold a grudge (actually, I am), I suppose I would harbor a lot of resentment over the fact that Wizards cancelled the BIRTHRIGHT line without trying to fix it. But, as I look back on things with the distance of five years, I find that I'm not really upset or angry over the way things went. Peter Adkison and Wizards of the Coast saved D&D when they acquired TSR — don't let anyone tell you differently. BIRTHRIGHT wasn't financially healthy because D&D wasn't financially healthy back in 1996. And even if BIRTHRIGHT wound up being on the wrong side of some hard decisions at the time, parts of the game have survived here and there in official product. And, of course, thousands of BIRTHRIGHT fans have derived hundreds of thousands of hours of entertainment from the BIRTHRIGHT product they already had.

If you want to see my best attempt at capturing the feel of the world, you can go online to wizards.com and download a PDF of *The Falcon and the Wolf*, my first BIRTHRIGHT novel, for free. *The Shadow Stone*, my second book, originally told the story of the High Mage Aelies of the Erebanien — and I was able to thinly disguise the tale and convert it into a FORGOTTEN REALMS novel. Even as recently as eighteen months ago, DRAGON magazine asked me to write four very brief articles based around one map each set in the world of BIRTHRIGHT, so I dreamed up kingdoms and histories for the northern shore of Aduria, where a merchant of Anuire sailed. There's still more to say about this world.

Anyway, I'm delighted to see that you, the fans, are taking matters into your own hands. The day might come when someone can publish BIRTHRIGHT again under some kind of license with Wizards of the Coast. Until that day, this is your campaign setting, and I encourage you to fill it to the brim with everything you want to add to this world. It's yours now.

Richard Baker

introduction

Dark clouds gather over the war-torn lands. Armies march to battle once again, answering the ancient call to arms. The banners of noble houses flutter raggedly before the onslaught; some will fall, but others will weather the storm. Across the ruined empires of Cerilia, the dogs of war are let loose. Somewhere on a muddy battlefield, a common man becomes a hero -and a hero becomes a king.

The BIRTHRIGHT campaign setting allows players to explore the grand scope of national politics as they guide their domains and influence the events of the continent of Cerilia on the world of Aebrynis. In this setting, the player characters are kings and nobles, prelates and guildmasters, great wizards and royal heralds. They're the leaders of their own kingdoms and domains, wielding the power to wage war or seek peace. At their command, armies march and kingdoms fall.

Most characters in the BIRTHRIGHT campaign are descended from heroes of old. These ancient heritages are called *bloodlines*. Scions of the bloodlines are gifted with abilities beyond those granted to the common folk of Cerilia, and over hundreds of years they've naturally risen to positions of power. There is some quality of kingship, an aura or divine right, that calls to the ancient blood; most of Cerilia's rulers are blooded scions.

Bloodlines wax and wane in strength with the quality of a king's rule. Hundreds have been extinguished since the earthshaking wars that shaped modern Cerilia, while others have risen in prominence and power. There are also bloodlines of evil in Cerilia, descended from the forces of darkness that besieged the land in the dawn of history. These powerful adversaries are known as the *awnsheghlien* (aun-SHEY-lin), an Elven word meaning "Blood of Darkness."

There is far more to the BIRTHRIGHT campaign setting than political conflict. Cerilia is plagued by dangerous natural predators, bandits and pirates, tribes of humanoid marauders, and the dark forces of the awnsheghlien. Naturally, these perils are only a distant threat to people residing in the Anuirean heartland or in a Khinasi city-state, but wild mountains and deep forests – and their dangerous denizens – are no more than a week's ride from even the most civilized parts of Cerilia.

what is this document?

Although professional publication of the BIRTHRIGHT line has been discontinued, the BIRTHRIGHT setting has continued to engage the imaginations of adherents who enjoy role-playing in the rich tapestry of Cerilia. This is a resource for players and Dungeon Masters who play (or desire to play) BIRTHRIGHT under the third edition Dungeons & Dragons d20 rule system.

This document has been prepared by the d20 team of the official BIRTHRIGHT website at www.birthright.net. The scope of this manual is a comprehensive treatment of the core BIRTHRIGHT rulebook, *the Book of Magecraft*, *the Book of Priestcraft*, and *the Book of Regency*. Setting information that is not rules dependent is not comprehensively covered herein. Material relating to regional areas, such as domain statistics, or-

ganizations, prestige classes, NPC statistics, and other material tied to regional areas will be released as the *d20 Atlas of Cerilia*.

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The land of cerilia

Cerilia is a troubled land. A chaotic patchwork of nations, cultures, and religions is scattered throughout the land. Wars and feuds are common; even peaceful lands must vigilantly defend their borders against expansive neighbors and the plots of awnsheghlien. There can be no lasting peace until the Bloodlines stand united and end their eternal conflict.

Yet even though the history of Cerilia is a tragic one, there are glorious moments too. Strong kingdoms and rich cities stand from the Sea of Storms to the golden waters of the Dragonsea. It would be the labor of a lifetime to create an exhaustive list of Cerilia's divided realms, its towns and villages, and every dark forest or vine-covered ruin.

In the Royal Observatory of old Anuire, cartographers traditionally divided Cerilia into five regions: Anuire, Rjurik, Brechtur, Khinasi, and Vosgaard. Each was named after the principal people who dwelled there. Of course, over the years the boundaries of kingdoms shift and fail. In many places, the lands have fallen wild, or been claimed by one of the awnsheghlien.

A brief history of Cerilia

When you understand how history molded the peoples of Cerilia, you will better understand the way it is today. Humans were not always the dominant race of Cerilia. The true natives are the elves and dwarves, the keepers of the forests and the guardians of the mountains. For centuries, they lived peacefully alongside each other, because each had its own enemies to fend off – the humanoids.

Gnolls, goblinoids, and orogs swarmed through Cerilia. Creatures of night and darkness, these humanoids lived where the elves and dwarves shunned. Yet they constantly raided, traveling through the dwarven mountains and the elven forests to take treasure and lay siege to the humanoid encampments. Matters continued in this vein for hundreds, even thousands of years.

Then came the humans. Five tribes, the Andu, the Brecht, the Masetians, the Rjuven, and the Vos, fleeing from the domination of decadent empires and the wrath of an evil god, crossed a land-bridge into Cerilia from the southern continent of Aduria, and began making new homes. A sixth tribe, the Basarji, joined them from the lands beyond the Dragon Sea.

The Cerilian wilderness was thus touched by the hand of man, and would never be the same again.

Cerilia's dwarves, concentrating on holding back the orogish forces, had little time or inclination to investigate or negotiate with the humans. The invaders, likewise busy, had more important things to do than to brave the mountain passes the dwarves called home. The two races eventually developed an unspoken agreement with the other, namely, that humans were welcome in the mountains as long as they caused no trouble and would somehow contribute to society.

The elves, on the other hand, were competing with the humans for the most beautiful land in Cerilia. At first, the elves thought they could live in mutual enjoyment of the forest, and this arrangement worked for a time. The presence of the humans drew the attention of the humanoids that constantly raided through the forest. Despite the ferocity of the humanoids, the humans proved to be resourceful enough to stand fast, and eventually the humanoids were beaten back. Not long after such battles became commonplace, humans began looking to elven lands as places for expansion.

The elves were fiercely resistant to this, for they had fought long and hard to keep their lands. When the humans began to force the elves from their ancestral homes, the elven leaders began the *gheallie Sidhe*, or Hunt of the Elves. Elven knights roamed the lands held by the elves, slaying any humans they found trespassing in their borders. Woodcutters and peasants gathering firewood were slain as brutally as the warriors that would-be kings sent to conquer the elven realms. It was all-out war between the two races.

Still, the elves were pushed back year after year because of an element they had never seen before – priestly magic. The elves could call upon the forces inherent in wood and water, field and air, but had never worshiped deities and thus couldn't understand this new source of power. The human priests were the deciding force against the elven expertise in magic and combat; the gods favored humans to such an extent that the elves found themselves practically powerless.

The fair folk conceded the plains, the hills, and the coasts to the upstart humans, and withdrew to the sanctity of their forests, concentrating their efforts on destroying any human foolish enough to venture there. The only ones who did were those seeking elven knowledge or seeking revenge on the elves for their atrocities. Only rarely did either kind ever return from the woods.

The Shadow's Arrival

For a time, humans were virtually free to choose their destinies in this new land. Though the ever-present threat of elven retaliation and humanoid incursion lingered, the humans found themselves all but unopposed in their efforts. Kings rose and fell as tribes settled and tamed the land. Five centuries passed.

Then the Shadow came to Cerilia. This god of evil, known as Azrai, made his way to the new land. When he found that humans had prospered in Cerilia, Azrai realized that he would need to muster a significant force to destroy them. First, Azrai took his teachings to the goblinoids and gnolls of northern Cerilia, in the land called Vosgaard. By inclination, they had always believed in the power of the Shadow; now he granted them priestly abilities to prove it. Naturally, those of greatest evil inclined toward Azrai's priesthood, and they rose to power quickly among the tribes of humanoids.

Next, the God of Shadow went to the Vos, the humans of the area. Not realizing that Azrai was the Shadow from whom they had fled hundreds of years ago, they took his words of strength and power and made them their own. When the Vos had been thoroughly corrupted by the very teachings they had escaped to Cerilia to avoid, Azrai traveled to the elves and dwarves, whispering to them of revenge against their enemies, the destruction of all things unclean, and the restoration of Cerilia as it had once been. He sought them out in dreams and omens, signs and portents, and spoke to them of the excellence of the past, when no humans defiled the surface of Cerilia.

The dwarves found nothing in Azrai's words to provoke them, and so they steered clear of his temptations. The elves, on the other hand, had burned with the desire for revenge against humanity ever since their exile to the deep woods. They cleaved to the teachings of Azrai and pour their energy into preparations for war. With the humanoids, elves, and Vos to support the Azrai's Adurian forces, his victory was assured.

The War of Shadow

Kings and priests set aside their differences to face the threat of the Shadow. Rogue and merchants brought their resources to the war, setting aside personal rivalries. Even the dwarves joined the humans against Azrai.

The armies of the Shadow, made up of the Vos barbarian tribes, the goblinoids, the beastmen, and the elves, pushed into Cerilia, dominating and destroying everything they encountered. The Anuirean human armies were led by two brothers, Haelyn and Roele, but the evil humanoids overwhelmed them.

The gods knew the final victory of Azrai was at hand. In a desperate attempt to prevent him from realizing goal of annih-



lating the Cerilians, they gathered their people's armies at the land bridge to Cerilia. Each god chose a champion or two from among their tribes, a champion that exemplified what the god loved best in humanity. All of them withdrew to wait on the slopes of Mount Deismaar. The armies of the Shadow followed, with Azrai himself at their head.

The clash on the slopes of Deismaar was an epic battle, man and monster struggling against each other in the vain attempt to triumph. Nonetheless, despite the bravery and skill of the Cerilian warriors, it seemed certain that the humans would end the day by lying dead on the slopes of Deismaar.

Then, without warning, the elves came across to the human side of the battlefield, slaughtering the Vos and southern warriors as they came. The elven generals had discovered Azrai for the evil that he was, and realized they had been deceived. A handful of elves remained with the shadow, unable to cast aside the blindness of hatred. Of these, Rhuobhe Manslayer is the most famous. The elves' change in alliance helped to even the odds considerably.

It was then that Haelyn, champion of Anduiras and the Anuireans, stepped forward to do battle with the most powerful of Azrai's champions – Haelyn's half-brother, Raesene the Black Prince, a man who had sold himself to the god of evil. All across the Mount, the gods' champions squared off against Azrai's henchmen. Likewise, on the slopes of Deismaar above, the gods took physical form to try to defeat Azrai once and for all.

The gods poured everything they had into the effort to destroy the shadow that had fallen across Cerilia. The heavens shook; the earth rumbled. In a final bid for freedom from Azrai, the deities risked all by facing each other in physical form. All was chaos; then an explosion destroyed the landscape, leveling the lands for miles around the mighty mountain Deismaar. The old gods and most of their forces died in the smoking crater of the mountain.

Despite the force of the explosion, many warriors from both sides survived. The divine essences of the dying gods were released in their death throws; this essence washed over the surviving warriors and changed them forever.

The birth of the new gods and the abominations

The survivors of the battle on Mount Deismaar were, with few exceptions, those who best exemplified the qualities the gods strove to uphold. Power flowed through and about them, reflecting the natures of the gods who had sacrificed these energies.

The chosen champions of the gods absorbed much of the divine essence that washed across the land. Standing so close to the gods, and closest to the gods in their ideals, they absorbed enough divine energy to become gods themselves. The new gods were: Haelyn, a noble warrior and successor to Anduiras; Erik, high druid of Erik; Sera, high priestess of Brenna; Avani, high priestess of the Basarji and successor to Basaia; Kriesha, a high priestess of Azrai; Belinik, war chief of the Vostian tribes arrayed under the banner of Azrai; Nesirie, a priestess of Masela; and Ruornil, the weaver (high magician) of Vorynn.

Others who did not so perfectly mirror the old gods still absorbed some of their energy. Abilities they had never possessed before were suddenly at their fingertips, aching to be used. These survivors came to be known as *blooded scions*.

A brief but bloody battle ensued as the survivors fought their way free of the battlefield. During these conflicts, scions discovered that they could rip the godly power from their enemies and thereby make themselves that much stronger. This usurpation is now known as *bloodtheft*.

Many of Azrai's minions escaped to remote hiding places. They emerged occasionally throughout the next hundreds of years to kill those who carried the divine bloodlines. The use of the dark power running through the veins of Azrai's chosen began to warp and transform them over this time. Their powers seemed to create outward shapes or forms that matched the blight of their spirit. The elves were the first to notice the change, and to realize the cause of it. They called the abominations the *awnsheghlien* (aun-SHEY-lin), or "blood of darkness." In time, only the uneducated referred to these creatures as abominations. Some of these awnsheghlien survive to the present day, their lives prolonged by the dark powers of Azrai. From time to time, new awnsheghlien are created when bloodlines tainted by Azrai's derivation happen to breed true. Regardless of their origins, the awnsheghlien continue to be the greatest danger facing Cerilia.

The mightiest of the awnsheghlien was the Gorgon, the remnant of humanity that once was Raesene, the half-brother of Haelyn and Roele. The Gorgon's hatred of his brothers drove him to acts of destruction far greater than those schemed by his followers, and thus his power grew more rapidly than theirs. Even so, the other awnsheghlien were not to be regarded lightly – their power still derived from Azrai.

However, the awnsheghlien were not the only ones who cultivated the powers of their gifts. The children of those who'd been infused with divine essence of the other gods also grew in stature. They, too, gained vitality from their fallen foes – provided their enemies were also of the blood of the gods. Those of the blood who established themselves as lords learned that they could also gain even more might from their populace and the earth itself, as well as increase the power of their kingdoms by pouring the blood back into it. Those with native intelligence, brute strength, or a combination of the two learned how to increase their power through wise rule and the knowledge of when to pound their neighbors into submission.

So it was that the next struggle for domination of Cerilia began. Would-be conquerors now sought the takeover of a kingdom and the death of the previous king, both to ensure the legitimacy of their claim to the throne and to consume the bloodline. The land was torn asunder yet again, this time by power-hungry people of the blood seeking the ultimate power – rule of Cerilia by absorbing the blood of the gods.

The formation of the Anuirean Empire

Though the new gods had made a pact that they would never interfere physically in the world again, they were not above giving advice to their people, for they were still human enough then to feel ties to their old ways of life. Haelyn walked with his brother in dreams, and promised support if Roele would only try to bring order to Cerilia.

Roele chose to use his new powers not to glorify his own station, but to forge an empire of justice that would stand over time. With his friends at his side and using his divine power, he united the southwestern corner of the continent. When he

added most of the Heartlands and the Southern Coast to his rule, those who saw his power flocked to his banner.

Roele called his kingdom Anuire after those who had first settled the land. Granting lands to those who had first supported him, he ensured their loyalty and thus the loyalty of their vassals. With his core of power behind him, Roele was ready to try to bring the rest of Cerilia under his rule.

The Emperors of Anuire looked next to the east and north, seeking to dominate the Brechtur and Rjurik. Success with the Rjurik was limited, for the warriors of the frozen tundra knew the terrain far better than his knights could. The Empire retreated from Rjurik lands, and instead won their leaders over with kind words and gifts.

Anuire found the sea-faring Brecht a much easier target than the Rjurik. The Brecht eventually capitulated to the Anuirean forces, and the Empire was free to move on to the Basarji. Though the Basarji mages were formidable, the Empire's stratagems and power were enough for the Basarji to be brought under the Anuirean heel. They did not go down without a fight, but they eventually submitted. After the Basarji, the Empire turned its attention north, to Vosgaard where the combined forces of the Vos and their inhuman neighbors turned the might of the Empire.

Although the Roele and his descendents did not conquer the entire continent, they did a fair job of uniting an empire that would stand strong for almost a thousand years.

The ruins of empire

When Roele died, his heirs continued to rule the Empire wisely and well, even granting some measure of independence to the various people within it. Those who possessed bloodlines

continued to squabble with each other, challenging each other for the right to rule and the right to continue a bloodline, but the Empire stood strong for a thousand years, with Roele's line dominant above all until, Michael Roele, the last of the line, had the foolish audacity to challenge the Gorgon himself. Michael braved untold dangers to face the most powerful of the awnsheghlien. Unsurprisingly, he was slain by the Gorgon and upon his death the Empire crumbled. Everyone who had anticipated vying for Michael's crown and his Iron Throne found themselves trying to achieve their dreams.

Continuous civil war racked Anuire for many years. Instead of trying to make the Empire cleave together, the power-hungry dukes and lords sought to take land for themselves. The men and women ruling in Anuire sought personal glory, and ignored the needs of the Empire as a whole. The regents

and kings sought each other's heads rather than minds, and kingdoms rather than kinship.

The Empire fell apart into so many warring kingdoms. The subjugated people threw off the Anuirean shackles and reclaimed their own destiny. Every ruler sought only his or her greater glory, ignoring the needs of the Empire as a whole. The regents and kings sought each other's heads and kingdoms. After a few hundred years of this chaos, all eventually settled enough that roughly stable borders could be drawn. Bloodlines emerged from this new chaos, as did new kings.

At the time of Deismaar, the Anuireans were known as the Andu. They were a federation of tribes. We know that the Deretha, the Fifth House, became the folk of Diemed, and the Elin became the people of Elinie. The lands of the twelve most

powerful tribes were reorganized as Duchies after Roele's conquest. The original Twelve Duchies were: Avani, Boerue, Mhoried, Diemed, Alame, Osoerde, Aerenwe, Taeghas, Elinie, Cariele, Ghieste, and Dhalaene.

All these lands still survive today, although Cariele has suffered in the expansion of Thurazor and the Five Peaks. In addition, new domains have been formed during the wars that have plagued Anuire since Michael's death. Tuornen split off from Alame; Ghieste and Dhalaene were united as Ghoere; Medoere, Endier, and Ilien all declared independence from Diemed; and Roesone was carved out of Diemed and Aerenwe.

Even now, five centuries since the passing of the last Roele emperor, the land is uneasy and divided, and even peaceful kingdoms must watch their borders against aggressive neighbors. The people yearn for

peace. In truth, all the land needs is the hand of a wise and noble leader to guide it, and Empire could be reborn. Every ruler believes that that he is the one, and only one, to accomplish this task. Because of this, the land continues its needless strife, and will until a true leader emerges from the many bloodlines.

Bloodlines

When the old god died on Mt. Deismaar, the divine essence cascaded over those present on the field of battle and transformed them. Those who survived had sparks of divinity imparted to them. These sparks of divinity and the manifestations of power associated with them, bred as true genetic traits in the heroes' children. The descendents of these divine bloodlines are now known as *blooded scions*.

The strength of the divine spark carried by a blooded scion is known as their *bloodline strength*. Scions with powerful



sparks are capable of manifesting this power through *blood abilities*. The manifested abilities differ from scion to scion, but are always related to the original *derivation* of the bloodline – the essence of the old god that flows most strongly in the scions veins.

Domains and regency

Politics in Cerilia is largely dominated by the actions of blooded scions. Political power stirs the semi-divine blood in a scion's veins in the same way that worship empowers a deity. This spiritual power, or *regency*, provides significant advantages to scions, both personally and politically. The most common way for a scion to gain such power is through the control of an organized social or political power base known as a *domain*. A scion controlling a domain is known as a *regent*.

Domains take many forms. One domain might be a powerful kingdom and the nobles that are responsible for the defense of its land and people. An ancient and revered church, the clerics in its hierarchy, its cathedrals, and the lay brothers who work the fields of church-owned land also constitute a domain. Even a small association of craftsmen who band together to increase profits could constitute a domain.

Provinces represent areas of land that in which tax-paying common folk look to the regent for military protection and succor in times of hardship. The relative size of the province is represented as the province level. Any domain that includes a province is referred to as a *realm*. *Holdings* represent an organized power base, and the places, people, and things that constitute it. The relative size of a holding's power is represented as the holding's level. There are four holdings types: guild, law, source, and temple.

Magic in Cerilia

Cerilia is a magical land. The land teems with magical energy called *mebhaighl* (meh-VALE), but only few can access it. Fewer still understand how to control it. Cerilian spellcasters recognize several types of magic that differ in the amount of knowledge about and control over *mebhaighl* that their practitioners must exercise. These types of Cerilian magic include: lesser arcane magic, greater (or true) arcane magic, divine magic, and realm magic.

Divine magic is the magic wielded by Cerilia's rangers, druids, paladins, and clerics. The ability to channel divine energy is provided by the caster's strength of will and through the channeled might of greater powers. All clerics, druids, and paladins receive their spells from a patron deity. Rangers are unique among divine spellcasters in that they do not

act as a conduit for the power of a deity, but instead, channel the subtle powers of nature without the aid of a patron deity.

Lesser arcane magic is the magic wielded by Cerilia's bards and *magicians* (a BIRTHRIGHT-specific class). Their arcane lore is not based upon the channeling of immense natural powers, but rather on the refinement and evocation of a more precise and subtle lore. Any person of sufficient intelligence and training can comprehend lesser magic. The practice of lesser magic consists principally of the arts of knowing (divination), seeming (illusion), commanding (enchantment), summoning (conjunction [summoning]), and healing (conjunction [healing]).

Greater (true) arcane magic is the magic wielded by Cerilia's sorcerers and wizards. The casting of true magic in Cerilia requires the harnessing, mastering, and channeling of *mebhaighl*. The ability to harness and shape this immense magical essence cannot be taught; it is a matter of heredity - true mages must be born with the stuff of magic in their veins. This ability is exceedingly rare, only those of elven descent or blooded scions (whose ancestors were touched by the gods) have any hope of mastering the forces of greater magic.

Realm magic exceeds the capability of any mortal spellcaster who doesn't have a regent's supernatural connection to the land or its people. Spellcasters can achieve spectacular results by tapping into this power, but only greater spellcasters who control source holdings (such as wizard or sorcerer regents) or temple holdings (such as cleric or druid regents) can do so without destroying themselves utterly.

The Shadow World

Cerilia has a dark counterpart – a parallel world of cold eternal twilight that exists when night falls over the land. The intangible border between Cerilia and its sinister twin can be breached only by powerful magic, but this border is weak and vulnerable in places where great evil has occurred and on the darkest winter nights. Its landscape is a dark and distorted version of Cerilia. Mountains and rivers stand where similar features exist in the daylight world, but the land is cold and empty. The denizens of this distorted counterpart are undead horrors and creatures of nightmare that roam through its darkness. In places where the barrier between the worlds is particularly weak such horrors can travel through to wreak terror on the living – for the living can stumble though to a land of terror. Halflings are said to have come from the shadow world, fleeing its rising danger.

chapter one: characters

Ability scores

The ability scores of BIRTHRIGHT characters are generated as detailed in the *Player's Handbook* except for the addition of a new campaign-specific ability score, Bloodline strength (Bld).

All characters begin play as either a commoner or as a scion of the ancient bloodlines. Scions must select one of the templates presented in Chapter Two. Only scion (*blooded*) characters can be regents, but most scions are not rulers. Only the most powerful, clever, devious, or high-born scions have holdings of any significance. Characters who have mundane heritages (*unblooded*) aren't automatically peasants just because they do not descend from an ancient bloodline. They can come from any level of society, but lack the divine essence that is the birthright of the descents of the heroes of Deismaar.

When creating an elite character for BIRTHRIGHT, generate and assign seven ability scores: Strength (Str), Dexterity (Dex), Constitution (Con), Wisdom (Wis), Intelligence (Int), Charisma (Cha), and Bloodline Strength (Bld). If using the standard point buy system presented in the *Dungeon Master's Guide*, each character should distribute 32 ability buy points among their seven ability scores. Unblooded characters do not record their Bloodline strength ability score. Thus, characters that do not take one of the scion templates presented in Chapter Two should assign their best scores to the standard six abilities.

Bloodline (Bld): Bloodline score is a measure of the purity and power of the divine essence contained in the character's blood. Your bloodline ability *score* is used to determine the number and relative strength of your *bloodline abilities* (See Chapter Two for details). This ability score is especially important for regents because it helps regents utilize the mystical connection between regent and their domain to accomplish their will. Unblooded characters do not have a bloodline ability score.

Your Bld score determines:

- The number and strength of your blood abilities.
- The amount of regency that you may collect each season.
- The amount of regency that you can store unused.
- The maximum bonus hits points you receive for being a regent.

You apply your character's Bld modifier to:

- The difficulty class for all saving throws against your blood abilities.
- Blood ability checks (for resisting bloodline derivation change and the like).

character race

Cerilia is home to many peoples, 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, Brechtur, Khinasi, Rjurik, and Vos). Each of the Cerilian races has some a slight advantage and slight differences over the equivalent races presented in the *Player's Handbook*. These differences are detailed in this section.

Humans, Cerilian

Humans are the most populace race in Cerilia and inhabit every part of the continent. The humans of Cerilia were divided into several tribes of people in the ancient past. These tribes founded the nations that now claim much of the continent. Five human nationalities or cultures currently exist: the Anuireans, the Basarji, the Brechtur, the Rjurik, and the Vos.

Racial Abilities: Cerilian humans have the following racial traits:

- No racial ability adjustments.
- Medium-size; base speed of 30 feet.
- Human bonus feat at first level (as per the *Player's Handbook*).
- Human bonus skill points (as per the *Player's Handbook*).
- Human cultural trait: Cerilian humans receive bonuses based upon the culture of their nation. These traits are only available to human characters of the appropriate race/region (see below).
- Automatic Language: Anuirean, Basarji, Low Brecht, Rjuven, or Vos (by nation). Bonus Languages: Any regional human dialect (Anuirean, Basarji, Low Brecht, High Brecht, Rjuven, or Vos).
- Favored Class: Any (highest level class is favored).

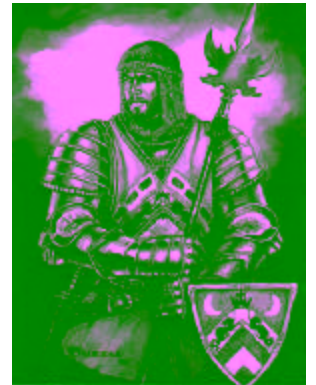
Anuirean

Anuireans (an-WEER-ee-ans) are native to the southwestern portion of Cerilia. The ancient Anuireans were a fair-skinned, red-haired people, but over centuries of extensive contact with other cultures Anuireans have lost any defining physical characteristics.

Anuirean society is semi-feudal, founded on a class of free farmers and craftsmen; slavery is an offense to the Anuireans. Regents are usually titled nobles.

Anuireans respect nobility, and look to their leaders to protect them from the barbarians and savages who surround the states of the old empire. Commoners strongly identify with their lords, and the dealings and alliances of the noble families is a topic of constant discussion throughout Anuirean lands.

The Anuireans were once the overlords of nearly the entire continent. Following the lead of Emperor Roele, they dominated the other cultures of the land, and it seemed certain that they would be the ones to bring the disparate bloodlines together and unite the land forever. However, the death of Michael Roele (the last ruler of a 1,000-year dynasty) changed all of that. The Anuireans as a whole are now no more and no less powerful as the other peoples of Cerilia.



Still, the Anuireans have the advantage over their comrades, in that they have the lushest part of Cerilia to work from. The weather is temperate, the fields yield a bountiful harvest, and there's a plentiful supply of goods coming through the former capital of the Empire. It's no wonder that the Anuireans were able to dominate Cerilia for centuries.

Anuirean leaders are usually warriors, or at least cultivate a warlike aspect. After all, the chief god of Anuire is Haelyn, the god of war. Also, every Anuirean ruler knows that Roele established his Empire by taking over one kingdom at a time, and every regent thinks she can duplicate the feat. This means that the Anuireans' advantage over the neighboring cultures is wasted because the small kings spend their time squabbling among each other.

In a historical context, Anuire can be viewed as an amalgamation of the Roman Empire and Medieval England. Anuire has a relatively advanced medieval technology similar to that of the early Renaissance cultures.

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

Brecht

The Brecht (BREH-cht) folk inhabit north-central Cerilia. They tend to be short and stocky, with dark hair and eyes. Early in their history, they were under the rule of Anuirean governors, and the nobility declined drastically in power and importance. When the Anuirean Empire fell and the Brecht gained independence, the guilds and merchants came into power.



The Brecht believe in free enterprise, and Brecht society revolves around wealth. The nobility is weak in Brechtür, and several states have declared themselves republics. The Brecht have a fierce love of independence and a tradition of self-reliance; they don't wait for their lordlings or rulers to solve problems for them. Commerce and trade are expressions of this belief, and Brecht commoners owe their first loyalty to guilds and companies.

The Brecht are sea-faring traders, plying their ships through the frozen Krakennauricht to reach foreign ports. Though they have the most exposure to other continents and cultures, they are, strangely, also one of the most insular of peoples. They've seen how other people live, and while they don't necessarily disapprove, they're far more comfortable with their own way of life.

Brechtur leaders are typically of the rogue class, though they call themselves merchants. Their patron deity is Sera

(called Sarimie by the Anuireans), goddess of fortune and commerce, and so the Brecht base their lives on living up to her ideals. Therefore, the merchant class is the highest rank one can gain in Brechtur society, and many sailors give their lives trying to achieve it. Money, not nobility or knowledge, is the driving force behind Brecht society.

The folk of Brechtür are, above all, pragmatic. They generally won't fight a battle they're sure to lose, instead preferring to bargain their way out of it. Most of them won't betray friends for the sake of a profit, but it has been known to happen. This is not to say that they're entirely cold to the needs of others, but they do tend to weigh the costs and benefits of their actions.

Brecht lands are surrounded by mountains on one side and the sea on the other. They have been beaten once by a land-bound army, they're determined not to let it happen again. The passes through the mountains are now well guarded, and the Brecht see themselves as unbeatable at sea. Combine this with their skill at commerce, and they become somewhat full of themselves, viewing their position as unassailable.

In a historical context, Brechtür can be viewed as a parallel of Spain during the Renaissance. Brechtür has a relatively advanced medieval technology similar to that of the early Renaissance cultures.

Brecht cultural traits: The Brecht society revolves around wealth and the sea. The Brecht believe in free enterprise, sharp wits, and nimble fingers. The Brecht are a fiery and quick-witted people and often act before others have had time to consider a matter thoroughly. You gain a +1 bonus to initiative and to Reflex saves when wearing no armor or light armor. The Appraise skill and all profession, craft, and knowledge skills related to naval or merchant trades are considered class skills for you at first level. Automatic Language: Low Brecht.

Khinasi

Khinasi (kih-NAH-see) characters are native to the region known as Khinasi. Unlike the other human races, they're descended from the dark-skinned Basarji (bah-SAR-gee) and speak a language known by the same name. The Basarji didn't come to Cerilia with the other human tribes; they colonized the southern shores of Cerilia from lands across the Bair el-Mehire. They are tall and lanky, with aquiline features and dark eyes. They range from a light coffee to a dark brown complexion.



Unlike the other human cultures, the Khinasi have no fear of magic. The study of magic is considered the noblest of callings, and the universities of Khinasi are the finest in Cerilia. Like the Brecht, common Khinasi are traders and merchants, but a person's decorum, hospitality, and conduct are far more important than gross wealth.

The Khinasi make much of their living by trade. While the Brecht tend to trade to the north and west, as well as to the Vos and Rjurik, the Khinasi practice their commerce with the Anuireans and their ancestors across the Sea of Dragons.

Unlike the Brecht, the Khinasi assimilate the aspects of other cultures they find valuable, while still maintaining a core of being that is Basarji in origin.

The Basarji became known as the Khinasi because of their most famous leader in times past. The mage-king el-Arassi rose during the Anuirean occupation of Basarji lands, and forced the Anuirean Empire to grant a measure of independence to the Basarji city-states through his skillful manipulation of politics and magic. In gratitude, the Basarji named themselves "Khinasi," or "people under the protection of el-Arassi." Though they still retained their tribal name of Basarji, they became known as the Khinasi through the rest of Cerilia.

The Khinasi live in city-states scattered about their lands. Each kingdom tends to hold only one city of any importance; the king rules the surrounding provinces, which provide livestock and other goods, from the comforts of the city. In most city-states, the people are free to travel from the provinces to petition the king. Khinasi rulers are usually wizards, for the Khinasi value intelligence in their people above all else. It's known that there are regents of other professions, but their reigns are usually unsuccessful.

In a historical context, Khinasi can be viewed as an amalgamation of ancient Persia and Egypt. The Khinasi have the most advanced educational system in Cerilia and their technology is similar to that of the Renaissance cultures.

Khinasi cultural traits: The Khinasi people are well-educated traders and merchants that know that an individual's decorum, hospitality, and conduct are far more important than gross wealth. Unlike other cultures, the Khinasi have no fear of magic; to them it is considered the noblest of callings. You gain a +1 bonus to all Diplomacy, Knowledge (Choose one), and Spellcraft checks. All knowledge skills are considered class skills for you at first level. Automatic Language: Basarji.

Rjurik

The Rjurik (RYUR-ick) inhabit the taiga and highlands of northwestern Cerilia. They're a tall, broad-shouldered people with blond or red hair and fair complexions. Both men and women wear their hair in long braids. The Rjurik are stubborn individualists who don't swear fealty to anyone besides their own kin; the family is most important part of Rjurik life.



Most Rjurik follow the god Erik, old father of the forests, and druids are revered throughout Rjurik society as teachers, leaders, and advisers. Common Rjurik have a deep respect and love for Cerilia's wilds, and carefully avoid over-hunting or clearing virgin forest.

Living in the wind-swept land north of Anuire, the Rjurik make their living by hunting across the hills and moors of their territory. The Rjurik rely on individuality to see them through, yet they also place a strong bond on the clan. They are nomads in the summer, but return to their halls at first snowfall, there to keep the cold at bay with feasts and roaring fires in the mammoth hearths. They venture out into the cold in hunting parties, replenishing their larders as necessary. Because of the

harshness of the landscape and the ever-present danger of monsters, the Rjurik almost never travel alone.

Though the Rjurik have jarls to lead them, and can demand the jarls step down if they fail to do a good job, the true rulers of the people are the druids in their groves. They bend the Rjurik opinions, and conduct the rites that keep the Rjurik mighty. The jarls seek out the druids in the oaks and taiga, searching for words of wisdom to guide their people.

There's little war in Rjurik. For one thing, the Rjurik people don't see the need to glorify themselves through massive battles. For another, the nearest clans are usually a good distance away, making the logistics of battle uncertain. Finally, the Rjurik prefer to face off in one-on-one challenges when an insult is dealt or when an upstart seeks to become the new jarl, rather than wasting precious lives.

This is not to say that the Rjurik will not fight wars. When foreign armies invade the tundra, the Rjurik can mobilize better and faster than nearly any army in Cerilia. Since they know their land well, they can travel across it far faster than their enemies, and reinforcements seem to arrive at supernatural speeds.

The Rjurik themselves are a hardy race of foresters, hunters, and warriors. Their jarldoms and clan-holds are scattered along the forbidding coasts of the Mhiere Rhuann and the icy Thaelasian passage, although a few small holds can be found as far east as the Krakennauricht. The Rjurik are a free-minded people who place little importance on titles or rulers; a Rjurik jarl reigns by the consent of his folk and can be replaced if they don't like the way he's doing his job.

In a historical context, the Rjurik are an amalgamation of that of the Nordic Vikings and the mythic Celts. Rjurik technology is not particularly advanced and can be viewed as roughly equivalent to the technologies of the Middle Age cultures.

Rjurik cultural traits: The Rjurik are a wild and hardy people. They are taught from an early age a deep reverence and respect for Cerilia's wilds and are notable foresters. You gain a +1 bonus to all Fortitude saves, and have a +1 bonus to all Wilderness Lore checks in forests and hills. Wilderness Lore is considered a class skill for you at first level. Automatic Language: Rjuven.

Vos

The Vos (VAHS) are a barbaric race from the cold mountains and forests of northeastern Cerilia. They are tall, thick-boned people with flat features, light eyes, and a sallow hue. Male warriors are fond of shaving their heads and wearing long, drooping mustaches.

The Vos have a rigid code of face and honor that demands blood for even unintentional insults. Their leaders are warchieftains known as *tsarevos*, advised by the priests of the grim Vos gods. Almost all Vos men are warriors and hunters – any other profession is considered unmanly. Vos women are greatly limited in their freedom by custom, although a few women have succeeded as warriors or *tsarevas*.

The Vos are by far the most brutal and misunderstood of the humans. They live in the area of Cerilia known to geographers as Vosgaard, but to its neighbors as the Land of Darkness, the Brutal Lands, or the Lands of Midnight Sun. It's populated heavily by humanoids and monsters. The gods of the Vos are

harsh and evil, and the Vos themselves have a reputation for being nearly as cruel as the humanoid they hunt.

Though all these things are true of the Vos, there's also something about them that most people don't take into account: The Vos live in the harshest part of Cerilia, surrounded by inhuman creatures. Though they once worshiped the god of the moon and magic, they've found little solace in his teachings. Small wonder, then, that they turned to gods more suited to their land, gods of cold and rage.

The Vos rulers are priests of the Ice Lady and the Terror God. They earn the Vos their reputation, for they are the ones constantly warring on each other and those surrounding them. Those who are not priests rarely have power in Vosgaard, for one of the few threats the Vos leaders unite against is a leader whose visions don't come from the gods.

Taken individually, the Vos are actually decent people. Though they don't believe in mercy, they understand compassion. While they're savage in battle, they have a firm code of honor. And while they hunt their enemies ruthlessly, their friends are their most treasured possessions.

The other human races of Cerilia are inclined to view the Vos as evil barbarians, savages, and marauders, but this isn't an entirely accurate assessment. The Vos have their cities and kingdoms, and there are heroes of noble bearing among them. It's important to remember that by their own standards Vos warriors are acting with honor when they raid and pillage the lands of the Brecht or the Basarji. And while no one will ever accuse a Vos of subterfuge or subtlety, it's also true that a person always knows where he stands with a Vos warrior.

The code of courage and violent tendencies of Vos warriors and rulers have made north-eastern Cerilia a battlefield for the settling of their differences and feuds. The Vos hold "weaker" cultures in contempt and view the other peoples of Cerilia as potential slaves or enemies, but they absolutely hate each other. Travelers in Vosgaard should go to great lengths to avoid associating themselves with any particular chieftain or baronet – it's dangerous to take sides, even by placing oneself under a chieftain's protection.

In a historical context, the Vos are most similar to the ancient Mongols or Huns. Vos technology is the least advanced of the human cultures and can be viewed as roughly equivalent to the technologies of the Dark Age cultures. There is written version to the Vos language and only those that speak another language are literate.

Vos cultural traits: The Vos are a strong and warlike people with a rigid code of face and honor. The Vos know what it means to fight for survival – both against their foes, and the bitter cold of their homeland. You gain a +2 bonus to strength when determining carrying capacity or making a strength check, and a +1 bonus on all Wilderness Lore checks in cold wasteland or tundra. Intimidate and Wilderness Lore are considered class skills for you at first level. Automatic Language: Vos.



Dwarves, Cerilian

Dwarves lived in the mountains of Cerilia long before humans came to the land. Over the years, the dwarven holds have chosen a defensive strategy, fortifying their approaches and retreating to their cities under the mountains whenever threatened. Dwarves have a fierce hatred of ologs (orc-like beings), the result of uncounted wars fought under the earth.

The typical dwarf stands about 4' to 4'6" in height, with an exceptionally stocky build and thick, sturdy bones. Dwarves are creatures of stone, the children of the mountains, and their bodies are twice as dense as those of other creatures; in this respect they're closely related to stone giants. Dwarves often weigh as much as 250 to 300 pounds despite their size. A dwarf's skin is gray, stony, and cold to the touch. All dwarves have eyes that are dark as jet, and their hair and beards are black or dark gray in color and normally cropped short.

The dwarves of Cerilia usually adhere to friendly neutrality; thus they are on good terms with most other races, including the elves. They're masterful craftsmen and traders; dwarven caravans roam through Cerilia laden with goods. Dwarven arms and armor are the best in Cerilia and Dwarven mercenaries are highly prized. In the privacy of their own homes, the dwarves of Cerilia are hardly the dour and grim sentinels that they are first appear. Though they still have the responsibility of keeping the ologish population in check under the mountain, their lives are filled with merriment and gaiety.

Dwarven kingdoms are generally organized around the clan, and clan members are expected to be loyal to their clan first and king second. The clan leaders, in turn, first serve their people and swear fealty to the dwarven king. The dwarven king must therefore be an adept negotiator and a shrewd politician to keep his people together.

Dwarves learn the arts of war at an early age, for they see their duty as containing the ologs in the caverns under the mountains. The ologs have, strangely, grown ever more mighty in their years of confinement, and the dwarves have had become that much better to deal with the ologish menace. It is partly for this reason that they prefer not to deal with outsiders - visitors distract the sentries.

In addition to being skilled fighters, the dwarves of Cerilia are also excellent miners. Each dwarf clan tends to specialize in a certain sort of mining, so that one clan searches out gems, while another specializes in ores. The clans within a kingdom tend to complement one another, so no clan is left with a useless skill. Dwarves are the most technologically advanced race of Cerilia; their level of technology is roughly equivalent to the historical cultures during the close of the Renaissance period.

Racial Abilities: Cerilian dwarves have the following racial traits:

- +2 Constitution, -2 Dexterity.
- Medium-size (4' to 4'6" tall); base speed of 20 feet.
- Darkvision, effective to 60 feet.
- Stonecunning: +2 racial bonus to notice unusual stonework; automatically sense depth underground.



- +2 racial bonus on saves vs. poison, spells, and spell-like effects.
- +2 dodge bonus to AC against orogs and ogres.
- +2 racial bonus to appraise and craft checks related to stone and metal objects.
- Increased Density: A dwarf's dense body suffers only half damage from bludgeoning damage.
- Enduring Strength: Dwarves can carry amazing burdens. Dwarves receive a +4 racial bonus to strength when determining carrying capacity.
- Automatic Language: Karamhul. Bonus Languages: Sidhelién, Orog, Ogrish, or any regional human dialect (Anuirean, Basarji, Low Brecht, High Brecht, Rjuven, or Vos).
- Favored Class: Fighter.

Elves, Cerilian (Sidhelién)

There is only one race of Cerilian elves; they call themselves the Sidhelién (SHEE-lin). The Sidhelién hold court in deep, mist-wreathed vales in the darkest heart of the ancient Cerilian forests. The elves of Cerilia are a graceful but reclusive race, suspicious of humankind. Early in Cerilia's history they contested human settlement of Cerilia's vast forests, and a strong current of ill will towards the human nations still runs strong in the elven woods.

Elves stand as tall as humans, but they're far more slender and graceful. Most average between 5'6" and 6' in height, but weigh only 120 to 140 pounds. They are pale, with fair skin and dark hair, and their features are exquisitely formed. Elves possess an unearthly beauty, and their perfect voices can hold a mortal spellbound. Unfortunately, elves are very conscious of their perceived superiority and treat others with coldness or condescension.

Cerilian elves are creatures of faerie and starlight, gifted with immortality and powers of mind and body beyond those of humankind. They're neither a force for good nor a force for evil; an elven wood can be perilous for human travelers, but even more so for goblinoids or gnolls. The elven heart is unfathomable to mortals; they're moved to wild delight, dark melancholy, or burning rage with the only the slightest of causes. More than anything else, elves are unpredictable, doing what pleases them from one moment to the next.

Elves resist aging and normal disease – only magical diseases such as lycanthrope can harm them. They cannot see in total darkness, but can see by starlight or moonlight as well as a human sees by daylight. Elves don't need to sleep, but they can become physically exhausted and must rest quietly, studying spells or standing watch, for about as long as a human needs to sleep. Cerilian elves can move over heavy snow, soft sand, or a mountainside as easily as a human walks across a level surface.

The elves of Cerilia are not the run-of-the-mill elves that most might expect. These elves, though civilized enough that their music can bring tears to the eyes of even the roughest forester, also have a core of savagery that permeates their being. Having lived with the brutal humanoids for thousands of years, the elves have had to learn to deal harshly with those

who oppose them. Besides, they've watched everything they built over the past millennia come crashing down around them with the arrival of the humans such a short time (about two elven generations) ago.

As such, they harbor deep hatred in their collective breast for those who've dispossessed them. This extends to humans or humanoids, or whoever stands in the way of the elven dominion. However, there are elves who take a more rational view to the whole thing, seeing the humans as the next step and a needed catalyst for change. These elves look to the humans for ways to improve the elven kingdoms, to teach the elves the realities of living in modern Cerilia.

The Elven Court has fractured from a single large kingdom into many small ones, just as the human Empire has shattered. Every elven settlement now has its own version of the Elven Court, but none of them can match the glories of the original. The elves hope to reunite the elven lands to recapture the beauty and grace of the past. Even so, elves remain one of the most technologically advanced races of Cerilia; their level of technology is roughly equivalent to that of historic cultures during the close of the Renaissance period.

The type of elven ruler varies from court to court, depending on what the elves of that nation value. The elves of Tuarhievel favor warriors, while those of the Sielwode prefer mages as their leader. Of course, each court prefers its type of leader over all others. If elves are to reconcile, they must first set aside these differences.

When the humans began to force the elves from their ancestral homes, the elven leaders began the *gheallie Sidhe*, or Hunt of the Elves. Elven knights roamed the lands held by the elves, slaying whatever humans they found trespassing in their borders. Most elven lands have long since called a cease to this hunt, but individual elves and some entire elven nations continue the battle to this day.

The elves are aware that gods exist, but they do not pay homage to them. Particularly after their deception and betrayal by Azrai, the elves

have been adamant in their refusal to worship human gods. To the elves, spiritual development is the responsibility of the individual. The path that an elf takes is a decision that only he or she can make. So strong is this belief that if an elf chooses to worship one of the human gods, so be it. The only restriction placed upon such rare individuals is that they not discuss their religious ideologies within elven realms.

Racial Abilities: Cerilian elves have the following racial traits:

- +2 Dexterity, +2 Charisma, -2 Strength, -2 Constitution.
- Medium-size (5'6" to 6" tall); base speed of 30 feet.
- Immunity to magic sleep spells and a +2 racial saving throw bonus against Enchantment effects.
- Low-light Vision, effective to 60 feet. On a bright night, elves can see by moonlight as well as a human can see by day.



- +2 racial bonus on Listen, Search, and Spot checks. They do not gain the automatic search check within 5' that standard *Player's Handbook* elves receive.
- Proficient with longsword, shortbow, longbow, composite longbow, and composite shortbow.
- Timeless: Gifted with near immortality, elves do not suffer the ravages of time and are thus immune to aging attacks and normal disease. An adult elf's age has no effect on her physical or mental ability scores. Elves do not need sleep, but they can become physically exhausted and must rest quietly for about as long as a human needs to sleep.
- Nature Stride: Elves may move through natural thorns, overgrown areas, heavy snow, soft sand, a treacherous mountain or similar natural terrain at their normal movement rate and without suffering damage or penalty.
- Alignment Restriction: Unpredictable and fey, Cerilian elves must follow a non-lawful alignment.
- Automatic Language: Sidhelien. Bonus Languages: Any.
- Favored Class: Any arcane spellcasting class (Bard, Magician, Sorcerer, Wizard).

Half-Elves

From time to time, a particularly handsome or beautiful human with courage and a gracious manner can walk among the Sidhelien and return unscathed. A few humans have even been accepted as equals in the elven courts. Mortals quickly become lost in the elven spell; the years reel by in splendor and celebration, while the world outside comes to a halt or leaps centuries ahead. The mortal may return home to find that only a single night passed, or that a hundred years have passed him by. More often than not, his life runs out in an eye blink, like a moth dancing too close to the flame.

Half-elves are the children of these unusual men and women and their elven hosts. The elves regard them as Sidhelien, and welcome them in elven society. Humans are more suspicious of half-elves, referring to them as bewitched or as changelings. It is rare for half-elves to leave the elven woods.

Like elves, half-elves are beautiful and graceful, but their builds are heavier – they're well within the human ranges of height and weight. They share their elven parent's night vision, but have to sleep as much as a human.

Racial Abilities: Cerilian half-elves have the following racial traits:

- +2 Dexterity, -2 Constitution.
- Medium-size, base speed of 30 feet.
- Immunity to magic sleep spells and a +2 racial saving throw bonus against Enchantment spells or effects.
- Low-light Vision, effective to 60ft.
- +2 racial saving throw bonus against disease and aging attacks.
- +1 racial bonus on Listen, Search, and Spot checks.
- Elven Blood: A half-elf can be considered an elf for many purposes, including the casting of true magic.
- Automatic Language: Sidhelien or the language of their human parent. Bonus Languages: Sidhelien, or any regional human dialect (Anuirean, Basarji, Low Brecht, High Brecht, Rjuven, or Vos).
- Favored Class: Any.

Halflings, Cerilian

Halflings seem to be harmless, good-natured folk, but they harbor hidden secrets. Most people assume that the name halfling refers to their stature, but only a handful know the truth. Halflings were once creatures who could pass freely between Aebrynis and the Spirit World. In the early years of the Anuire Empire a darkness arose in the Spirit World (now called the Shadow World) and halflings made Aebrynis their permanent home.

Halflings in Cerilia have little culture of their own. Instead, they've adopted the language, culture, and customs of the Big Folk around them, while keeping a few aspects of their own culture intact. They'll never take up arms against each other – halflings feel free to use weapons in the defense of their homes or families, but consider fisticuffs the only acceptable form of violence against other halflings.

The halflings aren't a numerous people, but they can be found almost anywhere humans live. Living in the shadow of their larger neighbors, halflings don't see the sense in a government larger than a small village or their extended family, and are happy to count themselves citizens of whatever human land surrounds them. It's not unusual to find a handful of halfling farmers near a human village, or a neighborhood of halfling craftsmen in a larger town. Nor is it unusual to see halflings walking the streets of a human city, mimicking the lives of the humans around them, or playing courtier in an elven court.

Cerilian halflings stand about 3'6" tall and resemble small humans. They tend to be plump, and are fond of creature comforts. Halflings can pierce the barrier that separates Cerilia from the Shadow Land by concentrating. This allows them to *detect evil*, *detect undead*, or *detect necromantic magic* with a high degree of reliability. Exceptional halflings can develop this ability to allow them to enter and exit the shadow world in places where the barriers between worlds are thin. Halflings avoid revealing these abilities to people they don't trust.

Racial Abilities: Cerilian halflings have the following racial traits:

- +2 Dexterity, -2 Strength.
- Small-sized (3'6" to 4' tall), base speed of 20 feet. As Small creatures, halflings gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying capacities are three-quarters those of Medium-size characters.
- +2 racial bonus on Listen, Climb, Jump, and Move Silently checks.
- +1 racial bonus to all saving throws.
- +2 morale bonus on saving throws vs. fear.
- +1 racial attack bonus with a thrown weapon.
- Shadow Sense: Halflings possess the ability to sense the presence of the shadow world or its taint. By concentrating (and making a Search check) a halfling may sense as if using *Detect Evil*, *Detect Magic* [Necromancy only], and *Detect Undead* simultaneously. The DC for the Search check varies according to the strength of the aura: Dim (DC 25), Faint (DC 20), Moderate (DC 15), Strong (DC 10), Overwhelming (DC 5).

- Exceptional halflings can learn to use this ability to enter and exit the shadow world [refer to the feats Shadow Walker and Shadow Guide in the Feat section].
- Automatic Language: Any, based on region. Bonus Languages: Any regional human dialect (Anuirean, Basarji, Low Brecht, High Brecht, Rjuven, or Vos).
- Favored Class: Rogue.

character classes

The classes for a BIRTHRIGHT campaign are generally the same as those presented in Chapter Three: *Classes* in the *Player's Handbook*. The information contained in this section focuses on campaign-specific modifications to these standard classes to more accurately their roles in the BIRTHRIGHT setting.

Preferred Class Races/Cultures: Following the discussion of each class is a listing of lands or cultures in which training for the class tends to be available. For example, Brechtür is a land famed far and wide for its relatively enlightened culture. Aristocrats, bards, and rogues are common in Brechtür. Barbarians are not. Characters do not have to hail from a land in their class's preferred regions list. However, whether your character comes from a region suited to their class may affect their social position in their homeland.



Barbarian

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

Preferred Class Races/Cultures: Most barbarians are humans, half-elves, orog, or goblinoid-kin. Most Human barbarians inhabit areas deemed to be uninhabitable by their more cultured brethren. The largest concentration of human barbarians is found in the depths of the heartless wastes of Vosgaard. Humans and half-elf barbarians can also be easily found in the Rjurik highlands and elsewhere in the north. Goblinoid barbarians are pervasive in every region claimed as a goblinoid kingdom. Most other societies have developed far beyond barbarism, yet rumors of outcasts and lost tribes that have regressed into barbarism cannot be completely discounted.

Bard

Cerilian bards are students of the ancient elven art of *spell-song*. 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.

These colleges exist today primarily as political associations, each with their own policies, goals, and (sometimes hidden) agendas. Due to the efforts of these colleges, most human cultures revere bards as healers, historians, heralds, messengers, advisers, and tutors. Most, but not all, human bards are members of one of these colleges. By tradition, members of bardic colleges are free to come and go from human lands as they please. Colleges insure this freedom through threat of college interdict - a ruler that interferes with this freedom may find that no bard will visit his land, depriving his populace of news, entertainment, and bardic lore.

The bards of Cerilia are practitioners of lesser arcane magic. Their arcane lore is not based upon the channeling of immense natural powers, but rather on the refinement and evocation of a more precise and subtle lore. Some spells on the bard spell list are beyond other practitioners of lesser arcane magic. The power of the spellsong allows bards to weave intricate magical harmonies to cast selected spells from the schools of abjuration, transmutation, evocation, and other schools (as per the standard bard spell list). These spells are considered particularly challenging.

Bards are carefully trained to employ their magics with great care to bring health, wonder, and guidance without inspiring superstitious dread. Most rulers will go to great extents to retain the permanent services of a court Bard. The skill and wisdom of their court bard is often a great status symbol for a ruler – and more importantly one that does not invoke the dread that is often associated with a court wizard.

The bardic tradition is strong in Rjurik lands. Singing *skalds* are a living repository of Rjurik history and culture, traveling the land, bringing news, entertainment, and knowledge to distant nomadic tribes and villages. Rjurik *skalds* are sworn to truthfulness in all their dealings and to purposely harm a *skald* is a grave offense against Erik. Although most bards cannot be of lawful alignment, the unique cultural role of the Rjurik *skald* requires a lawful alignment.

Preferred Class Races/Cultures: Although Cerilian bards can be found through the continent, most Bards are elves, half-elves, or humans. Bardic lore is passed directly from master to apprentice. A willing master can teach the art to any student with the appropriate musical and magical aptitudes. Yet these aptitudes are not uniformly common among the races. Such aptitudes are pervasive among elven folk, yet elven bards are rarely seen in human lands. Half-elves often have the necessary aptitudes and are prized as apprentices. Possession of both aptitudes is far more rare among humans. Most human bards consider themselves fortunate if they succeed in passing on their lore to only a handful of apprentices. Rjurik *skalds* are highly valued by their people, but the Vos have little appreciation for song or art. The Khinasi culture distrusts bards and the saying “as worthless as the word of a bard” is a common proverb. Dwarven bards are rare, as the aptitude for arcane magic is exceptionally rare among their people, but they are highly valued members of their societies. Bards are exceptionally rare among the goblinoid races; they tend to lack the ear and patience required by the demanding musical skills that must be developed before mastering the spellsong.

Table 1-1: warrior arms, armor, and feats

Region	Common arms	Common armor	Common feats
Anuire (std)	guisarme, longsword, longbow	breastplate	discipline
Anuire (elite)	lance, bastard sword, shortbow	half-plate & lg. shield	spirited charge, exotic weapon
Brechtur (std)	rapier and main-gauche, shortbow	leather armor	two-weapon style, quickdraw
Brechtur (elite)	scimitar and main-gauche, lt. crossbow	breastplate & buckler	two-weapon style, spring attack
Khinasi (std)	halfspear, comp. shortbow	leather & sm. shield	expertise, mounted combat
Khinasi (elite)	scimitar, comp. shortbow	splint mail	mounted archery
Rjurik (std)	longbow, handaxe	leather	alertness, run
Rjurik (elite)	long sword, longbow	chainmail	cleave, endurance
Vos (std)	halfspear, flail	hide	cleave
Vos (elite)	war spear, shortbow	banded mail w/spikes	combat reflexes, exotic weapon
Elf (std)	longbow, longsword	chain shirt	point blank shot, mobility
Elf (elite)	lance, longsword, longbow	half plate & lg. shield	mounted archery, shot on the run
Dwarf (std)	heavy pick, heavy crossbow	full plate & lg. shield	great fortitude, endurance
Dwarf (elite)	dwarven waraxe, heavy crossbow	full plate & lg. shield	great cleave, exotic weapon
Goblinoid (std)	halfspear, shortsword	hide	alertness
Goblinoid (elite)	greataxe, shortbow	chainmail	sunder, imp. bull rush

Cleric

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. Elves cannot advance as clerics except under the most unusual of circumstances.

Preferred Class Races/Cultures: Clerics (and their NPC counterpart, the adept) are common through most regions of Cerilia. Clerics of different deities are favored in different lands. A complete listing of deities, their domains, and their favored worshippers appears in Chapter Four: *Gods*. Only in elven realms are clerics a rarity. The elves have been adamant in their refusal to worship human gods and refuse to allow humans to proselytize human religious ideologies within their realms.

Druid

In Cerilia, 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.

Although elves have a profound link with nature that makes them particularly fine rangers, the powers of a druid are beyond their ken. The elves are adamant in their refusal to worship human gods (including Erik) and thus cannot advance as druids except under the most unusual of circumstances.

All druids are priests of Erik, but not all priests of Erik are druids. In some sects, priests of Erik choose to advance as clerics or multi-class cleric/druids.

Preferred Class Races/Cultures: Most Rjurik consider the druidic faith of Erik to be the only religion worth following, and scattered circles of druids dwell within the forests of

Anuire and Vosgaard. Among the Rjurik, druids are considered priests, judges, arbiters, sages, and teachers all in one. Although druids are especially prominent in the Rjurik lands, they can be found in lesser numbers throughout the rest of Cerilia.

Fighter

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

Preferred Class Races/Cultures: Every part of Cerilia produces capable fighters (and their NPC counterpart, the warrior), but their training differs from region to region. The techniques, arms, and armor with which they are most proficient can often times distinguish the home region of a typical warrior.

Monk

There are no Cerilian monks. Monks are not part of the official BIRTHRIGHT setting. Players interested in playing Cerilian pugilists should consider the fighter class and feats such as improved unarmed attack, stunning attack, improved trip, and weapon focus, finesse and specialization (unarmed).

Paladin

Cerilian paladins must be devoted to a specific patron deity, chosen at the start of their career as paladins. No paladin may serve just a cause, philosophy, or other abstract source of divine power. Only the gods Haelyn, Avani, Cuiracén, Nesirie, and Moradin accept paladins into their service. All paladins must serve one of these five deities.

Paladins are recognized as knights throughout Cerilia, and bear the responsibilities for behaving as such. Paladins of Haelyn bear additional privilege and responsibility as they are traditionally recognized as having the power to travel wherever and do whatever they must to execute Haelyn's justice. This does not put Paladins of Haelyn above the law, but it traditionally exempts them from states of war, treaties, or any other laws that interfere with their ability to bring justice to those who require it. Ultimately, Paladins of Haelyn are ex-

pected to answer only to the church and their god for their actions.

Although most paladins must be lawful good, paladins of Cuiraécen must be Chaotic Good. Furthermore, paladins of Cuiraécen may freely multiclass as a Fighter and most multiclass in a balanced fashion. Due to this preference, paladins of Cuiraécen are often superior in hand-to-hand combat to other paladins of equivalent character level. However, this tendency to multiclass also results in Cuiraécen paladins' abilities to turn undead or cast divine magic to be generally poor.

Paladins of Nesirie are always female. At 5th level, paladins of Nesirie do not gain a Special Mount, instead, they gain access to the Sea domain, gaining the granted domain power and bonus domain spells as if they were paladin spells of the appropriate level.

Preferred Class Races/Cultures: Most paladins are Anuirean or Khinasi humans. Anuirean paladins serve Haelyn, Cuiraécen, or Nesirie. Khinasi paladins follow Haelyn or Avani. Dwarven paladins serve Moradin. Paladins from other cultures are exceptionally rare.

Ranger

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 well-springs 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.

Human rangers may select a human sub-culture instead of a creature type as a favored enemy without being considered evil. For example, a Rjurik ranger may consider Anuireans to an enemy to his people and way of life and thus study how to best thwart their efforts without being evil.

Preferred Class Races/Cultures: Rangers can be found wherever there is vast uncharted wilderness to explore and preserve. Most rangers are elven, half-elven, goblinoid, or Rjurik humans. Nevertheless, rangers of nearly every race and nationality exist. There are many elven rangers. Most elven rangers have goblinoids or humans as their first favored enemy. Although rangers need not worship a particular deity, most human rangers respect Erik and his teachings.

Rogue

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.

Preferred Class Races/Cultures: Like fighters, rogues are found in every culture and in every race. However, the skills that a rogue finds most valuable tend to be significantly different from culture to culture. To be certain, the skills possessed a particular rogue are almost always a unique blend crafted by

the circumstances of their life, but there are some skills for which rogues from particular races or cultures are particularly noted.

Table 1-2: Rogue skills

Region	Common skills
Anuire	diplomacy, gather information, sense motive, decipher script, profession (courtier)
Brechtur	appraise, diplomacy, forgery, profession (sailor), profession (merchant)
Khinasi	appraise, decipher script, diplomacy, use magic device, profession (merchant)
Rjurik	hide, move silently, intuit direction, profession (scout)
Vos	spot, intimidate, intuit direction, profession (scout)
Elf	listen, spot, hide, move silently, perform (song)
Dwarf	climb, disable device, open lock, use rope
Goblinoid	listen, spot, move silently, intimidate
Halfling	move silently, hide, listen, tumble, profession (scout)

Sorcerer, Wizard

The lands of Cerilia are inherently magical, and "true" mages (sorcerers and wizards) have learned to harness the energy of the earth itself to create both wonders and terrors. Masters of such lore are rare throughout Cerilia and such mystics are figures of mystery and destiny. The common folk of Cerilia see little difference between the two classes and are prone to use either term to refer to any practitioner of the greater arts.

Sorcerers and wizards are practitioners of greater ("true") magic. Although their methods of mastering this power differ, they both focus their power through a spiritual awareness of the power of the land itself. This awareness cannot be taught; it is a matter of heredity - true mages must be born with the stuff of magic in their veins. This awareness is exceedingly rare, only those of elven descent or blooded scions (whose ancestors were touched by the gods) have any hope of mastering the forces of greater magic.

Preferred Class Races/Cultures: Although rare, true mages come from across the width and breadth of Cerilia. However, they are exceedingly rare; outside of the elven realms there are perhaps no more than six or seven score true mages in all of Cerilia. Sorcerers and wizards are common among the elves. Inherently in touch with the magic of the earth, all elves have the potential, if not necessarily the inclination, to pursue the study of greater magic. Many elves dabble in the arts of the sorcerer, accessing magic through their undisciplined passion rather than pursuing a lifetime of onerous study. The rare elves that have the discipline to pursue the rigorous studies of the Wizard, however, often rise to great power in the centuries they have available to perfect their lore. The Elven culture repudiates the arcane spells in the schools of necromancy and conjuration - most elven wizards forswear these schools of study and become specialists.

Among other races, the awareness necessary to harnesses true magic is found only among the blooded scions; their semi-divinity grants them the potential, if not the lore, to command the forces of true magic. Practitioners of magic are shunned throughout many humans realms and thus opportunities for apprenticeships are scarce. Most human mages hail from the lands of the Khinasi where magic is considered an honored practice and universities dedicated to the pursuit of

knowledge are not uncommon. The Rjurik and Vos people disdain (and fear) practitioners of true magic; true mages are even more rare (and secretive) in these regions.

Dwarven mages of any sort are rare, as their people have a natural resistance to magic. Their people, however, hold Dwarven mages in the same high regard as any skilled craftsmen. Dwarves are not prolific breeders and relatively few dwarves were present at the cataclysm of Deismaar. There are very few blooded dwarves, and thus only a handful of dwarves that have even the potential to master the lore of greater magic. If there are any Dwarves capable of casting arcane Realm magic, they have kept their existence a well-kept secret.

New Character Classes

Magician

Magicians are practitioners of the path of lesser magic. Unable (or unwilling) to tap the great energies of the land itself to wield the powers of true magic, these arcane spellcasters specialize in the application of the less extravagant powers of the world. Their arcane lore is not based upon the channeling of immense natural powers, but rather on the refinement and evocation of a more precise and subtle lore.

Most magicians employ their magics with great care to bring health, wonder, and guidance without inspiring superstitious dread. Regular folk consider them eccentric and mysterious, and 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 and turning them into a toadstool. Most rulers will go to great efforts to retain the permanent services of a skilled court magician, as magicians provide many of the benefits of that a court wizard provides, and very few of the drawbacks.

Adventures: Magicians, like Wizards, seek knowledge and the resources they otherwise require for enhancing their art. They are highly valued for their ability to provide sound advice, healing, and magical insight. Court magicians are almost always included in any adventures in which their patron is involved.

Characteristics: Although the study of lesser magic is less demanding than the pursuit of true magic, magicians cannot afford to depend on their art alone to provide them with safety and livelihood. Magicians develop a wide variety of skills that make them invaluable companions, advisors, and teachers. Magicians are quite flexible and each develops those skills and abilities they find most useful in meeting their duties and obligations.

Alignment: Magicians may be of any alignment. The powers of illusion and enchantment can be used for personal gain and easily as they can be used for good. Most seem to lean toward lawful alignments, however, as their art requires patience, subtlety and discipline.

Religion: Magicians tend to revere Ruornil and Avani.

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

Races: Members of any race can learn the arts of the magician.

Preferred Race/Culture: Most magicians are human or goblinoid. The Brecht know the value of magic and treat it as a commodity; although they have no colleges to teach emerging magicians, magicians are more common in Brechtur than in any other realm. Magicians are also highly regarded among the Khinasi, where the pursuit of magic is considered one of the highest callings. Human magicians from Anuire are generally respected and valued by their people. Rjurik and Vos magicians exist, but their people view them with suspicion and mistrust. Elven magicians are rare – most elves wishing to pursue the arts of the lesser path advance as bards. Dwarf and halfling magicians are less common than human magicians, but are valued highly by their people.

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

Game Rule Information

Magicians have the following game statistics:

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

Alignment: Any.

Hit Die: d6.

Class Skills

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

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

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

Class Features

The following are class features of the magician.

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

Spells: A magician casts arcane spells and unless otherwise noted is bound by the same rules and restrictions on learning, memorizing, and casting spells that apply to wizards. A magician is limited to a certain number of spells of each spell level per day, according to her class level. She may prepare and cast spells as a wizard does, provided that she knows the spell and that she can cast spells of that level. She must prepare her spells by getting a good night's sleep and spending one hour studying her spellbook each day. A magician's starting spells, ability to add two new spells to her spell book each time she advances in level, and ability to copy or research additional spells for her spell book is exactly the same as for a wizard.

Table 1-3: The magician

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

The principal difference between a wizard and a magician is their spell list. Magicians and bards use a form of power that is more gentle and subtle than the power used by wizards and sorcerers. Although there are many spells which wizards and magicians have in common, most wizards spells require power for more extravagant than that available to magicians. However, a magician is not simply a “lesser wizard”; through their subtle arts magicians have access to some spell effects for which the fierce energies of the wizard and sorcerer are not well suited. Thus magicians are capable of casting spells of healing and other subtle magics that are beyond the ken of practitioners of the greater path.

Spell Mastery: Magicians may take the feat Spell Mastery.

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. As a full round action, a 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 expended must be of the appropriate level or higher.

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

Magician Special Abilities: As a magician advances in level, he acquires additional, special abilities. A Magician acquires a new special ability of their choice from the list below at 5th, 10th, 15th, and 20th level.

Additional Class Skill: Select any non-restricted cross-class skill. This skill is now considered a class skill. This ability may be selected multiple times.

Bonus Cantrips: Your base normal 0-level spells per day is doubled (as per a *Ring of Wizardry*). This ability may be selected multiple times, increasing the multiple to x3, x4, etc.

Feat: Gain a bonus meta-magic feat.

Spontaneous Spell: Select any one spell you know. You may now channel stored spell energy from any prepared spell of equal or higher level to cast the selected spell without

preparation. You “lose” the prepared spell in order to cast the selected spontaneous spell. Casting a spontaneous spell increases the casting time of the spell to a minimum of one full round. You may select this ability multiple times. Each time, it applies to a new spell.

Human Magician Starting Package

Armor: Padded +1 AC, speed 30 ft, 10 lb.

Weapons: Heavy mace (1d8, crit. x2, 12 lb., medium-size, bludgeoning).

Light crossbow (1d8, crit. 19-20/x3, 80 ft., 6 lb., small-size, piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier

Skill	Ranks	Ability	Armor
Alchemy	4	Int	
Diplomacy	4	Cha	
Gather Information	4	Cha	
Knowledge (Arcana)	4	Int	
Perform	4	Cha	
Spellcraft	4	Int	
Knowledge (Nature)	4	Int	
Knowledge (Religion)	4	Int	
Knowledge (Law)	4	Int	
Knowledge (History)	4	Int	

Feat: Spell focus (Illusion)

Bonus Feat (Human): Spell focus (Enchantment)

Gear: Backpack with waterskin, one day’s trail rations, bedroll, sack, and flint and steel. Quiver with 20 bolts.

Gold: 4d4 gp.

Noble

Raised among the comforts and constraints of civilization, nobles are usually educated, wealthy individuals born into a high rank in society. Nobles are concerned with a wide range of

societal activities, including the use of arms, the administration of laws, mercantile enterprise, and other highly skilled trades.

The noble class is similar to the NPC Aristocrat class presented in Chapter Two: *Classes of the Dungeon Master's Guide*. Most members of the Cerilian aristocracy are members of the NPC Aristocrat class. However, generations of conflict and contention have forced the most powerful aristocratic families to forgo much of the leisure time afforded to members of the NPC Aristocrat class and turn their energies instead towards honing their skills to the utmost. The noble class should generally be reserved for the ruling regents of long dynasties and their family members. Members of the minor nobility, courtiers, and nobles with lesser responsibilities are more likely to be members of the NPC Aristocrat class.

Being a Noble, however, isn't so much a choice as a position into which one is born. As with the NPC Aristocrat, characters cannot add the noble class as a multiclass – this class must normally be taken at first level. Regent characters, however, may multiclass as nobles after character creation.

Adventures: Nobles in Cerilia tend to believe in the adage “If you want a job done correctly, you must do it yourself.” Trained since birth in their duty to family and country, nobles lead armies to war, route bandits, investigate disturbances, and involve themselves in the great intrigues for which Cerilian politics is famous. Although nobles can delegate a great deal of such responsibility, the best and most able leaders have always been those whom are actively involved in the defense and maintenance of their interests regardless of the personal risks which such activities may pose.

Characteristics: Nobles are trained to defend the interests of their family by both strength of arm and quickness of wit. Nobles must be at ease on both the battlefield and on the dance floor. They are familiar with most martial weaponry and armor and furthermore, have both the freedom and the finances to train in the skills of their choice. As they gain experience, nobles get more opportunities to develop their skills. Some chose to focus on combat maneuvers, others choose to develop skills that are useful in more subtle endeavors. Nobles are exceptionally flexible and each develops those skills and abilities they feel most useful in meeting their duties and obligations.

Alignment: Nobles may be of any alignment. Most seem to lean toward lawful alignments, however, as self-indulgent or inconsistent nobles are more likely to fail than those strongly committed to their duties.

Religion: Nobles tend to worship (or at least pay lip-service to) the state religion of the area in which they hold influence. Most also honor Haelyn in his role as the lord of the sacred feudal order which defines their privileges and obligations.

Preferred Class Races/Cultures: Most nobles are humans from civilized cultures such as Anuire, Brechtur, or Khinasi.

The less civilized human cultures generally do not afford their leaders the necessary leisure time to develop the skills common among a cultured upper class. Most elves, on the other hand, easily have the leisure time to develop such a class, but have chosen not to. Perhaps due to their longevity, there are very few social ranks among the elves and thus most elves devote their energies towards more arcane pursuits. Half-elf nobles are also rare as half-elves are generally distrusted as rulers among humans and elves alike. Although exceptionally civilized, Cerilian dwarves tend to have a less marked differentiation between their leaders and common-folk. Most dwarven leaders prefer to devote themselves to a more traditional profession and to lead by example rather than through the mastery of a staggering array of leadership skills. The halflings of the Burrows lack the concept of an upper-class, but halfling nobles are not uncommon among the few halfling families that have earned positions of high rank in human lands.

Other classes: Although some nobles are aloof or arrogant, most deal exceptionally well with others. Nobles, on the whole, recognize that their skills are primarily focused on personal interaction and conflict resolution. Very few nobles could travel in the wild unaided - they are, for the most part, dependent on the comforts of civilization. Thus, nobles tend to work exceptionally well with others, particularly lawful minded warriors and clerics. Nobles are bred to the concept of giving and obeying fair and necessary orders from their superiors and tend to work well in any party with a strong party leader (often themselves).

Game Rule Information

Nobles have the following game statistics:

Abilities: Charisma is especially important for nobles because it improves their social skills and leadership potential. Intelligence is also particularly useful, as a high intelligence not only improves a large number of important skills, but it also provides the noble with extra skill points. Strength and dexterity are also important for situations in which they find themselves unable to come to a peaceful agreement with their opponents.

Alignment: Any
Class Hit Die: d8

Class Skills

The noble's class skills (and the key ability for each) are Administrate (Int), Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Innuendo (Wis), Lead (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Read Lips (Int, exclusive skill), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill Points at 1st Level: (6 + Int bonus) x 4.

Skill Points at Each Additional Level: 6 + Int bonus.



Class Features

The following are class features of the noble.

Weapon and Armor Proficiency: The noble is proficient in the use of all simple and martial weapons and with all types of armor and shields. Note that armor check penalties for armor heavier than leather apply to all applicable skills.

Starting Gear: 6d8 x 10 gp worth of equipment

Bonus Feats: At 1st level, the noble gets a bonus general feat in addition any other feats gained at 1st level. The noble gains an additional bonus general feat at 4th level and every four levels thereafter. These bonus feats are general feats and are not limited to a specific list of feats (as are bonus feats for fighters). A noble must still meet all prerequisites for a bonus general feat.

Table 1-4: the noble

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

Human Noble Starting Package

Armor: Chainmail +5 AC, large steel shield +2 AC, armor check penalty -7, speed 20 ft., 55 lb.

Weapons: longsword (1d8, crit. 19-20/x2, 4 lb., Medium-size, Slashing).

Shortbow (1d6, crit. x3, 60 ft., 2 lb., Medium-size, Piercing).

Skill Selection: Pick a number of skills equal to 7 + Int modifier

Skill	Ranks	Ability	Armor
Diplomacy	4	Cha	
Gather Information	4	Cha	
Listen	4	Wis	
Spot	4	Wis	
Bluff	4	Cha	
Intimidate	4	Cha	
Sense Motive	4	Wis	
Administrate	4	Int	
Lead	4	Cha	
Appraise	4	Int	
Ride	4	Dex	
Perform	4	Cha	
Swim	4	Str	-13*

*-1 per 5 pounds of equipment

Feat: Weapon Focus (longsword)

Bonus Feat (Human): If Dex 13 or higher, Dodge; if Dex 12 or lower, Improved Initiative instead.

Bonus Feat (Class): If Int 13 or higher, Expertise; if Int 12 or lower, Skill focus (Diplomacy) instead.

Gear: Backpack with wineskin, one day's trail rations, bedroll, sack, and flint and steel. Quiver with 20 arrows.

Gold: 4d8 gp.

skills

Characters in the typical BIRTHRIGHT campaign will have many more opportunities to use profession, craft, knowledge, and social skills than characters in a typical "back to the dungeon" campaign. Characters should not only have skills necessary for success while adventuring, but skills that are appropriate to their upbringing and social position. A fighter from a noble family, for instance, is far more likely to be trained in the arts of diplomacy than a common foot soldier. This section introduces a few entirely new skills relevant to BIRTHRIGHT and mechanisms for using existing skills "beyond the dungeon".

Table 1-5: new skills

Class	Admin.	Lead	Warcraft
Bbn	cc	cc	cc
Brd	cc	C	cc
Clr	C	C	cc
Drd	cc	cc	cc
Ftr	cc	C	C
Mag	cc	cc	cc
Nbl	C	C	cc
Pal	cc	C	C
Rgr	cc	cc	cc
Rog	C	C	cc
Sor	cc	cc	cc
Wiz	cc	cc	cc

C Class skill; cc Cross-class skill.

Administrate (Wis) [New]

You are a capable administrator and understand the workings of the apparatus of government and the governmental hierarchy. You also have a practical, working knowledge of a government's legal system and codes. Administrate is a new class skill for aristocrats, clerics, and rogues.

Check: You can speed up (or slow down) any standard administrative or legal request through a bureaucratic system. The DC for this check is 15 unless the action is actively opposed (using an opposed check). A simple success causes the request to be processed in half (or double) the time. Extraordinary success (success by +10 or more) can cause further expedite (or slow) the process.

Reducing domain maintenance: You may use Administrate to cut down the maintenance costs for your domain by 25% (round down). This requires a successful check each domain turn against a DC of 15 + the base maintenance cost in GB. Larger domains are harder to administrate effectively.

Reducing domain action cost: You may use Administrate to attempt to reduce the GB cost for any standard domain action costing 2 GB or more. The DC for this check is 20 minus the planned GB cost of the domain action; the larger the budget, the is easier to find places to "cut corners". If the check is suc-

cessful, the cost of the action is reduced by 1 GB. If the check fails, no money is saved; furthermore, if the skill check fails by 10 or more then the domain action check receives a -2 circumstance penalty due to the mismanagement.

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

Retry: In most cases, retries are not allowed.

Special: 5 or more ranks of Administrate provide a +2 synergy bonus to Create/Rule Holding domain actions.

Diplomacy (Cha) [Modified]

Use this skill to give others the right impression of yourself, to negotiate effectively, and to influence others. In addition to the description noted in the *Player's Handbook*, the outcome of the resolution of the Diplomatic Matter random event is automatically increased by one level on a successful check against DC 15.

Special: 5 or more ranks of Diplomacy give a +2 synergy bonus to Lead.



Gather Information (Cha, Int) [Modified]

You have the ability to ask the right questions and use the answers to those questions to glean vital (and possibly hidden) information. In addition to the description noted in the *Player's Handbook*, this skill represents your ability to stay afoot of domain-level gossip, learn of ongoing intrigues, conduct research, and collect information about others that might prove embarrassing if publicly revealed. If the mechanism of gathering information is not interactively social (such as conducting library research), the DM should apply the appropriate ability modifier (usually Int) instead of using the standard ability modifier (Cha) [as per the "Skills with different abilities" variant presented in the *Dungeon Master's Guide*.]

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

Special: 5 or more ranks of Gather Information can provide a synergy bonus to action checks for the Espionage domain action.

Knowledge Skills

The areas of Knowledge skills introduced in the *Player's Handbook* can be used with minor modification. Knowledge (Planes) should be considered extremely esoteric and discouraged or disallowed. Knowledge (appropriate region) and Knowledge (Nobility and royalty) are particularly useful in this campaign setting. A new area of knowledge, Bloodlore, should be made available. Knowledge (Bloodlore) deals with blood abilities, the abilities and strengths associated with par-

ticular family lines or derivations, and methods for investing and destroying bloodline energy.

Lead (Cha) [New]

You are a born leader who draws great devotion from your followers. Use this skill to inspire followers, incite revolutions, increase morale, and otherwise motivate people on a large scale through inspired speech and rhetoric. This skill can be used untrained, and is considered a class skill for Barbarians, Clerics, Fighters, Paladins and any class for which Perform is a class skill (including Aristocrats, Bards, and Rogues).

Your skill allows you to sway public opinion with your inspiring rhetoric. You may attempt to perform agitate as a free

action by making a small number of speeches and inspiring the masses. You do not need to have a holding in the province (or provinces) in which you perform the agitate action, but you must be physically present.

On a successful check, the outcome of a resolution of a Great Captain/Heresy random event is automatically increased by one level. Most Matters of Justice should be considered "tough" questions with a DC of 15 or

more.

Lead can also be used to help train military units or to lead them into battle. Every 5 ranks of Lead provide a cumulative +1 morale bonus to any single military unit that you personally lead into combat (see Chapter Six: *Armies and warfare*). 5 or more ranks of Diplomacy give a +2 synergy bonus to this skill.

Special: 5 or more ranks of Lead provide a synergy bonus to any normal Agitate domain action.

Profession Skills

Profession skills should be strongly encouraged in Birthright characters. These skills should be used liberally to fill in "gaps" that are not covered by standard skills. For instance, a character who wishes to be particularly adapt at making trade agreements should not only have several ranks of Appraise, but also several ranks of Profession (Merchant). A character who wishes to crew an ocean-going vessel should use Profession (Sailor) to represent that fact. Furthermore, Profession skills can be used in determine the success of a characters attempt to make a profit using the "Ply trade" domain action.

Scry (Int) [Modified]

In addition to the ability to create or detect magical sensors created through the use of scrying magic as described in the *Player's Handbook*, the Scry skill represents the development of your ability to sense the flow of mebhaighl. This ability is of great utility when attempting to identify the location of magical sources. Furthermore, you can tell if arcane or druidic realm spells that draw upon the mebhaighl are being utilized nearby. Trying to gain information regarding the flow of mebhaighl within a province with this skill takes at least a week of contact/travel within the province.

Scry Task	DC
Sense realm magic	20
Sense realm magic target	25
Locate source	30

Sense realm magic: This use of the skill allows you to sense the gross movement of mebhaighl that takes place during realm-level spells.

Sense target: Some realm spells have specific targets (Scrying, Detect Regent, Raze, etc). This use of the skill allows you to identify someone or something you come into contact with as the current target of a realm spell.

Locate source: This use of the skill allows druids or true mages to sense the general direction of the flow of mebhaighl to locate the general area of nearby magical sources.

Retry: No, though you may make a Scry check for each realm spell cast.

Speak Languages

There is no common tongue in Cerilia. The five human tongues act as a *de facto* common tongue in each respective area of Cerilia. The most commonly spoken Cerilian languages include: Anuirean, Low Brecht, Basarji (Khinasi), Rjuven, Vos, Sidhelien (Elven), Karamhul (Dwarven), and Goblin. A wide variety of less common (or forgotten) tongues exist throughout Cerilian, including: Andu (Ancient Anuirean), High Brecht (Ancient Brecht), Draconic, Giant, Gnoll, Halfling, Orog, Ogrish, and Troll. Some of these languages have ancient or archaic forms that scholars often learn in order to read ancient writings. Sidhelien is the oldest commonly spoken language of Cerilia; the elvish tongue has remained remarkably unchanged over thousands of years.

Warcraft (Int) [New]

You have been educated in the military sciences of strategy, tactics and logistics. You are skilled at commanding groups of soldiers at both land and sea, whether entire armies or just a small squad of soldiers. You have studied advanced techniques for defeating military fortifications. Warcraft can be used as an untrained skill and is a class skill for Fighters and Paladins.

Check: A skilled commander can have a significant impact upon the outcome of a war, campaign, or battle. Refer to Chapter Six: *Armies and warfare* for details on the use of this skill in mass combat.

Strategic Movement: When at war, a successful Warcraft check allows a commander to gain a potential advantage during the strategic adjustment phase of each war move. This check is an opposed check.

Tactical Movement: On the battlefield, Warcraft checks determine unit setup, control of terrain type, tactical initiative, success in taking a castle by storm or defending against such an assault, etc.

Retry: Generally, no. Retries are allowed each tactical round or strategic war move as described in Chapter Six: *Armies and warfare*.

feats

The feats in this section supplement the feats in the *Player's Handbook* and follow all the rules in that book for determining

how many may be chosen and how often a character may do so.

Regional feats

Certain feats within this chapter are denoted as tied to certain regions; generally, this means that only characters who hail from that culture may take these feats. However, a character that spends time in a certain area where a specific regional feat is available may acquire feats from that region if he has at least two ranks in Knowledge (appropriate region).

A few basic feats from the *Player's Handbook* have been designated as regional feats in the Birthright campaign – some standard feats are not generally available in some cultures. These feats are noted in italic in tables below, and are subject to the same availability rules as other regional feats.

Half-elves may select regional feats from the elven list and from one human list of their choice; i.e. generally from the culture of their human parent. Halflings may select feats from one human list of their choice; i.e. from the region in which they have spent most of their time.

Table 1-6: regional feats

Anuire	City-dweller, Conqueror, Discipline, Erudition, Master Diplomat, <i>Spirited Charge</i>
Brechtür	Black Strike, City-dweller, Erudition, Master Diplomat, Master Merchant, Seafarer
Khinasi	City-dweller, Erudition, Master Diplomat, Master Merchant, <i>Mounted Archery</i> , Plains-rider, Seafarer
Rjurik	Forestdweller, Hardiness, Highlander, Northerner
Vos	Conqueror, Hardiness, Inscribe War Tattoo, Northerner
Dwarven region	Dwarven Artisan, Discipline, Hardiness
Elven region	Animal Whispers, Elven Artisan, Forestdweller, <i>Mounted Archery</i> .

Table 1-7: Birthright feats

Divine Feats	Prerequisites
Daily Blessing	Ability to turn/rebuke undead, ability to cast <i>Bless</i> , Cha 13+.
General Feats	Prerequisites
Arcane Sanctum	Bld 13+, Arcane spell caster
Battle Caster	Spellcaster level 5th+, Warcraft skill
Black Strike	Int 13+, Expertise, Two-weapon fighting, Weapon proficiency [rapier], base attack bonus +3 or higher
Blood Focus	Bld 13+
Bloodline Prodigy	Bld 17+
City-dweller	-
Conqueror	-
Discipline	-
Divine Sanctum	Bld 13+, Divine spell caster
Dwarven Artisan	Craft skill
Elven Artisan	Craft skill
Erudition	-
Forestdweller	-
Great Leader	Cha 13+
Hardiness	Con 13+
Highlander	-
Leadership	Character level 6+
Master Administrator	Int 13+
Master Diplomat	Cha 13+

General Feats	Prerequisites
Master Merchant	Int 13+, Cha 13+
Military Genius	Int 13+
Northerner	-
Plainsrider	Ride skill
Regent Focus	-
Regional Arms Training	Base attack bonus +1 or higher, Proficient with regional weapons/armor
Regional Elite Arms Training	Base attack bonus +3 or higher, Regional Arms Training, (see text)
Regional Rogue Training	One rank in all listed regional rogue skills.
Seafarer	Profession (sailor) skill
Shadow Magic	Spellcaster 1+
Spymaster	Gather information skill, Cha 13+
Item Creation Feats	Prerequisites
Inscribe War Tattoo	Wis 13+, Craft (Tattoo) skill, divine spellcaster 3+
Racial Feats	Prerequisites
Animal Whispers	Elf, Cha 13+
Elven Voice	Elf, Perform, Cha 13+
Imp. Shadow Guide	Halfling, Shadow Guide, Wis 13+
Shadow Guide	Halfling, Shadow Walker, Wis 13+
Shadow Walker	Halfling, Wis 13+
Spellsong Mastery	Elf, Elven Voice, Still spell, Perform, Cha 13+

New feat descriptions

Animal Whispers [General, Racial]

You have a limited form of ability to speak with animals.

Prerequisites: Elf, Cha 13+

Benefits: You gain a +2 bonus on all animal empathy skill checks. You may use animal empathy untrained.

Arcane Sanctum [General]

Your magical power is enhanced at a specific location.

Prerequisites: Bld 13+, Arcane spell caster

Benefits: Choose one distinct geographic location in a province in which you hold a source holding. This sanctum can be an estate, an area of a forest, a cave-system, or any other clearly defined area near a source of your local arcane power. This area cannot exceed a radius of one mile x source holding level. You add +1 to the DCs for all saving throws against spells you cast on opponents in that location. Furthermore, if you are in the immediate presence (close range) of the manifestation of the source of your local arcane power (the source manifestation) during the casting, you may additionally add your source holding rating in the province to the DC.

Battle Caster [General]

You are capable of casting battle spells in tactical combat.

Prerequisites: Spellcaster, level 5th+, Warcraft skill

Benefits: See Chapter Six: *Armies and warfare* for details on the use of battle magic.

Black Strike [General]

You are skilled in the art of Brecht swordsmanship.

Region: Brechtür

Prerequisites: Int 13+, Expertise, Two-weapon Fighting, base attack bonus +3 or higher

Benefits: You receive a +2 dodge bonus to AC whenever you are wielding a second weapon in your off hand but do not attack with that weapon. You receive no two-weapon fighting

penalties to your normal attacks when using your off-hand weapon defensively. Note: A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose all dodge bonuses (including those due to this feat).

Blood Focus [General]

Your blood abilities are hard to resist.

Prerequisite: Bld 13+

Benefits: Add +2 to the Difficulty Class for all saving throws against your blood abilities. You get a +2 bonus to your character level checks (1d20 + character level) to beat a creature's spell resistance.

Bloodline Prodigy [General]

Choose one of your blood abilities. You are able to use it more often and to greater effect than your peers.

Prerequisite: Bld 17+

Benefits: All variable, numeric effects of the blood ability are increased by one-half. Additionally, if the ability has a limited number of uses over a given time period, the ability can be used twice as often.

City-dweller [General]

You have spent most of your life living in a large city.

Regions: Anuire, Brechtür, Khinasi

Benefits: You gain a +2 bonus on all gather information checks. Speak language is a class skill for you.

Conqueror [General]

Conquest is in your blood.

Regions: Anuire, Vos

Benefits: You gain a +1 bonus on all lead and Warcraft skill checks and a +1 bonus on will saves.

Daily Blessing [Divine]

You may channel energy to invoke the blessing of your patron deity of your tribe.

Prerequisites: Human, Ability to turn/rebuke undead, Cha 13+

Benefit: A character with this feat may invoke the special blessing of the patron deity of their culture to a devout worshiper of the deity's chosen tribe.

This feat is only effective when taken by divine spellcasters that worship the traditional tribal god of their people. A cleric can only invoke their patron deity. For example, an Anuirean cleric of Haelyn can invoke the blessing of Haelyn (the tribal god of the Anuirean culture). An Anuirean cleric of Eloéle or a Khinasi cleric of Haelyn would gain no benefit from this feat.

You may use this feat to invoke a blessing on any target that is a faithful worshiper of the deity and of the appropriate culture. For example, an Anuirean cleric of Haelyn could target himself, or any Anuirean that is a devout worshiper of Haelyn. The cleric could not target an Anuirean worshiper of Ruornil or a Khinasi worshiper of Haelyn.

Each use of this feat requires one minute spent in prayer and the expenditure of one of your daily turn/rebuke undead attempts. The blessing lasts until the normal time of the day when you refresh your turn/rebuke undead attempts (thus, each blessing has a maximum duration of 24 hours). The benefit of this feat depends upon the deity invoked.

Avani (Khinasi): Target gains a +2 sacred bonus on saves against arcane spells cast by evil spellcasters.

Belinik (Vos): Target gains a +2 sacred bonus to Con.

Erik (Rjurik): Target receives a +2 sacred bonus to Animal Empathy, Hide, and Move Silently in wilderness settings.

Haelyn (Anuirean): You receive a +1 sacred bonus to attack rolls and a morale bonus of +1 to saving throws against fear, hold, and mind-affecting magic.

Nesirie (Masetian): Target receives a +1 sacred bonus to all skill checks relating to healing or the sea. Furthermore, you receive a +4 bonus on Con checks to avoid drowning in water.

Sera (Brecht): Target receives a +1 luck bonus to a single roll of your choice or may instead impose a -1 luck penalty to a single roll made by an opponent against you. The use of this luck (or unluck) must be declared before rolling the die.

Discipline [General]

Your culture values discipline, endurance, and the fulfillment of duty, and these goals are deeply instilled in you.

Regions: Anuire, Dwarf

Benefits: You gain a +1 bonus on all fortitude and will saves.

Divine Sanctum [General]

Your magical power is enhanced at a specific location.

Prerequisites: Bld 13+, Divine spell caster

Benefits: Choose one distinct geographic location in a province in which you hold a temple holding. This sanctum can be an estate, an area of a forest, a village, or any other clearly defined area near a source of your local divine power. This area cannot exceed a radius of one mile x source holding level. You add +1 to the DCs for all saving throws against spells you cast on opponents in that location. Furthermore, if you are in the immediate presence (close range) of the center of your local religious power (generally an altar, shrine, or statue) during the casting, you may additionally add your temple holding rating in the province to the DC.

Dwarven Artisan [General]

You have studied dwarven smithing techniques and can forge items of superior masterwork quality.

Region: Dwarf

Prerequisite: Craft skill

Benefit: Each time you take this feat, choose a craft skill in which you have 10 or more ranks. You can craft superior masterwork items using the chosen skill. The masterwork component of such an item costs three times the regular masterwork component. A superior masterwork item has the regular benefits of a masterwork item, plus the following:

Armor or shield: Has +50% hit points.

Tool: You gain an additional +1 circumstance bonus when using the item to perform related tasks.

Weapon: Adds +1 to damage.

Special: You may gain this feat multiple times. Each time you take the feat, it applies to a new craft skill. Dwarves do not generally share knowledge of their smithing techniques with members of other races. Only dwarves may begin with this feat.

Elven Artisan [General]

You are skilled in the art of making magic items.

Region: Elf

Prerequisite: Craft skill

Benefits: When determining your cost in XP and raw materials for creating certain magical items, multiply the base price by 75%. The item to be enhanced must be a masterwork item that you personally create using an appropriate craft skill (jewelry, swordmaking, bowmaking, etc.) This feat does not apply to the creation of scrolls, potions, or other magical items without a masterwork component.

Special: Elves do not generally share knowledge of their smithing techniques with members of other races. Only elves may begin with this feat.

Elven Voice [General, Racial]

You have trained your naturally melodious voice to perfection and can hold members of other races spellbound.

Prerequisite: Elf, Perform (Song) skill, Cha 13+

Benefits: You receive a +2 to all Diplomacy and Perform [Song] checks. You receive a +2 to the Difficulty Class for all saving throws against enchantment [charm] spells that you cast.

Erudition [General]

You come from a land that values education greatly.

Regions: Anuire, Brechtür, Khinasi

Benefits: All knowledge skills are class skills for you. If you take skill focus in any knowledge skill, the bonus gained is +4.

Normal: The bonus from skill focus is +2.

Forestdweller [General]

You are at home in the great forests of Cerilia.

Regions: Elf, Rjurik

Benefits: You receive a +2 bonus on the wilderness lore and profession (herbalist) skills in forest terrain. Further, you receive a +1 bonus on listen and spot skill checks in forest terrain.

Great Leader [General]

You are a great leader.

Prerequisites: Cha 13+

Benefits: You gain a +2 bonus on all Lead checks, and on domain-level actions that gain a synergy bonus from the Lead skill. If you take the Leadership feat, you gain a +2 bonus to your leadership score.

Hardiness [General]

You are of a hardier breed than most.

Prerequisites: Con 13+



Regions: Dwarf, Rjurik, Vos

Benefits: You receive double the normal benefits when you gain the feats Endurance, Discipline, Great Fortitude, or Toughness. This feat provides no immediate benefit unless you gain one or more of these feats.

Special: You may only gain this feat at first level.

Highlander [General]

You come from the highlands of Rjurik.

Regions: Rjurik

Benefits: You gain a +2 bonus on wilderness lore checks in forest, highland and hills. You gain a +1 bonus on fortitude saves.

Improved Shadow Guide [Racial]

You can lead others into the shadow world.

Prerequisites: Halfling, Shadow Guide, Wis 13+

Benefit: You may bring other creatures with you when Shadow Walking. You may lead a number of army units (see Chapter Six: *Armies and Warfare*) equal to your wisdom modifier into the shadow world.

Inscribe War Tattoo [Item Creation]

You are skilled in the art of creating special Vos war tattoos.

Region: Vos.

Prerequisites: Wis 13+, Craft (tattoo) skill, divine spellcaster level 3+.

Benefits: You can create the effects of any miscellaneous magic item whose prerequisites you meet as a permanent tattoo. The costs associated with this feat are identical to the costs associated with creating a wondrous item that does not take up a limited space. Inscribing a tattoo takes 1 day for each 1,000 gp of its market price. To enchant a tattoo, the spellcaster must spend 1/25 of the item's market price in XP and use up raw materials costing half the market price. The XP cost for a War Tattoo may be paid by the character receiving the tattoo instead of the caster. See the *Dungeon Master's Guide* for information determining the base cost of magical items.

Use of this feat requires that the caster inscribe a masterwork tattoo on the target. The base price of a masterwork tattoo is negligible (20gp) but the DC for a magical tattoo capable of taking an enchantment is 15 + 1 per 1,000 gp of the magical item's price. If the check fails, the XP are not lost, but 50% of the raw materials are wasted.

Example use: A cleric of Kriesha uses this feat to inscribe a protective tattoo upon a warrior charged with a sacred task. She wishes the tattoo to provide a +1 natural armor bonus to the warrior. The cost of a non-limit slot magical item that provides such a bonus is 1 (the bonus squared) x 2,000gp x 2 (no space limitation) = 4,000gp. If the priestess meets all of the requirements for item's creation, it will cost the priestess or the warrior 160 XP, raw materials worth 2,000gp in materials, and requires the priestess to a craft(tattoo) against DC 19.

Leadership[General] [Modified]

In addition to the benefits listed in the *Dungeon Masters Guide*, BIRTHRIGHT characters may use this feat to attract military units as cohorts. A military cohort counts against the total cohort level to which the character is normally entitled. In order to attract a military cohort, a character must have a base

attack bonus of +6 or higher. If a military cohort is selected, the character may muster an army consisting of units whose total muster value in GB does not exceed their cohort level (*Dungeon Master's Guide*, pg. 45).

There is no GB cost attached to recruiting a military cohort, but it does require a dedicated domain action to muster each unit. Thus, it would take three months of dedicated effort for a character to apply their leadership to muster a military cohort consisting of three units. The character can only muster units that could normally be raised in a particular province (see Chapter Six: *Armies and Warfare*). Once mustered, the military cohort will remain standing until destroyed or disbanded. Even the most able of leaders must provide food and shelter for their men. However, the men of a military cohort follow primarily out of personal loyalty and thus maintenance costs for the units of a military cohort are reduced by 50%.

The total GB muster value of the units in a military cohort may never exceed the cohort level appropriate for your leadership score. If a unit in a military cohort is destroyed, the value of the destroyed unit counts against the military cohort for a full year. After a year passes, the leader may "re-spend" the muster value associated with the destroyed unit. The muster value associated with healthy units that are voluntarily disbanded are available again immediately.

Massive losses and/or impressive military victories may modify the character's leadership score.

Master Administrator [General]

You are a master of administration.

Prerequisites: Int 13+

Benefits: You gain a +2 bonus on any Administrate skill checks and to domain-level actions that receive a potential synergy bonus from Administrate. The DC for reducing domain maintenance cost is always 15 for you.

Master Diplomat [General]

You are a master of diplomacy.

Regions: Anuire, Brechtür, Khinasi

Prerequisites: Cha 13+

Benefits: You gain a +2 bonus on any Diplomacy checks and to domain-level actions that receive a potential synergy bonus from the Diplomacy.

Master Merchant [General]

You are a master of trade and merchandise.

Regions: Brechtür, Khinasi

Prerequisites: Int 13+, Cha 13+

Benefits: You receive a +2 bonus on Appraise and Diplomacy checks, and on domain-level actions related to trade and finance.

Military Genius [General]

You are renowned for your innovative army management.

Prerequisite: Int 13+

Benefits: You receive a +2 bonus on all Warcraft checks and domain-level actions that receive a potential synergy bonus from Warcraft. You receive an additional +2 bonus on checks involving tactical movement.

Northerner [General]

You are accustomed to the cold winters of the north.

Regions: Rjurik, Vos

Benefits: You gain a +1 bonus on all Fortitude saves. You gain an additional +4 bonus on all Fortitude saves to resist subdual damage from cold and exposure (*Dungeon Master's Guide*, pg. 86). You must suffer subdual damage equal to at least one quarter of your current hit points before becoming fatigued from frostbite or hypothermia.

Normal: A character without this feat is fatigued if they receive any amount of subdual damage from cold weather effects.

Plainsrider [General]

You come from the wide-open plains of the Khinasi.

Region: Khinasi

Prerequisite: Ride skill

Benefits: You gain a +2 bonus on all animal empathy, handle animal, heal and ride checks related to horses.

Regent Focus [General]

You are particularly skilled with one aspect of domain interaction.

Benefit: Select one domain-level action. You gain a +4 bonus for checks with that action.

Special: You may select this feat more than once. Each time you take this feat, it applies to a new domain-level action.

Regional Arms Training [General, Fighter]

You have been trained in the common arms and armor of the standard warrior of a cultural region (see Table 1-1: Regional warrior arms, armor, and feats). Choose one regional culture.

Region: Any (once for each cultural region)

Prerequisite: Base attack bonus +1 or higher, proficient with all favored common weapons and armor of the cultural region (see Table 1-1: *Regional warrior arms, armor, and feats*)

Benefit: You gain +1 to attack with the common weapons of a standard warrior of the selected region. This bonus counts as a virtual Weapon Focus feat for each weapon and does not stack with Weapon Focus. Furthermore, due to your intensive training with your regional favored armor, your armor check penalties for that armor type are reduced by 1.

Special: You may select this feat more than once. Each time you take this feat, it applies to a different region.

Regional Elite Arms Training [General, Fighter]

You have been trained in the common arms and armor of the elite warriors of a cultural region (see Table 1-1: Regional warrior arms, armor, and feats). Choose one regional culture.

Region: Any (once for each cultural region)

Prerequisite: Base attack bonus +3 or higher, Regional Arms Training with the selected culture, at least one culturally favored feat, and proficient with all favored elite weapons and armor of the cultural region (see Table 1-1: *Regional warrior arms, armor, and feats*)

Benefit: You gain +1 to attack with the common weapons of an elite warrior of the selected region. This bonus counts as a virtual Weapon Focus feat for each weapon and does not stack with Weapon Focus. Furthermore, due to your intensive training with your regional favored armor, your armor check penalties for that armor type are reduced by 1.

Special: You may select this feat more than once. Each time you take this feat, it applies to a different region.

Regional Rogue Training [General]

You have been trained in the common skills of a rogue of a cultural region (see Table 1-2: Regional rogue skills). Choose one regional culture.

Region: Any (once for each cultural region)

Prerequisite: At least one rank in every skill in the regional rogue skill list for the selected cultural region

Benefit: You gain +1 to the common rogue skills of the cultural region (listed in Table 1-2: Regional rogue skills).

Special: You may select this feat more than once. Each time you take this feat, it applies to a different region.

Seafarer [General]

You are a seasoned sailor.

Regions: Brecht, Khinasi

Prerequisite: Profession (sailor) skill

Benefits: You gain a +2 bonus on all Profession (sailor) checks. You gain a +2 bonus on Balance, Climb, and Tumble checks while aboard a ship.

Shadow Guide [Racial]

You can lead others into the shadow world.

Prerequisites: Halfling, Shadow Walker, Wis 13+

Benefit: You may bring other creatures with you when Shadow Walking. You may bring additional travelers equal to your character level plus your wisdom modifier.

Shadow Magic [General]

You can draw upon the power of the shadow world for your spells.

Prerequisite: Spellcaster level 1+

Benefits: Add +1 to the Difficulty Class for all saving throws against all Illusion and Necromantic spells you cast. Add an additional +2 to the Difficulty Class for all saving throws against Illusion (Shadow) spells you cast.

Shadow Walker [Racial]

You may attempt to step into the Shadow World at will.

Prerequisite: Halfling, Wis 13+

Benefits: All Halflings have a natural connection to the Shadow World that was once their home. You have learned to draw upon this connection to lower the barrier dividing the two worlds and to cross between them. You can use this ability a number of times per day equal to your character level. See the Shadow World section in Chapters Three and Four for the details on nature and dangers of the Shadow World.

Check: To use this feat, you must be in an area of heavy shadow. It takes a full round of concentration to attempt passage. You must succeed in a Wisdom check to draw yourself into the Shadow World. The Difficulty Class of this check depends upon the closeness of the Shadow World.

Base Conditions	DC
Midday	20
Near Dawn/Dusk	15
Deep Night	10

Modifiers	DC
Civilized area	+5

Abandoned/Forsaken area	-5
Summer	+5
Winter	-5

You make this check again in order to return. The Difficulty Check for returning is based upon the conditions in the *real* world at the point of reentry.

Retry: If an attempt to use this feat fails, you cannot succeed with this feat until conditions improve (for instance, if the sun sets, or if you move from a civilized to an abandoned area) or until 24 hours pass.

Special: After crossing over, you may move freely through the Shadow World. Rivers, walls, fortifications, or other obstacles that bar one's progress may or may not exist in the Shadow World at all (and visa versa), allowing a Shadow Walker to use such passage to travel more rapidly than those forces to travel in one world alone.

For the purposes of this feat, brief periods of time in the shadow world can be assumed to have equivalent passage of time in the waking world. However, it is easy to lose track of time, for the Shadow World is always cloaked in the darkest of winter nights. The risks of entering the shadow world are many, and this feat should be with exceptional care. The shadow world is fraught with danger, particularly at locations and times where the Shadow world is particularly close (i.e. the very same places where it is easiest to cross over).

Spellsong Mastery [Metamagic, Racial]

You are a master in the art of the ancient Sidhelién spellsong.

Prerequisites: Elf, Elven Voice, Still Spell, Perform, Cha 13+

Benefits: You may cast any prepared arcane spell without using somatic components by increasing the verbal components. Thus, spellsongs are not subject to arcane spell failure. Spells cast using spellsong are cast at their normal level but take more time to cast. If the spell's normal casting time is 1 action, casting the spell as a spellsong requires 1 full round casting time. For spells with a longer casting time, it takes an extra full-round action to cast the spell.

Spymaster [General]

You are a master of espionage and intrigue.

Prerequisite: Gather Information skill, Cha 13+

Benefits: You gain a +2 bonus on all bluff, disguise and gather information skill checks.

equipment

In general, all of the weapons, armor, and equipment in the *Player's Handbook* are available somewhere in Cerilia. However, not all equipment is available everywhere. For example, only Khinasi have a preference for curved two-handed swords, so falchions are typically sold only in Khinasi cities. The following tables list the availability of arms, armor, and mounts in each Cerilian culture. If a desired item isn't available in a character's region, the character must travel to that locale, or locate an importer or trader who deals in the item. Imported items, if available at all, demand a premium price. Masterwork quality items can almost never be found for sale outside of their region of common availability.

The tables below do not necessarily indicate that a race lacks the technology necessary to create item unavailable in their region. The Brecht, for example, certainly have the necessary skill in working iron and steel to create suits of chainmail. There is not, however, much demand for chainmail in Brechtur. Thus, the average Brecht armorsmith does not have significant knowledge of the techniques necessary to create a suit of chainmail. Some items, on the other hand, are simply beyond the technology of some regions. When considering if an item is beyond the technology of the region, use rough historical guidelines. Anuire, Brechtur, Khinasi, elves, and dwarves are technologically equivalent to the historical Renaissance cultures. The Rjurik and orogs have Middle Ages technology. The Vos, goblinoids, gnolls, and most other humanoid races possess Dark Ages technology.

Arms and armor of relatively simple design that are not listed below are generally available everywhere. Complex, unusual, or exotic arms and armor are generally not available anywhere in Cerilia unless listed below. For example, many of the exotic weapons listed in the *Player's Handbook* are not generally available anywhere in Cerilia, including: hand crossbow, repeating crossbow, shuriken, gnome hooked hammer, orc double axe, kama, nunchaku, siangham, and spiked chain.

The cultures considered in the tables below (and their abbreviations) are Anuire (An), Brechtur (Br), Khinasi (Kh), Rjurik (Rj), Dwarf (Dw), Elf, and Gb (Goblinoid). Some cultures have equipment which is functionally similar to a standard item listed in the *Player's Handbook*, but have local names. The cultural names are listed in italics, along with the culture(s) that refer to the item by the listed variant name. Some characteristic Cerilian weapons are not presented in the

Table 1-8: new weapons

Weapon	Category	Size	Cost	Damage	Critical	Range Inc.	Weight	Type
Cutlass*	Martial	Small	15 gp	1d6	19-20/x2	--	3 lb.	Slashing and piercing
Main-gauche*	Martial	Small	3 gp	1d4	19-20/x2	--	2 lb.	Piercing
Saber*	Martial	Medium	20 gp	1d8	19-20/x2	--	4 lb.	Slashing and piercing
Warspear*	Exotic	Medium	20 gp	2d4	x4	--	15 lb.	Piercing and slashing

* See the description of this item for special rules.

Player's Handbook. These items are listed in the following section.

Cutlass: The cutlass is a short, heavy, slightly curved single-edged blade with a basket hilt. The cutlass is useful for both stabbing and slashing. It is popular with many sailors. Its heavy basket hilt gives the wielder a +2 circumstance bonus on any checks to resist being disarmed. Game statistics: small-sized martial *m*elee weapon, damage 1d6 slashing and piercing, crit. 19-20/x2, cost 15 gp, weight 3 lb.

Main-gauche: This basket-hilted long dagger is commonly used as an off-hand weapon by warriors trained in the Brecht style of personal combat. This parrying dagger provides a +1 dodge bonus when you choose to fight defensively or use the Expertise feat when taking the attack action. This bonus does not apply if the main-gauche is used to attack. Game statistics: small-sized martial *m*elee weapon, damage 1d4 piercing, crit. 19-20/x2, cost 3 gp, weight 2 lb.

Saber: Khinasi cavalymen favor the saber. The saber is a long heavy sword specialized for the long cuts used in mounted combat. Its slightly curved, heavy blade puts more weight behind the swing than the lighter blade of a scimitar. The Vos have adapted a heavier version of this long curved sword that is heavier than the Khinasi version, but no less effective. You gain a +1 circumstance bonus on your attack rolls when you use a saber while mounted. Game statistics: medium-size martial *m*elee weapon, damage 1d8 slashing and piercing, crit. 19-20/x2, cost 20 gp, weight 4 lb.

Warspear, Vos : A long pine haft topped by a barbed metal head, the Vos war spear looks, to the untrained eye, like an oversized version of an Anuirean or Khinasi cavalry spear. The cruel barbs of this spear are designed to embed deeply in flesh, causing the Vos war spear to inflict cruel hits. In the hands of a trained warrior, the warspear is extremely versatile can be as either a lance (when mounted) or as a spear (afoot). Like a lance, this exotic weapon inflicts double damage when used from the back of a charging mount. Like a spear, this weapon can be readied to set against a charge.

A Vos warspear is too large to use in one hand without special training; thus, it is an exotic weapon. A Medium-sized character can use a warspear two-handed as a martial weapon, or a Large creature can use it one-handed in the same way.



Game statistics: medium-sized exotic weapon, damage 2d4 piercing and slashing, crit. x4, cost 20 gp, weight 15 lb.

Varsk: The cold wilderness of Vosgaard is home to the varsk, a variety of white-furred giant lizard domesticated by the Vos. The weather and poor forage of lands make it difficult for the 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 250gp, although an outstanding animal might fetch twice that price. They are normally only available in Vosgaard, as they don't fare well in warmer climates and don't get along well with horses or other domesticated animals. They are well adapted to moving over snow and ice and ignore movement penalties in such terrain.

Table 1-9: Melee weapon availability

Item	Availability
Bastard sword	An, Vs
Cutlass	An, Br, Kh
Falchion	Kh
Flail, all	An, Br, Vs, Dw
Glaive	An, Kh
Greatsword (<i>Claymore</i>)	An, Rj, Br
Guisarme	An
Halberd	An, Kh, Br, Vs
Longspear (<i>Pike</i>)	An, Br, Rj
Longsword (<i>Broadsword</i>)	An, Br, Rj, Vs
<i>Main-gauche</i>	Br
Pick, all	An, Br, Dw
Ranseur	An
Rapier	An, Br
<i>Saber</i>	Kh, Vs
Scimitar	Kh
Trident (<i>Harpoon</i>)	Br, Rj
Waraxe, dwarven	Dw
Warspear	Vs

Table 1-10: Ranged weapon availability

Item	Availability
Crossbow, light	An, Br, Kh, Dw
Crossbow, heavy	An, Br, Dw
Javelin	Kh, Vs, Elf
Longbow	Rj, An, Elf
Longbow, composite	Kh
Shortbow	All
Shortbow, composite	Vs, Kh

Table 1-11: Armor availability

Item	Availability
Padded armor	All
Leather armor	All
Studded leather	All
Chain shirt	An, Elf
Hide	Vo, Gb
Scale mail (<i>Imp. Mail</i>)	An, Br, Kh, Rj
Chainmail	An, Rj, Kh, Vo, Dw, Elf, Gb
Breastplate	An
Splint mail	Kh
Banded mail	An, Br, Vs, Or
Half-plate	An, Br, Vs, Elf, Dw
Full plate	An, Dw
Shield, buckler	An, Kh, Br
Shield, large or small, wooden or steel	All
Shield, tower	Rj, Vs
Armor spikes	Vs
Gauntlet, locked	None
Shield spikes	Kh, Vs

Table 1-12: mount availability

Item	Availability
Horse, heavy	All
Horse, light	All
Pony	All
Warhorse, heavy	An
Warhorse, light	An, Kh, Elf
Warpony	None
<i>Varsk</i> (giant war lizard)	Vs

Table 1-13: item availability

Item	Availability
Lock, average	An, Br, Kh, Rj, Elf
Lock, good	An, Br, Kh, Elf, Dw
Lock, amazing	Dw
Rope, Silk	Kh
Spyglass	Br, Kh
Alchemical Lab	Kh
Waterclock	Dw
Acid (flask)	Kh, Dw
Alchemist's fire (flask)	An, Br, Kh
Antitoxin (vial)	Br, Elf
Holy water	An, Br, Kh, Dw
Smokestick	Kh
Sunrod	None
Tanglefoot bag	None
Thunderstone	None
Tindertwig	Kh

Table 1-14: material availability

Item	Availability
Adamantine (<i>Moraskorr</i>)	<i>Dw</i>
Mithral	Elf
Darkwood	Elf

chapter two: blood and regency

"The blood of Anuire, of Cerilia, flows through your veins, my son. Both you and the land share the same history, the same blood, and the same life. If you die, the land dies and the empire falls. Unite the land, nurture it, and care for it, because when a man is separated from the land, he is nothing."

- The last words spoken by Roele,
First Emperor of Anuire

When the old gods died on Mt. Deismaar, the divine essence cascaded over those present on the field of battle and transformed them. Those who survived had sparks of divinity imparted to them. This divinity related to the nature of the god whose essence each hero had absorbed. The essence of each god was most strongly attracted to heroes with ideals most closely aligned with those of each deity. The *strength* of the spark imparted to each hero, on the other hand, was largely a factor of simple proximity to the expiring gods. These sparks of divinity and the manifestations of power associated with them bred as true genetic traits in the heroes' children. The descendents of these divine bloodlines are now known as *scions*.

This semi-divine nature of blooded scions makes them natural rulers. *Blooded* characters are far more effective regents than *non-blooded* characters. Most scions, however, are not regents – the majority of blooded characters are cousins, younger siblings to heirs, or other relations whose order of birth dictates that they are unlikely to ever wield political power. The majority of non-blooded characters are members of the middle and lower class. However, not all scions are of high birth; some blooded families have fallen, due to poor fortune or political manipulation, to the lowest tiers of society. Likewise, not all non-blooded characters are automatically peasants. 99% of Cerilia's population lacks a bloodline; non-blooded characters can be found at all social ranks. In fact, most highborn nobles, courtiers, advisors, and government officials do not possess a bloodline.

Bloodlines have three primary characteristics. A scion's *bloodline derivation* (Anduiras, Azrai, Basaia, Brenna, Masela, Reynir, or Vorynn) specifies the old god whose divine power flows in the veins of his family. A scion's *bloodline strength* (minor, major, great, or true) which describes the purity of the scion's family's bloodline. A scion's *bloodline score* (their bloodline ability score) describes the power of specific scion's divine essence. The manifestations of a bloodline are known as *blood abilities*.

This chapter presents the game rules necessary for characters that are scions of divine bloodlines. You can choose for your character to begin play as either a non-blooded character or as a scion of a divine bloodline. Regardless of your decision, your character can come from any level of society.

Passing the bloodline

Direct descendents of the greatest heroes of Deismaar tend to have stronger bloodlines than those whose bloodlines have

been diluted by common blood, or whose ancestors were only on the periphery of the cataclysm. When a scion has a child, that child's bloodline (which manifests as puberty) reflects the bloodlines of its parents. In the same way that the physical attributes (such as skin color or constitution) of parents tends to determine the attributes of their children, the bloodlines (measured by the bloodline strength, derivation, and score) of the parents also tend to dictate the bloodline attributes of their children.

Children always share the bloodline derivation of one of their parents. This derivation is generally inherited from the parent with the strongest bloodline, although this is not always the case. The bloodline strength of the child is generally that of the parent having the weakest bloodline strength (or minor, if one of the parents is non-blooded). Powerful scions must often arrange marriages with other powerful houses to maintain the purity of their bloodlines.

Children tend to have a bloodline score that is the average of their parent's bloodline scores, but this is subject to the same variation as other inherited physical properties. Siblings may differ greatly in bloodline scores. A child's bloodline manifestations cannot usually be determined until puberty, at which time the child's latent bloodline stirs. A Bloodmark (should one run in the line of one of the parents) is the only manifestation of bloodline that is present from birth.

A scion can voluntarily pass his bloodline to another character by participating in a ceremony of *investiture* (described in Chapter Five: *Ruling a domain*). After such a transfer, the donor becomes non-blooded. This generally occurs only when an aged or dying ruler wishes to invest their chosen heir with their accumulated power.



Bloodline derivation

Contained within the blood of each scion is some tiny fraction of the divine essence that was released when the ancient gods were destroyed at Deismaar. The derivation of the bloodline represents the ancient deity that was the original source of the character's bloodline. The original source or derivation of the

divine spark absorbed by each hero at Deismaar was largely based upon the spiritual disposition of the hero or proximity to the expiring gods. Since Deismaar, the derivation of bloodlines is largely dependent upon the crossing of bloodlines in the scion's ancestors. In general, a child possesses the derivation of one of its parents.

The derivation of each scion's bloodline defines the general nature of the divine spark within them, and thus defines the way that the blood abilities of the scion may manifest. The abilities that manifest in each family of scions differ, but are always strongly related to the nature and the portfolio of the ancient god from whence the power derives.

During character creation, each player should choose a bloodline derivation that best fits his or her character's history. If the character is a member of one of the established Cerilian noble families, then the character's derivation is likely to be identical to the rest of the family unless unusual circumstances surround their conception.

The ancient gods (and thus the possible bloodline derivations) are:

- Anduiras, the god of noble war
- Azrai the shadow, the face of evil
- Basaia, the queen of the sun
- Brenna, the goddess of commerce and fortune
- Masela, the lady of the seas
- Reynir, the god of nature
- Vorynn, the lord of the moon and all things arcane

Although every race and culture in Cerilia has blooded families of each derivation, the frequency of each derivation can differ from region to region. The most common derivation 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 in Brechtür is Brenna, among the Khinasi it is Basaia, among the Rjurik it is Reynir, and among the Vos, goblins, and elves, Azrai's bloodline reigns supreme. The Masela and Vorynn bloodlines are fairly rare among all races.

Table 2.1: *Bloodline Derivation* shows the frequency of bloodline derivations by race. Halflings should use the appropriate column for the human sub-race that the character is most closely associated with. Half-elves can use either the table for their human parent or the elf table. Characters of other non-human races are rare, and almost always possess the Azrai derivation.

Variant: Random bloodline traits

The second edition BIRTHRIGHT rules required that all bloodline traits (including blood abilities) be generated randomly. Second edition rules attempted to use frequency/probability as a game balancing mechanism during bloodline creation. Such mechanisms are have potential pitfalls – some characters, due to incredible luck during character creation, might be overpoweringly unbalanced.

In BIRTHRIGHT d20 players are normally allowed to choose these traits. DUNGEONS & DRAGONS d20 largely avoids the use of random generation during character creations (with the notable exception of ability score generation). The d20 system provides for far more subtle mechanisms for insuring game balance (such as level adjustment) and BIRTHRIGHT d20 utilizes these mechanisms rather than relying on random generation.

Some players and DMs may prefer the original system of random generation. Tables for random generation have been included as a variant option and for the convenience of DMs who prefer the simplicity of random generation for NPCs.

Bloodline strength

The divine power of an ancient god may course strongly through a character's veins, or he may have only the most tenuous claim to a bloodline. The measure of the purity of the bloodline is identified by the character's *bloodline strength*: Minor, Major, or Great. The strength of a character's bloodline, and thus the relative power of the bloodline abilities that the character manifests, are determined by one of three bloodline strength templates. Non-blooded characters do not have a bloodline strength.

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

There are four bloodline strengths that correspond to the scion template:

Minor bloodlines are usually descended from less or non-famous figures that were present at Deismaar. Thousands of common foot soldiers and camp followers survived the battle to perpetuate minor bloodlines. Most scions (65%) have a

Table 2-1: bloodline derivation

d100	Frequency	Anuirean	Rjurik	Brecht	Khinasi	Vos	Dwarf	Elf	Goblinoid
01-30	Common	Anduiras	Reynir	Brenna	Basaia	Azrai	Reynir	Azrai	Azrai
31-50	Uncommon	Brenna	Anduiras	Reynir	Masela	Reynir	Anduiras	Reynir	Brenna
51-70	Uncommon	Reynir	Brenna	Anduiras	Anduiras	Brenna	Brenna	Vorynn	Anduiras
71-80	Rare	Basaia	Vorynn	Basaia	Brenna	Anduiras	Vorynn	Brenna	Reynir
81-90	Rare	Azrai	Basaia	Azrai	Reynir	Vorynn	Basaia	Basaia	Vorynn
91-95	Very Rare	Masela	Masela	Masela	Vorynn	Basaia	Masela	Anduiras	Masela
96-00	Very Rare	Vorynn	Azrai	Vorynn	Azrai	Masela	Azrai	Masela	Basaia

minor bloodline. Scions of minor bloodlines generally have low bloodline ability scores. Many minor bloodlines have become so diluted that its scions manifest no blood abilities at all. Such trace bloodlines (having bloodline ability scores of 11 or below) tend to evaporate completely after a generation or two unless they are returned to prominence through the actions of exceptional characters.

Major bloodlines represent lines descended from the most prominent heroes and leaders at Deismaar and those who survived the first decades of usurpation. Almost all of the major bloodlines are famous throughout Cerilia; and the deeds, feuds, and abilities of their heirs are the stuff of bard's tales and legends. Scions of major bloodlines have strong bloodline ability scores. Furthermore, regents with major (or great) bloodlines are sustained by their connection to their realm. Such regents receive bonus hit points determined by the size and prosperity of their realm (refer to template for details).

Great bloodlines are rare; less than one scion in a hundred has a great bloodline. Only the greatest heroes of Deismaar were worthy of bloodlines of such strength and, even then, only if they happened to be in close proximity to one of the gods when they perished. Scions of great bloodlines often have exceptionally powerful manifestations.

True bloodlines are unique. Only the greatest heroes of Deismaar, those who were the both physically and philosophically closest to the expiring gods, were granted True bloodlines. Only these surviving heroes or their direct heirs through bloodline investiture have True bloodlines. There are believed to be less than a dozen true bloodlines existent.

All known True bloodlines are currently possessed by powerful awnshegh or ehrrshegh. These individuals are near demigods and are rumored to be able to grant a divine connection that allows their followers access to divine magic. Some True scions are rumored to have other divine abilities beyond the ken of most mortals.

Blooded scion template

"Blooded Scion" is a template that can be added to any aberration, animal, beast, dragon, giant, humanoid, magical beast, monstrous humanoid, or shapechanger. The creature uses its normal statistics, unless noted otherwise below. This template has three variations, corresponding to the three possible bloodline strengths of the scion: Minor, Major, or Great.

Hit points: A scion may gain bonus hit points due to their bloodline.

Minor: Hit points for minor scions are unchanged.

Major/Great/True: Major and great scion regents may gain bonus hit points. Such regents gain bonus hit points equal to one-half of the total regency that they collect each season up to a maximum equal to their bloodline ability score. Thus, this bonus increases and decreases according to the success of their reign.

Special Attacks/Qualities: Scions retain all of the special attacks/qualities of the base creature. In addition, the scion gains the abilities listed below.

Blood abilities: A scion's divine bloodline may manifest in one or more *blood abilities*. The number of blood abilities is based upon the scion's bloodline score. Minor scions may only manifest minor bloodline abilities; if a minor scion's bloodline score qualifies them for major or great bloodline abilities, then

these abilities should be considered minor abilities, instead. Major scions may manifest minor or major bloodline abilities; if a major scion's bloodline score qualifies them for great bloodline abilities, then these abilities should be considered major abilities instead. Scions of great or true bloodlines manifest minor, major, and great bloodline abilities as determined by their bloodline ability score.

Saving throws made against a scion's blood abilities have a DC of 12, 15, or 18 (for minor, major, and great bloodlines respectively) + scion's bloodline score modifier, unless noted otherwise.

Regency: A regent scion collects regency from the domain under their control and can use this regency to affect large-scale events in which they take part. The maximum amount of regency collected or stored is based upon the scion's bloodline ability score.

Abilities: The base creature immediately gains a bloodline ability score. This ability score is generated normally during character creation. This initial bloodline ability score is increased according to strength of the template applied: +0 (Minor), +4 (Major), +8 (Great), or +12 (True). If this template is gained after character generation, the initial bloodline score is determined as detailed in the section on usurpation, later in this chapter.

Level Adjustment: The scion receives a level adjustment depending on the template strength: +0 ECL (Minor), +1 ECL (Major), +2 ECL (Great), or +3 ECL (True).

Increasing bloodline strength

Over time, a character's bloodline score may grow stronger through wise rule as a regent, by confronting the scions of other bloodlines and defeating them in heroic combat (usurpation) or by an act of Investiture. Increasing a character's bloodline strength (from the minor blooded scion template to the major blooded scion template, for example,) is a related, but even more difficult accomplishment.

The first step toward increasing a scion's bloodline strength lies in his ability score. The scion must increase his bloodline ability score to four or more points above its starting value. Secondly, the character must achieve public fame (or infamy) through their deeds and actions. Legendary feats build the public acclaim that is essential to increasing the strength of a character's semi-divine blood. A quest to increase one's bloodline strength requires an epic deed; an increase in bloodline strength never occurs without deeds that are the stuff of legend.

When an increase of bloodline strength occurs, the character upgrades their template to the next level. The character does not gain the bonus to bloodline ability score that is normally associated with the template – they have had to earn those bonus ability score points rather than inheriting them, but their future descendants will receive the bonus. The character does, however, immediately gain the level adjustment associated with the new template.

Level Adjustment

Scions possess powerful abilities that are unavailable to non-blooded characters. Like non-standard races with powerful special abilities, the bloodline strength templates possess a trait called level adjustment. This concept is touched on in

Chapter Two: *Characters* in the *Dungeon Master's Guide* and expounded upon in the *Epic Level Handbook* and in the *Forgotten Realms Campaign Setting*. In a way, level adjustment can be thought of as levels in an "extra class". Add the template's level adjustment to the character's class level (or levels) to determine the character's Effective Character Level (ECL). This adjusted ECL more accurately represents the character's power level in comparison to other characters.

A character's ECL is used for only two purposes: (i) A character's ECL is used instead of their actual level when determining party level for experience point rewards (and in determining suitable encounter levels to challenge the party); (ii) A character's ECL is used instead of their actual level when determining the number of experience points required to advance in level. A character's actual level is used when determining their hit dice, their maximum skill ranks, feats gained from character level, and ability increases gained from character level. In short, the character's actual level (the sum of their class levels) is used for most purposes.

Consider a human 2nd-level cleric / 1st-level rogue with the Major Scion template (+1 ECL). Although a 3rd-level character level, this scion is considered to have an ECL of 4th level. The character is considered to have three hit dice (for purposes of spells such as *sleep*, *color spray*, et. al.), has a maximum rank of six in class skills, a maximum rank of three in cross-class skills, receives two feats (one at 1st level and one at 3rd level). However, this character is considered to be 4th level when determining their level for determining party level. More importantly, this character requires 4,000 XP to reach the next level.

Bloodline score

Blooded scions have an ability score that is not possessed by non-blooded characters. This ability score determines the bloodline power of a character in much the same way that their strength ability score determines the character's physical strength. This seventh ability score must be generated during character creation following the rules for ability score determination presented in Chapter One: *Characters*.

A character's bloodline score is used to determine the number of blood abilities that they possess. Table 2-3 shows the number of minor, major, and great blood abilities associated with a particular bloodline score. The number of minor abilities is denoted Mi, the number of major abilities denoted Ma, and the number of great abilities denoted Gr. The scion must possess a bloodline of sufficient strength (represented by the appropriate template) in order to make full use of these abilities. A scion with a bloodline of Brenna (minor, 16), for example, would receive two minor abilities. Their bloodline score would entitle them to one minor ability and one major ability but their minor bloodline strength limits their manifestations to minor abilities only.

Table 2-2:
bloodline ability score

Blood Score	Mod	Blood abilities			Regency Points	
		Mi	Ma	Gr	Collect	Reserve
1	-5	-	-	-	2	5
2	-4	-	-	-	4	10
3	-4	-	-	-	6	15
4	-3	-	-	-	8	20
5	-3	-	-	-	10	25
6	-2	-	-	-	12	30
7	-2	-	-	-	14	35
8	-1	-	-	-	16	40
9	-1	-	-	-	18	45
10	0	-	-	-	20	50
11	0	-	-	-	22	55
12	+1	1	-	-	24	60
13	+1	1	-	-	26	65
14	+2	1	1	-	28	70
15	+2	1	1	-	30	75
16	+3	1	1	-	32	80
17	+3	1	1	-	34	85
18	+4	1	1	1	36	90
19	+4	1	1	1	38	95
20	+5	2	1	1	40	100
21	+5	2	1	1	42	105
22	+6	2	2	1	44	110
23	+6	2	2	1	46	115
24	+7	2	2	1	48	120
25	+7	2	2	1	50	125
26	+8	2	2	2	52	130
27	+8	2	2	2	54	135
28	+9	3	2	2	56	140
29	+9	3	2	2	58	145
30	+10	3	3	2	60	150
31	+10	3	3	2	62	155
32	+11	3	3	2	64	160
33	+11	3	3	2	66	165
34	+12	3	3	3	68	170
35	+12	3	3	3	70	175
36	+13	4	3	3	72	180
37	+13	4	3	3	74	185
38	+14	4	4	3	76	190
39	+14	4	4	3	78	195
40	+15	4	4	3	80	200
41	+15	4	4	3	82	205
42	+16	4	4	4	84	210
43	+16	4	4	4	86	215
44	+17	5	4	4	88	220
45	+17	5	4	4	90	225

Bloodline score and regency

A character's bloodline *score* is also used to determine the potential strength of the mystical connection that regents have with their domains. No one knows how this bond between ruler and domain occurs, but some scholars believe it is connected to the powers of confidence and belief – in effect the power of the ruler is derived from the fealty of his subjects. Something in the semi-divine blood of a noble scion responds to the allegiance of his followers in much the same way that a true deity gains strength from worshippers. The mystic power that regents derive from their stewardship is known as divine right, karma, nobility, or (more commonly) *regency*. In game terms, this power is measured in *Regency Points* (RP). Regent characters can spend RP as they rule their realms to subtly manipulate and support their followers in their assigned tasks. This divine gift makes it exceptionally difficult for characters

who do not possess a bloodline to rule as effectively as those who do possess this gift. Although many non-blooded noble families are found in Cerilia, the ruling houses of every known contemporary realm are blooded.

A regent's bloodline ability score determines the maximum number of regency points a character can absorb from their domain per season. This number is equal to twice the regent's bloodline score. If the size of a regent's domain entitles them to collect a greater number of regency points, then these additional points are simply lost. Similarly, there is a limit to the total amount of regency that a regent can hold for future use. The maximum size of a regent's RP reserve is five times the regent's bloodline score.

Behind the curtain: Bloodline ability score

The bloodline ability score used in this rulebook is calculated to be similar in mechanic to other d20 ability scores. The bloodline ability score may be used to make bloodline checks, provide a bloodline modifier to certain rolls or skills, or perform any other task in a fashion identical to other ability scores. To facilitate this standardization, the numeric system that is used in d20 BIRTHRIGHT differs from the bloodline scores used in second edition BIRTHRIGHT. As a rule of thumb, the d20 bloodline ability score for a PC, NPC, or monster should be roughly half of the score listed in a second edition BIRTHRIGHT product. Thus, Darien Avan, listed in the 2e AD&D product *Ruins of Empire* as having a Great Anduiras bloodline with a score of 70 would have a bloodline ability score of 35 in d20 BIRTHRIGHT. All bloodline score related mechanics (including maximum regency collection, the cost of increasing bloodline score, etc.) are calculated with this heuristic.

Familial heritage

Some scions are the members of families in which marriages have been carefully arranged to strengthen the children's bloodline. Others are products of haphazard breeding resulting from marriages with non-blooded characters, scions with differing bloodlines, or otherwise possessing traits potentially undesirable to a strong bloodline. Many noble families have followed careful breeding programs (often requiring scions to marry close relatives) for centuries in order to maintain the strength of their bloodline. Although the necessary inbreeding increases the likelihood of defectives, healthy children from such families often have exceptionally powerful blood abilities and this is reflected via the Major or Great scion templates.

Some characters, however, are descendents of bloodlines that are nearly legendary. Only such characters may choose to take the Great Heritage template. This template represents the legendary status of the scion's bloodline. These bloodlines are often far stronger than bloodlines that are maintained through careful management of the line's domain alone. Only a few families with great heritage can be found in each cultural region.

Great heritage template

The Great Heritage template represents a trait generally possessed only by the most noble and powerful scion families. The creature uses its normal statistics, except as noted here.

Abilities: The base creature's initial bloodline ability score is increased by +8. This modifier is in addition to any bloodline score modifier applied by other templates. The scion also gains +4 to his Leadership feat score. This template cannot be chosen by the player after character generation, but may be awarded by the DM for acts of epic heroism.

Level Adjustment: +1 ECL. This modifier is in addition to any ECL modifier applied by the scion template.

Increasing/decreasing bloodline score

Like other ability scores, bloodline may be increased using the standard ability score increase granted to characters every four levels. Bloodline differs from other ability scores, however, in the additional means for permanently increasing or decreasing a character's bloodline score.

A scion may increase his bloodline ability score via usurpation, described later in this chapter. Another method of increasing his bloodline score is through a ceremony of Investiture, described later in this book.

The remaining method of a scion increasing his bloodline score is through wise rulership. A scion's bloodline ability score can be permanently increased by one point by spending a number of RP equal to four times the character's current bloodline ability score. This increase occurs automatically when a scion's regency reserve exceeds the amount necessary for the increase for two successive domain turns (six months). Such an increase is uncommon (many characters will never realize an increase in bloodline strength). A scion's bloodline cannot increase more than two points per year.

A character's bloodline score may decrease if they are forced (or choose to) spend regency points exceeding the points in their current regency reserve. If a scion spends RP beyond their reserve, their bloodline ability score is permanently reduced by one point. This reduction, however, provides RP equal to twice the character's previous bloodline ability score. This process continues as necessary to pay the required RP debt.

usurpation

Soon after Deismaar, when newly blooded scions from the two sides met in battle for the first time, a strange discovery was made. If two scions met in battle, and one perished, it was possible for the victor to claim a portion of his slain foe's divine energy and thus become all the stronger. The awnshegh known as the Spider was among the first to discover this ability as he fought to become leader of one of the surviving goblin tribes; this Usurpation of the other scion's power help turn him into the corrupt being that exists today. Since that day, thousands of other scions have fought to claim other's birthrights, drawing their enemies into traps or even challenging them outright, for usurpation of enemy's divine bloodline remains one of the easiest ways to increase one's own power.

However, because the scions divine essence is contained in his blood, this usurpation can only occur if a scion dies in a violent manner and his blood is literally spilt. If a blooded character dies non-violently, by poison, or a spell that doesn't result in the spilling of blood, then the divine essence of their bloodline passes with them, either to their heir or to into the land itself if they had not designated a heir. However, if a

scion's blood is spilt as a result of his death in hand-to-hand combat then the divine essence of his or her birthright is released in a burst of immediate power.

For a weak bloodline (a minor bloodline with a score of 11 or less), the release of a dying scion's divine essence may only produce a slight tingling perceptible only to those in the immediate area of effect. The slaying 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, while the effects associated with the slaying of a scion of a Great bloodline may be visible for miles.

People, animals, and on very rare occasions, even objects in the immediate area of a scion's violent death may absorb a portion of the scion's divine essence. This burst of divine energy can be measured in the form of RP equal to ten times the victim's bloodline ability score. The radius of this burst of energy is equal to one foot for every point of power released. For example, a scion with a bloodline score of 20 is slain in combat, the result burst of energy will have a radius of 200 ft. This burst of energy is not affected by the scion's current regency reserve (which normally passes to her invested heir), but from her very body.

Any blooded character within the radius of the effect may absorb the RP released in this burst, however the actual amount absorbed will depend on the strength of the receiving scion's bloodline. A scion with a particularly weak bloodline will only be able to absorb a small portion of the released regency. A scion of a very strong bloodline, on the other hand, may find the released energy does very little to enhance their bloodline strength.

Each scion within the area of effect absorbs the released RP as follows. Start with the closest scion; in the case of ties, select the scion with the highest bloodline strength and score. This scion is exposed to the released RP. If the RPs in the burst are less than double the scion's current bloodline ability score then the released bloodline is too weak to affect her – it is absorbed to no effect. If the RP in the burst are at least double the scion's current bloodline strength, then she absorbs the RP, up to a limit of four times her current bloodline strength. Any unabsorbed RP continue out in a burst that affects the next closest scion.

For example, if a scion with a bloodline score of 12 is slain, he releases a burst of energy equal to 120 RP. Three other scions are within the 120 ft. range of the blast; the closest has a bloodline ability score of 7, the next closest a score of 14, and the farthest scion has a score of 20. The first scion absorbs his maximum limit (28 RP) and the remaining 92 RP burst continues to the next scion. The second scion also absorbs their maximum limit (56 RP) and the remaining 36 RP pass to the final scion. The final scion absorbs the remaining energy, but does not gain the RP. 36 RP is less 40 (twice the scion's

ability score) and thus the energy is absorbed to no effect. Scions of very power scions may gain nothing from slaying scions of very weak bloodlines.

While this bloodline usurpation may seem an easy way to increase a scion's blood power, it does come with its risks. When a scion absorbs the bloodline essence of a scion with a bloodline score higher than his, then he faces the risk of the victim's bloodline derivation effectively overwhelming his own. It is actually possible for a scion's bloodline derivation to change as the new, more powerful bloodline grounds itself in the slayer's body. This can only occur if the slayer absorbs the maximum RP (four times his current bloodline score) during usurpation. If this happens, then the scion must make a contested bloodline check or change the derivation of his bloodline to the newly absorbed derivation.

The scion normally gets a +10 circumstance bonus to this check, unless the slain scion possessed a bloodline derived from Azrai. The corrupting influence of the dark god's bloodline is particularly difficult to resist, and scions absorbing the energy of Azrai do not again this bonus in this case. This is one of the reasons why Azrai's bloodline is still so prevalent in Cerilia; many a scion has slain an Awnshegh only to discover his has become corrupted by Azrai's foul taint. If a scion's bloodline derivation changes, then any blood abilities he possessed that are not available to his new bloodline derivation are immediately lost and replaced by blood abilities by blood abilities permitted by the new derivation.

Bloodtheft

If a blooded character is slain as the result of being pierced through the heart (via a *coup de grace*), then the victim's divine essence passes, in its entirety, to the slayer (blooded or not). Specifically slaying a scion through a blow to the heart to claim their bloodline is commonly referred to as *bloodtheft*. Bloodtheft also occurs when a scion is slain by a weapon made of bloodsilver (*Tighmaevril*).

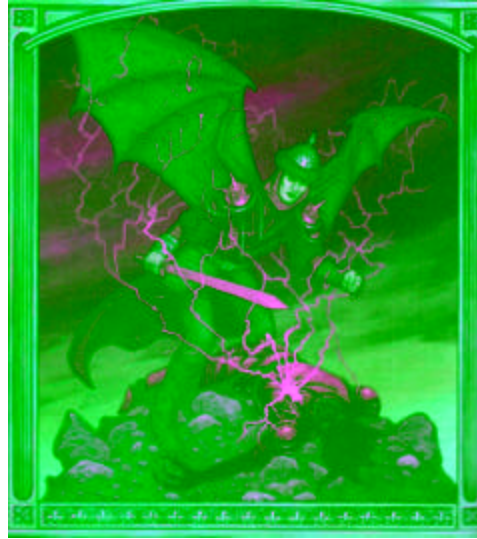
A scion that commits bloodtheft is not subject to any maximum limit for absorbing RP (normally four times the

receiving scion's bloodline score). Furthermore, this regency is immediately used to raise the scion's bloodline ability score at the standard cost (four times the current bloodline ability score).

Becoming blooded through usurpation

Non-blooded creatures exposed to divine energies released during usurpation may spontaneously become blooded. This occurred on a massive scale at Deismaar and transformed its heroes into the first scions. If a non-blooded character absorbs RP from a source whose derivation agrees with their basic nature, they may become blooded.

The non-blooded character must make a character level check (d20 + character level) against a DC of 20 (15 if the derivation is Azrai). If successful, the character becomes blooded and gains a bloodline ability score of 6 with the



bloodline strength template and derivation of the victim. Newly created scions are not subject to a maximum regency collection – they absorb all available regency in their share of the burst. None of this regency is stored; it is immediately used to raise the new scion's bloodline ability score at the standard cost (four times the current bloodline ability score). This process is repeated until all RP are spent (the remainder is discarded).

For example, a scion of Anduiras (major, 16) is slain by a blow through the heart by a non-blooded character. A burst of divine energy with an intensity of 160 RP is released and absorbed in its entirety by the slayer. The non-blooded slayer makes a character level check against DC 20. If the check fails, the 160 RP are forever gone (the RP are not absorbed by the non-blooded character, but instead pass through him and into the land with no permanent effect to character). If the check succeeds, the slayer becomes a scion with a bloodline of Anduiras (major, 13). The bloodline score was calculated as follows. A starting score of six plus four (for gaining the major blooded scion template) gives a base of 10. The absorbed regency increases this total by +3; from 10 to 11 (40 RP spent, 120 remaining), from 11 to 12 (44 RP spent, 76 remaining), and from 12 to 13 (48 RP spent, 28 RP remaining). The remaining 28 RP are discarded, and the newly created scion starts with a regency reserve of 0 RP.

Blood abilities

Scions of divine bloodlines may possess unusual talents or powers associated with their line. These powers are known as *blood abilities*. Bloodline abilities have three designated strengths (minor, major, or great) and are associated with one or more derivations. The number and strength of the blood abilities that a character possesses is determined by the character's bloodline traits (see Table 2-2: *Bloodline ability score*). Bloodline abilities should be chosen from the derivation specific tables, below. Any blood abilities of the appropriate strengths and derivations may be selected, as long as any designated prerequisites are met. A player may choose an ability of lesser strength than they are entitled to, at their preference. The tables also provide numbers for the convenience of DMs using the random bloodline traits variant.

For most characters, bloodline abilities generally first manifest at puberty and remain constant throughout their life. Blood abilities may, however, be gained or lost as a character's bloodline ability score changes during play. If a character's score increases to the point where a new ability is gained, then select an ability of the appropriate level from the tables below. If the character already possesses the ability at a lower level of strength, then an ability of the appropriate strength should be selected to replace the lower ability as well. The character should always end up with the appropriate number of Great, Major, and Minor abilities as indicated on Table 2-2: *Bloodline ability score*.

Hereditary blood abilities

Certain blood abilities are known, or rumored, to run in some families. For example, a family of merchants with the hereditary blood ability *Detect Lie* may become known as exceptionally canny and difficult to fool in business negotiations.

Likewise, some families have distinguishing bloodmarks that are passed from generation to generation.

Not all family members possess a family's hereditary abilities, but many do. Players should make an effort to include abilities for which their character's families are known. If the random bloodline traits variant is used, hereditary abilities should be strongly preferred (perhaps with as much as 75% chance).

Table 2-3a: Anduiras blood abilities

Minor	Major	Great	Ability
01-11	01-13	01-12	Animal Affinity
—	14-21	—	Battlewise
12-18	—	—	Bloodmark
—	22-25	13-16	Bloodtrait
19-25	26-32	17-26	Courage
26-31	—	—	Detect Lie
32-37	33-38	28-40	Detect Life
—	39-43	41-43	Divine Aura
—	—	44-46	Divine Wrath*
—	—	47-48	Elemental Control
38-49	44-49	—	Endurance
—	50-62	49-54	Enhanced Sense
50-57	63-70	55-60	Healing
58-64	—	—	Heightened Ability – Charisma
65-71	—	—	Heightened Ability – Strength
72-77	—	—	Iron Will
78-86	71-82	61-78	Long Life
87-93	83-87	79-83	Major Resistance – Charm
—	—	84-88	Major Resistance – Magic
—	88-91	89-92	Protection from Evil
—	—	93-94	Regeneration*
94-00	92-98	95-00	Resistance
—	99-00	—	Unreadable Thoughts

Table 2-3b: Azrai blood abilities

Minor	Major	Great	Ability
01-04	—	—	Alertness
05-12	—	—	Alter Appearance
13-19	01-11	01-06	Animal Affinity
—	12-15	—	Battlewise
—	—	07-09	Berserker's Blood*
—	23-47	10-23	Bloodform
20-29	—	—	Bloodmark
—	48-52	24-30	Charm Aura
30-33	53-55	—	Death Touch
34-39	—	—	Detect Illusion
40-42	56-58	31-36	Detect Life
—	59-60	37-40	Divine Aura
—	61-67	41-47	Enhanced Sense
43-46	—	—	Fear
47-52	—	—	Heightened Ability – Charisma
53-58	—	—	Heightened Ability – Intelligence
—	—	48-51	In vulnerability*
59-63	—	—	Iron Will
64-75	68-79	52-60	Long Life
—	—	61-64	Major Regeneration*
76-82	80-81	65-69	Major Resistance – Charm
83-88	82-83	70-73	Major Resistance – Poison
—	84-85	74-75	Major Resistance – Non-magical Attacks
—	—	76-77	Major Resistance – Magic
—	86-89	—	Persuasion
89-91	—	—	Poison Sense
—	—	78-79	Regeneration*
99-00	90-95	80-85	Resistance
—	—	86-87	Shadow Form
—	—	88-90	Touch of Decay
—	—	91-98	Travel
—	96-98	—	Unreadable Thoughts
—	99-00	99-00	Wither Touch

Table 2-3c: Basaia blood abilities

Minor	Major	Great	Ability
01-05	—	—	Alertness
06-16	01-12	01-10	Animal Affinity
17-23	—	—	Bloodmark
—	13-16	11-13	Bloodtrait
—	17-20	—	Character Reading
—	21-26	14-20	Charm Aura
24-26	—	—	Detect Illusion
27-29	—	—	Detect Lie
30-35	27-32	21-29	Detect Life
—	33-36	30-32	Divine Aura
—	—	33-35	Divine Wrath*
—	—	36-37	Elemental Control
36-47	37-41	—	Endurance
—	42-55	38-42	Enhanced Sense
48-55	56-64	43-48	Healing
56-67	—	—	Heightened Ability – Intelligence
—	—	49-53	Invulnerability
68-72	65-69	54-64	Light of Reason
73-80	70-81	65-78	Long Life
81-89	82-87	79-83	Major Resistance – Poison
—	88-90	84-88	Protection from Evil
90-00	91-98	89-95	Resistance
—	—	96-00	Travel
—	99-00	—	Unreadable Thoughts

Table 2-3d: Brenna blood abilities

Minor	Major	Great	Ability
01-05	—	—	Alertness
06-17	—	—	Alter Appearance
18-22	01-10	01-08	Animal Affinity
23-29	—	—	Blood History
30-33	—	—	Bloodmark
—	11-13	09-18	Bloodtrait
—	14-17	—	Character Reading
—	18-23	19-26	Charm Aura
34-37	—	—	Detect Illusion
38-44	—	—	Detect Lie
45-57	24-28	27-33	Detect Life
—	29-31	34-37	Divine Aura
—	32-41	—	Enhanced Sense
58-70	—	—	Heightened Ability – Dexterity
—	42-47	38-45	Home Harkening
71-82	48-59	46-61	Long Life
83-89	60-63	62-64	Major Resistance – Charm
90-94	64-67	65-67	Major Resistance – Poison
—	68-71	68-70	Major Resistance – Non-magical Attacks
—	72-86	—	Persuasion
—	87-90	71-74	Protection from Evil
95-00	91-98	75-85	Resistance
—	—	86-88	Shadow Form
—	—	89-00	Travel
—	99-00	—	Unreadable Thoughts

Table 2-3e: Masela blood abilities

Minor	Major	Great	Ability
01-15	01-15	01-20	Animal Affinity
16-20	—	—	Blood History
21-28	—	—	Bloodmark
—	16-19	21-29	Bloodtrait
29-32	—	—	Detect Illusion
33-35	—	—	Detect Lie
36-42	20-27	30-37	Detect Life
43-54	—	—	Direction Sense
—	28-32	38-42	Divine Aura
—	—	43-46	Divine Wrath*
—	—	47-50	Elemental Control
55-64	33-39	—	Endurance
—	40-51	51-62	Enhanced Sense
65-84	52-69	63-73	Long Life
85-90	70-72	74-76	Major Resistance – Poison

Minor	Major	Great	Ability
—	73-75	77-79	Major Resistance – Non-magical Attacks
—	76-79	80-84	Protection from Evil
91-00	80-89	85-91	Resistance
—	90-97	—	Sea Song
—	—	92-00	Travel
—	98-00	—	Unreadable Thoughts

Table 2-3f: Reyur blood abilities

Minor	Major	Great	Ability
01-03	—	—	Alertness
04-10	01-07	01-10	Animal Affinity
11-16	—	—	Bloodmark
—	08-12	11-15	Bloodtrait
17-19	—	—	Detect Illusion
20-24	—	—	Detect Lie
25-30	13-20	16-24	Detect Life
31-33	—	—	Direction Sense
—	21-25	25-28	Divine Aura
—	—	29-33	Elemental Control
34-40	26-33	—	Endurance
—	34-41	—	Enhanced Sense
41-50	42-60	34-58	Forest Walk
51-58	61-69	59-67	Healing
59-68	—	—	Heightened Ability – Constitution
69-73	—	—	Iron Will
73-87	70-82	68-74	Long Life
—	—	75-77	Major Regeneration*
88-90	83-85	78-80	Major Resistance – Charm
91-93	86-88	81-83	Major Resistance – Poison
—	—	84-86	Major Resistance – Magic
94-96	—	—	Poison Sense
—	89-95	87-93	Protection from Evil
—	—	94-96	Regeneration*
97-00	96-98	98-00	Resistance
—	99-00	—	Unreadable Thoughts

Table 2-3g: Vorynn blood abilities

Minor	Major	Great	Ability
01-14	—	—	Alter Appearance
15-20	01-10	01-11	Animal Affinity
—	—	12-21	Berserker's Blood
21-26	—	—	Blood History
27-32	—	—	Bloodmark
—	11-16	22-31	Bloodtrait
—	17-23	—	Character Reading
33-37	—	—	Detect Illusion
38-42	—	—	Detect Lie
43-47	24-27	32-35	Detect Life
—	28-41	36-47	Divine Aura
—	42-53	48-51	Enhanced Sense
48-61	—	—	Heightened Ability – Wisdom
—	—	52-54	Invulnerability*
62-79	54-76	55-66	Long Life
—	—	67-69	Major Resistance – Magic
80-96	77-89	70-83	Mebhaighl Sense
—	90-94	84-88	Protection from Evil
97-00	95-98	89-92	Resistance
—	—	93-00	Travel
—	99-00	—	Unreadable Thoughts

* Prerequisites necessary. See the description of this blood ability for special rules.

Using blood abilities

Blood abilities are divine spell-like abilities. Unless specified otherwise in the ability description, all blood abilities have the following properties:

- The base DCs for blood abilities that require saving throws are 12 + Bld modifier for minor blood abilities, 15

+ Bld modifier for major blood abilities, and 18 + Bld modifier for great blood abilities.

- The scion's character level is used in place of caster level for all level-based effects, including duration, range, DC for dispelling, spell penetration checks, etc.
- Blood abilities are subject to spell resistance and to being dispelled. Persistent blood abilities can be suppressed for 1d4 rounds by a successful dispel magic. Blood abilities do not function in areas where magic is suppressed or negated (such as an anti-magic field). Blood abilities cannot be counter-spelled, nor can they be used to counter-spell.
- Blood abilities have no verbal, somatic, or material components, although some of them require touch or interaction to be effective. The user simply activates them mentally. Since blood abilities are not arcane spells they are not affected by wearing armor and shields.
- Blood abilities that require a conscious action to activate have a casting time of 1 action and provoke attacks of opportunity.
- Bonuses granted by bloodline abilities are unnamed bonuses and thus stack with all other bonuses.

Behind the curtain: Blood abilities

The blood abilities listed represent all of the “known” blood abilities in Cerilia. There may be others, but these would be exceptionally rare. The guidelines presented below may help DMs who wish to create new blood abilities unique to their campaign. We recommend that “new” blood abilities be created sparingly, as the abilities listed should be adequate to provide the correct feel for the setting. Not all feats are the same on a balanced scale (e.g., the Toughness and Endurance feats are not nearly as useful as Whirlwind Attack) so some DM adjustment should be made to keep all abilities of the same level at approximately the same level of usefulness.

Minor abilities should fall in the following range:

- Up to +2 bonus to attack/damage/saving throws
- Up to +4 (total) bonus to skills (individual or group)
- Cast up to 2nd level spell once per day
- Persistent/Casting 0-Level spells at will
- Feat equivalent

Major abilities should fall in the following range:

- Up to +4 bonus to attack/damage/saving throws
- Up to +6 (total) bonus to skills (individual or group)
- Cast up to 4th level spell once per day
- Persistent spell effects of spells up to 2nd level
- Persistent sense modification (e.g., gains Dark Vision)
- Class abilities

Great abilities should fall in the following range:

- Up to +6 bonus to attack/damage/saving throws
- Up to +8 (total) bonus to skills (individual or group)
- Cast up to 6th level spell once per day
- Persistent spell effects of spells up to 4th level
- Enhanced class abilities (e.g., Barbarian's Rage at higher class level effect)

Blood ability descriptions

Alertness

Level: Minor

Derivation(s): Azrai, Basaia, Brenna, Reynir

The scion possesses an uncanny sense of his surroundings.

Minor: The scion gains a +2 bonus on all Listen and Spot checks. The scion is considered to have the Alertness feat for any prerequisites that require it (e.g., prestige classes, other feats, etc.)

Alter Appearance

Level: Minor

Derivation(s): Brenna, Vorynn, Azrai

The scion can briefly change their approximate build and facial features by means of a natural illusory talent.

Minor: The scion can *change self* as per the spell of the same name. It can be used once per day.

Animal Affinity

Level: Minor, Major, Great

Derivation(s): All

The scion possesses an affinity and skill for communicating with the totem animal of their bloodline *derivation*. The ancient totem animal for Anduiras was the lion; for Basaia, the eagle; for Brenna, the cat; for Masela, the dolphin; for Reynir, the wolf; for Vorynn, the owl; and for Azrai, the serpent.

Minor: *Empathic communication:* The scion has an empathic communication with the animal to a range of 60 feet, although the scion must be able to see the animal. This ability is similar to the wizard/sorcerer's ability to communicate with his familiar. Members of the species will never attack him unless they are magically controlled. The scion gains a +4 bonus to any Animal Empathy skill checks involving his totem animal and may use this skill untrained for activities involving his totem animal.

Major: In addition to the Minor effects the scion gains the following: *Speak with totem animal:* The scion's empathic communication increases to the ability to speak with animals of the totem species at will, as per the spell *Speak with Animals*. The animal must be within speaking distance of the scion. Members of the species regard the scion as an ally and friend and will cooperate with reasonable requests. An animal might guide or guard the scion during a trip in the wilderness, but it wouldn't follow him into civilized or inhospitable lands.

Great: In addition to the Minor and Major effects the scion gains the following: *Detect totem animal location:* The scion can detect a single totem animal within a 1-mile radius, as per the spell *Detect Animals or Plants*. The scion learns the location of the nearest animal first, but may continue concentrating to learn the location of other animals. The scion may do this indefinitely at a rate of one animal per round. Animals of the species will give their lives in the service of the scion. *Enhanced communication with totem animal:* By concentrating for one round (full round action), the scion can see through the animal's eyes using the creature's vision instead of the scion's own, summon it to his location, or relay information to it through mental communication. The scion may only use one of these options at a time. The animal must be within 1-mile

of the scion. *Shape change into totem animal*: Once per day, the scion may shape change into the particular animal form for up to two hours, as per the druid's *Wild Shape* ability (detailed in the *Player's Handbook*).

Battlewise

Level: Major

Derivation(s): Anduiras, Azrai

The scion with this ability is a military genius, blessed with an uncanny power to analyze enemy weaknesses, create sound plans of attack, and inspire troops to victory.

Major: Any army the scion leads is far more effective than a similar force under another commander. The scion gains a +2 bonus to their effective character level when determining the EL of a Hero's unit of which they are a part (refer to Chapter Six: *Armies and Warfare*).

In addition, as long as the scion is on the field of battle, all allied units gain a bonus to morale. This bonus is equivalent to the bonus that the scion would normally provide to a unit under their direct command (+1 bonus to morale for every 5 ranks of Lead).

Berserker's Blood

Level: Great

Derivation(s): Azrai, Vorynn

Scions with this ability can surpass the limits of mortal endurance and battle after other mortals would have died at the hands of their enemies.

Great: When a scion with the *Berserker's Blood* blood ability suffers enough damage that his hit points fall to half of his normal maximum, he can choose to go into a berserk fury. The scion gains a +6 to Strength, +6 to Constitution, and a +3 morale bonus on Will saves, but suffers a -2 penalty to AC while in the berserk fury. The increase in Constitution increases the scion's hit points by 3 per level, but any damage suffered while in this fury remains when the scion's Constitution score returns to normal. While in his fury, the scion cannot use skills or abilities that require patience and concentration, such as moving silently or casting spells. He cannot use ranged weapons. He can use feats, with the exception of expertise, item creation feats, or metamagic feats. While in a fury the scion attacks continuously until no foes remain. A scion attacks each foe single-mindedly, not withdrawing until the foe is slain. In order to avoid attacking a friend or innocent bystander, the scion must make a Will save (DC 15 + the number of rounds already spent in the fury).

A fit of berserker's fury lasts for a number of rounds equal to 3 + the scion's (raged) Constitution modifier. The scion can not end the fury prematurely. If there are no longer any surviving flesh and blood opponents in sight, the scion randomly attacks walls, rocks, trees, doors, or anything else on which he can take out his rage. At the end of the fury, the scion is fatigued (-2 Strength, -2 to Dexterity, can't charge or run) for the duration of the encounter. The scion can only fly into a fury once per day.

Bloodform

Level: Major, Great

Derivation: Azrai

This is the power that causes an awnshegh's form to shift toward its most corrupt state; from the scion's perspective, he is achieving power that ultimately suits his nature, if not his aesthetic wishes. An initially dormant *Bloodform* blood ability will only manifest in a scion of Azrai when he continually taps his blood powers. The god Azrai was the epitome of corruption, and by using his powers, many scions of his bloodline in turn corrupt their own bodies.

In many ways *Bloodform* is more of a curse than an ability, but many awnsheghlien look at it as a mixed blessing. Initial changes are small but noticeable; for example, a human female with Azrai's bloodline is wounded, and when she uses her regeneration ability, her body heals over the wound with differently textured, inhuman skin. Continual use of blood abilities brings these physical changes more to the forefront until they totally alter the original creature, creating an awnsheghlien; our example of the human female could eventually become the Troll or some other suitably scaled fast healing creature. Depending on the amount and frequency of powers used, as well as the scion's bloodline strength, the transformation to awnsheghlien form could take as little as three years or as many as six centuries.

Of all the blood abilities, *Bloodform* and its non-Azrai counterpart *Bloodtrait*, require the most DM involvement since the individual effects of these abilities inherently vary. The DM should carefully plan the ultimate transformation of a scion to awnsheghlien status so that there is a logical progression of the creature's form, attack and defense modes, and final powers based on the scion's personality and nature. If this is a player character, discussions with the DM on the scion's drives and goals can help to divine how the PC's *Bloodform* blood ability will manifest.

Major/Great: A scion's form undergoes a graduate transformation into a creature fitting their darkest nature. The details of this transformation are covered in Chapter Nine: *Creatures*.

Blood History

Level: Minor

Derivation(s): Brenna, Masela, Vorynn

The scion is blessed (or cursed) with the memories of his/her ancestors.

Minor: With concentration, the scion can call upon the memories of all direct ancestors. A scion gains these memories at the time of his birth; therefore, the scion will have none of his parent's memories of events later than the scion's birth. A sibling born two years later, however, would gain two years of memories that the older sibling would not have. Likewise, the scion would gain his grandfather's memories up to the time of the scion's father's birth; from that point on, the scion would gain the memories of his father, not the memories of his grandfather. Not all memories recalled are pleasant; knowing the sins and sorrows of one's parents is often as much of a curse as it a blessing.

Knowledge: A scion with this ability has access to stray knowledge about notable people, legendary items, or noteworthy places. The scion may make a Bardic Knowledge check (see the *Player's Handbook*) as if they were a Bard of equal level. A bard with this ability receives a +2 bonus to their

normal check. If the scion's ancestors could not possibly had insight into the problem, then this check automatically fails. This ability also grants a +4 bonus to Knowledge (History).

Skills: Once per day, the scion may call this ability to provide a temporarily gain any skill possessed by their ancestors that has Intelligence or Wisdom as its key ability. With a successful bloodline check, the scion gains 5 ranks in the skill. If the scion already has 10 or more ranks in the skill, they add only 2 ranks. The scion retains the temporary skills for 1 minute per character level.

To use this ability, the scion must concentrate (as a move-equivalent action) and succeed on a bloodline check verse a DC based upon how difficult the memories are to access. This check could range from DC 10 for a skill fairly common to the scion's ancestors to DC 35+ for insight into a skill very rare among the scion's ancestors.

The DM should feel free to spontaneously invoke this ability to parlay necessary information that the scion's ancestor might have known which will advance the story line.

Bloodmark

Level: Minor

Derivation: All

The scion bears a visible, recognizable sign of his special heritage.

Minor: Depending on the family, it may be a white streak in the hair, eyes of brilliant green, or a birthmark. NPCs that recognize the mark will tend to be respectful toward the scion, and even enemies perceive the mark as a warning to conduct themselves carefully when around the scion. The confidence imparted to the scion with such a bloodmark provides a +1 bonus to all Charisma-based skills.

Bloodtrait

Level: Major, Great

Derivation: Any except Azrai

Scions can alter their physical forms to access their blood abilities more evocatively. A scion with this gift can alter his body to more powerfully channel the manifestations of his blood abilities. The scion has some conscious control over the use of this power. The scion does not control the exact form of this transformation, but the timing of the change is.

Of all the blood abilities, *Bloodtrait* and its Azrai counterpart *Bloodform* require the most DM involvement since the individual effects of these abilities inherently vary. It is rare that any regent or scion of any bloodline would choose to significantly change his form, as this sort of alteration of form is most closely linked in many peoples' minds with the awnshughlien. Within the first eight centuries after Deismaar, though, circumstances forced this ability into use in order for the forces of good to vanquish the growing evil of rampaging awnshughlien. While no one in the public eye has actively used this power to change in recent centuries, a few ancient heroes embraced this ability to become servants of good who moved beyond humanity. Known *ehrsheghlien* (elvish for "blood of the light") that are still alive in Cerilia include the Pegasus, the Phoenix, and the Treant.

Major/Great: A scion may attempt to invoke a significant physical change to their form to enhance any of their other

major or minor bloodline abilities. The details of this transformation are covered in Chapter Nine: *Creatures*.

Character Reading

Level: Major

Derivations: Basaia, Brenna, Vorynn

The scion is an unnaturally perceptive judge of character and can quickly form accurate assessments of another character's intentions attitudes and motivations.

Major: The scion must speak with the person in question for at least one minute to form an impression. The scion gains a +6 bonus to Sense Motive checks.

Charm Aura

Level: Major, Great

Derivations: Azrai, Basaia, Brenna

Description: The scion projects an invisible shroud of power.

Major: The scion can charm (per the spell *charm person*) up to six non-hostile creatures or *scare* (per the spell of the same name) up to six enemies within a 50 foot radius. This power is usable three times per day and will only affect only non-blooded creatures. *Charm aura*, when used in combination with *divine aura*, can extend the range of either *aura* to 100 feet.

Great: The scion can charm (per the spell *mass charm*) all non-hostile creatures and *confuse* (per the spell *confusion*) all hostile beings within a 75-foot radius. This power is usable three times per day and only affects non-blooded creatures. *Charm aura*, when used in combination with *divine aura*, can extend the range of either *aura* to 100 feet.

Courage

Level: Minor, Major, Great

Derivation: Anduiras

Description: As the ancient god of noble battle, Anduiras imbued supernatural courage into many of the bloodlines derived from him.

Minor: Scions with courage are automatically successful with any saving throws required for effects that cause magical or normal fear. For effects that are normally allowed no save, the scion may roll a normal Will saving throw against DC 15 to resist the effect.

Major: The effects of the Minor ability are extended to all allies within 10 feet of the scion.

Great: In addition to the effects of the Major ability the scion gains the following: *Battlefield morale:* A military unit containing the scion automatically succeeds all unit morale checks. The affected unit may change if the scion moves between units during combat as a part of a Heroes unit.

Death Touch

Level: Minor, Major

Derivation: Azrai

A scion with this ability can exude a virulent fluid in some manner. Contact with this toxin results in an infection that causes a disease effect.

Minor: With the slightest contact, death touch can spoil food and drink, or pollute a small well or enclosed pool of water. This ability manifests in a wide variety of ways, such as a skin-contact fluid (emitted through pores on hands or

other appendages), injected fluids (introduced through fangs or another piercing implement), or a spray or cloud (anything from a mist-like breath weapon to an underwater ink cloud). At its widest dispersal, the *death touch* affects only those creatures within a 25-foot radius of the emission point. The scion chooses (with DM input/approval) the method in which this ability is manifested (injected, contact or spray).

Contact forces a victim to make an immediate Fortitude save or else contract a disease and immediately take Con damage; 1d4 for injected; 1d4-1 for contact and 1d4-2 for spray. In all cases, the toxin causes a minimum of 1 point of damage. If the form is a spray then there is a +2 bonus to each victim's saving throw for every victim above one. For example if there are three victims within the spray effect then each gains a +4 to his saving throw. This infection functions like a normal disease (per the *Dungeon Master's Guide*) with saving throws required each day to avoid taking additional damage. A *neutralize poison* or a *remove disease* spell (or equivalent) cast on the victim will also work. This ability is usable three times per day.

Major: The effects are increased to 1d6 Con damage for injected, 1d6-1 Con damage for contact and 1d6-2 Con damage for spray.

Detect Lie

Level: Minor

Derivation: Any except Azrai

The scion has a knack for determining whether a character is lying.

Minor: Once per day, the scion can concentrate on one individual and discern whether he is speaking the truth, as per the spell *discern lies*. Unlike the spell this ability only affects a single individual, regardless of the scion's level.

Detect Life

Level: Minor, Major, Great

Derivation: All

The scion can sense all life within a particular range.

Minor: By concentrating for a round (full round action), the scion can *Detect Animals or Plants* as per the spell. This ability is usable once per day.

Major: The effects of the Minor ability are increased such that the scion detects all types of animals and plants at the same time.

Great: The effects of the Major ability are increased such that the scion gets the maximum effect in 1 round.

Detect Illusion

Level: Minor

Derivation: Any except Anduiras

Scions with this ability are rarely fooled by illusion spells and effects that create false visual images.

Minor: When a scion encounters an illusion or effect, he is immediately allowed a disbelief check (Will Save). Success means the scion instantly perceives the illusion for what it is, even if he is making no particular effort to disbelieve the illusion. If the scion consciously attempts to disbelieve, he does so with a +4 bonus to the saving throw. This ability is effective

against any illusion spell that creates a false image or substitutes a false image for reality (i.e., figments and phantasms).

Direction Sense

Level: Minor

Derivations: Masela, Reynir

A scion with direction sense has almost no chance of becoming lost.

Minor: As long as the scion knows his destination, he has an unerring sense of the direction in which the destination lies. This does not mean that the scion always follows the easiest course when traveling, since the scion could easily encounter impassable terrain and be forced to detour around it. The scion can also retrace his steps with ease. Scions of Reynir's *derivation* have this ability only in wilderness or rural settings, while descendants of Masela's blood cannot get lost at sea. Regardless, the scion also gains a +2 synergy bonus to all Intuit Direction checks in the applicable surroundings.

Divine Aura

Level: Major, Great

Derivations: All

An intangible mantle of power and nobility surrounds some scions, commanding respect from all they meet.

Major: Influence non-blooded characters. Divine aura marks the character as a scion of power. The Divine Aura's effect is a +2 bonus to Charisma-based skills. *Enthrall non-blooded characters:* The scion can enhance his aura once per day with one round of concentration (a full round action). The scion can *enthrall* (as per the spell of the same name) any non-blooded creatures.

Great: In addition to the Major effects the scion also gains the following: The scion's bonus to Charisma-based skills is increased to a +4. *Hypnotic pattern/fear non-blooded characters:* The scion's aura acts as a *hypnotic pattern* (as per the spell of the same name) against non-hostile creatures and as a *fear* spell (as per the spell of the same name) against enemies. This ability affects only non-blooded characters.

Divine Wrath

Level: Great*

Derivations: Anduiras, Basaia, Masela

When a scion with this ability is moved to great anger, he becomes a terrible enemy. The scion's body is imbued with extreme strength, and the mere sight of his angry visage terrifies his enemies. *Only scions with Bloodtrait or the Great Heritage template may take this ability.

Great: The divine wrath can never be summoned voluntarily; it comes over the scion only when he battles a being that has either wronged him or someone he cares about.

The divine wrath lasts ten rounds + one round/level. This condition grants the scion the following: *Strength increase:* The scion gains a +4 to Strength. *Improved saves:* The scion gains a +4 bonus to all saving throws. *Increased toughness:* The scion gains a damage reduction of 1/- to all attacks. *Maximized spells:* All spells cast by the scion are maximized (as per the meta-magic feat). *Fear gaze:* The scion gains a gaze attack with a range of ten feet. Anyone who meets the

scion's gaze must make a must make a Will Save or be stricken with *fear* (as per the spell of the same name).

Elemental Control

Level: Great

Derivations: Anduiras, Basaia, Masela, Reynir

Several of the old gods were closely tied to one of the four elements. Masela was goddess of the sea; Basaia was associated with the sun; Reynir was tied to earth; and Anduiras was associated with the skies. A few particularly powerful scions of these lines also inherited their progenitor's powers over these elements.

Great: A scion can summon a single elemental of the appropriate type once per week with no risk of the creature turning on him as per the spell *Summon Monster III. Elemental spell*. Once per day the scion also receives one of the following powers (as per the spell of the same name) depending on his bloodline *derivation*. Scions of Anduiras may cast *control winds*; scions of Basaia may cast *protection from elements (fire)*; scions of Reynir may *meld into stone* or *passwall*; and scions of Masela may *water walk*.

Endurance

Level: Minor

Derivations: Anduiras, Basaia, Masela, Reynir

Scions with this ability can undertake physical hardship that borders on the supernatural.

Minor: *Physical action check increase:* Whenever the scion makes a check for performing a physical action that extends over a period of time (e.g., running, swimming, holding his breath, etc.) the scion gains a +4 bonus to his check. The scion is considered to have the Endurance feat as a virtual feat for prerequisites. *Resistance to fatigue:* The scion is not subject to Strength penalties associated with being fatigued (they are still subject to the normal -2 penalty to Dexterity). Furthermore, the scion recovers from fatigue in half the normal time - after only 4 hours of complete rest or 8 hours of decreased activity (e.g., no spellcasting, combat or other strenuous activity).

Enhanced Sense

Level: Major, Great

Derivations: All

Scions are sometimes gifted with powers of perception far beyond those of ordinary mortals. The nature of the enhanced sense depends on the *derivation* and power of the character's bloodline.

Major:

Anduiras: Scions of Anduiras may *detect evil* three times per day, as described for paladins in the *Player's Handbook*.

Azrai: The scion has low light vision. The scion gains a +4 bonus to his spot check to discover someone hiding in shadows.

Basaia: Scions of Basaia's blood have the vision of a hawk. They can spot detail and motion at twice the distance of a normal human. Distance penalties to spot checks are halved (reduced to -1 per 20 feet). All missile range penalties are decreased by one category (i.e., penalties are reduced by 2).

Brenna: Brenna's line is blessed with the sight and hearing of cats. They have darkvision to a range of 60 feet. The scion gains a +2 bonus to Listen checks.

Masela: The senses of scions of Masela are not hindered by rain, snow, or other weather-related obscurement. The scion can see at least 120 feet, even in the worst conditions, although darkness affects the scion normally. The scion's hearing is also unaffected by the weather and will not be hampered by howling wind or driving rain.

Reynir: A scion of Reynir is attuned to the wilderness and possesses the ability to follow the trails of creatures and characters across most types of terrain. The scion gains the benefits of the Track feat in outdoor wilderness settings. The scion is considered to have the track feat for any prerequisites that require it (e.g., prestige classes, other feats, etc.) Scions that have the Track feat gain, instead, a +2 bonus to Wilderness Lore or Search checks used while tracking in the wild. The scion also gains a +2 bonus to Spot checks in wilderness settings.

Vorynn: Scions of Vorynn's line have limited abilities of divination. The scion may cast *clairaudience/clairvoyance* once per day.

Great: There is no Great ability for Brenna or Reynir

Anduiras: Scions of Anduiras may now *detect evil* at will.

Azrai: In addition to the Major effects the scion of Azrai gains the power to see into the Shadow World the same as the Halfling ability *Shadow Sense*.

Basaia: In addition to the Major effects the scion's vision can penetrate normal or magical darkness up to a distance of 60 feet.

Masela: In addition to the Major effects the scion can hear his name spoken (as well as anything said about him) anywhere within a 10-mile radius of his current location, providing that both the scion and the speaker are outdoors at the time. The wind carries conversations about the scion to him; enemies must be careful of speaking his name.

Vorynn: In addition to the Major effects the scion also gains the ability to cast *scry* once per day. *Scry* is considered a class skill for the character.

Fear

Level: Minor

Derivation: Azrai

With a touch, the scion can instill absolute terror in his victim.

Minor: Up to three times per day the scion can instill *fear* (as per the spell), by executing a touch attack. This ability also grants a scion a +2 bonus to his saving throws versus all types of fear that allow saves.

Forest Walk

Level: Minor, Major, Great

Derivations: Reynir

Scions can use this ability to harmonize with the forest, moving through it without affecting it.

Minor: The scion may pass through any light, medium, or heavy forests at no penalty to his normal movement rate. The scion moves through the forests as if under the effect of the spell *Pass Without Trace*. All natural tracking abilities, such as Search, Wilderness Lore (with the Track feat), the sense of

smell possessed by hunting hounds provide no aid in tracking the scion through forests.

Major: In addition to the Minor effects the scion gains the following: *Magical tracking resistance*: The scion has resistance to magical forms of tracking. The scion gains a +6 bonus to the DC to evade the detection whenever he is in forest terrain. This resistance applies equally to both spells and magic items (such as a *crystal ball*) that could be used to locate or track the scion.

Great: In addition to the Major effects the scion gains the following: *Forest Travel*: The scion may enter the edge of any forest and travel through the forest at the rate of approximately one province per hour. During this walk the scion seems to be moving at a normal rate of speed, but subtly manipulated the passage of time and distance inside the forest.

For example, a scion entering the Aelvinnwode in northern Taeghas could walk for a few hours and emerge anywhere along the Aelvinnwode's borders as far away as northern Turhieveil or even back where he started. During the time the scion moves through the forest, he travels in a normal manner. He may make rest stops (for no more than fifteen or so minutes at a time) and have encounters, and he will pass through provinces one at a time. The scion must decide his destination when he enters the forest. If he changes his mind during his forest walk, he may continue traveling normally or begin a new forest walk.

Healing

Level: Minor, Major, Great

Derivation: Anduiras, Basaia, Reynir

The ancient powers were capable of miraculous feats of healing; some scions have inherited these powers.

Minor: A scion gifted with healing may *cure light wounds* (as per the spell) once per day.

Major: The scion may *cure moderate wounds*, *remove paralysis*, *remove disease*, *remove blindness/deafness*, or *lesser restoration* (as per the spells) once per day.

Great: As per the Major effects except the caster adds *cure serious wounds* and *neutralize poison* to this list of spells from which they may select.

Heightened Ability

Level: Minor

Derivation: All except Masela

The old powers each cherished different traits in their followers and embodied these characteristics. The resulting bloodlines often show near-divine examples of strength, intelligence, or beauty.

Minor: A scion with this attribute can raise one ability score by 1d4 + 1 points. This can be done once per day and lasts for 1 hour/level. The abilities associated with each derivation are as follows: Anduiras - Charisma or Strength (choose which one or roll for it when this ability is gained); Basaia - Intelligence; Brenna - Dexterity; Reynir - Constitution; Vorynn - Wisdom; Azrai - Charisma or Intelligence (choose which one or roll for it when this ability is gained).

Home Harkening

Level: Major, Great

Derivation: Brenna

A regent with this blood ability has an even stronger connection to the land and holdings he rules than other regents.

Major: If any of the scion's holdings experience a challenge or threat (such as a contest domain action or monster random event), the regent immediately feels the sensation that something is wrong and that he is needed in the province where the event is occurring. The feeling persists until the matter is settled, either by the regent or someone else. No range limit exists for this ability and as long as the regent is alive he will know when trouble threatens his domain.

Great: In addition to the major effects the regent is enabled to do something about the situation from afar. Presumably, the regent maintains ties with family members, extremely close friends, vassals, and lieutenants within his realm. The regent can, after feeling the disquiet caused by unrest in a province or holding he controls, project this feeling and his desire for action to one of those people. No two-way communication is possible, but the regent empathically may make his wishes made known in a general way. As a result, the regent can respond to threats in his realm while hundreds or even thousands of miles away.

Note: Unlanded scions that possess this ability initially feel a tie to their homelands but can, over time, redirect this feeling to any new area in which they live for at least six months. The non-regent scion cannot perform domain actions but still has links to family members or extremely close friends, and still experiences disquiet when trouble appears.

Invulnerability

Level: Great*

Derivations: Azrai, Basaia, Vorynn

This ability grants the scion a limited form of immortality. He is not immortal in the true sense of the word, but he cannot be killed except under very specific circumstances. *Only characters with the Bloodform ability, the Bloodtrait ability, or the Great Heritage template may take this ability.

Great: A scion with Invulnerability can be killed only under a particular set of deadly conditions, which are unique for each blooded scion. The scion cannot be slain save through this vulnerability. The scion is immune to all polymorph and magical death effects. The scion cannot be slain by poison, nor can any effect reduce their ability scores below 1. If reduced to negative hit points the scion is rendered unconscious but can't be reduced below -10 (such damage is instantly regenerated).

A scion's vulnerability may be as simple as a vulnerability to magical weapons to as complex as a need to sever his limbs and burn them to ash. Unless the appropriate vulnerability is exploited, the scion regenerates at their normal rate.

Iron Will

Level: Minor

Derivation: Anduiras, Reynir, Azrai

The scion is tougher than ordinary characters. The mystic energy of their divine heritage allows them to persevere when lesser mortals tire or perish.

Minor: *Bonus hit points*: The scion gains three bonus hit points. The scion is also considered to have the Toughness

feat for any prerequisites that require it (e.g., prestige classes, other feats, etc.) *Heightened Saving Throws*: The scion gains a +1 bonus to Will and Fortitude saving throws.

Light of Reason

Level: Minor, Major, Great

Derivation: Basaia

Scions with this ability can use the power of the former sun goddess to light their surroundings. A scion who calls upon this ability actually radiates light as described below.

Minor: The scion generates a light (as per the *Light* spell) with the scion as its center. Scions may call on this ability at will.

Major: In addition to the Minor effects the scion gains the following: Once per day the scion can generate a brilliant instantaneous flash of light. Anyone within a 30-foot radius must succeed at a Reflex saving throw or suffer blindness for a number of rounds equal to half the scion's level (rounded down). Scions with this blood ability (Minor, Major, or Great) are immune to the effects of this flash even if generated by another scion. Other characters that anticipate the flash (such as fellow adventurers who have been warned) can avoid the effect by averting their eyes.

Great: In addition to the Minor effects scions can generate the flash as described above, however, in doing so they actually radiate sunlight. This light affects undead and other creatures hindered by sunshine exactly as if it came directly from the sun itself. Undead creatures within the affected area are dealt 1d6 points of damage per level of the scion (max 20d6). Creatures within the area of effect who make a successful Reflex save only take half damage.

Long Life

Level: Minor, Major, Great

Derivation: All

With this ability, a scion enjoys a greatly increased life span, as the aging process is vastly slowed down. This does not protect a scion from normal damage from combat or poisons, but simply postpones the ravages of age.

Minor: After reaching young adult-hood, the scion will only age at the rate of one year for every five that pass.

Major: This ability increases so that for every twenty-five years that passes the scion only ages a single year.

Great: The scion now ages only one year for every century that passes.

Major Regeneration

Level: Great*

Derivation: Azrai, Reynir

A scion with this ability can regenerate severed limbs, damaged organs and senses, and heal damage much faster than normal or blooded beings. If limbs, organs, or senses are lost, they are restored in weeks (30 days, reduced by one day per Constitution point). *This ability is available only to those blooded scions that already possess natural regeneration (usually through the *Regeneration* blood ability).

Great: The scion heals at twice the rate of a scion with the *Regeneration* blood ability, i.e., 2 points of damage per level for each hour that passes. This regeneration replaces any normal healing for rest or long-term care. Subdual damage

heals at ten times normal rate (10 points per level each hour). Additionally, the scion regenerates one ability score point (lost to temporary damage) per hour. Major regeneration does not affect damage from attacks that don't deal hit point or ability score damage (for example, disintegration). *Major Regeneration* also does not restore hit points or ability points lost due to starvation, thirst, or suffocation.

This ability enables the scion to recover from otherwise permanent damage including deep wounds, burns, scars, blindness, lameness, etc. (but he cannot regenerate severed body parts or reverse magical conditions such as blindness or paralysis). In such cases, the scion recovers 1% of any lost ability per day. If the scion is blinded by physical injury, for example, he'll completely regain his eyesight in 100 days. A badly broken leg or severe internal injury might leave a normal man crippled for life but the scion can recover from any injury given sufficient time.

Major Resistance

Level: Minor, Major, Great

Derivation: All (by specific ability)

The *Resistance* blood ability outlines only the most common resistance to attacks or spells prevalent in each particular bloodline. This ability affords an additional resistance to a specific attack form.

Charm (minor): The scion gains a +4 bonus to saving throws against enchantment spells and spell-like effects. This further conveys a +4 bonus to saving throws made against the *Fear* blood ability. Derivations: Anduiras, Azrai, Brenna, Reynir.

Poison (minor): If a scion with this ability is exposed to any type of poison (by gas, venom, poisoned weapon, potion, etc.), he gains a +4 bonus to his saving throw. Derivations: Azrai, Basaia, Brenna, Masela, Reynir.

Charm (major): Same as the Minor ability but the saving throw bonus is increased to +6. Derivations: All except Vorynn.

Non-magical attacks (major): This ability grants a damage reduction of 3/+1. Derivations: Azrai, Brenna, Masela.

Poison (major): Same as the Minor ability but the saving throw bonus is increased to +6. Derivations: All except Vorynn.

Charm (great): Same as the Minor ability but the saving throw bonus is increased to +8.

Magic (great): Like a number of rare creatures, this scion of the blood is naturally resistant to the effects of magic, whether from spells or items. The scion has spell resistance SR 16. This ability applies to all types of magic except blood abilities. Derivations: Anduiras, Azrai, Reynir, Vorynn.

Non-magical attacks (great): Same as the Major ability except the effect is increased to 5/+1.

Poison (great): Same as the Minor ability but the saving throw bonus is increased to +8.

Mebhaighl Sense

Level: Minor, Major, Great

Derivation: Vorynn

Scions with this ability are particularly in tune with the natural magic of Cerilia. The scion cannot detect the casting or presence of divine spells using this ability.

Minor: The scion can tell whenever someone casts any type of arcane spell within a 300-foot radius. He feels a tug in the general direction of the spellcasting, but gains no more information.

Major: In addition to the Minor effects, the scion gains the ability to determine what school of magic has been cast immediately and instinctively. For example, if someone casts a spell of divination, the scion would feel as if someone were watching or probing.

Great: In addition to the Major effects the scion can perceive whether magic has been cast in a certain area in the recent past. The scion can attune himself to an area up to 100 yards in diameter. He can feel whether any spells have been cast in the area and of what school. The scion can sense magic cast up to one week previously per character level.

This ability enables a scion to sense realm spells as well as conventional magic. If a realm spell has been cast on a province the scion is in (or to which he attunes himself within the time limit above), the scion learns that a realm spell was cast, and from what school the magic derives. This ability does not grant him the power to determine who the caster was, or if the spell was cast from a ley line or a source located in that province.

Persuasion

Level: Major

Derivation: Azrai, Brenna

Scions with this ability can create arguments of extreme clarity and logic, thereby influencing other creatures to do their bidding.

Major: The scion may use a *suggestion* (as per the spell) once per day. To be successful, the victim must understand the language used by the scion.

Poison Sense

Level: Minor

Derivations: Azrai, Reynir

The scion has an innate ability to sense the presence of poison nearby. Thus he could sense poison in his food, drink, or even a phial of poison in the pocket of his supposedly loyal advisor.

Minor: The scion gains a continuous *Detect Poison* spell effect. This ability is a natural, involuntary effort; just as a character would notice that food smelled rotten or wine had soured, he'll notice if it were poisoned. If the scion ingests a poison despite this knowledge, he suffers all normal effects.

Protection from Evil

Level: Major, Great

Derivations: All except Azrai

The scion is defended against the minions of evil.

Major: A scion with this power is warded by a continuous *Protection from Evil* spell.

Great: The scion's protection expands to include others in his presence. He is considered to be under the effects of a continuous *Magic Circle against Evil* spell.

Regeneration

Level: Great*

Derivation: Anduiras, Reynir, Azrai

The scion has a natural ability to regenerate hit points and resist damage. *Only characters with the Bloodform ability, the Bloodtrait ability, or the Great Heritage template may take this ability.

Great: The scion heals 1 point of damage per level every hour (normally characters heal 1 point of damage per level every day). This ability cannot be increased through rest or long-term care. Subdual damage heals at five times the normal rate (5 points per level each hour). Regeneration does not aid the scion against attack forms that don't deal hit point damage (for example, ability drain or disintegration). This ability enables the scion to recover from otherwise permanent damage including deep wounds, burns, and scars but does not restore hit points lost from starvation, thirst, or suffocation.

This power, when used by a scion of Azrai, dramatically increases the speed of the transformation to awnshegh status, as restored limbs and senses are often transformed.

Resistance

Level: Minor, Major, Great

Derivation: All

Some scions, depending on their bloodline derivation, demonstrate an unusual resistance to certain types of attacks or spells. Scions gain resistance to the stated effect.

Minor:

Anduiras: The scion gains a +4 bonus to saving throws versus enchantment spells and similar spell-like powers. As the god of nobility and rulership, Anduiras himself could not be swayed or confused by such influences.

Azrai: The scion gains a +4 bonus to saving throws versus necromancy spells and a +4 bonus to saving throws made to recover lost levels as a result of level-draining attacks. Azrai's dark history makes scions of his blood less susceptible to spells and effects that depend on the powers of darkness.

Basaia: The scion gains a +4 bonus to saving throws versus light and fire-based attacks or effects.

Brenna: The scion gains a +4 bonus to saving throws made against spells that magically restrain. In the old legends, no god or mortal could lay a hand on Brenna unless she allowed it.

Masela: The scion gains a +4 bonus to saving throws against water-based attacks and a +4 bonus to checks against drowning.

Reynir: The scion gains a +4 bonus to saving throws versus the effects of magical and mundane cold and hunger, and normal exposure and weather.

Vorynn: The scion gains a +4 bonus to saving throws versus magical attacks with the evocation type.

Major:

Anduiras/Azrai/Brenna: Same as the Minor ability, but the saving throw bonus is increased to a +6.

Basaia/Reynir/Vorynn: In addition to the Minor effects if a scion with this ability succeeds with a saving throw against a spell or effect and as a result suffers only half damage from such an effect, this damage is again reduced by one-half to a net result of one quarter of the total damage.

Masela: The saving throw bonus increases to +6 and the scion now only suffers half the normal penalties for movement and attacking while in the water.

Great:

Anduiras/Azrai/Brenna: Same as the Minor ability, but the saving throw bonus is increased to a +8.

Basaia/Reynir/Vorynn: Same as the Major ability except that if the scion succeeds a saving throw to suffer only half damage from such an effect, he suffers no damage.

Masela: The scion has the benefits of the spell *Freedom of Movement* while in the water. The scion gains a permanent *water breathing* ability.

Sea Song

Level: Major

Derivation: Masela

Scions with this ability have a particular affinity for the water and the sea.

Major: The scion can, on occasion, interpret the “song of the sea” to gain news and information from bodies of water. The scion must stand near or in a large body of water such as a bay, sea, ocean, lake, or large river. The scion can cast the spell *Commune With Nature* (subject – bodies of water).

The ability’s area of effect is limited to single bodies of water, not other bodies they might empty into or adjoin. For example, using Sea Song to talk to the water in the Dwarfhome (an inlet on the eastern coast of the Krakennauricht) does no good if the scion seeks news concerning the coastal provinces of Kiergard, he’d have to talk to the waters of the Dauren Arm instead. The scion may invoke this ability once per week for every three levels of experience he has attained, and ask one question per experience level. The water answers as truthfully as it can, but sometimes errs. In general, the water “knows” more about water related things: whether ships sail on its surface, certain fish swim within it, or whether a storm is brewing.

Shadow Form

Level: Great

Derivations: Brenna, Azrai

Description: A scion is able to transform into living shadow.

Great: A scion with this power can change himself and anything he carries on his person into living shadow once per day for 1 minute per level. As a living shadow, the scion blends perfectly into any other shadow and vanishes in darkness. In regions where no objects are present to cast shadows, the caster appears an unattached shadow moving across the ground and may be easier to detect.

The scion can move at his normal speed, but can move on any surface, including walls and ceilings, as well as across the surface of liquids – even up the face of a waterfall. Undead ignore the scion, assuming him to be one of their own. While in Shadow form the scion cannot physically harm anyone, or manipulate any objects he might encounter, such as door knobs or weapons.

In shadow form, the scion can only be detected by spells and abilities that detect thoughts, life, or presences (including *true seeing*), or by suspicious movements in lighted areas. If

the scion remains in a shadowed area, add a +15 bonus to his Hide checks. The scion is nearly undetectable in darkness.

While in shadow form, the scion gains damage reduction 25/+1. The scion is immune to blindness, critical hits, damage to ability scores, deafness, disease, drowning, poison, stunning, and all abilities, spells, or attacks that affect the scion’s physiology or respiration.

Touch of Decay

Level: Great

Derivation: Azrai

A scion with this ability can destroy inanimate objects with a mere touch.

Great: Metal rusts, stone crumbles to sand, and wood rots away to pulp. The scion can use this power once per day and can affect up to 10 cubic feet of material plus 1 cubic foot per level. The effect is nearly instantaneous, and any item touched is instantly rusted, pitted, rotted, or turned to sand and effectively destroyed. The effects are the same as the spell *Rusting Grasp*, except that it affects the materials listed above (i.e., metal, stone and wood). This ability has the disturbing tendency to manifest accidentally about once per month, possibly destroying items the scion does not wish to ruin.

Travel

Level: Great

Derivations: All except Anduiras and Reynir

This potent ability allows a scion to use a limited form of teleportation based on his derivation. Anything the scion wears or carries is teleported with him, and the scion may take one companion with him per level.

A scion may use this power once a week per five levels; thus, scions of levels 1-4 may teleport once per week, scions of levels 5-9 may teleport twice per week, etc. The scion must know his destination through a prior visit or by using some form of magical viewing or scrying to study the area before invoking this power.

Azrai: Azrai’s scions can enter the Shadow World between sunset and sunrise, gaining the ability to *dimension door* in the same manner as a Halfling with the Shadow Walker feat.

Basaia: Basaia’s descendants travel by stepping from flame to flame. A scion must enter a fire large enough to immerse his entire body, and must emerge from a fire of similar size. The scion isn’t harmed by the transition, but others following him must protect themselves.

Brenna: A scion of Brenna who stands on any road, path, or trail can travel to any point on that same road or any road that splits from it. Generally, this allows travel from any part of Cerilia to almost any destination on the continent.

Masela: Masela’s children can travel across bodies of water. By standing in the shallows of a river, lake, or sea, the scion can move to any point on its shore.

Vorynn: A scion of Vorynn’s bloodline can travel at moonrise or moonset to any destination. The timing is crucial – the scion has only about ten minutes per day in which this ability will function.

Unreadable Thoughts

Level: Major

Derivations: All

A scion with this ability is protected from spells and effects that permit someone else to determine what he is thinking, feeling, or planning.

Major: *Hide intention:* The scion gains a +4 bonus on Bluff checks against those attempting to discern the scion's true intentions with Sense Motive. *Resist mind reading:* The scion is immune to any ability or spell used to read his mind.

Wither Touch

Level: Major, Great

Derivation: Azrai

The scion has the ability to cause living tissue to wilt away.

Major: Once a week the scion may use this ability to desiccate and wither living tissue on contact. The scion must make a successful touch attack, and the victim must make a Fortitude save. If the save is unsuccessful the victim suffers 1d8 points of damage; the affected limb is emaciated, and full use of it is impossible for 1d6 days. The target's Strength is also reduced by an amount equal to half of this damage (rounded down). This is considered a temporary ability loss (per the *Dungeon Master's Guide*) and the ability returns at a rate of one per day following the amputation of the limb or curing of the blight. If the blighted limb is not removed or the victim is not healed by the use of a spell or ability that restores limbs (e.g., *regenerate*), removes conditions (e.g., *heal*) or cures up to 25 hit points of damage within 2d4 days, the victim permanently loses the ability to fully use the limb, and his Strength remains permanently reduced.

Great: Same as the Major ability but the damage is increased to 1d12 hit points. It also forces victims to make Fortitude saves once each day in order to avoid an additional 1d4 hit point loss, and half this damage (rounded down) in additional Strength loss.

chapter three: Magic

Cerilian magic is based in commanding the vital energies of life, belief, and the living earth itself. The continent possesses great expanses of territory where enchantment lies soft as a child's whisper as well as deep canyons where arcane energy thunders strong and vibrant through the earth. Most people of Cerilia look upon these energies with awe and respect – mixed with fear, superstition, and confusion. Only a very few individuals understand the continent's mystical forces, their intricacies and nuances, their place in nature. Fewer still can command these forces – channel them into flashing bursts of energy that fill the night sky, form them into crackling bolts of lightning that fell monsters, or fashion them into invisible barriers that keep foes at bay.

fundamentals of cerilian magic

The world of Aebrynis teems with magical earthpower. This force, referred to by the elves as *mebhaighl* (meh-VALE), is the very essence of the living earth. Although many can sense it, few know how to access it. Mages with both the talent and the knowledge can create wonders and terrors with the power the land provides them. Cerilian spellcasters recognize several types of magic that differ in the amount of knowledge and control over *mebhaighl* that their practitioners must exercise. These types of Cerilian magic include: divine magic, greater (or true) arcane magic, lesser arcane magic, and realm magic.

Divine magic is the magic wielded by Cerilia's rangers, druids, paladins, and clerics. The ability to channel divine energy is provided by the caster's strength of will and through the channeled might of greater powers. All clerics, druids, and paladins receive their spells from a patron deity. Rangers are unique among divine spellcasters in that they do not act as a conduit for the power of a deity, but instead, channel the subtle powers of nature without the aid of a patron deity.

Greater (true) arcane magic is the magic wielded by Cerilia's sorcerers and wizards. The casting of true magic in Cerilia requires the harnessing, mastering, and channeling of *mebhaighl*. The ability to harness and shape this immense magical essence is a matter of heredity - true mages must be born with the stuff of magic in their veins. This ability is exceedingly rare; only those of elven descent or blooded scions (whose ancestors were touched by the gods) have any hope of mastering the forces of greater magic. True mages are uncommon and many are figures of mystery and destiny.

Lesser arcane magic is the magic wielded by Cerilia's bards and magicians. Unable (or unwilling) to tap the great energies of the land fully, these arcane spellcasters specialize in the application of the less extravagant powers of the world. Their arcane lore is not based on the channeling of immense natural powers, but rather on the refinement and evocation of a more precise and subtle lore. Any person of sufficient intelligence and training can comprehend lesser magic. Although lesser mages are not capable of evoking balls of roaring fire or turning someone into a toadstool, the subtlety of their art allows them to perform delicate acts of magic for which the immense powers of true magic are not always well suited.

Most notably, lesser magicians are capable healers, an effect deemed impossible for practitioners of the true magic. The practice of lesser magic consists principally of the arts of knowing (divination), seeming (illusion), commanding (enchantment), summoning (conjunction [summoning]), and healing (conjunction [healing]). Most lesser mages employ their magics with great care to bring health, wonder, and guidance without inspiring superstitious dread.

Realm magic exceeds the capability of any mortal spellcaster who doesn't have a regent's supernatural connection to the land or its people. Cerilia is a mystical place with ancient ley lines, magical sources, and the spiritual powers of devoted worshippers all available to those who know how to harness them. The power of the magic commanded by a single spellcaster is nothing compared to the power available in a great ancient forest or the heartfelt devotion of hundreds of true believers. The most powerful ritual spells are known as realm magic. Realm spells create exhaustive and extensive greater magics woven from the power of the land itself. Spellcasters can achieve spectacular results by tapping into this power, but only greater spellcasters who control source holdings (such as wizard or sorcerer regents) or temple holdings (such as cleric or druid regents) can do so without destroying themselves.

The Shadow World

The sages say that long ago, perhaps before humanity existed, the world changed according to its own rules, without rhyme or reason. A lake might form where a mountain had been, white glaciers moved over deserts, and rivers flowed through the sky. This was a time before the gods, yet ultimately resulted in their creation. The gods, it is believed, were formed out of the land, and their natures bound them to it. Not wishing their natures to change without warning, as did the land, they began to enforce their will upon the world. Mountains, rivers, shores, and seas all took shape and stayed constant, bent to the will of the young gods. A rift was formed between the elements of permanence and transience, creating two worlds where once there was one.

The world of men the gods named *Aebrynis*. In Aebrynis, the laws of nature and magic both apply: a rock falls when it is dropped, fire burns until it has nothing left to consume, and the mystical energy of a spell discharges according to the rules of magic. The other world is called the **Shadow World**, a realm of fairy enchantment separate from, but parallel to, Aebrynis. Whereas Aebrynis remains constant, only transforming in response to the actions of its inhabitants over long periods, the Shadow World is mutable and ever-changing. In the Shadow World, the laws of nature are suborned by an even greater force: *Awnmebhaighl* (also known as the *Seeming*). An unpredictable force, the Seeming cannot be truly explained, as every rule set to quantify it appears full of exceptions and contradictions. The Shadow World is seeped in the *awnmebhaighl* in much the same way that Aebrynis is seeped in *mebhaighl*. *Awnmebhaighl* strengthens the power of shadow and illusion and it has the power of *true illusion*.

Since the battle of Deismaar and the destruction of the old gods, the Shadow World has taken an even darker turn. The taint of Azrai has taken deep root in the Shadow World and it has become a world of cold, eternal twilight. The horrors of mankind's darkest fears now walk the Shadow World. Even during midday, most (if not all) of the Shadow World is cloaked in the darkest of winter nights. The Shadow World has become a place of fear and grave danger and now, more than fifteen hundred years later, only a scant number of people know more than a few tales of the Shadow World and its inhabitants. Common folk everywhere tell terrifying stories of a Shadowy Lord whose taint now seeps through the Shadow World. He's known by many names throughout the land – the Rjurik call him the Night Walker, the Anuireans name him the Cold Rider, while the Khinasi know him as the Darkling. In any event, the borders between the Shadow World and Cerilia have been growing weaker in recent years, and strange things have been happening in the frontier-lands and wild places. The halflings are said to have originated in the Shadow World, fleeing to Aebrynis in response to this terrible danger.

The Seeming or “true illusion” World dominates existence in the Shadow World. While the Shadow World remains a parallel to Aebrynis, the laws of nature do not always apply there. There, illusions live and shadows walk of their own volition. Powered by the magic of the Seeming, things unreal come to life. Passage between the two worlds is possible, but it is difficult as the rift (or veil) keeps the two worlds apart. Passage between the worlds is possible through the use of magic, but can sometimes be managed without the use of magic in areas where the barriers between the worlds are thin. Some halflings retain the ability to still pass freely between the two worlds, but most are loathe to do so for even they now find the ever-changing Shadow World dangerous and difficult to navigate. The Shadow World confounds all mortal senses. Even the most knowledgeable guides and learned loremasters do not fully understand the workings of this mysterious realm.

Those who have crossed over to the Shadow World report that it resembles a dark and distorted version of Cerilia itself. There are mountains and rivers where similar features exist in the daylight world, but the land is cold and empty. The veil between the worlds seems to be most weak in areas where the two worlds most closely parallel each other. Thus the Shadow World is nearest to Aebrynis in places touched by darkness. A musty old barrow may hold nothing but moldering bones in Cerilia, but if one were to enter the

same barrow in the Shadow World – or even on a night when the Shadow World was near – he might find wights, specters, or worse. In the depths of winter, on the darkest nights of the year, and in places far from the habitation of mankind, it is possible for the Shadow World to be so near that one may pass into it unknowing.

Long ago, the mages of Aebrynis learned how to draw upon the power of the Seeming to manifest their will in the real world. Even lesser mages are capable of the minor enchantments necessary to pierce the veil between the worlds enough to draw forth small quantities of *awnmebhaighl* that can be shaped to the caster's will. The most powerful illusion magics, such as *shadow evocation*, *shadow conjuration*, and *shades*, draw upon the “true illusion” of the Seeming to create quasi-real effects. Likewise, summoning spells such as *summon monster* draw upon the power of the Seeming to create short-lived but reasonably life-like manifestations of the caster's imagination. Summoning spells cast in areas where the worlds are close may sometimes be more effective than normal, but such casting introduces the risk of attracting the attention of horrors able to cross the weakened boundary.

The effects of most necromantic magics powered by *mebhaighl* are weak and short-lived, for the power of the living earth is generally in opposition with necromantic effects. Most powerful necromantic magics therefore draw upon the more mutable power of the seeming. The forces that create and sustain permanent undead are always seeped in the power of the Shadow World. Thus, the barrier between Aebrynis and the Shadow World is always weaker when undead are present.

The properties of the Shadow World make it ideal for transportation magic as well. Time flows differently in the Shadow World, and dimensional magics such as *dimension door* or *dimension walk* use this property by creating a short-lived passage through the Shadow World. Wizards should be very careful of over-using these spells; more than one mage has vanished and never returned from the Shadow World for its very land can warp itself in ways that trick and test those who bring the creative powers of their fears and desires into that mutable realm.

It is believed that, prior to Deismaar and the emergence of the practice of true magic by humans, the most powerful lesser human mages were capable of channeling *awnmebhaighl* through sources in the much the same way that regent mages channel *mebhaighl* through sources today. If true, that lore remains a closely guarded secret known to only a select few.



Arcane magic

All arcane magic in Cerilia magic originates in the land itself. When arcane spell casters perform magecraft – whether simple cantrips or mighty realm spells – they marshal the wild power of the untamed wilderness and unspoiled plains to empower their mystical effects. The elves name this the magical energy that inhabits every rock, tree, and stream of Cerilia; *mebhaighl* (meh-VALE), but commoners often refer to this force as earthpower.

Sages speculate that mebhaighl ran mighty in the years before humans came to the continent, as the young land had little civilization imposing demands upon it. Elves say the arcane potency of nature crackled with vibrancy and force that could be felt by those walking the ground. Although human occupation has since caused mebhaighl to weaken, it is too essential a force to ever fade completely.

It is the manipulation of mebhaighl that empowers magecraft. Whether it is a subtle charm to determine the sex of an unborn child or a raw channeling of the mebhaighl to create balls of fire and storms of ice, all arcane lore is empowered through the shaping of the earth's vital energy. Lesser mages train extensively to master the subtlest manipulations of this energy. The lore of true mages, on the other hand, focuses on channeling vast amounts of mebhaighl to awesome and often violent effect. Thus, while both the lore of the lesser mage and the greater mage bend the same forces to achieve their ends, they are each capable of feats that the other is not. The lore of lesser mages is based in the subtle manipulation of mebhaighl. Lesser mages are masters of the arts of knowing (divination), seeming (illusion), commanding (enchantment), and healing (conjunction [healing]).

Magic and society

It is said among some that mages differ by the spells that they study, the methods that they use to invoke their lore, the goals that they set for themselves, and the company that they keep. Surpassing their many differences, however, Cerilia's wizards all share a common bond; they thirst for knowledge of the arcane, and they embrace magecraft with their hearts and minds. But above all, mages define themselves by where they come from – who they are and what land they call home. Specialist wizards of each race usually practice in the schools favored by their culture; generalists select the majority of their spells from these schools. Some schools of magic are in disfavor for a particular region and thus training in spells of disfavored schools is difficult to come by. Mages practicing the magic of shunned schools are often themselves shunned by other mages and ostracized by their people.

Acceptance of magic and those who practice it varies widely from culture to culture. Except for the elves, who view magic as a natural part of daily life, most races believe sorcery to be an essentially *unnatural* activity. Because most commoners regard spellcasters with suspicion, human sorcerers tend to keep either their abilities or themselves out of the public eye.

Even "court wizards" seldom perform any but the most minor magics (illusions and divinations) at court.

Anuireans

Most Anuirean mages come from the ranks of the nobility. Free of the responsibilities of scratching out a living, members of the noble and gentry classes have the time and money necessary to devote arduous hours to the study of magic. Most Anuirean mages dabble in the mystical arts as magicians. Even among scions, who have the potential to wield true magic, few take their studies seriously enough to become wizards or sorcerers.

Like most Anuireans, Anuirean wizards tend to cultivate an interest in politics. It is not unusual for a powerful wizard to use his abilities in support of his kin – when asked. Most Anuirean wizards respect those who make a living off the land or through crafts. Anuirean commoners respect the nobility, and extend this regard to any wizards who practice *nobleese oblige*. Though peasants might fear a spellcaster's power, given sufficient encouragement they can come to trust him.

Anuirean mages, living in a region ravaged by civil war, sometimes believe they own a debt to the land. Anuirean mages realize the toll that civilization imposes upon nature and are taught to turn their skills towards restoring the land in areas that bear the harshest scars.

Many Anuirean mages receive their training at the Royal College of Sorcery in the Imperial City of Anuire. Others, particularly those from titled families, study under private tutors. Only rarely will a less well-to-do family apprentice a child to a local mage.

Anuirean mages favor the schools of evocation and divination and magics capable of determining the course of large-scale military and political conflict. Though their feeling for the land is second only to the elves, it is a distant second – Anuirean wizards love powerful evocations spells (though

they try to use them sparingly). Anuirean mages tend to disfavor the school of illusion, as illusions tend to bring attention and suspicion without providing any lasting benefit. Anuirean mages shun spells from the school of enchantment, viewing them as dishonorable.

Brecht

Brecht mages, rare among their people, treat their understanding of magic as an asset to be exploited and controlled for their benefit. Brecht mages reflect the nature of Brechtür's mercantile society: Magic is a resource to be developed and exploited, usually as a complement to other resources. Magic is a more common part of the Brechtür's economy than it is in other lands. Although there are more wizards in Anuire or Khinasi, nowhere is it easier for a common spellcaster to earn a living plying his trade. Magic guilds exist; divination spells can be had for hire on the docks and streets of Brecht cities; illusions and magical talismans are available for purchase; and shipping fleets keep mages on retainer.

True magic, however, is rare – and even lesser magic is rarer than it seems. Fakers, charlatans, and tricksters thrive in



Brechtür, and failed spellcasters peddle inferior products to the unwary and ignorant. Brecht wizards live in the world of practice, not theory. Magic guilds are businesses, and wizards are rare commodities. Many of the lesser magical items found throughout Cerilia are fashioned by Brecht wizards.

Brecht mages favor divinations and enchantments (although they have laws against charming potential customers). Brecht mages dislike illusions and alternations, as irresponsible practitioners can use spells of these schools to disrupt trade. Brecht mages shun no school as inherently evil or wrong. A cosmopolitan people, the Brecht prefer to be generalists, because any type of spell might be valuable in the right circumstances.

Dwarves

Cerilian dwarves almost never use arcane magic directly. Living within the hearts of the mountains, they are both aware of, and greatly moved by, the powerful rhythms of the earth and the flow of her blood (mebhaighl). They have no fear of magic, and, in truth, constant exposure to the earth's power has rendered the dwarven people largely resistant to spells and spell-like effects. Perhaps due to this resistance, Dwarven mages of any sort are rare. The rare Dwarven mage is held in no more, nor any less regard, than any skilled craftsmen.

Dwarves are not prolific breeders and relatively few dwarves were present at the cataclysm of Deismaar. There are very few blooded dwarves, and thus only a handful of dwarves that have even the potential to master the lore of greater magic. If there are any Dwarves capable of casting Realm magic, they have kept their existence a well-kept secret. Even so, the dwarven people have secrets of which they keep to themselves, for powerful dwarven artifacts from before the cataclysm reveal that the Dwarven craftsmen imbued items with greater magics well before Dwarven scions allowed them the practice of arcane magic as performed by other races.

Dwarven mages favor alterations, abjurations, and spells that allow them to modify nature to their suit their needs and protect their homes. Dwarven mages shun necromancy and illusion spells, and disfavor spells with ephemeral effects.

Elves

The first to have embraced magic, the elves remember a time when they alone understood the secrets of mebhaighl. Magic is as familiar and non-threatening to them as windmills and waterwheels are to humans. While all Sidhelien have within them the potential to wield true magic, only a few experience a calling to become a mage. Thus, while magic is familiar to the Sidhelien, even among them it is not commonplace. Sidhelien mages hold positions of respect to influence in their communities equal to that afforded any well-trained and learned teacher, leader, or artist. Elven spells are sung, not chanted, and the beauty of their spells has been known to bring listeners to tears.

Elves favor the schools of enchantment and illusion as these magics cause the least disruption to the natural flow of mebhaighl. Elves are particularly fond of spells that bring them closer to nature. Sidhelien spellcasters favor spells that allow them to vanquish foes or accomplish a feat without risking any damage to nature.

Elves disfavor the schools of evocation and conjuration, particularly distaining spells that create an overt force of

mebhaighl into the environment. This disfavor does not extend to transmutations spells, which are considered to be a bending – not a breaking – of natural laws.

Elves shun the school of necromancy absolutely. An elf who even dabble in death magics faces the censure of his peers and risks ostracism from the community. Elves practice great caution when casting spells that could harm nature. Elves have been known to hunt down spellcasters, including other elves, who have ruined nature with their carelessness.

Half-elves

Torn between worlds, half-elves often study magic with their elf brethren but expand their studies to include human magic, or vice-versa. The impatient human blood mixed with the keen insight of the Sidhelien often causes half-elves to be more willing to entertain other views than members of either of their parent's races. Half-elves should use the favored, disfavored, and shunned schools of the race from which their beliefs and philosophies on magic are adopted. However, half-elves are far more likely to seek out knowledge disfavored or shunned by their culture. Quite often, half-elves cross-train in many schools of magic merely to satisfy their curiosity of their own magical heritage and to understand how Cerilia's arcane forces adapt differently to humans and elves.

Goblins

Goblin mages are short-tempered, avaricious, and violent. Very few goblins have the necessary dedication and patience necessary to learn the lore of the magician or wizard. Most goblin mages, therefore are weak scions that pursue the more informal arcane arts of sorcerer. Goblins favor evocations and other spells with brutal, unsubtle results delivered from long range. Goblins disfavor enchantments, as they view intimidation on the basis of overwhelming strength a more reliable form of coercion. Goblins shun no form of magic, they will take advantage of any lore which they unearth, however dangerous.

Halflings

Halflings are, if nothing else, a highly adaptable people. Halflings usually adopt the philosophies and magical customs of the Big Folk around them. However, halflings do not generally fear magic; indeed, they are fascinated by it. Regardless of the attitudes of the region, halflings favor spells from the school of illusions, especially shadow magics or other magics. All halflings shun necromantic magic, as they avoid all things which bear the taint of the evil that corrupted their homeland.

Khinasi

Khinasi mages, revered and admired by their fellow citizens, practice magic openly in their city-states. These tall, dark people have no fear of magic and things arcane. In fact, commoners, laborers, and nobles alike consider the study of magic to be the highest calling. Promising fledgling wizards often receive donations from businessman and tradesmen to encourage successful study. In some city-states the ability to cast spells of even moderate power can earn a wizard a minor noble title. Khinasi mages are more often sorcerers than wizards.

Being a true mage in Khinasi society carries some responsibility and protocol. Any Khinasi spellcaster able to command

true magic is legally bound to make the dangerous journey to the temple of Rilni (Ruornil) in southeastern Khinasi and swear the Five Oaths of Service.

- To obey the commands of the lawful ruler of the state.
- To preserve and protect all knowledge.
- Never to raise a hand against another mage sworn to the oaths, except as commanded by the liege in lawful war.
- Never to use magic to raise or communicate with the dead.
- To destroy any wielder of true magic who does not abide by these oaths.

An ancient and awesome power binds any mage taking the Five Oaths irrevocably. Once bound, mages find it impossible to violate the oaths, even if they want to do so.

In theory, Khinasi mages revere all magics – except necromancy – and believe that all magical lore is equally worthwhile. In practice, however, Khinasi wizards pride themselves on power and tend to distance themselves from spells that can be cast by a lesser magician. Khinasi sorcerers favor conjuration spells and other spells with impressive, highly visible results. Khinasi sorcerers disfavor divination. Khinasi sorcerers shun illusion and necromancy.

Rjurik

Rjurik mages, distrusted even by their kinfolk, sometimes envy the respect and acceptance enjoyed by druids. The Rjurik people fear magic and, by extension, those who command it. Wizards of this race, therefore, tend to live apart from other people and need to be largely self-sufficient. Only among those who do not know of their abilities can they move freely without drawing nervous looks.

Rjurik mages have a hard life among skeptical people and a harsh land. Their kinsmen consider the magic of druids wholesome and valuable, while arcane magic is automatically suspect. Rjurik mages favor spells from the schools of alternation, conjuration, and abjuration. Rjurik mages are noted for researching spells related to the weather. The wise Rjurik wizard learns, and teaches spells that appear natural. Rjurik mages shun spells from the school of evocation. Overt spell effects, such as those produced by evocations, call too much attention to the caster.

Vos

Vos magic-wielders, mysterious to their own people and considered barbaric by others, are feared by all. The majority of Vos regard spellcasters with superstition. They avoid wizards and magicians, and sometimes even exile them from their tribe (if they think they can do so safely). The Vos treat their wizards with more animosity than the Rjurik do, and Vos wizards need to be entirely self-reliant.

Many Vos believe arcane magic angers the grim Vos gods and risk bringing their disfavor upon the people. They say to cast arcane magic is an insult to both the priests and the gods. Wizards, they are taught, do not enjoy the blessings of the gods and much be watched carefully.

Although most Vos leaders openly shun mages, very few will order a wizard's death, as they fear the retribution of Lirovka (Ruornil), the successor to Vorynn, the god of magic worshiped long ago by their ancestors. Privately, however, many Vos leaders seek the power to be gained from the quiet

service of an allied mage against rival tribes or other dangers of Vosgaard.

Vos mages favor spells from the schools of evocation, abjuration, and necromancy. Vos wizards are feared and sometimes hunted by their own people. Thus, they must be able to survive on their own terms – using strength to frighten foes away and protect themselves from harm. Vos mages have also learned that necromantic magics inspire the fear necessary to encourage others to leave them alone. Vos mages shun spells from the school of enchantment. Although such spells could help them improve their standing in society, they are taught that magical persuasion and coercion are tools of the weak.

Spell research

Cerilian mages spend a significant portion of their time engaged in arcane research. Bards must learn new songs, sorcerers must devise new invocations, and magicians and wizards must pour over dusty tomes seeking the keys to ever greater mastery over arcane powers. Most arcane spell casting classes automatically increase the number of spells that they know when they advance in level under the assumption of "standard" daily research. In addition, wizards, magicians, and clerics of Ruornil can increase the number of spells contained in their spellbooks through periods of dedicated research. Unfortunately, spellcasters that do not prepare their spells cannot increase their number of Spells Known through research.

Researching spells with aid

Spell research is significantly easier if aid is available in the form of an existing spell in a spell book or scroll. Wizards, magicians, and clerics of Ruornil all follow the rules for adding spells to a wizard's spellbook presented in the *Player's Handbook* (page 155). This mage must have a copy of the spell (in another spellcaster's spellbook or on a scroll), study the work for one day, and make a spellcraft check (DC 15 + spell level) to determine if they are able to grasp the spell. The mage may gain a +2 circumstance bonus to this check if they have a tutor capable of casting the spell. Tutors generally charge a fee equal to twice what it would normally cost to have the NPC cast that spell for the character (See NPC Spellcasting in the *Dungeon Master's Guide*, page 149). If the check succeeds, then the mage is capable of casting the spell, but requires an additional day plus one day per level of the spell (and 100gp/day in expenses) to complete the research and add the spell into their spell book.

Researching spells without aid.

By tradition, mages in Cerilia do not share spells with each other, save for the few minor spells that pass from master to apprentice. It is generally believed that a wizard who does not craft her own spells lacks an appreciation for the dangerous power that she commands. Cerilian mages have learned that power given without cost is too freely misused. A mage without appreciation for the forces that they command is a danger to wizard and non-wizard alike.

Adding a spell to one's spellbook without help from a scroll, spellbook, or tutor is significantly more time consuming. Such research requires access to a well-stocked library, one week per level of the spell, and expenses of 1,000gp/week. At the end of that time, the character makes a Spellcraft roll check (DC 15 + spell level). If that roll succeeds, the mage

learns the new spell. If the roll fails, the character must go through the research process again if she wants to keep trying. Many Cerilian mages spend much of their time and income on such research.

Divine magic

Proficiency in all fields of arcane magic is based upon the caster's understanding of the flow of mebhaighl and the development of practical or intuitive techniques to tap into this power and bend it towards the caster's end. Divine magic is rooted in faith. Proficiency in divine magic is based upon the caster's ability to focus and channel the energies of divine beings. Faith is the lens that allows mortal souls to access and direct this power.

When preparing spells each day, a Cerilian priest enters an enlightened state where the power of their faith allows them to tap into the spiritual force of their patron deity. Through simple rituals, the priest internalizes this divine force in the form of prepared spells of their choosing. The priest who transgresses against the beliefs and obligations of their faith may have a crisis of faith. Such a crisis is a self-fulfilling, for self-doubt can interfere with the cleric's ability to channel the divine energy of their patron deity. *Atonements*, spiritual quests, and similar trials do not placate the gods so much as serve as a trial that allows the penitent party to restore their faith.

With a few notable exceptions, Cerilian gods do not directly interfere with the mortal world. Cerilian gods neither grant nor deny specific spells to their followers on the basis of the god's opinion of their behavior. Likewise, the gods do not communicate their wishes directly to their followers – it is the role of man to strive towards spiritual perfection without the direct intervention of the gods. At best, the gods communicate to their servants indirectly, through dreams and omens.

Clerics

Cerilian clerics function as described in the *Player's Handbook*, with a few notable exceptions. Cerilian clerics never 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 cleric to wield divine magic without a patron deity. A cleric may have only one patron deity at a time, but it is possible for a cleric to have a change of heart that causes them to change patron deities.

Given that most Cerilian deities are patrons of entire cultures, their religions are far broader in scope than their alignments or portfolios indicate. For example, Haelyn, the lawful good God of Justice and Noble war is the patron of the Anuirean people. Among the Anuireans, his name is invoked not only during matters of justice and war, but also during births, investitures, marriages, deaths, and nearly every other significant event in an Anuirean's life. Nesirie's blessing may be invoked to ensure an easy birth or a safe voyage, Erik called upon to aid a failing crop, or Sera called upon to bless a commercial exchange, but in Anuire, such requests almost universally call upon Haelyn as well.

Given the broad scope of their worship, Cerilian clerics are not required to be within "one step" of their deity's alignment (as is usually required as per the *Player's Handbook*, page 29).

Instead, Cerilian clerics must share one alignment aspect with their patron. Thus Haelyn, who is lawful good, has clerics whose alignments include Lawful Good, Lawful Neutral, Lawful Evil, Neutral Good, or Chaotic Good. Cerilian deities are not concerned with alignment, per se, so much as strength of faith and adherence to their values.

This wide range of alignments complicates the politics of the churches of most Cerilian deities. Most Cerilian deities have multiple sects, usually with irreconcilable viewpoints. Schisms among each church have been at the heart of some of the bloodiest periods of Cerilian history. The gods do not seem to overtly favor one aspect of their church over another. If the gods do indeed have a preference for the values of one sect over another, their vow to remain aloof from the affairs of mankind forces them to allow man to decide how to best worship each deity. So long as a cleric believe that the actions that he under takes is in accordance with a reasonable interpretation of the god's portfolio, then the power of their belief will allow them to draw upon the divine energy of that aspect. In terms of the granting of spells, Haelyn shows no preference to a lawful good priest of a sect that values courage, honor, and chivalry over a lawful evil priest of a sect that values strict and unflinching adherence to a set of uncompromising laws. Cerilian deities do not demand perfection; they demand only faithful pursuit of at least one aspect of their portfolio.

Elves cannot advance as clerics except under the most unusual of circumstances. The elves can call upon the forces inherent in wood and water, field and air, but have never worshiped deities. They are aware that the gods of Deismaar existed and that new gods were created, but they do not pay homage to them. Particularly after their deception and betrayal by Azrai, the elves have been adamant in their refusal to worship human gods. To the elves, spiritual development is the responsibility of the individual and not based upon the judgment of external powers.

Druids

Like clerics, Cerilian druids receive their spells through their faith in a patron deity. In Cerilia, all druids are priests of Erik, the god of nature and the hunt. Although all druids are priests of Erik, not all priests of Erik are druids. Erik also accepts clerical followers and the schism between the style of worship favored by the nomadic druids and the city-bound clerics of Erik is particularly vast.

The powerful natural magic of the druid is based in the same lore as that of the ranger, but is greatly magnified through also channeling of divine power of Erik. Thus elves, who are adamant in their refusal to worship human gods, cannot advance as druids except under the most unusual of circumstances.

Paladins

Cerilian clerics function as described in the *Player's Handbook*, with the exceptions noted in the class description in Chapter One. Cerilian paladins never serve just a cause, philosophy, or abstract source of divine power. Every paladin in a BIRTHRIGHT campaign serves a specific divine power. It is simply impossible for a paladin to wield divine magic without a divine connection to a patron deity. Only four Cerilian deities accept Paladins: Avani, Cuiracéen, Haelyn, and Nesirie. A

paladin may have only one patron deity at a time, but it is possible for a paladin to have a change of heart that causes them to change patron deities. Some Cerilian paladins are allowed to multiclass without losing the privilege of later continuing their advancement as paladins. These favored multi-classes are presented in the description of each deity.

Rangers

The divine powers of the ranger class differ significantly from the spell casting abilities of clerics. 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. The source of such a ranger's abilities is not a deity, but the divine essence of the earth itself.

In order to prepare their spells, rangers must meditate in a natural setting. Their fundamental understanding of nature and each living thing's role within nature is the faith that provides rangers the focus necessary to channel the energy used to prepare their spells. Rangers draw their power from the divine essence of the earth itself, the heart spring of power that is the source of mebhaighl. Rangers do not shape or harness mebhaighl, but their powers are rooted in the same source.

Elves have a profound link with nature that makes them particularly fine rangers. The forces of the earth itself, however powerful, lack the contained focus of the divine powers accessed by clerics. Thus, ranger spells are significantly different from (and often much weaker than) clerical spells.

Resurrection

Resurrection is a rare occurrence in Cerilia. Although it is certainly possible to *Raise Dead*, most clerics are loath to do so. Firstly, death is assumed to be the providence of the gods. Only in the most unusual circumstances (and for the greater good) would most clerics choose to interfere with the will of the gods and rip a soul from its place of earned reward or punishment.

Secondly, when a scion dies, the vital energy of their bloodline is released at the moment of their death and absorbed by those nearby. A resurrected character's bloodline is gone forever. They have no bloodline score and are not a scion. They can certainly attempt to gain a new bloodline through investiture or bloodtheft, but their original bloodline can never be restored.

Lastly, when a regent dies, their domain passes to their heir (or becomes uncontrolled if they have no designated heir). The resurrected character is no longer a regent. Another now claims the gold and regency of the domain that they once held. History has shown that resurrecting a scion often leads to tragic events as the resurrected party is tempted to engage in bloodtheft to reclaim a birthright they feel is rightfully theirs. In order to reclaim their domain, a resurrected regent would need to somehow obtain a bloodline and re-invest their old realm from its current regent (their heir).

The potential for internecine war is not taken lightly in Cerilia (particularly in Anuire) and thus most churches (including the church of Haelyn) have dire prohibitions against the resurrection of regent characters. Likewise many churches forbid the use of resurrection magic on philosophical grounds. Most sects of Erik and Belinik, for example, perceive death as part of the natural order, albeit from different perspectives.

creating magic items

Magical items are relatively uncommon in Cerilia. Although magical items can be created using the standard rules presented in the *Player's Handbook*, most Cerilian wizards prefer not to spend their vital essence (XP) and fortunes (gp) in the creation of miscellaneous disposable magical items. Cerilian artificers tend not to waste their efforts on the creation of minor devices. The magical devices that *do* exist in Cerilia are generally quite powerful, and rarely have a market value below 4000gp.

Variant: Regency-based magical item creation

Under this variant, regent artificers can use the power of their realm magic to empower magical items. Through the power of month long rituals, a regent spell caster may use regency points rather than experience points as the vital energy required to creating a magical item. Regency points are spent in this manner are equivalent to 10 XP each. The use of these rituals, however, adds 32 days (one Cerilian month) to each item's creation time.

spells of cerilia

Cleric domains

In addition to the domains described in the *Player's Handbook*, various deities of Cerilia permit clerics to choose from the additional domains presented here. These new domains follow all the rules presented for domains in the description of the cleric class in the *Player's Handbook*. A cleric can choose any two domains listed for this deity (See Chapter Four: *Deities*).

In the descriptions that follow, granted powers and spell lists are given for domains that are presented or modified in this book. If a domain description here lacks an entry for granted powers and spells, refer to the *Player's Handbook* for that information. In the listings of domain spells, an asterisk (*) preceding a spell name signifies a new domain or spell described in this book.

Animal Domain

Deities: Erik.

Chaos Domain

Deities: Belinik, Cuiraeccen, Eloéle, Laerme, Sera.

*Charm Domain

Deities: Laerme.

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

Charm Domain Spells

1 Charm Person	6 Geas/Quest
2 Calm Emotions	7 Insanity
3 Suggestion	8 Demand
4 Emotion	9 Dominate Monster
5 Charm Monster	

Death Domain

Deities: Cold Rider.

Destruction Domain

Deities: Kartathok.

Earth Domain

Deities: Erik, Moradin, Torazan.

Evil Domain

Deities: Belinik, Cold Rider, Kartathok, Kriesha, Torazan.

*Fire Domain

Deities: Laerme.

Granted Power: You gain Fire Resistance 5.

Fire Domain Spells

- | | |
|-----------------|-------------------------------|
| 1 Burning Hands | 6 Flame Strike |
| 2 Produce Flame | 7 Fire Storm |
| 3 *Fireform | 8 Incendiary Cloud |
| 4 Wall of Fire | 9 Elemental Swarm (Fire only) |
| 5 Fire Shield | |

Good Domain

Deities: Cuiráécen, Haelyn, Laerme, Moradin, Nesirie.

Healing Domain

Deities: Nesirie.

Illusion Domain

Deities: Eloéle.

*Justice Domain

Deity: Haelyn.

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

Justice Domain Spells

- | | |
|-------------------|----------------------|
| 1 Detect Evil | 6 Forbiddance |
| 2 Hold Person | 7 Geas/Quest |
| 3 Discern Lies | 8 Shield of Law |
| 4 Mark of Justice | 9 Storm of Vengeance |
| 5 Atonement | |

Knowledge Domain

Deities: Avani, Ruornil.

Law Domain

Deities: Avani, Haelyn, Kartathok, Kriesha, Moradin, Torazan.

Luck Domain

Deities: Sera.

Magic Domain

Deities: Avani, Ruornil.

*Moon Domain

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

Deity: Ruornil.

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

Moon Domain Spells

- | | |
|------------------|---------------|
| 1 Detect Undead | 6 Shadow Walk |
| 2 *Moonbeam | 7 Sunbeam |
| 3 Halt Undead | 8 Sunburst |
| 4 Dimension Door | 9 Gate |
| 5 Shadow Portal | |

*Night Domain

Deity: Eloéle

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

Shadows Domain Spells

- | | |
|-------------------------|---------------------|
| 1 Darkvision | 6 Mislead |
| 2 Darkness | 7 Mass Invisibility |
| 3 *Night's Embrace | 8 Mind Blank |
| 4 Improved Invisibility | 9 *Deepest Night |
| 5 *Gift of Eloéle | |

*Nobility Domain

Deity: Haelyn.

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

Nobility Domain Spells

- | | |
|-------------------|----------------------|
| 1 Divine Favor | 6 Geas/Quest |
| 2 Enthrall | 7 Repulsion |
| 3 Magic Vestment | 8 Demand |
| 4 Discern Lies | 9 Storm of Vengeance |
| 5 Greater Command | |

Plant Domain

Deities: Erik

Protection Domain

Deities: Nesirie, Moradin.

*Reason Domain

Deity: Avani.

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

Reason Domain Spells

- | | |
|-------------------|---------------------|
| 1 Detect Chaos | 6 True Seeing |
| 2 Calm Emotions | 7 Vision |
| 3 Detect Thoughts | 8 *Purity of Reason |
| 4 Tongues | 9 Foresight |
| 5 Greater Command | |

*Sea Domain

Deity: Nesirie.

Granted Power: You have the supernatural ability to breathe water as if under the effect of a *water breathing* spell, for up

to 10 rounds per level each day. This effect occurs can operate multiple times per day (up to the total daily limit of rounds).

Ocean Domain Spells

- | | |
|------------------|------------------------|
| 1 Obscuring Mist | 6 *Transport via Water |
| 2 Fog Cloud | 7 Control Weather |
| 3 Water Walk | 8 Whirlwind |
| 4 Control Water | 9 Storm of Vengeance |
| 5 Control Winds | |

*Spell Domain

Deity: Ruornil.

Granted Power: You get a +2 bonus to Knowledge (Arcana) and Spellcraft checks.

Spell Domain Spells

- | | |
|-------------------|-------------------|
| 1 *Ruornil's Gift | 6 *Ruornil's Gift |
| 2 *Ruornil's Gift | 7 *Ruornil's Gift |
| 3 *Ruornil's Gift | 8 *Ruornil's Gift |
| 4 *Ruornil's Gift | 9 *Ruornil's Gift |
| 5 *Ruornil's Gift | |

Strength Domain

Deity: Belinik, Cuiráécen, Kartathok.

*Storm Domain

Deity: Cuiráécen.

Granted Power: You gain Electrical Resistance 5.

Storms Domain Spells

- | | |
|------------------|----------------------|
| 1 Obscuring Mist | 6 Control Winds |
| 2 Wind Wall | 7 Control Weather |
| 3 Call Lightning | 8 Whirlwind |
| 4 Sleet Storm | 9 Storm of Vengeance |
| 5 Ice Storm | |

*Suffering Domain

Deity: Kriesha.

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

Suffering Domain Spells

- | | |
|-----------------------------|-------------------------|
| 1 Doom | 6 Harm |
| 2 Bane | 7 Eyebite (sicken only) |
| 3 Bestow Curse | 8 Symbol (pain only) |
| 4 Emotion (fear, hate only) | |
| 5 Enervation | 9 Wail of the Banshee |

Sun Domain

Deity: Avani.

*Terror Domain

Deity: Belinik

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

Terror Domain Spells

- | | |
|-----------------------|-----------------------|
| 1 Cause Fear | 6 Nightmare |
| 2 Scare | 7 Eyebite (fear only) |
| 3 Emotion (fear only) | 8 Symbol (fear only) |
| 4 Fear | 9 Weird |
| 5 Phantasmal Killer | |

Trade Domain

Deity: Sera.

Granted Power: You may *detect thoughts* once per day as a spell-like ability. This is a free action that affects one target and has a duration of 1 min. times your Charisma bonus.

Trade Domain Spells

- | | |
|-------------------------|----------------------|
| 1 *Khi. Trader's Tongue | 6 True Seeing |
| 2 Message | 7 Mord. Mag. Mansion |
| 3 Eagle's Splendor | 8 Mind Blank |
| 4 Sending | 9 Discern Location |
| 5 Fabricate | |

Travel Domain

Deity: Sera

Trickery Domain

Deity: Eloéle

War Domain

Deity: Belinik, Cuiráécen, Haelyn, Torazan.

*Wilderness Domain

Deity: Erik

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

Wilderness Domain Spells

- | | |
|-----------------------|-------------------|
| 1 Pass without Trace | 6 Find the Path |
| 2 Tree Shape | 7 Liveoak |
| 3 Speak with Animals | 8 Control Weather |
| 4 Speak with Plants | 9 Shapechange |
| 5 Commune with Nature | |

*Winter Domain

Deity: Kriesha.

Granted Power: You get Cold Resistance 5.

Winter Domain Spells

- | | |
|-------------------|------------------------|
| 1 Hand of Ice | 6 Oti. Freezing Sphere |
| 2 Resist Elements | 7 Control Weather |
| 3 Sleet Storm | 8 *Winter Wolves |
| 4 Ice Storm | 9 *Fury of Winter |
| 5 Cone of Cold | |

Magician spells

Arcane divination, illusion, and universal spells that do not allow replication of the effects of other schools of magic generally belong on the magician spell list. Such spells should be magician spells of the same level at which they appear on the sorcerer/wizard spell list. Enchantment spells should be added only if similar to an existing magician spell.

Spells on the bards spell list should generally be on the magician spell list unless the spell relates specifically to a bard special abilities, music, or other sonic effects (such as shape sound, sound burst, or shout). Magicians cast these spells should at the appropriate wizard spell level (if the spell on the wizard spell list), the cleric spell level (if the spell is on the cleric spell list but not the wizard list), or the bard spell level (otherwise).

The magician spell list below includes considers spells from the *Player's Handbook* and the new spells presented in this campaign sourcebook. If your campaign allows spells from

other sourcebooks, use these guidelines to determine if spells from other sourcebooks should be considered magician spells.

0-level Magician Spells (Cantrips)

Dancing Lights. Figment torches or other lights.
Daze. Creature loses next action.
Detect Magic. Detects spells and magic items within 60 ft.
Flare. Dazzles one creature (-1 attack).
Ghost Sound. Figment sounds.
Light. Object shines like a torch.
Mage Hand. 5-pound telekinesis.
Mending. Makes minor repairs on an object.
Open/Close. Opens or closes small or light things.
Prestidigitation. Performs minor tricks.
Read Magic. Read scrolls and spellbooks.
Resistance. Subject gains +1 on saving throws.

1st-level Magician Spells

Alarm. Wards an area for 2 hours/level.
Cause Fear. One creature flees for 1d4 rounds.
Change Self. Changes your appearance.
Charm Person. Makes one person your friend.
Color Spray. Knocks unconscious, blinds, or stuns 1d6 weak creatures.
Comprehend Languages. Understand all spoken and written languages.
Cure Light Wounds. Cures 1d8 +1/level damage (max +5).
Detect Secret Doors. Reveals hidden doors within 60 ft.
Detect Undead. Reveals undead within 60 ft.
Erase. Mundane or magical writing vanishes.
Expeditious Retreat. Doubles your speed.
Feather Fall. Objects or creatures fall slowly.
Grease. Makes 10-ft. square or one object slippery.
Hypnotism. Fascinates 2d4 HD of creatures.
Identify. Determines single feature of magic item.
***Khinasi Trader's Tongue** (Illusion). Subject gets +5 on diplomacy checks involving financial negotiations.
***Know Bloodline** (Divination). Determines target's bloodline strength and derivation.
***Know Origin** (Divination). Determines target's origin or home.
Mage Armor. Gives subject +4 armor bonus.
Magic Weapon. Weapon gains +1 bonus.
Message. Whispered conversation at distance.
Nystul's Magical Aura. Grants object false magic aura.
Nystul's Undetectable Aura. Masks magic item's aura.
Protection from Chaos/Evil/Good/Law. +2 AC and saves, counter mind control, hedge out elementals and outsiders.
***Sidheliem Bow** (Transmutation). Bow gains +1 to hit.
Silent Image. Creates minor illusion of your design.
Sleep. Put 2d4 HD of creatures into comatose slumber.
***Starry Sky** (Divination). You gain +5 circumstance bonus to Intuit Direction.
Summon Monster I. Calls outsider to fight for you.
Unseen Servant. Creates invisible force that obeys your commands.
Ventriloquism. Throws voice for 1 min./level.

2nd-level Magician Spells

Animal Trance. Fascinates 2d6 HD of animals.
Blindness/Deafness. Makes subject blind or deaf.
Blur. Attacks miss subject 20% of the time.
Bull's Strength. Subject gains 1d4+1 Str for 1 hr./level.
Cat's Grace. Subject gains 1d4+1 Dex for 1 hr./level.
Continual Flame. Makes a permanent, heatless torch.
Cure Moderate Wounds. Cures 2d8 +1/level damage (max +10).
Darkness. 20-ft. radius of supernatural darkness.
Daylight. 60-ft. radius of bright light.
Detect Eleven Influence: Determine if elves have been in, near, or have magically influenced an area.
Delay Poison. Stops poison from harming subject for 1 hour/level.
Detect Thoughts. Allows "listening" to surface thoughts.
Enthrall. Captivates all within 100 ft. + 10 ft./level.
***First Strike** (Transmutation). Allies gain +4 bonus to initiative.
Glitterdust. Blinds creatures, outlines invisible creatures.
Hold Person. Holds one person helpless for 1 round/level.
Hypnotic Pattern. Fascinates 2d4+1 HD/level of creatures.
Invisibility. Subject is invisible for 10 min./level or until it attacks.
Leomund's Trap. Makes item seem trapped.
Levitate. Subject moves up and down at your direction.
Locate Object. Senses direction toward object (specific or type).
Magic Mouth. Speaks once when triggered.
***Mask Bloodline** (Illusion). Obscures the target's divine heritage.
Minor Image. As silent image, plus some sound.
Mirror Image. Creates decoy duplicates of you (1d4 +1/three levels, max 8).
Misdirection. Misleads divinations for one creature or object.
***Misfortune** (Enchantment). Target suffers a -1 morale penalty.
Obscure Object. Masks object against divination.
Pyrotechnics. Turns fire into blinding light or choking smoke.
Scare. Panics creatures up to 5 HD (15-ft. radius).
See Invisibility. Reveals invisible creatures or objects.
Summon Monster II. Calls outsider to fight for you.
Summon Swarm. Summons swarm of small crawling or flying creatures.
Tasha's Hideous Laughter. Subject loses actions for 1d3 rounds.
Undetectable Alignment. Conceals alignment for 24 hours.
Whispering Wind. Sends a short message one mile/level.
Zone of Truth. Subjects within range cannot lie.

3rd-level Magician Spells

Blink. You randomly vanish and reappear for 1 round/level.
Clairaudience/Clairvoyance. Hear or see at a distance for 1 min./level.
Cure Serious Wounds. Cures 3d8 +1/level damage (max +15).
Dispel Magic. Cancels magical spells and effects.
Displacement. Attacks miss subject 50%.

Gaseous Form. Subject becomes insubstantial and can fly slowly.

Greater Magic Weapon. +1 bonus/three levels (max +5).

Gust of Wind. Blows away or knocks down smaller creatures.

Haste. Extra partial action and +4 AC.

Illusory Script. Only intended reader can decipher.

Invisibility Sphere. Makes everyone within 10 ft. invisible.

Keen Edge. Doubles normal weapon's threat range.

Leomund's Tiny Hut. Creates shelter for 10 creatures.

Magic Circle against Chaos/evil/Good/Law. As protection spells, but 10-ft. radius and 10 min./level.

***Mass Magic Weapons (Transmutation).** Provides a deferred +1 magic bonus to one weapon/level.

Major Image. As silent image, plus sound, smell and thermal effects.

Phantom Steed. Magical horse appears for 1 hour/level.

Remove Disease. Cures all diseases affecting subject.

Sepia Snake Sigil. Creates text symbol that immobilizes reader.

Slow. One subject/level takes only partial actions, -2 AC, -2 melee rolls.

Suggestion. Compels subject to follow stated course of action.

Summon Monster III. Calls outsider to fight for you.

Tongues. Speak any language.

Wind Wall. Deflects arrows, smaller creatures, and gases.

4th-level Magician Spells

Arcane Eye. Invisible floating eye moves 30 ft./round.

Bestow Curse. -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.

Charm Monster. Makes monster believe it is your ally.

Confusion. Makes subject behave oddly for 1 round/level.

Cure Critical Wounds. Cures 4d8 +1/level damage (max +20).

Detect Scrying. Alerts you of magical eavesdropping.

Dimension Door. Teleports you and up to 500 lb.

Emotion. Arouses strong emotion in subject.

Fear. Subjects within cone flee for 1 round/level.

Hallucinatory Terrain. Makes one type of terrain appear like another (field into forest, etc.).

Improved Invisibility. As invisibility, but subject can attack and stay invisible.

Illusory Wall. Wall, floor, or ceiling looks real, but anything can pass through.

Leomund's Secure Shelter. Creates sturdy cottage.

Lesser Geas. Commands subject of 7 HD or less.

Locate Creature. Indicates direction to familiar creature.

Neutralize Poison. Detoxifies venom in or on subject.

Phantasmal Killer. Fearsome illusion kills subject or deals 3d6 damage.

Rainbow Pattern. Lights prevent 24 HD of creatures from attacking or moving away.

Remove Curse. Frees object or person from curse.

Scrying. Spies on subject from a distance.

Shadow Conjuration. Mimics conjuring below 4th level.

***Shadow Portal (Divination).** You can sense portals to the shadow world.

Summon Monster IV. Calls outsider to fight for you.

5th-level Magician Spells

Break Enchantment. Frees subjects from enchantments, alterations, curses, and petrification.

Contact Other Plane. Ask question of extraplanar entity.

***Disguise Bloodline (Illusion).** Change apparent bloodline derivation and strength.

Dismissal. Forces a creature to return to native plane.

Dominate Person. Controls humanoid telepathically.

Dream. Sends message to anyone sleeping.

False Vision. Fools scrying with an illusion.

Greater Shadow Conjuration. As shadow conjuration, but up to 4th level and 40% real.

Healing Circle. Cures 1d8 +1/level damage in all directions.

Hold Monster. As hold person, but any creature.

Mind Fog. Subjects in fog get -10 Wis, Will checks.

Mirage Arcana. As hallucinatory terrain, plus structures.

Modify Memory. Changes 5 minutes of subject's memories.

Nightmare. Sends vision dealing 1d10 damage, fatigue.

Permanency. Makes certain spells permanent; costs XP.

Persistent Image. As major image, but no concentration required.

Prying Eyes. 1d4 floating eyes +1/level scout for you.

Rary's Telepathic Bond. Link lets allies communicate.

Seeming. Changes appearance of one person/two levels.

Shadow Evocation. Mimics evocation less than 5th level.

Summon Monster V. Calls outsider to fight for you.

6th-level Magician Spells

Analyze Dweomer. Reveals magical aspects of subject.

Control Water. Raises, lowers, or parts bodies of water.

Control Weather. Changes weather in local area.

Eyebite. Charm, fear, sicken or sleep one subject.

Find the Path. Shows the most direct way to a location.

Geas/Quest. As lesser geas, plus it affects any creature.

Greater Dispelling. As dispel magic, but +20 on check.

Greater Shadow Evocation. As shadow evocation, but up to 5th level.

Legend Lore. Learn tales about a person, place, or thing.

Mass Haste. As haste, affects one/level subjects.

Mass Suggestion. As suggestion, plus one/level subjects.

Mislead. Turns you invisible and creates illusory double.

Permanent Image. Includes sight, sound, and smell.

Programmed Image. As major image, plus triggered by event.

Project Image. Illusory double can talk and cast spells.

Repulsion. Creatures can't approach you.

Shades. As shadow conjuration, but up to 5th level and 60% real.

Summon Monster VI. Calls outsider to fight for you.

True Seeing. See all things as they really are.

Veil. Changes appearance of group of creatures.

7th-level Magician Spells

Greater Scrying. As scrying, but faster and longer.

Insanity. Subject suffers continuous confusion.

Mass Invisibility. As invisibility, but affects all in range.

Plane Shift. Up to eight subjects travel to another plane.

Shadow Walk. Step into shadow to travel rapidly.

Summon Monster VII. Calls outsider to fight for you.

Vision. As legend lore, but quicker and strenuous.

8th-level Magician Spells

Antipathy. Object or location affected by spell repels certain creatures.

Binding. Array of techniques to imprison a creature.

Discern Location. Exact location of creature or object.

Mass Charm. As charm monster, but all within 30 ft.

Screen. Illusion hides area from vision, scrying.

Summon Monster VII. Calls outsider to fight for you.

Symbol. Triggered runes have array of effects.

Sympathy. Object or location attracts certain creatures.

9th-level Magician Spells

Dominate Monster. As dominate person, but any creature.

Foresight. "Sixth sense" warns of impending danger.

Summon Monster IX. Calls outsider to fight for you.

Weird. As phantasmal killer, but affects all within 30 ft.

spell descriptions

The spells presented here follow all the rules presented in Chapter Eleven: *Spells* of the *Player's Handbook*.

Bloodbond

Necromancy

Level: Clr 1, Drd 1, Pld 1

Components: V, S, F, DF

Casting Time: 10 minutes

Range: Touch

Target: Two living creature touched

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

You link the health of the two targets. Any damage taken by either character is divided evenly between them (odd points are taken by the character actually struck). If either target succeeds on their saving throw, the spell fails. The bond is broken if either character dies. *Material Component:* a length of red silk.

Circle of Secrets

Illusion (Glamer)

Level: Clr 3, Drd 3

Components: V, S, DF

Casting Time: 1 full round

Range: Touch

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

Duration: Concentration

Saving Throw: None (harmless) or Will negates

Spell Resistance: Yes (harmless)

You may combine with other priests of your faith to make your allies undetectable. Only you need to cast the spell, but you must have a least one assistant priest of your faith in order for this spell to succeed. You may have up to one assistant per level. The priests must sit or stand in a circle so that they are within arms reach of each other. In addition to you and your assistants, this spell affects one additional person for every two priests casting the spell. Those affected by the spell appear to all senses to be part of the environment for as long as

the priests concentrate and remain still. Furthermore, all participants are affected by *non-detection* for the duration of the spell.

Deepest Night

Evocation [Darkness]

Level: Night 9

Components: V, S, XP (see text)

Casting Time: 1 action

Range: Two miles

Area: Two mile-radius circle, centered on you

Duration: 10 minutes/level or 1 minute/level (see text)

Saving Throw: None

Spell Resistance: No

You make the night deeper, or you can even plunge a daylight area into temporary night. This spell creates a darkness that gradually thickens over one minute, darkening the areas and subduing all natural senses save those of the caster.

For the duration of the spell, all creatures in the area suffer a -10 penalty to Spot and Listen checks. The area counts as near total darkness, and provides nine-tenths cover (40% miss chance). These effects are felt by all creatures within the area (except for the caster) regardless of their normal sensory acuity; normal vision, darkvision, scent, blindsight, tremorsense, or any other sensory ability is affected equally.

All sources of light, including magical effects of less than 5th level, are magically dimmed, and provide illumination equivalent to dim candlelight (5 ft. radius).

If this spell is cast during the daytime, its duration is reduced to 1 minute/level. *XP Cost:* 500 XP if cast during the daylight.

Detect Elven Influence

Divination

Level: Brd 2, Clr 1, Drd 1, Mag 2, Sor/Wiz 2

Components: V, M, F/DF

Casting Time: 1 action

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

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

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

Saving Throw: None

Spell Resistance: No

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

1st round: Presence or absence of elven influence

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

3rd round: The strength and location of each influence. If an aura is outside your line of sight, you determine its direction, but not its exact location.

Influence

Elf passed though area

Elf rested or waited

Influence Strength

/ 10

/ 5

Elf in battle # / 2
Elf cast spell Caster level / 2

Influence Strength	Aura Strength
Lingering	Dim
1 or less	Faint
2-4	Moderate
5-10	Strong
11+	Overwhelming

How long the aura lingers depends on its original strength:

Original Strength	Duration
Faint	1d6 x 10 minutes
Moderate	1d6 hours
Strong	1d6 days
Overwhelming	1d6 months

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

Disguise Bloodline

Illusion (Glamer)
Level: Mag 5, Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Creature or object touched
Duration: 1 hour/level
Saving Throw: Will negates
Spell Resistance: Yes

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

Enhance Blood Ability

Transmutation
Level: Clr 2, Drd 2, Sor/Wiz 3
Components: V, S, F/DF
Casting Time: 1 action
Range: Touch
Target: One blooded scion
Duration: 1 minute/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This spell enables the target to temporarily tap the essence of their bloodline. The target must possess a blood ability that can be improved one power level (minor to major, or major to great). The caster must know the bloodline derivation and blood ability to be affected. The ability is improved one power level for the duration of the spell. When the spell expires, the affected character suffers 1d4 + 1 points of temporary ability score damage to their Bloodline due to the strain this places

upon them. *Arcane Focus*: Two similar objects – one large, one small.

False Tracks

Transmutation
Level: Drd 1, Rgr 1, Sor/Wiz 2
Components: V, S, M/DF
Casting Time: 1 action
Range: Touch
Target: One creature/level touched
Duration: 10 minutes/level
Saving Throw: Will negates
Spell Resistance: Yes
You leave the tracks of a native animal, rather than your own. This spell provides a +5 condition modifier (for “tracked party hides trail”) to DC of tracking those affected by the spell. If the caster of the spell attempts to track the targeted creatures, however, the modifier is reversed (-5 DC to the track check) – making it easier for the caster to track the affected individuals. *Arcane Component*: A handful of ashes.

Fireform

Transmutation
Level: Sor/Wiz 3, Fire 3
Components: V, S, M
Casting Time: 1 round
Range: Personal
Target: You
Duration: 1 hour/level (D)
This spell enables you to conceal your body and possessions into a non-magical fire of campfire-size or larger. While in *fireform*, you can see and hear normally, are immune to normal fire damage, and gain damage reduction 20/+1. You can see and hear normally, but cannot talk, move, attack, or cast spells with verbal, somatic, material, or focus components. (Note that this does not rule out certain spells that the subject may have prepared using the metamagic feats Silent Spell and Still Spell). As with *Gaseous Form*, you lose all supernatural abilities while in fireform. If the fire source is extinguished, you take 5d6 damage and are immediately expelled. *Material component*: A mixture of salt, sulfur, and crushed peppercorns tossed into the fire source.

First Strike

Transmutation
Level: Brd 2, Mag 2, Sor/Wiz 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5ft./2 levels)
Target: One ally/level
Duration: 1 min/level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)
The affected creatures move and act more quickly than normal. Those affected gain a +4 enhancement bonus to their initiative. Any creature moving out of range from the caster after the spell is cast loses the effect. *Material Component*: A handful of purified sand.

Fury of Winter

Evocation [Cold]

Level: Winter 9

Components: V, S, DF

Casting Time: 1 full round

Range: 2 miles or Medium (100 ft. + 10 ft./level) (see text)

Area: Two mile-area circle, centered on you, or Cone (see text)

Duration: 4d12 days or 3 rounds (see text)

Saving Throw: See text

Spell Resistance: No or Yes (see text)

Fury of winter is a multipurpose spell. You can cast either of the following versions:

Blizzard: You change the weather in the local area. This works exactly as a *control weather* spell, except that the duration is measured in 4d12 days (not hours), the casting time is only one-full round, and you can only create a blizzard effect.

Breath of Winter: You create an effect similar to a *cone of cold* spell, with a medium range and a 3 round duration. In the first round of the spell, it will inflict 1d8 points of cold damage per caster level (maximum 20d8) to any creature caught in the cone. Half of this damage is divine in nature and not subject to regular cold resistance. A Reflex save is permitted for half damage. In the second round of this spell, the wind intensifies to tornado-level winds, blowing away large or smaller creatures, knocking down huge creatures, and checking gargantuan and colossal creatures. In all cases, creatures are moved away from the spellcaster. This effect persists through the third round of the spell. In the third round after casting this spell, any creature remaining within the area must make a Fortitude save or be frozen stiff, unable to move or take any actions requiring movement or somatic gestures. A frozen creature is permitted a Strength check against a DC of 20 to break free every round; otherwise, creatures remain frozen for 1d6+1 rounds.

Gift of Eloéle

Evocation

Level: Night 5

Components: S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 round/level

You call upon a portion of Eloéle's power, imbuing yourself with the essence of night. You gain an enhancement bonus to Dexterity and a competence bonus to Hide and Move Silently checks equal to your caster level. Furthermore, you gain the ability to make one sneak attack during the spell's duration as if a rogue of your caster level. Multi-class cleric/rogues sum their levels when determining sneak attack bonus.

Hand of Ice

Transmutation [Cold]

Level: Winter 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature or Object Touched

Duration: Until discharged

Saving Throw: Fortitude partial (see text)

Spell Resistance: Yes (object)

This spell magically imbues your hand with the cold fury of winter. Your successful melee touch attack deals 1d8 points of cold damage +1 point per caster level. Due to the intense cold, a touched victim must make a Fortitude save or only be able to take a partial action on her next turn.

Improved Armor

Conjuration

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The target of the spell is enveloped in a faintly glowing magical field of energy. The field grants the subject a +3 deflection bonus to Armor Class plus an additional +1 for every three caster levels (maximum bonus +8). *Focus:* A cube of polished steel.

Khinasi Trader's Tongue

Illusion (Glamer)

Level: Brd 1, Mag 1, Sor/Wiz 1, Trade 1

Components: V, M

Casting Time: 1 action

Range: 10 ft.

Duration: 5 minutes/level

Saving Throw: Will negates

Spell Resistance: No

You have an unfair advantage when haggling. Whenever you quote a price during a financial negotiation, an affected target hears, instead, the exact amount of money (or goods) that they are willing to accept or pay for a particular item. You receive a +5 bonus on skill checks for any financial negotiation, barter, transaction, contract, or sale. *Material component:* a vial of snake oil.

Know Bloodline

Divination

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

Components: V, M, F/DF

Casting Time: 1 action

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

You learn the bloodline strength (minor, major, or great) and derivation of the target. Because stronger bloodlines are easier to identify the target's Bloodline bonus acts as a penalty to their saving throw (visa-versa, if the target has a bloodline penalty, it acts as a bonus to their saving throw). *Arcane Focus:* An iron rod and a collection of minor gemstones (5 gp

each) representing the different bloodlines. The gem that corresponds to the target's bloodline will shatter when the spell is complete.

Know Origin

Divination

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

Components: V, S

Casting Time: 1 action

Range: Touch

Target: One creature or object

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: No

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

Mask Bloodline

Illusion (Glamer)

Level: Mag 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature or object touched

Duration: 20 minutes/level

Saving Throw: Will negates

Spell Resistance: Yes

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

Mass Magic Weapons

Transmutation

Level: Mag 3, Sor/Wiz 3

Components: V, S, M, F

Casting Time: 1 action

Range: Touch

Target: One weapon/level touched

Duration: 1 round/level (see text)

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

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

Mass Mounts

Conjuration (Summoning)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 full round

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

Effect: One mount/level

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You summon a number of normal riding animals to serve as mounts for you and your allies. The summoned mounts can be any type of mount (of the caster's choice) used in the area of the summons; ponies, light horses, heavy horses, mules, camels, and varsk (tundra only) are the most likely mounts to appear. The mounts are normal animals of their type and should be considered to be broken for riding, but are not trained for war. The mounts come with a bit and bridle and a riding saddle. *Material component:* a bit of hair from the type of mount to be summoned.

Misfortune

Enchantment (Compulsion) [Fear, Mind-Affecting]

Level: Brd 2, Mag 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 action

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

Target: One living creature

Duration: 1 week/level

Saving Throw: Will negates

Spell Resistance: Yes

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

Moonbeam

Evocation

Level: Clr 2, Drd 1, Moon 2

Components: V, S, F

Casting Time: 1 action

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

Target: One undead creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

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

Night's Embrace

Transmutation [Darkness]

Level: Night 3

Components: V, S, DF

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

You are embraced by the shadows of the night. While this spell is in effect, you are shadowy and insubstantial. You gain the ability to hide in plain sight (as per the Shadowdancer

prestige class in the *Dungeon Master's Guide*) and have no movement penalty when moving silently. In dimly light areas, you always have one-half concealment (yielding a 20% miss chance).

Purity of Reason

Abjuration [Mind-Affecting]

Level: Reason 8

Components: V, S, DF

Casting Time: 1 action

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

Area: Emanation, centered on you

Duration: 1 minute

Saving Throw: None

Spell Resistance: Yes

This spell creates an emanation of shimmering yellow light extending from you out to the maximum range of the spell. The illuminated area acts as a limited *antimagic field* that suppresses illusion, enchantment, and mind-affecting spells or spell-like effects. Any emotion-affecting effects, such as a barbarian's rage or a bard's music, are also suppressed. For the duration of the effect, all creatures within the area can understand each other as if a *tongues* spell had been cast upon them. The area is also considered to be a *zone of truth*. Finally, all creatures in the areas are affected as if under the effects of a *sanctuary* spell.

Ruornil's Gift

Transmutation

Level: Spell 1, 2, 3, 4, 5, 6, 7, 8, 9

Components: V, S, F (and possibly M/DF, F, and XP)

Casting Time: 15 minutes

Range: Personal

Target: You

Duration: Instantaneous

This spell allows clerics of Ruornil to read and prepare a magical spell of one level lower than the spell slot used to memorize Ruornil's Gift. For example, Ruornil's gift, memorized as a 1st level domain spell, could be used to cast a 0-level magical spell. During the spell's 15 minute casting time, you can scan your spellbook (see below) and choose one spell to read and prepare. Once you choose and prepare an arcane spell, you retain it in your mind. The prepared spell occupies the appropriate domain spell slot (this spell is only available as a domain spell) until it is cast.

When you cast the magical spell, it works just as though cast as an arcane spell by a magician of your cleric level except that your Wisdom score sets the save DC (if applicable). The spell is subject to an Arcane Spell Failure. Your holy symbol substitutes for any non-costly material component. If the spell has a focus or costly material component (one to which a gold piece value is assigned), you must provide it. If the spell has an XP component, you must pay the experience point cost.

Focus: You are subject to the same restrictions as a wizard or magician in preparing arcane spells with this spell. To prepare an arcane spell, you must have learned the spell and have a copy of the spell in your spellbook (which is identical to a magician's spellbook in all respects). You may add spells to

your spell books using the same rules as a magician or wizard (*Player's Handbook*, pg. 155), but you do not gain "automatic" spells to place in your spellbook when you advance in level.

Shadow Portal

Divination

Level: Drd 4, Mag 4, Sor/Wiz 4

Components: V

Casting Time: 1 action

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

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

Saving Throw: None

Spell Resistance: No

You can sense the presence of temporary or permanent portals to the shadow world. You gain the Shadow Guide and Shadow Walker feats (see Chapter One: *Characters*) for the duration of the spell. Also, you are automatically aware of any permanent portals in range.

Sidhelien Bow

Transmutation

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

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: Bow touched

Duration: 1 hour/level or until discharged

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

This spell gives a +1 enhancement bonus to attack rolls to a longbow or shortbow. The spell is discharged once the spell has affected 1 shot per caster level. If you are an elf, the weapon also provides a +1 enhancement bonus to damage. *Focus:* The bow.

Starry Sky

Divination

Level: Mag 1, Sor/Wiz 1

Components: V, S, F

Casting Time: 20 minutes

Range: Close

Area: Circle, with a radius of 5 ft.

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

You cause a display of the correct positions of the stars in the sky to be projected on the ceiling (or air) above you. This knowledge provides a +10 circumstance bonus to Inuit Direction and a +5 bonus to all navigation checks made with Profession (Sailor) to all within the area of effect. *Focus:* An unblemished silver mirror.

Suppress Blood Ability

Transmutation

Level: Clr 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 full round

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

Target: One scion

Duration: 10 minutes/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

This spell temporarily removes an individual's ability to access one of their blood abilities. The caster of the spell must know the derivation of the target and the ability to be suppressed. This difficulty of this spell is, in part, determined by the relative strength of the caster and victim's bloodline scores. Thus, the caster's bloodline modifier is added to the save DC of this spell. Similarly, the target's Bloodline bonus acts as an additional bonus to their fortitude save. *Material component:* A small piece of a totem animal associated with the target's bloodline derivation.

Suppress Bloodline

Transmutation

Level: Mag 1, Clr 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 full round

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

Target: One scion

Duration: 10 minutes/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

This spell temporarily removes an individual's ability to access all of their blood abilities (except for the permanent physical changes caused by a *bloodform*). The caster of the spell must know the derivation of the target. The difficulty of this spell is, in part, determined by the relative strength of the caster and victim's bloodline scores. Thus, the caster's bloodline modifier is added to the save DC of this spell. Similarly, the target's Bloodline bonus acts as an additional bonus to their Fortitude save. *Material component:* Many small pieces of a totem animal associated with the target's bloodline derivation.

Transport via Water

Transmutation

Level: Sea 6

Components: V, S

Casting Time: 1 round

Range: Personal

Target: You

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

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to move quickly from one body of water to a connected body of water. You must immerse yourself in a body of water during the casting of the spell. You and up to 100 lbs of equipment are transported safely at a rate of 1 mile per minute through open water for the duration of the spell. Underwater, you are largely unaware of surface surroundings, but you are aware of the distance that you have traveled and can stop reliably at any known destination in range.

Winter Wolves

Conjuration [Evil, Cold]

Level: Winter 8

Components: V, S, DF

Casting Time: 1 full round

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

Effect: 2d4+2 summoned winter wolves

Duration: 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell summons a pack of winter wolves to assist you. They can appear anywhere within range of the spell. The winter wolves summoned are lawful evil in alignment and are highly obedient. They will perform any task the cleric sets before them to the best of their ability, and they will even act independently to achieve the cleric's goals if he commands them to. The winter wolves summoned by this spell cannot be commanded by anyone else, and are immune to charm, domination, and other similar enchantments.

chapter four: gods and religion

The pantheon known to the humans of Cerilian is not the same pantheon recognized by the ancient tribes who came to Cerilia before the War of Shadow. The old gods gave up their existences in order to destroy their evil brother Azrai at Mount Deismaar. Their essences imbued hundreds of champions and common soldiers with the beginnings of Cerilia's bloodlines, and have shaped history every since. More importantly, the god's mortal champions, closest to the old gods in their ideals, took the brunt of the divine essence released by the gods' death and were elevated to create a new pantheon.

The new gods numbered eight; Haelyn, assuming Anduiras reign over nobility and war; Erik, the druid, ruling nature in Reynir's stead; Sera, taking the place of Brenna as the goddess of commerce and fortune; Avani, taking the mantle of Basaia as lady of reason; the Vos warriors Kriesha and Belinik, absorbing the energies of Azrai to become the Ice Witch and the Prince of Terror; Nesirie, absorbing the power of Masela and gaining power over the sea; and Ruornil, inheriting from Vorynn domain over magic and arcane secrets.

At first, the new gods worked closely together in the flesh; they fought, loved, had children, and helped the peoples of Cerilia recover from the War of Shadow. Nesirie and Haelyn formed a strong alliance and bore Cuiracén, a new god of battle and storm. Likewise, Avani and Erik bore Laerme, goddess of fire and passion, and Sera and Ruornil bore Eloéle, goddess of the night. As centuries passed, however, wars and feuds between mortal followers ensued, fragmenting many of the god's alliances and creating argument and rivalry. Fearing a repetition of Deismaar in any future conflicts, the gods agreed to a universal pact: Never to battle each other in physical form.

The powers continue to increase the prestige and well-being of their worshippers, priests, and temples, but, for the most part, now restrict their guidance to dreams, inspiration, and prophesy. A few scholars may argue that gods no longer exist, and perhaps never existed, but most Cerilians believe implicitly in the existence of their gods. The divine abilities of blooded scions and divine spellcasters provide seemingly irrefutable proof of the continued existence of the gods and the history of their ascension at Deismaar.

worship

Throughout Cerilia, personal faith is an important characteristic of every character, from the meanest peasant to the highest lord. Most people of Cerilia say an occasional prayer to more than one deity on a regular basis, but dedicate their lives to one patron deity. Cerilians believe that one's patron deity oversees all of the important aspects of existence. No one deity controls birth, coming of age, marriage, death, or the afterlife; each deity cares for such needs for their faithful.

Each major human culture, and most humanoid cultures in general, have a specific god that looks after the well being of the people of that culture or race. This does not preclude members of that race from worshipping another patron deity,

but most characters naturally seek advice, guidance, and support from the faith of their people. The gods of the human pantheon have complex relationships, but most humans pay respect to all of the gods that are not considered enemies of their faith. An Anuirean Knight might worship Haelyn, but also pray to Sera, Lady of Fortune, before taking a great risk. Table 41 lists the principle faiths of Cerilia by race/culture. As long as one's own deity is not at odds with another, acts of simply piety towards the other deity are not considered offensive.

As a general rule, Cerilian deities do not overtly punish sinful behavior or reward faithfulness. The deity's rewards and punishments are measured in the afterlife. The clergy of a deity's church are responsible for meting out punishment and acclaims in the mortal world.

Divine spellcasting

A divine spellcaster forges a personal connection to a source of divine power in the rituals and rites that bind them as a priest of a religious order. Once forged, this divine link allows the channeling of divine energy and the casting of divine spells. Cerilian deities do not (and perhaps can not) judge how this power is used; the powers are granted to men, and it falls to men to decide how best such powers shall be used. Should a spellcaster act outside the precepts of his or her faith, it falls to the clergy of the faith to guide or punish the offender.

A divine spellcaster who forsakes his or her deity does not lose the ability to cast divine spells; only a ceremony of excommunication is capable of severing the divine link between man and god once forged. Should a divine spellcaster wish to take up the faith of another deity, they may do so without immediately penalty. Accepting ordination in a new faith forever severs a spellcaster's connection to their previous deity. Divine spellcasters who abandon their deity are often considered to be guilty of most heinous blasphemy and may find themselves harshly judged by their peers (as well, perhaps, in the afterlife).

All blooded scions contain within them some small spark of divinity; the more powerful the bloodline, the more powerful the spark. Any scion with a True bloodline is capable of channeling enough divine energy to cast divine spells without a patron deity. The divine abilities of any scion that has accepted a bloodform far exceed those that do not. Scions that have a completed bloodform may cast divine spells without a patron deity with only a Great bloodline. Blood formed scions with True bloodlines are capable of forging a link with worshippers that will allow the casting of divine spells.

State religions

Throughout Cerilia, priests are held in high regard and most nations have a recognized state religion. In general, the state religion of any realm is the faith with the most levels of temple holdings in the realm. In cases where the measure is very close, the state religion may vary from one ruling line to the

next (or even one ruler to the next), as different dynasties declare their own religious loyalties.

Even kings must bow to the wishes their state religion in matters of spiritual consequence. When time comes to install an heir, the church must provide support by performing the coronation ceremony to complete the investiture. Without the support of the church, the new regent receives only half of the normal regency points. The church (or churches) performing the coronation becomes recognized as the official state religion under that regent's rule. The official state religion has the authority to challenge any landed regent's actions (or even his right to rule) if they fly in the face of the precepts of the faith.

Churches often claim the right to hold their own courts and to administer the enforcement of a variety of religious crimes (canon law), including blasphemy, heresy, and witchcraft (the use of magic to cause harm to others). Such claims can bring them in conflict with secular legal powers unless the realm's regent supports the churches activities. The methods of trial and the penalties handed out vary significantly from one faith to another, but most temple courts are required to obtain secular consent to death penalties or any trials against nobility; this formality is often ignored by some faiths.

Patron deities

Cerilian gods generally prefer worshippers of a specific race. Although such deities may allow an occasional worshiper of a differing race, they are not often welcome among the clergy. Humans may be clerics of any human deity, but are most likely to worship the god associated with their tribe, culture, or region.

Your character may or may not worship a specific patron deity. Clerics, druids, and paladins always have a specific patron deity. If you want your character to have a patron deity, consider first the deities most appropriate to her race (Table 4-1: *Human deities by region*, and Table 4-2: *Non-human deities*), or class and alignment (Table 4-3: *Human deities by class*).

Table 4-1: Human deities by region

Culture	Deity
Anuirean	Haelyn or by class and alignment
Brecht	Sera or by class and alignment
Khinasi	Avani or by class and alignment
Rjurik	Erik or by class and alignment
Vos	Belinik, Kriesha, or by class and alignment

Table 4-2: Non-human deities

Race	Deities
Dwarf	Moradin
Elf	None
Goblinoid	Kartathok
Halfling	Any
Orog	Torazan

Table 4-3: Human deities by class

Class	Deities (Alignment)
Bard	Laerme (CG)
Barbarian	Cuirac�en (CG), Erik (N), Belinik (CE)
Cleric	Any
Druid	Erik (N)
Fighter	Haelyn (LG), Cuirac�en (CG), Belinik (CE)
Magician	Avani (LN), Ruornil (N)
Noble	Haelyn (LG), Sera (CN)
Paladin	Haelyn (LG), Cuirac�en (CG), Nesirie (NG), Avani (LN)
Ranger	Erik (N)
Rogue	Sera (CN), Elo�le (CN)
Sorcerer	Avani (LN), Ruornil (N)
Wizard	Avani (LN), Ruornil (N)

Time, seasons, and holidays

Time is measured differently depending on where in Cerilia one happens to be. The Brecht measure time by tide and moon, while the Khinasi track the passage of days, months and years by the position of the sun. The Vos generally don't care about days or months – they measure time by the naming of years, with the first snowfall after a brief summer beginning a new year.

One of the lasting legacies of the Anuirean Empire is the standardization that it brought to the realms in its far-reaching domain. Although most regions of Cerilia still maintain a local calendar, scholars consider the Anuirean calendar to be the standard for marking the passage of time. Anuireans base their calendar on the orbit of the moon and the movement of the constellation of Haelyn, the protector. The Anuirean *Book of Days* defines twelve months to a year, four weeks to a month, and eight days to a week. A year has 388 days. The four annual days not part of any month have become times to celebrate and reflect. These days fall upon the vernal equinox (the *Day of Rebirth*), the Summer solstice (The *Night of Fire*, when a show of falling stars results from the annual passage through a meteor belt), the autumnal equinox (the *Veneration of the Sleeping*), and the winter solstice (the *Eve of the Dead*).

The 12 months of the Anuirean calendar begin with the Day of Rebirth, the vernal equinox. The month *Sarimiere* is the first of the new year, followed by *Talienir*, then *Roelir*. After Haelyn's Festival, the month of *Haelynir* begins. *Anarire* and *Deismir* (named for the Godswar's final battle) follow in succession, with the Veneration of the Sleeping next. *Erntenir*, the month of harvest, leads to *Sehnir*, then *Emmanir*, just before the Eve of the Dead. Then comes the coldest month,



Keltier, which flows into *Faniele*, then *Pasiphiel*, and again, the Day of Rebirth.

table 4-4: cycle of the year

Month	Name	Common name
	Day of Rebirth / New Year	Spring Equinox
1	Sarimiere	Spring I
2	Talienir	Spring II
3	Roelir	Spring III
	Night of Fire / Haelyn's Festival	Summer Solstice
4	Haelynir	Summer I
5	Anarire	Summer II
6	Deismir	Summer III
	Veneration of the Sleeping	Vernal Equinox
7	Erntenir	Fall I
8	Sehnir	Fall II
9	Emmanir	Fall III
	Eve of the Dead	Winter Solstice
10	Keltier	Winter I
11	Faniele	Winter II
12	Pasiphiel	Winter III
	Day of Rebirth / New Year	Spring Equinox

Anuireans devote six of the week's eight days to work, giving the remainder over to leisure. The days, from work's beginning to rest's end, are: *Firlen*, *Renlen*, *Dielen*, *Varilen*, *Branlen*, *Barlen*, *Mierlen*, and *Taelen*.

table 4-5: days of the week

Day	Name	Common name
1	Firlen	Firstday
2	Relen	Secondday
3	Dielen	Thirdday
4	Varilen	Forthday
5	Branlen	Fifthday
6	Barlen	Sixthday
7	Mierlen	Seventhday/Restday
8	Thelen	Eighthday/Godsday

Aebrynis's days are 24 hours long, divided into night and day by the setting of the sun. The length of the night varies by season. Throughout most of Cerilia, the Festival of Rebirth sees almost 16 hours of daylight, whereas the Eve of the Dead sees as little as 8. Aebrynis's moon has a 32-day period, thus each month of the Anuirean calendar is exactly four 8-day weeks. Each month starts with the new moon, the moon waxes as the month progresses and then wanes as the month draws to a close.

table 4-6: phases of the moon

Day	Phase of the Moon
32, 1, 2	New
8, 9, 10	Crescent (waxing)
16, 17, 18	Full moon
24, 25, 26	Crescent (waning)
32, 1, 2	New

Almost 2,000 years after the destruction of the old gods, Anuire's current yearly reckoning is 551 *Michaeline* (551 MR) or 551 after the death of Michael Roele, last Emperor of Anuire. In Khinasi lands, the year is 2039 MA (dating from the Masetian Arrival in Cerilia). In certain other parts of Cer-

ilia, the year is 1524 HC (Haelyn's Count), recording the years since the battle of Mount Deismaar.

The 22nd day of Deismir (sixthday in the third week of Summer III) is celebrated through Cerilia as the anniversary of the Godswar. In much of Cerilia, the celebrations focus not on the battle of Mount Deismaar, but rather on the ascent of the current gods to divinity.

The noble warrior god Haelyn is the protector and brother to Roele, the founder of the Anuirean Empire. Naturally, the astronomers based in the City of Anuire in those long-ago days chose the constellation of Haelyn to help them measure time. This constellation, six stars high, looks like a warrior *en garde* and is fully visible from southern Anuire at the summer solstice. With each passing month after this solstice, one star slips below the southern horizon. When the last star – Haelyn's head, or the *Crown of glory* – falls beneath the horizon, the Eve of the Dead has come. Haelyn's constellation hides only for the single night of the winter solstice, but it's a night of frantic prayer, for many fear the Shadow World's influence grows strongest when Haelyn's constellation does not watch over his people. Of course, Anuireans living farther north must endure even more time away from Haelyn's gaze (and longer nights). As protection from the Shadow World, people in the north also venerate other deities, particularly Erik.

cerilian deities

Each deity description follows the same general format.

Deity name (level of power)

Each entry begins with the deity's common name among their race/culture of primary worship. Following the name is the deity's level of power. In descending order, the levels of power are greater deity, intermediate deity, lesser deity, and demigod. These ranks represent relative levels of power among deities only and do not affect the abilities or spells of the deity's divine spellcasters.

Titles and aliases

A few of the more common titles used by a deity's worshippers are listed under each entry. This is not an exhaustive list, but represents several of the names by which a deity is commonly invoked. If a deity's name differs between different cultures/races, the deity's regional name is also listed by region.

Symbol

The deity's symbol is used by the faithful to represent the deity. The holy symbol used by clerics of the deity must take the form of the deity's symbol, although it can vary significantly in size, cost, and utility.

Table 4-7: Human deities

Name	Symbol	Portfolio	Worshippers
Avani	Setting sun	Sun, reason, magic	Khinasi, scholars, philosophers, magicians
Belinik	Crossed axes	Battle, feuds, fear	Vos men, fighters, barbarians, tyrants
Cuiracéen	Sword and lighting	Storms, conflict, battle	Warriors, the reckless
Eloéle	Black dagger	Night, darkness, thieves, deception	Rogues, thieves, smugglers, spies, liars
Erik	Oak tree	Forests, hunting, nature	Rjurik, druids, rangers, hunters, barbarians
Haelyn	Sword and sunburst	Courage, justice, chivalry, rulership, war	Anuireans, regents, officers, paladins, nobles
Kriesha	White hand	Winter, hardship, beasts of the cold	Vos women, barbarians, witches
Laerme	Harp and flame	Fire, love, art	Bards, artisans, young lovers
Nesirie	Trident and wave	Ocean, grief, healing, remembrance	Masetians, healers, sailors, mourners
Ruornil	Moon and night sky	Night, moon, magic	Bards, magicians, sorcerers, wizards
Sera	Silver scales	Wealth, luck	Brecht, merchants, rogues, bards

Name (Power)	Alignment	Favored Weapon	Domains
Avani (G)	Lawful Neutral	Shortspear	Knowledge, Law, Magic, <i>Reason</i> , Sun
Belinik (I)*	Chaotic Evil	Greataxe	Chaos, Evil, Strength, <i>Terror</i> , War
Cuiracéen (L)	Chaotic Good	Longsword or shortspear	Chaos, Good, Strength, <i>Storm</i> , War
Eloéle (L)	Chaotic Neutral	Dagger	Chaos, Illusion, <i>Night</i> , Trickery
Erik (G)	Neutral	Greataxe or shortspear	Animal, Earth, Plant, <i>Wilderness</i>
Haelyn (G)	Lawful Good	Greatsword or bastard sword	Good, <i>Justice</i> , Law, <i>Nobility</i> , War
Kriesha (L)*	Lawful Evil	Light mace or heavy mace	Evil, Law, <i>Suffering</i> , <i>Winter</i>
Laerme (L)	Chaotic Good	Shortbow	Chaos, <i>Charm</i> , <i>Fire</i> , Good
Nesirie (I)	Neutral Good	Trident	Good, Healing, Protection, <i>Sea</i>
Ruornil (L)	Neutral	Quarterstaff	Knowledge, Magic, <i>Moon</i> , <i>Spell</i>
Sera (I)	Chaotic Neutral	Light flail or heavy flail	Chaos, Luck, <i>Trade</i> , Travel

*See the deity's description for special rules regarding selection of this deity as patron.

Alignment

The deity's alignment provides a guideline for the general behavior of their faiths. Each sect of a deity's religion has an alignment. A sect's alignment can differ by at most one step from the deity's alignment.

Likewise, a cleric's alignment can differ by no more than one step from the alignment of their particular church. Therefore, most of a deity's clerics will have the alignment of the deity. It is thus possible (but uncommon) for a cleric to have an alignment that differs by two steps from her deity's listed alignment.

Portfolio

The deity's portfolio includes those areas of human experience or nature over which the deity claims dominion, power, and control.

Domains

The listed domains are those granted to the clerics of a deity and reflect the deities' alignment and portfolio. As with the deities listed in the *Player's Handbook*, a cleric chooses two domains from the deity's list and acquires the granted powers of those two domains. Domains listed in italics are campaign specific, and are detailed in Chapter Three: *Magic*.

Favored weapon

The deity's favored weapon is usually a representation of a method of punishment used by the deity against foes or those who sin. Spell such as *spiritual weapon* take the form of the favored weapon listed in parenthesis. This weapon may differ by sect. Weapons of the listed type are the conventional fa-

vored weapons of the clerics of each faith and therefore their most likely armaments.

Deity description

The first paragraph of the deity's description includes the deity's attitude, temperament, and general nature. The second paragraph describes the deity's church. This overview explains the church's organization and the common duties of the clergy. The third paragraph lists the time of day a deity's clerics pray for their spells. If more than one time of prayer is listed, the cleric must choose a specific time and use it thereafter. This section also lists well-known holy days of the faith, which the cleric may be expected to attend/perform.

Finally, the most common multiclassing options (if any) for clerics of the faith are given. The cleric is not obligated to multiclass. Paladins of deities that have a common multiclass may advance in their deity's favored multiclass without forfeiting the ability to advance further as a paladin.

Dogma and relationships

The dogma of the faith contains the tenants of a religion that all clerics (and divine spellcasters) of a deity must hold dear. The interpretation of these tenants, however, provides the basis for many of the splinter sects of worship. The deities hold themselves aloof from such schisms, leaving it to man to find truth through their own trials. This section is written as if were an excerpt from a holy text of that deity. Likewise, the relationship between the deity's major temples and the faiths of other human deities are provided as if discussing the relationships of the deities themselves. Members of the faith are expected to treat worshippers and clergy of other faiths as the deities are perceived to treat each other. This is complicated

by the fact that the relationship between any two deities is not necessarily perceived in the same light by both sides.

Human deities

Avani

Greater Goddess

Goddess of the Sun, Lady of Reason, Lightbringer, Lifegiver

Aliases: Avanae (Anuire), Lana (Brechtür), Avani (Khinasi), Vani (Rjurik)

Symbol: A setting sun

Alignment: LN

Portfolio: Sun, reason, magic

Domains: Law, Knowledge, Magic, *Reason*, Sun

Favored Weapon: Ray of burning light (shortspear)

Avani (ah-VON-ee) is goddess of the sun, reason, and magic. Prior to her ascension, she was Basaia's highest priestess and has replaced her as patroness of the Khinasi people. Avani can be a harsh and relentless goddess, as unforgiving as the sun that beats down on the Khinasi lands, or she can be warm and nurturing, enfolding her people in the glow of her divine radiance. The Khinasi believe that Avani appears to them every day with the rising of the sun. The Lightbringer shines forth her divine radiance, chasing away shadow and that which skulks in darkness. The Lifegiver brings the world alive each day. She is a great and beneficent goddess, and so gives this blessing to the entire world. As a result, for part of each day, she disappears from the lands of the Khinasi so she may bring her gift to the rest of the world. The ignorant among the Khinasi know that Avani will return in the morning to chase away the shadows that lie upon them. The educated realize that she comes back each morning because she set the world spinning so that her divine radiance could shine down upon the entire world. Her regular visits also protect her believers from incursions of the Shadow, for she denies the Shadow a place to build on Aebrynis. Instead, the darkness must hide in the dank places below the surface of the world.

The church of Avani is strongest in the lands of the Khinasi. Her priests and paladins are expected to represent themselves as if they were representing her. They must strive to be firm but fair in their dispensation of justice, must aid the poor and defend those unable to defend themselves, and must be merciful to enemies who she would deem deserving. Avani's temples are often libraries and other places of learning. Despite the reverence with which the Khinasi people hold Avani, opinions vary significantly as to what she represents. This comes in part as a result of the natural inclination among the educated to apply their reason to discovering Avani's true message. The inevitable result of these studies is a fragmentation of the church into region holdings that sometimes fight each other as much as they do their traditional enemies. Many believe that Avani is wroth with her followers as a result and that the wastelands of Khinasi are places where her displeasure has taken form.



Clerics of Avani pray for their spells at dawn as they greet Avani on her return to light the world. The only official holy day of the church is the anniversary of Deismaar. To the Khinasi, the holiday is observed to venerate the ascension of their patroness, not to remember what was essentially a foreign war. Her clergy commonly multiclass as magicians or wizards and her paladins may advance without restriction in these classes.

Dogma: Avani is the sun, and she shines her divine radiance upon the world every day, protecting all people from the encroachments of Shadow and darkness. Her light brings food to the tables of her people, for crops need both rain and sun to prosper. Her warmth enfolds her people; she chases away the storms that destroy well-being. She touches her followers with her blessing every day, for each ray of the sun carries her divine benediction.

All knowledge should be gathered, be it empirical, experimental, conjectural, practical, or theoretical. Knowledge is the light by which darkness is held at bay. Knowledge, like fire, is both useful and dangerous. We must protect against those that would abuse knowledge. Access to dangerous knowledge must be earned through demonstrated determination, discipline, and self-control. Strive to seek wisdom and understanding, for knowledge is the root of all lasting power.

Allies: Nurturing *Nesirie* cares for all. Her way is not the way of the mind, but the way of the heart. This way is not sufficient to protect mankind, but it is one of the reasons that mankind is worth protecting. *Laerme* is our loving daughter who must be protected, nurtured, and cherished. As with all young, she may act rashly, but it always with the best of intentions. Share your wisdom with the young, direct them towards safely, and help them mature in safety.

Foes: *Eloéle* is the herald of our Church's fate if we are not zealous in our work. She is the most dangerous of our enemies, for she seeks not the destruction of civilization, but its corruption. She is cunning, unpredictable, and ruthless, caring for nothing but herself. *Kriesha* hates the warmth of reason and would destroy all that we value for spite alone. She is a disciplined and cruel foe who listens only to the reason of scimitar and spear. *Belinik* possesses strength, but is a tiny-minded brute. Although the task appears hopeless, we must strive to bring him enlightenment so that he will one day know lasting peace.

Others: Our husband *Erik* watches over the bountiful earth in the knowledge that each generation must prepare for the next. Be respectful of Erik, for he values knowledge of the earth. That he takes little active interest in the affairs of civilization is cause for sadness, but not for scorn. Even as the moon brings light to the darkness of night, *Ruornil* bears the light of reason to guard against the darkest forces of the world. It is sad that he spends as much of his strength in keeping secrets as he expends against the forces of darkness. *Haelyn* is a puzzle. He works to foster civilization, and this is a worthy goal. He wrongly believes that civilization is created by the sword. Reason has always been sharper than the sword. *Sera* is selfish and shallow. She and her followers are happy to acquire knowledge that will be of use to them personally, but they care not for others. Short-sighted, they do not consider how their good fortune may be better used to prevent the mis-

fortune of others. The unpredictable *Cuiráécen* possesses a noble heart, but lacks wisdom. He is overly fount of warfare, but with our council can sometimes be lead from disaster.

Belinik

Intermediate God

Prince of Terror, Lord of Strife

Aliases: Belinik (Anuire, Khinasi, Rjurik, Vosgaard), Alenecht (Brechtür)

Symbol: Crossed axes

Alignment: CE

Portfolio: Battle, feuds, fear

Domains: Chaos, Evil, Strength, *Terror*, War

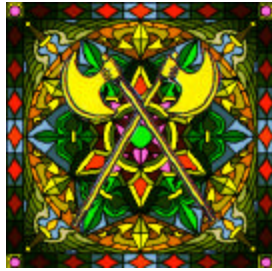
Favored Weapon: "Fury" (greataxe)

Belinik (bell-in-ICK) is the god of war, strife, competition and hatred. Prior to ascension, he was the most powerful of the Vos war chiefs that followed Azrai's banner. He now claims the title of patron god of the Vos and inspires Vos warriors to be savage in their attacks, merciless in their conquests, and fearless in their defeats. Contention is his companion, for in contention the weak are slain and the strong rewarded. Belinik is believed to destroy the herds of any Vos tribe that grows too soft, leaving them with no choice but to raid their enemies in order to survive. Belinik is a dark god, and fosters unceasing contention through hate, anger, and jealousy among his faithful.

Belinik's clerics are predominately male and claim spiritual sovereignty over all Vos. In addition to the Vos, Belinik's worshippers include any willing to use murder, torture, and other horrid deeds as a means to an end: the control of others through strength and fear. Belinik's church has unquestioned power among the Vos. His priests do not work alongside others in their community to help it prosper; they plan attacks on their neighbors to take what they have, raiding for slaves, livestock, and booty. Belinik's clergy foment dissention among warriors of Vos tribes, for such conflict inevitably leads to violence and guarantees that the strongest rules. Priests of Belinik test their battle skills constantly, usually against far inferior opponents, and almost always to the death. In order to advance in the church hierarchy, a priest of Belinik need simply arrange the death of his superior and claim his rank; priests that are not feared by their subordinates are soon pulled down.

The hour of dawn is holy to Belinik, for it is at dawn that most battles take place. On the Eve of the Dead, the temples of Belinik enact dark ceremonies designed to bring them to states of psychological madness. The most important ceremonies are those performed to bring the favor of Belinik in battle. Immediately prior to battle, priests of Belinik will ritually slay a kidnapped enemy warrior by cutting out his heart and devouring it. If such a victim is unavailable, the priest will attempt to cut out the heart of the first foe that they face. This ritual is considered to be one of the most sacred to Belinik, and among some tribes each warrior will attempt to do this, regardless of the personal danger. Belinik's clergy commonly multiclass as fighters.

Dogma: Terror is power. Power is for the strong. The weak hide behind paper agreements, seeking compromise over victory. The strong dictate everything and compromise nothing.



ing. Destroy or be destroyed; win or die; conquer or perish. Trust no one. Loyalty cannot be earned; it can only be coerced through fear. Answer every insult with blood; when you lose face, you lose power. Any who oppose you must be utterly destroyed; with each demonstration of your mastery you bind more tightly those beneath you.

Allies: Only *Kriesha* has the strength to stand behind us. Her followers are strong and thus must be shown often that our strength is far greater. Do not trust her, but use her to your advantage, for she makes a fine servant.

Foes: Belinik is the strongest of the gods, and all will even-



tual kneel to his axe. *Avani* wastes time gathering useless facts. In the end, her knowledge will work to whatever ends the strong deem wise. *Erik* preaches foolishness. The land must be mastered like any foe. The strong may take what they wish and the weak must suffice with the remains. Such is the true law of nature. *Haelyn* is a fool whose laws exist only to put weaklings over better men. His "Book of Laws" are an attempt to subvert the natural order. Defeat and humiliate his followers at every opportunity and bring the strongest of them to heel beneath our banners. *Cuiráécen* refuses his rightful place at the Lord of Strife's side. *Haelyn* has tainted his strength. Glory is for the strong, and only for the strong. We shall show him our truth and bind him to our service. *Laerme* is less than nothing - a possession to be mastered and conquered. She saps the meager strength of the weak with feeble passions and turns them into her slaves. The ability to hold a human life in one's hands and snuff it out with but a word is beyond any passion of which she can even conceive. The strong can sate their loins where they will. Her minions should be taken to serve our pleasure. *Ruornil* hides in the darkness. He lacks the courage to do aught but horde secrets and tricks. Tricks cannot stand before the power of the torch and axe. Burn out his servants where you find them, and their tricks will avail them not.

Others: *Nesirie* is a feeble old woman. As her husband and son seek to protect her, to strike at her is to strike at all three. Her worshippers are the most useless wretches, and fit only to be sacrifices upon my altars. *Sera* bewitches the minds of the strong with temptations of gold. Do not be fooled by her charms. True strength comes from will and courage to take what you covet, not from coins. *Eloéle* skulks in the shadows, hoping to accomplish there what she lacks the strength to do openly. Shadows offer concealment only until the bright fires of might burn them away.

Cuiraécen

Lesser God

Stormlord, God of Battle, Haelyn's Champion

Aliases: Cuiraécen (Anuire), Kirche (Brechtür), Khirdai (Khinasi), Kirken (Rjurik)

Symbol: Lightning bolt crossed by a sword

Alignment: CG

Portfolio: Storms, conflict, battle

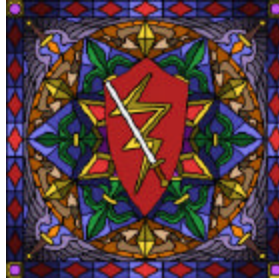
Domains: Chaos, Good, Strength, *Storm*, War

Favored Weapon: Longsword or lightning (shortspear)

Cuiraécen (koo-RAY-eh-KEN) is the son of Haelyn and Nesirie. The god of battle is the patron of young warriors, for he is the representation of reckless courage and victory through strength. His father's name is invoked for discipline, bravery, and victory through organization, duty, and proper conduct; Cuiraécen's name is invoked for strength of arms, fearlessness, and personal glory. Cuiraécen has a stormy temper and can be both vain and rash. As the Stormlord, he heralds his presence with storm clouds, lightning, and thunder. Apocrypha suggests that Cuiraécen is romantically linked with both Laerme and Eloéle.

The church of Cuiraécen is loosely organized, each individual temple is arranged differently and no overall church hierarchy exists. Cuiraécen was born in the third century after Deismaar, and by the beginning of the fourth century, he had inspired orders of knighthood within the church of Haelyn. The first church of Cuiraécen was created in the sixth century in the hills overlooking the Spiderfell, in the Anuirean province of Rhumannen, Gheiste (now Ghoere). Since time, his shrines have spread across Cerilia. The worship of Cuiraécen is a warrior's faith. It appeals to soldiers, knights, guardsmen, militant priests, and other such professions. Farmers might invoke the name of Cuiraécen only to beg to be spared the ravages of a brewing storm, but Cuiraécen does not provide them with spiritual guidance in their daily lives. Several orders of knighthood are allied with the church of Cuiraécen.

The priests and followers of Cuiraécen spend much of their time engaged in martial pursuits, for such is considered worship to Cuiraécen. They perfect their own combat and tactical abilities and teach others such skills. Paladins of Cuiraécen are Chaotic Good and may multiclass freely as Fighters. The clergy of Cuiraécen celebrate two of the same major holidays as do the priests of Haelyn: Haelyn's Festival and Godsday (the 22nd of Deismir). In addition, followers celebrate the first



day of spring (the Day of Rebirth) as the beginning of the storm season. They conduct a minor celebration six weeks later, on the 16th of Talienir, which they observe as the beginning of the campaign season. The principal ceremonies of worship are held in the early afternoon, at which time Cuiraécen's priests receive their spells. Cuiraécen's clergy commonly multiclass as fighters. His paladins must be Chaotic Good, and can multiclass as fighters without restriction to their ability to advance further as paladins.

Dogma: Cuiraécen fights without fear. Through strength of arm and unflinching courage inspire lesser men to conquer their fears and thus lead them to victory. Success is battle is the truest test of worth. Enter the fray when ere you can, but most assuredly in the defense of those who no one else can or will defend. Never refuse just battle. Act quickly and decisively; indecision is a sure path to ruin.

Allies: We serve our father, *Haelyn*, as champion and herald. We obey our father in most things, yet he values duty over honor. We must act, even against his wishes, when his inflexibility would deny us rightful victory. Our mother, *Nesirie*, requires our defense. Her compassion makes her an easy target for her enemies. We will protect her from harm – even if she does not thank us for the deed.

Foes: *Belinik* is a great warrior and a fine foe, but he has lost sight of his honor. Battle and bloodshed are noble endeavors; killing without purpose is cowardly. We must be ever vigilant for opportunities to make war against his purposes. *Kriesha* has little honor and is as treacherous as a snake. Oppose her plots when you can.

Others: *Avani* and her followers should be treated with respect. Though unskilled at arms, her intelligence and knowledge makes her a worthy ally or foe. *Erik* is wise, but slow. He is loath to confront problems head on, preferring, instead, to mull issues interminably. He must be shown that a quick, decisive strike resolves a conflict far more surely than debate. *Sera* has respect only for that which she can own. The value of courage cannot be valued in coin. *Ruornil* is a keeper of secrets. There is little to respect in one who does not face his foes openly. We aid him if our needs coincide, but do not hesitate to overcome him should he oppose us. *Eloéle* is a temptress and without honor. She is often a coward, striking out from the dark. Yet also can also be brave – she strikes decisively, alone, acting against innumerable foes without support or aid. She has our respect, but we must be wary lest her cowardly ways poison our heart. *Laerme* is courageous as she pursues her passions no matter what the cost. Love is a fine thing, but it must not be allowed to seduce one in weakness. Love in moderation and at a distance.

Eloéle

Lesser Goddess

Goddess of the Night, Sister of Thieves

Aliases: Eloéle (Anuire), Éla (Brechtür), Elyal (Vosgaard)

Symbol: Black dagger

Alignment: CN

Portfolio: Night, darkness, thieves,



deception, independence

Domains: Chaos, Illusion, *Night*, Trickery

Favored Weapon: "Final recourse" (dagger)

Eloéle (eh-LOW-eh-lay) is the lady of the night and the mistress of thieves, spies, and others who hide their activities from view. She deceives as naturally as others breathe; those who lie by design or habit also take her as their patron. Eloéle is a subtle goddess. Although she does not avoid violence, she prefers to avoid it except as a last resort. She is more likely to favor a clever scam than a brutal mugging. She is fickle, however, and has favored assassins as well as burglars. Eloéle is not bound by rules; she ignores the unspoken rule among the gods that they not involve themselves in the affairs of the world. Yet she has her own sense of honor (or sport), and will not use her divine abilities to directly manipulate political or economic events to her own ends; instead limiting herself to means available to mortals. Apocrypha suggests that Eloéle is romantically linked with Cuiráécen.

Eloéle is the daughter of Sera and Ruornil. She was born in the early centuries after the destruction of Deismaar and her following seems to have grown only slowly since then. As a religious organization, her church is almost non-existent and does not have any extensive set of rules. Followers of Eloéle are found across Cerilia, but rarely gather in large numbers for any length of time. In most of Cerilia, the church has little more than small shrines hidden from all but a few knowledgeable followers. These followers exercise virtually no control over the religious attitudes of the local population. People who make their livelihoods during the day know little of her; but some do whisper her name in supplication of her protection from outlaws. Rogues and others who hide under their activities under cover of darkness look to her as their patron.

Clerics who follow Eloéle perform a simple ceremony every day just after sunset to request the assistance of the goddess during the night to come. The only holy day celebrated by Eloéle's faithful is the anniversary of the goddess' birth on the 11th of Sehnir; although this date, in keeping with the goddess' deceitful nature, has changed in several times in the past and may do again. Priests of Eloéle are so immersed in their deceptions and intrigues that it is entirely possible that they willfully misinform each other in an attempt to be among the few to perform the rituals that best gain her favor. Eloéle's clergy commonly multi-class as rogues.

Dogma: Eloéle is the dagger in the dark. Through finesse, this least of weapons can overcome the greatest of foe. Choose the subtle solution to any dilemma. The strongest of enemies can be defeated with a single word, spoken at the right time. Neither vengeance nor victory has any savor if the enemy cannot appreciate their defeat. Violence lacks subtlety and is the resort of the desperate or foolish. Deceit, blackmail, misinformation, innuendo, and silence are the tools of the clever. Wield power through others, for then theirs is the risk, but yours the mastery. Do not be bound by any rules save those of your own choosing and pleasure.

Allies: Our mother, *Sera*, is aware of the value of subtlety, and has taught us well. We need not oppose her, for her aims coincide with ours. *Cuiráécen* thinks that strength, bravery, and honor will always triumph. Little does he know that physical might is the least aspect of true power. It is only nec-

essary to manipulate his honor and feed his rashness to feel the joy of bending such strength to our ends.

Foes: *Avani* is ever our foe. Be on guard against her, for she is subtle and shrewd. Deflect the light of her searching gaze from our most secret places and confound her with lies. *Laerme* lacks the intelligence to see the hidden currents of truth. She is simple minded and easily moved by manipulating her lusts. Yet she interferes with our work and thus must be punished. *Haelyn* prides himself on his rules and laws and flies into a fury when others rebel against his dominance. He has bound himself with so many rules that it is remarkable that he can breathe and unsurprising that his only solution to every problem is to reach for his sword. Bind him in his own rules and he will be powerless to act against you.

Others: *Belinik* is a brute and a boor. He attempts to master others, but only appreciates the crudest techniques. He scorns sophistication in mastery, mistaking subtlety for cowardice. We are easily his match, for a single whisper can easily turn fear into rebellion. *Erik* concerns himself with the subtleties of nature alone. He is easy to manipulate, but there is little reward for doing so. Let him have the wild places; our energies are better spent in more challenging enterprise. *Nesirie* nourishes the naïve hope of bringing happiness to the weak. What little strength she has, she squanders reducing the suffering of others. Let her pursue her hopeless task; it will profit her naught in the end, and it provides a useful handle for manipulation. Our father, *Ruornil*, keeps his secrets close to him, and has taught us to do likewise. He is an enigma, unconcerned with our successes or failures. Watch him carefully and pry out what secrets you can. *Kriessa* is a shrewd manipulator, yet she acts from cold hatred rather than from the joy of mastery. It is better to ruin your opponent rather than to destroy her. Her hatred is the key to her undoing, manipulate it and her plans are easily countered.

Erik

Greater God

Old Father of the Forests

Aliases: Aeric (Anuire), Erik (Brechtür, Rjurik), Iraikhan (Vosgaard)

Symbol: An oak tree

Alignment: N

Portfolio: Forests, hunting

Domains: Animal, Earth, Plant, Wilderness

Favored Weapon: Greataxe or shortspear

Erik (AIR-ick) is the forest lord, the god of nature, protector of the wilderness, and patron of the Rjurik. Erik was high druid of the Rjuven people prior to the battle of Deismaar in which he inherited Reynir's power. To honor Erik's ascension as their patron, the Rjuven people adopted the name Rjurik. Erik has few laws; equally, he levies few requirements. His principal concern is the safeguarding of the wilderness so that it can provide for future generations. He demands of his followers that they take only what they need from the bounty of nature. Those who despoil nature for purely personal gain are subject to his vengeance.

The majority of Erik's clergy are druids. Erik's druids in the wilds do their best to preserve the wilderness, while his clerics



in it the cities council the people to manage nature's resources wisely. In Rjurik lands, druids act primarily as "village priests" for the rural and wilderness Rjurik. As such, their principle duties revolve around protecting their charges from the more dangerous aspects of their harsh environment. They see to the health of the people, defend them when they must, and help them eke out a living from the wilds. Most druids are trained by their predecessor to eventually replace them and are only dimly aware that the church has a small council of higher-ranking members. Rjurik druids do not distance themselves from those that they tend; they hunt, work, drink, live and love as any other member of their community. Most Rjurik jarls have a priest of Erik as an advisor, and their input is valued on all matters.

Erik's priests pray for their spells at dawn or dusk. Holy ceremonies to Erik take place in the wild, generally in stone circles that function as Erik's temples. The principle holy day is Midsummer's Day. During this time, the druids gather mistletoe, holly, and other sacred materials used in their ceremonies and rites. These materials are blessed by the moon at midnight, and then by the dawn sun of Midsummer's Day. A brief morning ceremony invokes Erik's protection over the people in the year to come, and is followed by a day of hunting, feasting, marriages, contests, and other merriment. Aside from this ceremony Erik demands no formal worship, he asks only that his people live in harmony with the world around them. His church is a matter of heart and soul, not of doctrine.

Dogma: Protect the wilderness so that it can provide for Erik's people always. Take only that which you need, and use all that you take. For every tree felled, plant two seedlings for the future. Greed for the wealth of others brings no honor. Live in reverent affinity with the elements of nature.

Allies: Our wife, *Avani*, is wise enough to value the continuing bounty of nature. Although she values nature only for the benefit it brings mankind rather than also for itself alone, she can be counted on to act wisely. *Ruornil* seeks to protect the mysteries of nature from the misuse of the unwise. *Avani* is the sun, and *Ruornil* the moon, together they bring light and life to the world. When darkness threatens, they are the first to join battle. When they require our aid, give freely.

Foes: *Belinik* teaches his followers to take what they want without concern for others or the future. He is a raging forest fire that consumes all. His rage must be extinguished, his hunger quenched, lest all be forever consumed. Likewise, the gods of the goblins, gnolls, orogs, and other humanoids have ever been the enemies of the Rjurik people; their waste knows no limit and they are a blight that must be driven from our lands.

Others: Our daughter, *Laerme*, is the bright-winged songbird who brings peace and beauty. Enjoy the songbird, but do not become complacent in its song. Winter always comes. *Cuiraeccen* is a brash young hunter, over-eager to impress others with his skills. With patience, he must be brought to understand that the hunter must protect and provide for his people, not battle for individual glory. *Eloéle* can only delude those who wish to be deluded. Ignore her and avoid her games. Nature is deaf to her plotting. *Haelyn* believes that the works of man are fundamentally more valuable than the works of nature. In ignorance, he causes untold harm. He acts not out of

hatred, however, and must be gently reminded of that the order of nature is as essential as the order of man. *Nesirie* mourns the lost of her people. She must be reminded that death is a necessary part of the cycle of life. Be wary of her, for those that have known great loss may lose sight for the need of a continuing future. *Kriesha*, like nature, is utterly without mercy. The weak fall to her touch, and the next generation is strengthened. Nature, however, balances harshness with times of plenty. In her unrelenting harshness, she has become twisted in spirit, hating all that do not suffer as she does. Avoid her when possible. In the bounty of nature, *Sera* sees only profit. Shortsighted, she may fail to consider the future. If constantly reminded that her future profit depends upon wisdom in the present, she can be taught wisdom of a sort.

Haelyn

Greater God

Lawmaker, Lord of Noble War

Aliases: Haelyn (Anuire, Brechtür, Vosgaard), Halaïa (Khinasi), Holn (Rjurik)

Symbol: Silver sword over a golden sunburst

Alignment: LG

Portfolio: Courage, justice, chivalry, rulership, war

Domains: Good, *Justice*, Law, *Nobility*, War

Favored Weapon: Greatsword or bastard sword

Haelyn (HAY-lynn) is the lord of justice and chivalry, and patron of the Anuirean people. He is the paragon of kings and paladins, and is worshiped throughout Cerilia by those seeking order through law. In his role as lord of justice, Haelyn is stern, but tempers his judgments with mercy. He represents the rule of law as the means by which a society is run. Prior to his ascension, Haelyn was the high paladin of Anduiras and the chosen commander of the forces gathered against Azrai.

The church of Haelyn is considered the most powerful church in Cerilia and its teachings have spread to every human-dominated region. In the fifteen centuries since Deismaar, the church has split in several different schisms. Each of the sects differs slightly in their beliefs and activities, but all provide spiritual guidance for the people who look to them for inspiration. At every temple, priests conduct morning ceremonies that praise the glory of Haelyn and call for his divine wisdom in the day to come. Superstition holds that if a morning ever comes that the bells of Haelyn's churches are silent, then the day will be without dawn and the world's descent into shadow will begin. All clergy, regardless of rank, spend an hour of each day in labor for the good of the community.

Priests of Haelyn pray for their spells at dawn. The most important ceremony of the year is Haelyn's Festival, which occurs on the day of the summer solstice. The night of the summer solstice, called the *Night of Fire* because of the shower of falling stars that occurs each year, is the culmination of the festival. Worshippers of Haelyn refer to the 22nd of Deismir as Godsdays (also the Day of Ascent) and commemorate the battle of Deismaar and Haelyn's ascension. Haelyn's gospel, the *Book of Laws*, appeared in the first temple



of Haelyn on the 6th of Pasiphiel the following year, where it remains to this day. The church of Haelyn now celebrates that day as the Day of Holy Justice. Other holidays vary from temple to temple. Haeyln's clerics commonly multiclass as paladins; they are not subject to normal advancement restriction on their ability to advance as cleric/paladins.

Dogma: See justice done, with both compassion and zeal. It is the duty of the strong to protect the weak and uphold the sacred feudal social order. Make war when justice demands it, but never for an unjust reason. Study warfare and serve in the armies that oppose evil and injustice. To rule or judge is not a privilege, it is a most holy responsibility and the heaviest of burdens, for your acts touch the lives of your subjects. Should lordship fall to you, work diligently to see that you rule fairly and justly. Stand by your oaths to your liege, your subjects, and your neighbors; the word of a ruler is the coin by which nation's earn peace.

Allies: Our wife, *Nesirie*, is our surest ally. We are her shields and we shall allow no harm to befall her. Our son, *Cuiræcen*, is poised on the edge of a sword, between glory and duty. We must strive to guide him towards just and well-considered action that faithfully discharges his duty rather than rash forays in the pursuit of personal glory.

Foes: *Belinik* enjoys strife, suffering, and wanton destruction, as do all vermin who pledge themselves to him. We are reluctant to make war; *Belinik* takes delight in blood and savagery. *Kriesha's* cold heart offers naught but despair and death. She plots continuously to raise the wicked over the righteous and her efforts must be opposed at every turn. *Eloële* is a spoiled child that defies our edicts and seeks to bend righteous ideals to ill ends. Given opportunity, she would gladly attempt to unravel the feudal order for puerile thrill. She poses as great a threat as *Kriesha*, for she schemes without purposes and her plots often wreak their ill effects long before they are discovered.

Others: *Avani* guards the knowledge that empowers progress. She strives in the cause of justice, but must be gently reminded that knowledge alone does not shield the defenseless from evil. *Erik* values the natural order, yet this sometimes leads him into conflict with the flowering of civilization. Try to respect him, even when he is difficult to understand. *Laerme* brings great joy to all, but we must be on guard lest pleasure distract us from our sacred duties. *Ruornil* guards against the evils of shadow and the misuse of arcane forces, in which cause we are allied. Nevertheless, his obsession with dangerous knowledge often blinds him to the need for timely action and he be counted on to aid significantly in most conflicts. *Sera* seeks profit without consequence. She is happy to acquire position, power, and wealth, but ignores the obligations that such power carries. Short-sighted, she does not think of her place in the sacred order, only the personal profit in her actions.

Kriesha

Lesser Goddess

The Ice Lady, the Winter Witch
Aliases: Kriestal (Brechtür), Karesha (Rjurik), Kriesha (Vosgaard)

Symbol: White hand

Alignment: LE

Portfolio: Winter, hardship, beasts and other horrors of the cold wastes

Domains: Evil, Law, *Suffering*, *Winter*

Favored Weapon: "Winter's Touch" [Ice mace] (light or heavy mace)



Kriesha (KREE-sha) is the goddess of winter – long, bitter, harsh winter – the sort of season in which the cold seeps into the warmest homes and in which the wolf packs sate their terrible hunger on those foolish enough to brave the storms. Prior to her ascension, *Kriesha* was a high priestess of *Azrai*. *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. *Belinik* teaches the *Vos* males to attack their enemies with fire and fury. *Kriesha* teaches the *Vos* women to plot. The Winter Witch shares the patronage of the *Vos* people with *Belinik*. Although the worship of *Belinik* seems to dominate the church of *Vosgaard*, the *Vos* women believe that *Kriesha* holds the true power. *Kriesha's* worship extends from *Vosgaard* across the breadth of northern *Cerilia*; she is known in any land where winters are long and brutal.

Kriesha's clergy are almost exclusively women, often the "wise-women" of their clans. It is difficult to wield power without the support of a clan's circle of wise-women and few dare to cross them, for their revenge is slow, thorough, and nearly always fatal. Priestesses are trained in matters of money and trade from early on in their service, and they manage a clan's wealth and supplies. The wise-women know that wealth has power, and they use their financial power to encourage others to become more pliable to the whims of the church. The church buys information, causes underlings to betray their superiors, and handles matters of external trade. Priestesses also protect their clans from internal enemies by constantly testing the loyalties of members of their tribe. They enforce loyalty, where necessary, through fear tactics. Punishments are especially harsh against women who betray the church. The punishment may not occur for several years, but when it does arrive, it is final.

Midwinter month (*Faniele*) is the principle holy time of *Kriesha's* church. In *Vos* lands, it is a time fasting (for game is scarce) followed by a feast at month's end filled with tests of strength, endurance, and loyalty. Priestesses of *Kriesha* pray for their spells in the pre-dawn hours, when the night is at its peak of cold.

Dogma: *Kriesha* demands complete loyalty. The ties and family and clan are secondary priorities. Be willing to betray anything and anyone you hold dear if necessary. Friendship and love are dangerous luxuries and must be forsaken. Destruction awaits those who lack the discipline to obey. Ensure

that the clan remains strong. Be patient and ruthless when dealing with foes. Nurse your hatreds and launch your attack only when you can destroy everything your foe values, for only then can you truly exult in your victory.

Allies: *Belinik's* rages draws attention to him and thus allow us a free hand. He is, like all men, a valuable tool. Permit him his vanity, for he serves well, but do not allow him to meddle in women's affairs.

Foes: *Avani* is our most hated foe, and thus her suffering shall be the greatest on the day of our triumph. Plot carefully against her, for she is observant, and be patient; not even the light of the Sun will stand against winter's breath. *Cuiráécen's* pride is his folly. His love of battle makes him dangerous in open conflict, but his touchy honor and concern with glory make him a predictable foe, easily avoided. *Haelyn* teaches that the strong should risk themselves to protect the weak. Fool! Such order is against nature. Unculled, his people degenerate into fools and weaklings. In time his people will be our chattel. *Laerme* inspires nothing but sloth. She is a parasite that feeds on the labor of others and provides nothing of true value. Such weakness must be culled.

Others: *Erik* understands the might of nature and the need for the weak to die so that the strong may continue. Avoid open conflict with him, and plant the seeds of future alliance, for he nearly understands the truth. *Eloéle* is young, but can be taught. Her plans are subtle, but without purpose; she has no true steel. In time she will put away her children's dolls and take up the tasks of a woman; then she will be a worthy ally. *Sera* is selfish, fat, and weak. She seeks only wealth and decadence. When winter comes, she will be among the first to starve. *Nesirie* is weak-willed, hiding behind her son and husband and letting them do as they please. She serves us by weakening our foes with her timid babbling. *Ruornil* is a traitor to our people, clinging to the tricks of *Vorynn* rather than the truths that *Azrai* taught us. His punishment will come.

Laerme

Lesser Goddess

Goddess of Fire, Beauty, and Art

Aliases: Laerme (Anuire, Brechtür), Leira (Khinasi), Lara (Rjurik), Ayairda (Vosgaard)

Symbol: Silver harp against a red flame

Alignment: CG

Portfolio: Fire, love, art

Domains: Chaos, *Charm*, *Flame*, Good

Favored Weapon: Shortbow

Laerme (Lair-ME) is the goddess of warmth and passion. The goddess of art freely rewards or inspires any who seek to create art and beauty. She provides artists, composers, and artisans with the inspiration to transform a work of art into a masterpiece, and provides guiding dreams that help young lovers find bliss. She is neither jealous of other deities, nor vain. Instead, she is content with the fact that nearly every intelligent creature on the continent honors her at some time or another, whether they are aware of it or not. Even those that worship her foes are blessed with her favor. However, she has

been known to punish as well as reward. Those who destroy beauty or deny love will suffer from her wrath. Barbarians that destroy art and literature or fathers who prevent their daughters from eloping might be struck down with a strange illness or be cursed with haunting dreams of Laerme's displeasure. *Apocrypha* suggests that Laerme is romantically linked with *Cuiráécen*.

Laerme was born by *Avani* and *Erik* toward the end of the second century after *Deismaar*. She is not a widespread and organized church, and does not encourage her priests to actively convert followers. Temples to Laerme are rare; churches of *Avani* and *Cuiráécen* often have small shrines devoted to Laerme and her priests tend to them itinerantly. Her priests are more likely to be found in artisan shops, music houses, bardic colleges, or as wandering courtiers. Each priest's worship is unique; every work of art, every love in bloom, and every fire lit honors Laerme. All priests of Laerme must practice some form of art, although they need not be skilled; all Laerme requires is that her worshippers give something of themselves to their art.

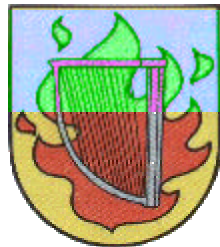
The most important ceremony in the church is the one that brings two people together in a marriage of love. Not all wedding ceremonies are presided over by a priest of Laerme, but most that are fueled by true love, rather than convenience or convention, ask for Laerme's blessing. Priests of Laerme may pick any regular time of the day to pray for their spells; the time of day varies based upon the priest's chosen art, for the priest normally engages in their chosen art as part of their worship.

Dogma: The rational creation of beauty for its own sake is the most spiritual task that a being can undertake; the creation of spiritual beauty is the greatest task of all. Help spark the flames of love, and fan them so that they will burn brightly. Patronize the arts. Create art to enliven and beautify life. Appreciate natural beauty where you find it, and leave it unspoiled for the future. Embrace the fire of life and live each moment to its fullest.

Allies: Our mother, *Avani*, is our acknowledged superior and we honor her, for passion and the appreciation of beauty are the products of reason. But passion also surpasses reason; embrace too the passion which defies logic. *Cuiráécen*, our love, embraces passion in his every act. We would not change him, even if we could, yet must help him keep in mind that violent death is always ugly - a permanent quenching of expression, the discordant end to the song of life.

Foes: *Kriesha* despises us, though we wish only to bring warmth to her heart. Where she could create beauty, she instead sows discord and destruction. She leads an entire people astray, and thus the *Vos* need our aid more than any other. *Belinik* is accursed, evil, and vile! He strips wholesome passions from the hearts of men and returns to them darkness, rage, fear, and spite. Flee from him, for cannot taste beauty, only crush it.

Others: Our father, *Erik*, appreciates the harmony of natural beauty, but he has so much more to offer! We shall be relentless in our efforts to encourage him be more than a simple caretaker and to take a more active hand in cultivating beauty. *Haelyn* teaches duty and service before all else - even the en-



joyment of life such service protect. Men cannot act from duty alone, but must also act from love of country and family. We must keep Haelyn mindful that duty without love is a stern and unrewarding thing. Poor *Nesirie*! Her heart is torn by her grief and he is blind to joy. She mends, but no longer creates. We must help her find hope; in the act of creation she can transcend her sorrows. *Ruornil* hides places of natural beauty from the eyes of the world. Beauty must be protected, but it is wrong and selfish to cloister it away unappreciated. *Sera* has passion only for coin, and no creativity, only the urge to possess. Be wary of her, for she rarely has the potential to see beyond her own self-importance. *Eloéle* is mysterious, never to be understood, and certainly not to be trusted. She creates nothing but lies and shares nothing of her secret joys. Worse yet, her machinations interfere with the happiness of others to no good end. Avoid her, else you may become a pawn her ceaseless plotting.

Nesirie

Intermediate Goddess

Goddess of the Sea, Lady of Mourning

Aliases: Nesirie (Anuire), Nasri (Khinasi), Narikja (Rjurik), Neira (Brechtür)

Symbol: Wave and trident

Alignment: NG

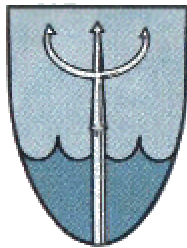
Portfolio: Ocean, mariners, grief, remembrance of the dead, diplomacy

Domains: Good, Healing, Protection, *Sea*

Favored Weapon: Trident

Nesirie (neh-SEA-ree-ay) is the goddess of the sea and provider and guardian of those who make their living upon it. She is also the goddess of mourning and remembrance of people and things past. Nesirie has inherited Masela's role as patroness of the lost Masetian culture and those few remaining who claim Masetian blood. Not everyone whose livelihood depends on the sea worship Nesirie, but nearly all pay her respect. Seafarers of all cultures murmur a brief prayer to her before setting sail on any voyage. Legend among sailors say that when Nesirie's grief overwhelms her, the seas become restless, so they offer to her their wishes that she find peace. Nesirie is also the diplomat of the gods.

The church of Nesirie can be found nearly anywhere where land meets sea. Mariners call to her for protection from storms, creatures of the deep, and other hazards. They beg of her full sails and calm waters. Most of Nesirie's clergy are women that have endured some terrible tragedy that has left them bereft. Aided by Nesirie through their grief, they repay the gift by aiding others in any way they can. Although they are skilled in comforting those who have suffered tragedy, some are equally skilled in preventing tragedy in the first place and take up arms as paladins. Priests maintain lighthouses on the shores of many domains; some feel closest to their goddess when helping to protect those who depend on her good will. Nearly every new ship launched to sea is blessed by Nesirie's clergy; the seas are dangerous enough even with Nesirie's favor and most mariners will refuse to set sail on an unblest vessel. Priests normally officiate at fu-



neral rites for her followers only, but they are often present, at the request of relatives, at funerals for worshippers of other faiths.

Temples of Nesirie conduct daily services before dawn and after dusk. In the morning, they give their blessings to those who will put to sea that day. In the evening they request protection for those who are on extended voyages at sea. The Eve of the Dead at the end of Emmanir is the principle holy day for the priesthood of Nesirie. On this day they honor the memories of those who have died and comfort those that grieve for them. This ceremony is critical to the Nesirians, for they believe that only through the memories of the living can a spirit find peace and that those who are forgotten after death are easy prey for the power of Shadow.

Dogma: The sea is the lifeblood of the earth; its tidal flow is reflected in the birth, life, and death of every human being. Within this great cycle are lesser ones: the cycle of night and day, work and rest, sorrow and joy. Seek to understand this cycle, and aid others in accepting it as well. Show compassion and aid those suffering through the ebbs of the cycles of their life. Remember the past; only through the memories of those that remain can the actions of the dead have meaning. Care particularly for the remembrance of your dead, for their spirits require the remembrance of those who love them to keep the Shadow at bay. Heal the injured, comfort the lost, and negotiate peace among all men.

Allies: Our devoted husband, *Haelyn*, champions the weak and upholds the social order. Our mercurial son, *Cuiráécen*, aids his father in this noble and worth task. We can count on them to protect us from the physical dangers of the world, but we, in turn, must protect them from moral danger. Their strength and pride can be easily swayed to violence and bloodshed. There is more to life than oaths and glory. We must never fear to provide moral leadership or to mediate the many disputes between them. *Avani* shares our grief in the loss of our people, and aids in their remembrance. She has our respect and gratitude, as we have hers. *Ruornil* wages his silent and secret battle against the encroachment of darkness, asking no thanks or acclaims, and ignoring all provocation to lesser battle. His is perhaps the heaviest task of all, yet never is a word of complaint spoken. What aid we have to give, we shall always give to him freely.

Foes: None.

Others: *Erik* lives in peace with the land. But, like nature itself, he can also be capricious and cruel. We, each of us, must strive to exceed our own natures. *Belinik* is filled with bitter, terrible rage. Like a wounded animal, he is dangerous and must be treated with respect, but not fear. In time, perhaps we can teach him to face his self-torment and begin to heal. *Sera* beguiles herself with physical excess. We are all tempted by such lures. She is confused, not wicked. We must strive to remind her of the true costs of her reckless pursuit of profit. *Eloéle* practices her malice in unpredictable ways. The will and reason behind her actions is unknowable. Little can be done, save to help those harmed by her actions. *Kriesha* is hurt and untempered by love. She requires solace more so than any soul existent. We must strive to thaw the ice lodged in her heart and help her find a path to contentment. *Laerme* teaches love of the physical, but gives no thought to consequence. She

loves freely, but leaves those that she touches bereft and forlorn.

Ruornil

Lesser God

The Moon God, the Silver Prince

Aliases: Ruornil (Anuire, Brechtür), Rilni (Khinasi), Lirorn (Rjurik), Lirovka (Vosgaard)

Symbol: Silver crescent moon on a deep blue field

Alignment: N

Portfolio: Night, moon, magic

Domains: Knowledge, Magic, *Moon, Spell*

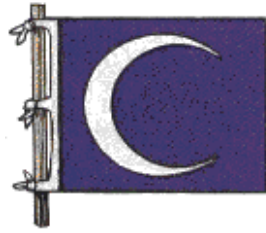
Favored Weapon: Quarterstaff

Ruornil (roo-OR-nil) is the lord of the moon, of magic, and the guardian of mystical places. Before Deismaar, the young Ruornil was the Weaver, the title given to the greatest of Vorynn's magicians. Ruornil's few earthly goals revolve around magic, the shadow world, and the Vos. He is the heir of Vorynn as rightful patron of the Vos people, but they have entirely abandoned his worship to pursue the worship of Azrai's successors Belinik and Kriesha. The most important seem to be the protection of the sources of mystical power that suffuse the continent of Cerilia, and the expansion of the understanding of the fabric of magic. He also works to free the Vos from the tyranny of Azrai's successors and win back their hearts. His followers are devoted to aiding him in these goals, at least as far as they understand them.

Even to his worshippers, Ruornil seems a distant, mysterious god. He has set down no written word, does not communicate regularly with his followers, and seems aloof from the daily affairs of Cerilia. The church of Ruornil is very small. It is comprised primarily of small shrines attended by priests and mages; these shrines are rarely in public places. His temple holdings tend to be in remote areas of Cerilia, the most prominent exception being the small theocracy of Medoere in southern Anuire. Priests work tirelessly to defend the sources of *mebhaighl* and expand their understanding of the nature of magic. Many are hermits, preferring the solitude of the wilderness to the press of urban life. They chart ley lines, seek out *caerbhaighlien*, and ally with rangers and other wilderness peoples to prevent intruders from despoiling magical sources.

Monthly rituals of worship are held on the night of the fullest moon in the middle of each month. The Veneration of the Sleeping (fall equinox) is the principle annual holy day for ley members of the church. On this day, the worshippers make symbolic offerings of items of magic to their god, seeking to return to the earth the magic that they derived from it. Secret rituals are also held by the high clergy on the Eve of the Dead, for the Shadow World draws near on that day, and the rites of Ruornil help keep its influence at bay. Priests of Ruornil pray for their spells several hours after dusk, ideally when the moon is ascendant. Priests of Ruornil commonly multiclass as magicians or wizards

Dogma: Ruornil guards the natural flows of magic from that which would cause them harm. Be ever diligent in efforts to expand understanding of the fabric of magic - for only through



such efforts can one earn the mastery required to act wisely. The Shadow is the greatest threat to mankind; fight its influence always. We are the light that keeps darkness at bay.

Allies: As the Sun and Moon are paired forces against darkness, so too are *Avani* and we. She is the guardian of magical lore, we of magic itself. Yet she seeks to bring all knowledge to the light of day, without reflecting upon its consequence - a secret, once released, cannot be easily recalled. The wise leave secrets buried, where only the worthy may uncover them when needed. *Erik* guards the land, the source of life and earth-power. In the protection of *mebhaighl*, we have no stronger ally. *Nesirie* can always be trusted to act for the good of all. She keeps our secrets, and can be counted on to aid us in times of need.

Foes: *Belinik* is tainted by the madness of Azrai the deceiver, and brings ruin to all he touches. He fears and destroys anything that he cannot control or understand. That his deception continues to lead the Vos people towards their destruction is cause for the greatest sorrow. *Kriesha* is deep in shadow. She takes cruel delight in the use of great and terrible lore to work her will. We fight a silent war against their darkness, for the good of all humanity.

Others: Our wife, *Sera*, is concerned with the physical, we the spiritual. Together we make a balanced whole, but we must work carefully to maintain that balance. *Eloéle*, our daughter, has learned to guard her secrets well, but misunderstands the need. We protect the mysteries from those who lack the mastery to use them wisely. She hordes secret information only for the power it gains her. We must teach her restraint and give her purpose lest she, like our people, fall to the Shadow. *Cuiraeccen* is rash. There is great danger in unreasoned action, no matter how well meaning. *Haelyn* is valuable in our battle, but lacks subtlety. He seems to overcome darkness by simple mandate. The simple acceptance of a set of rigid constraints does not instill wisdom to do what is right because it is right, only obedience. The wise know when law and custom must be ignored for a greater purpose. *Laerme* has the best of intentions, but lacks the wisdom to be trusted with matters of consequence. True wisdom requires equal parts joy and sorrow; equal parts beauty and pain. Without bearing the scars of learning knowledge, she is incapable of truly understanding the consequences of its application.

Sera

Intermediate Goddess

Lady of Fortune, Goddess of Wealth

Aliases: Sarimie (Anuire), Sera (Brechtür, Rjurik), Sarma (Khinasi), Sirova (Vosgaard)

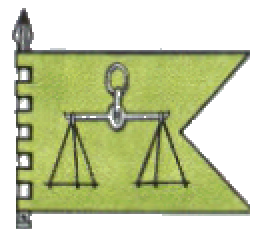
Symbol: Silver scales on a green background

Alignment: CN

Portfolio: Wealth, luck

Domains: Chaos, Luck, *Trade, Travel*

Favored Weapon: "Scales of Fortune" (light flail or heavy flail)



Sera (SAIR-ah) is the deity of fortune and luck. Prior to her ascension, she was the highest priestess of Brenna and the spiritual leader of the Brecht people. The goddess of fortune is the patron to the Brecht people, who believe that she guides her favored towards profitable economic pursuits and provides omens that help the faithful avoid unwise endeavors. She is said to hear every bargain struck, every prayer murmured over a game of chance, and every scheme to realize a profit, although she responds only rarely. The Brecht do not believe that Sera brings fortune or misfortune, but they do believe that she sees that her faithful are rewarded for diligent effort and that good things come to those who overcome difficult odds not of their own making.

Due to the wide-ranging interests of the Brecht guilders, Sera's church has become international, with temples throughout Cerilia. Temples to Sera can be found wherever trade exists. To Sera's clergy, the achievements of temporal goals are every bit as important as the achievement of spiritual goals. They are as practical a group of people as the goddess that they serve. As a result, they are involved in mercantile and craft matters as well as ones dealing with the church itself. They advise tradesmen, influence political and economic events to their favor, and seek out profitable opportunities for trade. Sera's temples are also sources of training and education; many teach crafts and trades to local citizens in return for a tithe of earnings in the new trade once they reach master status. Trade agreements are often witnessed and recorded by members of Sera's clergy. Copies of these agreements are kept in secure vaults to guarantee a verbatim copy of the contract. Sera's clergy also help arrange marriages between the scions of great houses. These are treated exactly as business agreements, with set financial arrangements based upon the prestige of the houses, the strength of each house's bloodline (a valuable asset), and penalties (such as dissolution) for fraud.

The Brecht celebrate the anniversary of the Battle of Mount Deismaar as Ascension Day, focusing on the ascension of their goddess rather than the disaster that brought it about. They also celebrate the Day of Rebirth as both the first day of spring and the opening of a new trading season. Sera's clergy pray for their spells at whatever time of day is most convenient for their schedules (usually early evening); thus, the specific time of prayer varies from priest to priest but, once selected, is fixed.

Dogma: Sera is mistress of the true bargain. She knows that diligent effort and careful planning make the best luck, not divine intervention. Those who wait for fortune to fall into their lap earn their misfortune. Wealth comes from industry, not from chance. Wealth is the key to all doors; without wealth, one is not free to engage in leisure activities, to pursue artistic endeavors, or to wield true political power. Use what wealth you have earned to buy happiness for yourself and to guarantee your future happiness. Do not squander your profits in an attempt to bring happiness to others; true happiness must be purchased with diligent labor - freely given it has no value and is soon squandered.

Allies: Our daughter, *Eloéle*, pursues her goals relentlessly and regardless of consequence. No lasting harm can come to those who diligently strive for their betterment. We must be aware of this aspect of the true bargain, but always keep in

mind that it is but one aspect; wealth and happiness come most surely to those who strive by both night and day. *Nesirie* comforts those on whom misfortune has fallen and helps them find value in themselves. This is necessary, for recovery from misfortune requires positive action. It is also true that forgiveness alone merely encourages others to take advantage of you in the future. Thus *Nesirie* has not mastered the full truth, and she stumbles along in poverty.

Foes: *Haelyn* claims that loyalty to one's superior is the highest virtue. His "chivalry" denies the true bargain - true wealth and power should not be gifted by inheritance, but won by one's achievements. Loyalty is a fine virtue if it ensures your own happiness, but do not fall into the trap of believing that your master's or family's prosperity is your own. *Cuiráécen* earns nothing and squanders what he was given. Glory and honor cannot buy bread. Honor is a fine thing if your opponent obeys the same rules, but why should they do so? Honor is a poor contract, and glory a hollow prize. *Belinik* kills for pleasure and glories in dominance through fear. This is strange enough, but made worse in that he prizes only this form of pleasure. Let him remind us always that a friendly coin purchases more bread than a bloody knife.

Others: Our husband, *Ruornil*, is not concerned with affairs of wealth and power. He is clever and often useful. Surely, there is no profit in the dominance of Shadow. Leave his secrets be, for their price is too high. *Avani* lays claim to wisdom, but does not wield it. Reason is a tool that can be helpful, but it can also be the instrument of deception and betrayal. She wastes her efforts puzzling over issues with no relevance to life, talking in jargon that conceals her lack of useful knowledge. The waste in which her people dwell is purchased with such folly. *Erik* lives in squalor and ignores the beauties of civilization. Worse yet, he jealously attempts to deny us our fair share of nature's bounty. There is no profit in such behavior. *Laerme* can blind even the wise with passion. Such passion is not without cost. We must reward ourselves for work well done, but in moderation. Excesses lead to misfortune. *Kriesha* offers nothing in return except hardship. Who would accept such terms? She is utterly misguided and not to be trusted.

other powers

The Cold Rider

Demigod

The Shadow Lord, The Usurper

Aliases: The Cold Rider (Anuire) The Night Walker (Rjurik), The Darkling (Khinasi)

Symbol: A cloaked figure on a black steed

Alignment: NE

Portfolio: Undead, the shadow world, deceit

Domains: Charm, Death, Evil, Magic

Favored Weapon: Skeletal touch (unarmed)

The Cold Rider is figure of mystery – a malignant will given body and form in the spirit world. The Cold Rider is seen only as a dark horseman who watches travelers from a windswept hilltop before turning away. He doesn't directly attack intruders, but those who encounter him end up meeting the most dramatic

and ironic manifestations of the Shadow World's evil. The Cold rider is malevolent, but may not yet be consciously so; no traveler has ever reported a conversation with the Cold Rider, but it might be that he only speaks to those that are doomed to never return to the sunlit world again. He appears in the Shadow World as he wills, drawn to extremes of evil or good, and leaves doom in his wake. Over the centuries, he has grown stronger and personalities, powers, and memories are appearing that support his worshippers claims that the Cold Rider is Azrai reborn.

Worshippers claim that the Cold Rider is the direct heir of Azrai's evil and many worship the Cold Rider as the new face of Azrai. There is no widespread organization devoted to the worship of The Cold Rider. Each church maintains its own doctrines and rituals, but those that follow the old ways of Azrai's church have found the greatest success.

Clerics of The Cold Rider pray for their spells at varying times, but most often in the deepest dark of the night. Holy days and celebrations also vary from temple to temple, but often involve the sacrifice of a human soul. If a devout worshiper, the subject is often raised as a free-willed undead; the souls of enemies of the faith are instead allowed to make their way to oblivion but their bodies are raised to forever serve the temple. Most established temples have their most holy ceremonies on the Eve of the Dead, for it is on this day that the veil between life and unearthen is at its nadir.

Dogma: The Cold Rider is Azrai reborn. He is the voice of darkness, the harbinger of doom, and the living incarnation of the perverse ironies and corruption of the Shadow World. Sacrifice for him, so that he may gain strength, and reclaim the world that is rightfully his.

Relationships: The Cold Rider's will is unknown. If he is truly heir to Azrai's evil, then surely he will seek out the humanoids and the Vos to once again support him.

Kartathok

Greater God

The Great Slayer, Lord of the Goblins

Symbol: A bloody spear

Alignment: LE

Portfolio: Goblins

Domains: Destruction, Evil, Law, Strength

Favored Weapon: "The Blood Spear" (shortspear or long

spear)

Kartathok (*car-tuh-thock*) is the lord and patron of all goblin-kind. He is a bloody god, and demands frequent sacrifices of foes, preferably those taken during raids or capture in battle. Kartathok is the epitome of goblin strength and cunning. He is a jealous god, and casts his spite against any goblin that does not bow to him.



Kartathok's priests are always war-priests and are usually present at any major goblin conflict. The church is greatly feared and has much influence. By custom and holy law, priests may drag any worshipper to serve as a sacrifice if no suitable foe is available. Even the chief is not immune to such a call, for the priests may use his failure to provide appropriate sacrifices as proof of Kartathok's disfavor. As the church determines how often sacrifices are demanded, it has considerable power toward unseating any goblin ruler and forces goblin leaders to make war regularly. Sacrifices of elves or of any goblin that has forsaken the worship of Kartathok bring particular favor.

Kartathok's priests pray for their spells at dusk. The frequency of sacrifices vary from tribe to tribe, but normally take place at least once each month during the night of the new moon. The Eve of the Dead is also holy to Kartathok, as the longest night of the year.

Dogma: Breed often. In numbers lies strength and protection. There is no foe or obstacle so strong that it can persevere against our numbers. One day all of Cerilia will belong to us. Appease Kartathok, and he will give you strength to crush

Table 4-8: non-human deities

Name	Symbol	Portfolio	Worshippers
Cold Rider	Cloaked rider	Undead, the shadow world, deceit	Undead, the power-hungry
Kartathok	Bloody spear	Goblin-kind	Goblin-kind
Moradin	Hammer and anvil	Dwarves	Dwarves
Torazan	Sword and horn	Orogs	Orogs

Name (Power)	Alignment	Favored Weapon	Domains
Cold Rider (D)	Neutral Evil	Unarmed	Charm, Death, Evil, Magic
Kartathok (G)	Lawful Evil	Shortspear or longspear	Destruction, Evil, Law, Strength
Moradin (G)	Lawful Good	Warhammer	Earth, Good, Law, Protection
Torazan (D)	Lawful Evil	Longsword	Earth, Evil, Law, War

your foes and many sons to carry your name into the future. Fail him, and The Great Slayer will destroy you utterly.

Relationships: Kartathok considers all other powers to be foes or potential foes. He distrusts all, and his temporary alliances always end in blood.

Moradin

Greater God

The Soul Forger, Dwarffather

Symbol: Hammer and Anvil

Alignment: LG

Portfolio: The arts and sciences of the dwarves

Domains: Earth, Good, Law, Protection

Favored Weapon: "Soul Hammer" (warhammer)

Moradin (*moar-uh-din*) is the father and creator of the dwarven race. He is a stern paternal deity, gruff and uncompromising, and hard as stone. A harsh but fair judge, he is strength and force of will embodied. He inspires dwarven invention, and encourages good nature, intelligence, and harmonious existence with other worthy races while battling pride and isolationist tendencies.

The church of Moradin has an active role in guiding the morals of dwarven communities. They emphasize the Soul Forger's hand in everyday dwarven activities such as mining, smithing, and engineering, and invoke his blessing when these tasks are begun. They lead the push to found new dwarven kingdoms and increase the status of dwarves in surface communities. They take an active role in teaching the young of the communities and oversee most formal ceremonies. Although anyone may worship the Soul Forger, only dwarves are allowed to advance in his church; members of other races are not acceptable priests of Moradin.

Clerics of Moradin pray in the morning. Offerings are made to the Soul Forger on a monthly basis. The ranking cleric of a community can declare any day a holy day to celebrate a local event. His clerics commonly multiclass as experts or fighters.

Dogma: Answer first and foremost to Moradin; dedicate your life to his laws and teachings. The bonds of family are sacred; no right-minded dwarf shall undertake any action that might tear a family asunder. Every dwarf is of equal worth. No right-minded dwarf shall place himself or herself above another. The safety of dwarven lands and people must never be compromised. The dwarven lands are a gift from Moradin. Their resources and wealth must be treated with great respect and used to their fullest potential. The land's treasures must not be squandered. Evil must never be allowed to triumph over good. Enslavement of a dwarf must never be tolerated. No worthy dwarf shall want for food, shelter, or companionship. Dwarves must care for their own kind, especially the aged and infirm.

Relationships: Moradin is opposed to Kartathok, Torazan, and other powers that serve evil causes. He is generally coldly neutral to the gods of the Cerilian humans; neither aiding nor opposing their interests save where they intersect with his. He steers clear of any temptation to involve himself or his people in the conflicts between the human deities.



Torazan

Demigod

Oroglord

Symbol: Sword and Horn

Alignment: LE

Portfolio: Orog

Domains: War, Earth, Law, Evil

Favored Weapon: Longsword

Torazan (*tor-ah-zan*) is the infernal lord of the Orog. Like his chosen people, Torazan's brutish appearance conceals an active mind. Torazan prizes ingenuity and slyness, for such traits bring victory in battle.

Orog priests are extremely powerful and influential; entire tribes march at the words of the high battle priests. Torazan's priests teach warcraft to young orog warriors and advise wise orog generals. Orog priests learn to cast battle magic immediately, and hone their skills regularly.

Torazan shows no preference for a time of prayer. Most of Torazan's clergy pray for their spells immediately after waking each day. Torazan's battle-priests often multiclass as fighters.

Relationships: Torazan hates Moradin passionately; he has little time for other foes, and is only interested in alliances that further his battle against the Dwarffather.

Halfling spirituality

Refuges from the shadow world, halflings have no specific patron deity. Although capable of deep spirituality, halflings tend towards introspection and are dependent on the moral compass of their community to help guide their actions. Halflings are welcomed by human churches in their community. Although halflings are not often inducted to the mysteries of the church, most churches do not exclude them from the clergy.

Sidhelien spirituality

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

Celestials, demons, and other powers

In addition to the major deities, dozens of lesser entities are worshiped by the denizens of Cerilia. It is believed that the homes of the gods are reachable through the spirit world and that it is there that the servants of the gods make their homes. Whether such beings are servants of the gods, manifestations of a people's desire, or monsters preying upon the superstitious is subject to debate. Such servants may be referred to as being celestial in origin; although those horrific or believed to be evil are often referred to as demonic or infernal. For the most part, Cerilia's gods are close to human kind; their imperfec-

tions and weaknesses, their attitudes and objectives, are comprehensible to mortals. The same is not necessarily true of celestials and demons. These powers may have alien desires and needs or inflexible lines of action; dealing with them is often perilous.

Some celestials/demons have the status of demigods and are capable of granting the ability to cast divine spells. Likewise, True scions that have accepted a bloodform are capable of granting the ability to channel divine energy to their worshippers and are considered demigods.

faiths of worship

Mortal adherents of deities create religious institutions to regulate and foster their version of the truth underlying a deity's teachings. The differing temples of these gods are not unified, and often consider each other's beliefs to be heretical, at best. At least ten different faiths devoted to Haelyn exist in Anuire alone, and the rivalry is sometimes fierce.

Most of the human deities are worshiped in one aspect or another in several of Cerilia's cultures. Although the deity's name may differ in two different tongues, the basic teachings of the faith are unchanged – only the interpretation differs. For example, Sera is the patron of the Brecht, but is also revered in Anuire as Sarimie, and in Khinasi as Sarma. Among the Brecht, Sera epitomizes the belief that a man must make his own luck; individual initiative and drive are the means by which one gains power and respect. Among the Khinasi, Sarma represents the pursuit of wealth and leisure. Among Anuireans, Sarimie is venerated as the representation of acquisition of power through skill and fortune rather than inheritance.

Although the organizations of various faiths vary greatly, most follow a common structure. All churches have a clergy and a laity. Some laity may be extremely pious, but they are generally not privy to the most holy ceremonies and rituals of a church. The clergy are the priest and priestesses, those who organize and administer the temples and devote their lives to serving the deity. Although common folk by birth, clerics enjoy a privileged social status similar to that of the nobility in most cultures.

The lowest ranking clergy are those who have taken temporary holy orders and are in training to prepare them for their vocation. A priest is an ordained representative of a faith. Once ordained, priests are capable of advancing as divine spell casters (although not all priests do so). A priest that is responsible for church-owned lands, property, or the oversight of other clergy generally has a named title and it almost always a divine spell-caster of a least minor power. A priest who oversees the religious affairs of an entire province, or an entire realm is almost universally a divine spellcaster of some power and is often a blooded scion. A priest who oversees the religious affairs of an entire religion is usually one of the most powerful divine spellcasters of the faith and is always blooded. Churches generally appoint members of the clergy to permanent or tempo-

rary offices. Those with higher offices control all promotions, except that a council of high-ranking members of the faith usually elects province, realm, and faith-level positions.

Although each faith, sect, or temple may have differing names for their ranks, many faiths use titles roughly equivalent to those dictated to Haelyn's church through the *Book of Laws*. These ranks are presented in Table 4-9: Clerical ranks.

table 4-9: clerical ranks

Clerical Rank	Oversees
Lay brother/sister	-
Brother/sister	Laity
Father/mother	Clergy
Curate	Temple
Prelate	Province
Archprelate	Realm
Pontiff	Faith

Faiths of Haelyn

Three Anuirean faiths devoted to the worship of Haelyn are presented to provide examples of differences among a god's churches. A complete list of Cerilian churches can be found in the *d20 Atlas of Cerilia*.

A faith may have an alignment that differs by no more than one place from the alignment of the deity that it worships. Likewise, a priest of a church may have an alignment that differs by no more than one place from the alignment of the church of which he or she is a member. Thus, it is possible for a cleric of some faiths to have an alignment which differs by as much as two steps from their deity's. In addition to alignment, churches often differ in the weapons and domains that they prefer, as well as the skills in which their members focus.

Orthodox Imperial Temple of Haelyn (OIT): The OIT claims to be true heir to the word of Haelyn. Its priests claim the distinction of being the first church of Haelyn founded after Deismaar. The original *Book of Laws*, the most sacred text in the church of Haelyn, resides in a vault in the Averlerine cathedral in Aerele. The church draws from centuries of study of the *Book of Laws* to defend its exacting dogma, which at its heart holds that a society can thrive only by adhering to a strict rule of law. Laws, the church believes, exist to regulate a person's inclination

to place his own needs over those of the society as a whole. The only way to preserve the rule of law is to ensure that every member of society has a specific, unchanging function. As it is the responsibility of the ruler to guide the endeavors of his people, so is it the responsibility of the ruled to follow their ruler's dictates.

Where the OIT doctrine has encountered opposition is in its inflexible view that draconian adherence to an unchanging set of laws and institution of rigid social hierarchy are the only ways to preserve order. The OIT argues that its views are supported in the writings of the *Book of Laws*, a claim that has



brought about numerous debates and has caused at least one rift within the church. Of the many ceremonies that are part of the OIT daily rituals, most emphasize the importance of maintaining the strength of the social order.

Holy Order of Haelyn's Aegis (HA): This church developed from a military order of the OIT. Composed of knights, warrior priests, and common soldiers, it was the military arm of the church of Haelyn. When the Imperial Temple called warriors from across Anuire to serve their emperor in bringing the light of Haelyn's worship and the benefits of Anuirean civilization to the rest of Cerilia, the HA was the first to answer. Only after the death of Michael Roele and the disintegration of the Anuirean Empire did the HA develop into a separate church. Due to its history as a military order, the HA continues to use military ranks to denote rank within the church, rather than the standard clerical ranks.

Table 4-10: Ranks of a military order

Military Order Rank	Oversees
Knight-priest	Ley soldiers
Knight-captain	Unit
Knight-commander	Several units or a major fortification
Lord Captain	Realm's armies
Lord Commander	Faith's armies

While the HA acknowledges the primacy of the OIT in the worship of Haelyn, its aims are different from those of its parent church. The Holy Order believes that questions of religious dogma, while important, pale somewhat in comparison to the threat posed by the mighty armies of the Gorgon and others. The church today is not an aggressive military order, although it is organized along military lines. Rather, it is an order that regards the defense of Anuire as its sacred charge. Members of the clergy are more moderate in their beliefs than the priests of some other churches of Haelyn, and are quite willing to work with those whose personal religious beliefs differ from theirs.

Table 4-11: Church summaries

Church	Algn	Common domains	Common skills
OIT	LN	Law, Justice	Administrate, religion
HA	NG	War, Nobility	Lead, warcraft
IHH	LG	Nobility, Justice	Diplomacy, lead

Impregnable Heart of Haelyn (IHH): The IHH is as much a result of the political rivalry that brought about the independence of the former provinces of western Diemed as it does a doctrinal dispute with the OIT. Despite the political origins of the schism, distinct differences now exist between the two churches. The IHH is in many ways a simpler church than its forbearer. It argues that the OIT is so immersed in rites and ceremonies that it has lost sight of Haelyn's creed.

To the IHH, Haelyn's teachings are simple, and can be summarized in three words: courage, honor, and justice. Everything else stems from them. Courage is demonstrated both in the face of an implacable enemy and in the defense of personal convictions before peers. Honor demands mercy and respect, both on a battlefield and in trade negotiations. Justice is best

served by an impartial set of fair laws that allow for individual achievement.

cosmology of Aebrynis

The cosmology of Aebrynis differs significantly from the "standard" cosmologies presented in the *Manual of the Planes*. Aebrynis connects directly to one, and only one, other plane. This plane, originally called the *spirit world*, but more recently referred to as the *shadow world*, is a coexistent plane with the Material plane of Aebrynis. There is no "ethereal plane" or "shadow plane" coexistent to Aebrynis; for the purposes of spell effects, the shadow world fills the roles of both. If a path exists between Aebrynis and any other planes of existence, the path passes through the Shadow World.

The Shadow World

Before Deismaar, the Shadow World was a realm of faerie that paralleled Cerilia. This was the home of the halflings, who frequently traveled between the two worlds—hence the name halfling, since they were half of this world and half of another.

When Azrai's physical form was destroyed at Deismaar, some small part of his soul survived in the ethereal realm of spirit which the halflings inhabited. This was at first no more than an evil taint; Azrai was not conscious, and for all intents and purposes did not exist as a self-aware entity at this time. He was only the memory of evil, but that proved to be enough to corrupt the halfling's idyllic realm.

Over the course of the three or four centuries immediately after Deismaar, Azrai's spirit spread throughout the spirit world, much like a drop of oil spreading a corrupt sheen over the surface of a lake. His increasing presence twisted the spirit world into the Shadow World, and the halflings left. This evil grows more and more powerful and is rumored to have finally gained the ability to manifest a physical form once again.

The shadow world reflects the mortal world, but in strange facsimile. Everything is dark and an air of emptiness hangs heavily, as if everything is has been long abandoned. Details change between one glance to the next; a building might remain the same, but a wagon parked beside it might be in a slightly different place, or gone, and a door that stood open might close. The more ephemeral a thing is in the real world, the more its position or condition might change – the less firm its reflection. Ancient relics, long since torn down, may still stand in the spirit world. A savage storm still ravages the seas south of Aerele in response to the cataclysm of the Gods-war.

Everything in the shadow world has a faded look, like clothes too often washed and too long left in the sun. There are no normal insects, birds, or other animals. No normal animals rustle in the grass, swim in the waters, or sing in the trees. The water is cool and drinkable, but tastes flat, as if it had been boiled. Worst of all, the land seems to twist the eye.

Everything about the Shadow World is unreal. While the Shadow World remains a parallel to Aebrynis, the laws of nature do not always apply there. There, illusions live and shadows walk of their own volition. Powered by the magic of the Seeming, things unreal come to life. Thus anything, and

everything, is possible within the Shadow World for someone skilled in the Seeming, but these changes are largely illusory; most fade immediately upon return to the waking world.

Distances are largely a matter of focus in the shadow world. What is close at hand looks all right, and what is seen straight ahead in the distance, but whenever one turns their head, things that appear distant when seen from the corner of the eye seem to rush forward, to be nearer when looked at head on. Although this effect makes for dizziness, it is also indicative of a truth in the Shadow World; time and distances are deceiving.

Moving to/from the Shadow World: The barrier between Aebrynis and the Shadow World varies based upon the difference between the two planes at any give time and location. The middle of a crowded city at high noon differs significantly from the coexistent point in the Shadow World, whereas there may be little or no difference between the two in the dark depths of an ancient deserted monument. In areas of near exact similarity, beings can occasionally pass between the two planes unknowing. In general, however, travel to or from the Shadow World requires powerful magic or divine intervention. Some native beings of the Shadow World, including some halflings, have sensitivity to areas of high similarity and can recognize and cross the planar barrier without the use of magical aids.

Afterlife

To every location in Aebrynis, a corresponding parallel location exists in the Shadow World, but the reverse is not true. The shifting and desire-based nature of the Shadow World allow for the existence of vast regions that have no parallel in Aebrynis. Furthermore, these "deep" regions are not fixed in location; the point at which one leaves coexistent space and enters into one of these regions may vary over time. These areas are far more mutable than areas that parallel Aebrynis and they are as vibrant and rich as the Shadow World is bleached and dull. Such pockets are homes to the most powerful entities that inhabit the Shadow World. Most major divine powers have claimed (or perhaps created) their seats of powers in such pockets.

When a mortal being dies, its soul "wakes" in the Shadow World and begins its journey towards the home of its patron god. Each spirit instinctively feels the direction in which it must travel to reach the end of its journey; the strength and accuracy of this pull is proportional to the soul's devotion to the ideas of its patron deity. Spirits that have little or no association with a patron are believed to be doomed to wander the Shadow World until they forget their sense of self and fade into oblivion. Powers of the Shadow World actively seek out spirits of the newly dead and attempt to bind them to ill purposes.

It is believed that Nesirie is gradually assuming responsibility for guarding the dead. The dangers that the Shadow World holds for spirits and the evil uses the Cold Rider and other powers make of them deeply offend Nesirie's nature. As she grows more powerful, perhaps she will be able to prevent the powers of the Shadow World from luring spirits to their dark domains.

The nature of the realms of the gods is apocryphal, at best. Their nature may be as is commonly believed, or may differ significantly from the preaching of the church. Is the nature of these realms determined by the gods that rule them, or by the desires of the spirits that have found their way there? Only the dead know the answer to this final mystery. However, common dogma describes the gods of the realms as follows.

Avani (The Gleaming Spire): Avani's realm is a great city in the Khinasi style, built amidst a peaceful oasis. Avani's palace, which is the city's centerpiece, is a tall spire of gold in the center of the oasis; built around it are plazas, libraries, bathhouses and all the luxuries afforded to the richest sultans of the Khinasi. Those honored worshippers who follow the light of reason during their lives and never stray from the path set out by Avani are permitted access to an eternity of luxury. It is a land of warmth and peace where no battle occurs and nothing is out of place.

Belinik (The Striving): The Striving is a gloomy and desolate place where warriors that served Belinik in life now contest against each other eternally. Here the strongest battle the weak to gain their lord's notice. Belinik allows all who wish to enter access to his realm, but they must fight for their survival. Those who do not succeed are cast out and forever doomed. Here, warriors must battle their way up the rungs of power. For those who are at the top there are luxuries and wealth beyond the imagining while those at the bottom are condemned to make do with the meager comforts that can be found in the cold hills that cover this realm.

Cuiráécen (Cuiráécen's Feasthall): Cuiráécen's realm is a gigantic hall that sits atop of a steep sided hill, surrounded by storm clouds. Here great warriors celebrate their success in battle and forever recount the great events of their lives. The hall is home to a continuous feast where warriors may forever enjoy the spoils of the victory.

Eloéle (The Endless Maze): A dark and chaotic realm, the Eloéle's realm is similar to Sera's Marketplace Eternal. The endless maze, however, includes the seamy side of the marketplace, and is a vast maze of streets, alleys and squares. Here the worthy dead are allowed to indulge all of their fantasies, at the cost of forgetting their previous lives. The Endless Maze is a city of taverns, brothels, gambling halls, and other similar establishments. The most successful and devoted of Eloéle's worshippers live in large palaces and the rest seek to steal from them to gain the prestige necessary to gain such luxury themselves.

Erik (Nature's Rest): Erik's domain is almost an exact copy of Cerilia, except Cerilia as it would have been without any intelligent beings living on it. Food is easy to come by and the worshippers of Erik lucky enough to make it here travel the lands marveling at its natural wonders.

Haelyn (Honor's Glory): Honor's Glory is a land of rolling hills and grassland, dotted with castles and manors for the greatest of Haelyn's heroes. It represents Anuire as Haelyn would like to see it; a vision of idyllic peace where all know their place in society and the importance of their place to the working of the whole. Haelyn spends his time here challenging the greatest and most noble generals of Anuire and other lands to battles in which the rules of honor are always fol-

lowed and the losers of each conflict surrender gracefully to the winners so that none are seriously injured.

Kriesha (The Steadfast Chill): Kriesha's realm is a place of breathtaking beauty. It brings together all the best parts of a snow-covered, icy landscape and combines them into pristine, crystalline glory. Palaces of ice lie scattered across the landscape and are home to the Kriesha's favored, while outside a cold wind blows, and packs of wolves and other monster roam.

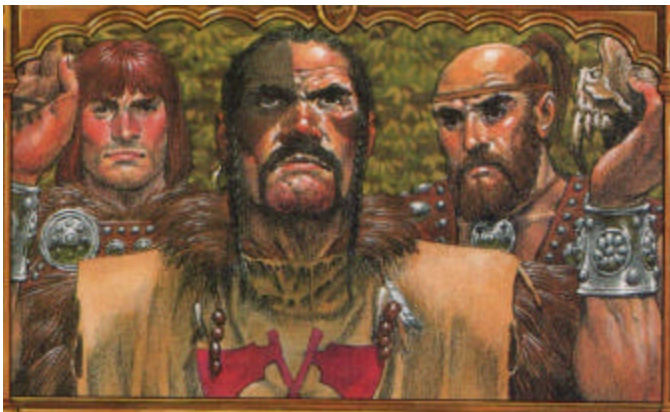
Laerme (Songsheight): The realm of Laerme is a large college that contains copies of all books, song, and art. Scholars, painters, sculptors, and other artists roam the ground of the college enjoying the garden of fruit trees and flowerbeds. The sun never fully sets and the inhabitants are forever free to love and work as they desire.

Moradin (Soulforger's Haven): The resting place of worthy dwarves is a miraculous wonder deep beneath the earth. Waterfalls, cavernous geodes, and other wonders of the earth are commonplace in the Soulforger's Haven. More importantly, Moradin sets the soul of each dwarf to a task in his grand scheme. Together, the dwarves discover ever-new wonders and pave the way for Moradin to provide new gifts to his people.

Nesirie (The Waves of Grief): The domain of the goddess of the sea is a small group of islands that rise up out of the ocean like jagged spikes. Each spike carved into fantastic towers and castles. These buildings are home to Nesirie's faithful, who are surrounded by all the wealth the sea can provide.

Ruornil (The Silver Lands): Ruornil's domain constantly reflects the glory of the silvery moon. By its light, Ruornil's faithful devote eternity to studying the true mysteries of the universe. Great wizards of the past each shape their own regions of the domain into the forms they bring them pleasure, and share their art with those who wish to study with them.

Sera (The Marketplace Eternal): Sera's domain is a vast city that stretches of miles in each direction. Therein, Sera's faithful continue the fondest pursuits of their lives eternally. Craftsmen work alongside the great masters that have come before them and have access to the finest materials to create works of profound craftsmanship. Traders and merchants barter for their goods for the simple prestige of besting their opponents and sharpening their skill. It is said that the most skillful are asked to dice against Sera herself, and that those who best her are allowed to "cast the dice of their live again" – reincarnated to perform some great task in her service.



chapter five: Ruling a domain

Domains represent organized social or political structures and their chain of command. Domains take many forms. One domain might be a powerful kingdom and the nobles that are responsible for the defense of its land and people. An ancient and revered church, the clerics in its hierarchy, its cathedrals, and the lay brothers who work the fields of church-owned land also constitute a domain. Even a small association of craftsmen who band together to increase their profits could constitute a domain.

Describing the day-to-day activities of a domain is impractical unless relevant to a specific role-playing goal. Instead, domain-level activities are described abstractly through the use of short-term goals referred to as *domain actions*. Domain actions are resolved month-to-month (the *domain round*) or by season (the *domain turn*).

components of a domain

Regardless of the size, power, or purpose of the power base that a domain represents, all domains share some features. A domain's *regent* is the head of a specific ruling body that has the primary responsibility for the domain. The regent may hold absolute power or be a powerless figurehead, but they are the person that holds final authority in all domain decision in the minds of those with whom the domain interacts. *Provinces* represent areas of land in which tax-paying common-folk look to the regent for military protection and succor in times of hardship. The relative size of the province is represented as the province level. Any domain that includes a province is referred to as a realm. *Holdings* represent an organized power base, and the places, people, and things that constitute it. The relative size of a holding's power is represented as the holding's level. There are four holding types: guild, law, source, and temple. Additional *domain assets* include armies, trade routes, the skill of a realm's courtiers and spy network, the strength of a realm's castles, highways and other important domain-level features.

Provinces

A province is a distinct area whose borders are defined by prominent geographical features, cultural and political traditions, and economic infrastructure. A province is a political division of land, like a county or shire. A rural province generally measures about 30 to 40 miles in diameter, but an urban province that represents a major metropolitan area may be no larger than the area enclosed by the city's boundaries.

The defining domain-level measure of a province is not its size, but rather its *level* – its overall measure of population, technology, and industrial prosperity. A province's level is an abstraction that represents the relative contributions of loyal subjects of the province. Frontier families, nomadic tribes, bandits, and other independent-minded individuals that live in the province do not directly contribute to the province's level.

A province's level does not represent the entire population of a province; it represents the buying power and prosperity of the province's loyal citizens and taxpayers. Table 5-1: *Province level* provides a rough metric for determining the number of taxpaying human commoners in a rural province. Populations of citizens that consist largely of elves, dwarves, or human experts produce population levels then the numbers of citizens would seem to dictate due to an increased prosperity per capita.

table 5-1: province level

Level	Citizens	Largest Settlement
0	0	Thorp
1	1,000	Hamlet
2	4,000	Village
3	7,000	Small town
4	10,000	Large town
5	20,000	Large town
6	30,000	Small city
7	40,000	Large city
8	60,000	Large city
9	80,000	Metropolis
10	100,000	Metropolis

Table 5-1 also indicates the size of the largest settlements likely to be found in a rural province of the indicated level. This settlement rating can be used to determine the relative availability of goods and services in the area using the guidelines presented in the *Dungeon Master's Guide*. The population of this settlement is included in the province's rating. Capital cities of large realms are often one category higher than indicated by the province level alone.

A ruling regent has putative control over an entire province. A province ruler can tax the province and make laws and regulations within the province, but without the power of the local Law holdings the regent has nothing to directly enforce her edicts. In most cases the province ruler is also the most powerful law regent in the province. Law is supposed to be a tool by which the province regent can enforce her will.

table 5-2: maximum province level

Terrain Type	Maximum Level
Glacier or inhospitable terrain/climate	0
Sandy desert, Tundra	1
Mountains, Scrub	3
Forest, Jungle, Swamp	6
Mountain (dwarves)	7
Forest (elves)	8
Hills	7
Plains	8
Coastal (borders sea)	+2
Major River (not coastal)	+1

Province terrain

All provinces have a terrain type that most represents the major terrain type of the province. The terrain type of the province limits its level. While many types of terrain may be present in a province, only its major terrain type determines its habitability. The terrain type of a province (along with its level) also provides a limit for the province's maximum source potential as discussed in Chapter Seven: *Realm magic*.

Urban provinces

Major metropolitan areas may be represented as stand-alone provinces, instead of being represented as cities with a larger rural area. Urban provinces are considered to be part of the surrounding provinces for purposes of geographical effects, such as earthquakes, but their own entity for purposes of population-based effects, such as the spread of plague or the use of realm-spells.

Urban provinces are dependent on trade and adjacent rural provinces for food and supplies. Urban provinces lose a level (due to starvation and migration) during any domain turn in which they do not have at least one active trade route.

Realms

Any domain that includes one or more provinces is a *realm*. The regent of a province is a recognized head of state, capable of holding court, making laws, executing justice, and dealing with foreign interests. *Rulers* are regents that hold one or more provinces and thus are often considered to be of higher status than unlanded regents. Regardless of the power of the realm, significant political power and rank is generally associated with the stewardship of a geographic area.

Holdings

Domain holdings represent centers of regional political, economic, religious, or magical power and the institutions and personnel that allow the holding's regent to wield this power. The defining domain-level measures of a holding are its type and level.

Holding type

There are four areas of influence in each province represented by holdings. Economic power is represented by Guild holdings. Political power in a province is represented by Law holdings. Spiritual power is represented by Temple holdings. Finally, arcane power is represented by Source holdings.

Guild holdings represent control of a province's economic activity. Guild holdings can represent artisan guilds, merchants, underworld organizations, or any other establishment that seeks profit and power through the acquisition and sale of goods, services, and information. In the vast majority of cases, guilds are considered to be legal enterprises, but in many cases they also contain some less-than-legal elements. Guild holdings consist primarily of various guilds, especially of the primary economic activity of an area – artisan's guilds being the most common, as well as merchant companies. Guilds are integrated into most levels of a province society, and, as such, have excellent access to information. Guilds are also always in control of whatever trade comes through a province.

Law holdings represent direct control over military and secular political power or what passes for "the law" in a prov-

ince. Law holdings represent bureaucrats, constables, taxmen, highway bandits, rebel organizations, a system of feudal lords, or any other establishments whose primary purpose is to enforce laws/whims, collect taxes/tribute, and execute justice or injustice in their regent's name. Control of a province's law holding impacts whether edicts and laws are followed, how vigorously laws and taxes are applied, the level of crime, and the general contentment of a province's citizens.

Temple holdings represent influence over the religious activities of a province's populous. Temple holdings represent an organized faith of worship and the itinerant clergy, shrines, churches, or cathedrals that preach to the masses. Temple regents can cast divine realm spells, but more importantly they are the trusted spiritual advisors to the people. Temples have an enormous impact on how the successes and failures of other regents are perceived by the common man.

Source holdings represent mastery and control of the continuously renewed mystic essence of the living land – its mebhaghil. A source regent does not wield temporal influence through the holding as do other regents, instead they tap their holdings to cast powerful arcane realm spells. Because of their mystical nature, it is far more difficult for most regents to undermine the power-base of a source regent than visa-versa. Therefore, although they have little direct political or economic power, source regents are respected, or even feared, by most other nearby regents. Source holdings and realm spells are described in Chapter Seven: *Realm magic*.

Holding level

The principal measure of the extent of a holding's influence is its *level*. A holding's level indicates the fractional proportion of a province's relevant power-base (the province's level or source potential) over which the holding holds influence. For example, a guild (3) controls three-fifths of the potential economic activity in a province (5/1).

The maximum level for a holding is the province level (or source potential, for source holdings). This indicates that the entire relevant power base in the province is under the control of the holding's regent. Likewise, the sum of all holdings of the same type in the province cannot exceed the province's level (or source potential, for source holdings).

The minimum level for a holding is 0. A 0-level holding holds almost no power; instead a holding (0) represents a significant network of contacts that can form the basis for observation of the province and for the eventual establishment of a base of power.

Table 5-3: maximum number of regents

Province Level	Maximum number of regents per holding type
1-2	1
3-5	2
6-8	3
9-10	4

There is no effective limit to the number of 0-level holdings in a province. Dozens of regents can have active networks of contacts. However, opportunities for true influence (holding levels of 1+) in a province are limited. In a level 1 province, only one regent may wield influence over each type of hold-

ing. For every 3 province levels (or source potential levels), an additional regent may wield influence over each type of holding. Consider, for example, a province (5/1). There can be at most 8 individuals with any substantial power in the province: the province regent, two guild regents, two temple regents, two law regents, and one source regent.

If a province's ratings change in such a way as to make the current holding levels in the province illegal, then the holding levels must be immediately adjusted. The affected regent should be determined randomly in proportion to the number of holdings held.

Domain assets

Domain assets include any domain-level resources that are not represented by province and holding levels. Thus, potential domain assets vary depending on the nature of the domain.

Military units

Military units represent the armed forces at the regent's command. Generally, the regent can raise armies, draft a levy, or create a militia as he sees fit as long as he has sufficient law holdings and the permission of the province's regent. A regent cannot normally raise regular armies in provinces unless the province ruler permits him to, but he can hire mercenaries or use their treasury to support the military actions of an allied domain. Army units each represent a single company or muster. A basic unit is about 200 1st-level warriors. Naval units each represent a ship and her crew. In Anuire, a kingdom with a standing army of more than 3,000 men (15 units) or 15 warships would be considered a significant military power. During military campaigns, powerful kingdoms can often increase the size of their armies by as much as double, but most realms have difficulty maintaining such a force for more than one or two seasons. The domain-level costs and advantages to mustering military units are presented in Chapter Six: *Armies and warfare*.

Constructions

Constructions with a specific purpose can be immensely useful to a domain; examples of such include highways, castles, palaces, shipyards, seaports, monuments or most other wood or stone structure with domain-level impact. *Highways* are vital to the trade and military responsiveness. Highways are well-maintained (and usually paved) roads with frequent inns, stables, supply depots, and other facilities that expedite the movement of massive forces such as military personal and trade caravans. *Bridges* allow rapid movement of trade goods and military supplies over natural hazards that would otherwise delay their transport. *Fortifications* make a province or holding more difficult to attack. Systems of castles protect an entire province. Fortifying a holding simply makes one holding resistant to physical destruction. Fortified holdings might be defensible monasteries or cathedrals, secluded wizard towers, or hidden bandit strongholds. Like holdings, fortifications are rated by level to represent their defensibility. Constructions are manufacture using the Build domain action.

Table 5-4: asset maintenance costs

Asset type	Build cost	Maintenance/season
Bridge (wood)	3 GB	1/4 GB
(stone)	6 GB	1/2 GB
Ferry	1 GB	1/12 GB
Fortification (province)	8 GB x level	2/3 GB x level
(holding)	4 GB x level	1/3 GB x level
Highway (cost by terrain)		
(plains, steppe, scrub)	2 GB	1/6 GB
(desert, forest, hills)	4 GB	1/3 GB
(swamp, tundra)	6 GB	1/2 GB
(glacier, mountains)	8 GB	2/3 GB
Palace	6 GB x level	1/2 GB x level
Seaport	6 GB	1/2 GB
Ship	Varies	Varies
Shipyards	4 GB x level	1/3 GB x level
Wondrous structure	25 GB x level	2 GB x level

Bridge: Bridges are required to allow commercial and military travel or major waterways. Bridges can be made of wood (usually) or of stone. Wooden bridges have the advantage (and disadvantage) of being easy to destroy in times of war. Large rivers may require stone bridges. Bridges cannot be built over any river that is wide enough to provide sea access to naval vessels. Refer to Chapter Six: *Armies and warfare*, for more details on the uses (and cost) of bridges.

Ferry: Ferries allow travelers and troops to cross major rivers. Ferries can make several trips a day, but it still might require an entire week to ferry the supplies of an army across a major river.

Fortifications (Province): Province fortifications include a province-wide system of fortifications dominated by a massive seat of military power (usually a castle or walled city).

Fortification (Holding): Holding fortifications are small systems of fortifications that are constructed to protect the holdings of one regent. This might include fortified cathedrals, armed warehouses, walled forts or small castles, or any other reasonably limited defensive structure.

Highway: This construction includes both a network of paved or packed dirt highways and a system of inns, caravansaries, and other structures that support overland trade and travel. Most provinces of level 3+ have simple roads, but a system of well-maintained highways is an optional expense. Highways are necessary for overland trade routes and increase the speed of travel within the province (as described in the *Player's handbook*). Refer to Chapter Six: *Armies and warfare*, for more details on the uses (and cost) of highways.

Palace: A palace is a lavish residence for a regent and his court. For each level a palace has, add 1 to the regent's effective court level, as long as he spends at least as many GB maintaining his court; i.e. in order to gain the full benefit of a level 4 palace, the regent has to spend at least 4 GB on his court.

Seaport: Docks, wharfs, warehouses, and other structures necessary to support sea trade. A province must have a seaport in order to conduct trade by sea.

Ship: Naval ships can be constructed, but only at a shipyard of appropriate scale. See Chapter Six: *Armies and warfare*, for ship prices.

Shipyards: Facilities and specialized personnel necessary to construct naval vessels. All shipyards have a level that represents their relative capabilities. A shipyard's level cannot exceed the province level. A shipyard can only build vessels with a total build cost of less than twice the shipyard level. Ships are built, like other constructions, using the Build domain action.

Wondrous Structure: This is applied to a single building of any type. Possession of a structure of this type is very prestigious, and grants a bonus of 1 RP/level to the possessing domain's seasonal collection. Examples of this type of structure include the greatest cathedrals, magnificent statues, colossal lighthouses, pyramids, or other works of wonder.

Courts

Courts are centers of power; a setting where the regent can engage in the business of the realm. Like holdings, courts are rated by level. A court's level represents the number and quality of a regent's servants, courtiers, diplomats, agents, and spies. A court governs not just how well a regent lives, but also how well he maintains the central apparatus of government. A court is a domain asset with a level that measures its relative quality and its cost.

Regents must maintain a minimal court appropriate to the level of their holdings in order effectively administrate them. A regent is expected to have a court whose value is equal to that of their largest non-source holding. A court smaller than expected is hard pressed to effectively administrate the realm. A court larger than expected is more able to aggressively pur-

sue the regent's interests. Source holdings do not require Administrate and are ignored for the purpose of determining expected court level.

The environs of a court limit its maximum level. A court cannot normally exceed the level of the province in which the regent has his seat of power. A regent may, however, construct a palace near their seat of power. A palace allows a regent to exceed their normal court maximum by +1 per level of the palace. For example, a regent whose seat of power is a holding (4) and a palace (2) in a province (5) is expected to have a court (4) but can have up to a court (7).

Valuable courts take time to build up. Skilled courtiers cannot be hired overnight. Through the use of the *Decree* domain action a regent may increase their court level by +1 per season. Only one such decree can be made per domain turn. Likewise, a regent can decrease the size of their court by any amount. The new court level is permanent until changed through a future decree.

As the size of a regent's court grows, so does the prestige and reputation of their courtiers and lieutenants. Well-funded courts allow the domain to perform more actions than the regent would be able to perform alone. In addition, a well-known court provides benefits to the regent and the members of his court. Those who recognize a character as a courtier are likely to react to the courtier in a manner consistent with their attitude to the regent's domain. Refer to *Domain attitudes*, below, for details on the use of the court-based reputation modifier.

Ley lines

Ley lines are conduits created by source regents to carry magical power from one province to another. Realm spells

Table 5-5: Court levels

Level	Description
0	Minimal court. The regent, and perhaps allies or a few hirelings paid from the regent's personal finances, administrate the domain when and where they can. The regent must personally oversee all domain actions.
1-2	Quaint court. The regent has a primary base of operations equivalent to a common inn and no more than a few servants. The regent has a local reputation within the province, but his courtiers are not well known. Common-folk expect to deal with regent directly and may be put off by having to deal with courtiers claiming to speak in the retainers' name. The court is capable of undertaking standard domain action without necessarily requiring the regent's personal involvement.
3-4	Average court. The regent's court is fully functional with a scattering of trusted retainers and a few specialized servants such as musicians, tutors, a huntsman, etc. The court is capable of hosting occasional affairs of state and small festivals. The regent's retainers and agents are well known and the common-folk of the regent's holdings begin to interact with the regent's courtiers rather than the regent himself for most day-to-day matters. An average court allows one Court Action per domain round.
4-5	Good court. The regent's court becomes an established network and begins its own bureaucracy. The court has good facilities, plentiful servants and retainers, and regular feasts or festivals. People consider the regent's court to be agents of an authority (legitimate or otherwise). The common-folk of the regent's holdings interact with the regent's courtiers for all but the most pressing of issues and the courtiers are well stationed to carry out the regent's orders unassisted. A good court allows two Court Actions per domain round. Members of the regent's court gain a +1 base reputation modifier.
6-7	Excellent court. The regent's court is large and capable. Courtiers exist for every major function in the realm, and many have entire staffs of lesser courtiers that report to them directly. The court is capable of hosting balls and major galas regularly. An excellent court allows three Court Actions per domain round. Members of the regent's court gain a +2 base reputation modifier.
8-9	Opulent court. The regent's court is a major center of power. Guests are waited on hand and foot. The regent's court handles all but the most critical matters and common-folk are rarely allowed the opportunity (or have the need) to speak with the regent directly. An excellent court allows four Court Actions per domain round. Members of the regent's court gain a +3 base reputation modifier.
10+	World-class court. The regent's court is a thing of wonder spoken of in far off lands. Every day brings new art, literature, sport, a festive event of some kind. The regent is expected to do almost nothing and is almost entirely inaccessible except to other powerful regents. A world-class court allows five Court Actions per domain round. Members of the regent's court gain a +4 base reputation modifier.

require enormous magical power, and network of ley lines can allow a regent to bring magical power from a pristine area to low-magic area in order to cast powerful realm spells. Ley lines are detailed in Chapter Seven: *Realm magic*.

Lieutenants

The court of a powerful regent may have many trusted courtiers, but most courtiers have strictly defined responsibilities and checks and balances to keep them from overstepping their prerogatives. A domain's regent may, however, name one or more of his courtiers as his lieutenant(s). A domain's lieutenants are authorized to speak with the voice of the regent, even to the extent of waging war against a foreign nation, spending significant portions of the realm's treasury, dispensing justice, making binding agreements, and other activities that are generally considered the prerogative of the regent alone. Thus a lieutenant can perform most domain actions with the same advantages that a regent receives when personally attending to domain actions and events. Refer to Chapter Eight: *Outside the lines* for more details on Lieutenants.

Trade routes

Trade routes generate income for a guild domain through trading various commodities between different geographical areas. In order to accommodate trade, a route must exist for overland or oversea trade. Trade routes can only be forged between two provinces if the provinces provide different trade commodities. In game terms, the provinces must either be of different terrain types (plains and hills, mountain and swamp, etc.) or of different races or cultures (Anuirean and Rjurik, Vos and Khinasi, etc.) Furthermore, a province has a limited amount of goods available for export and a limited demand for imports.

A trade route must originate in a province in which a regent has a guild holding; it must terminate in a province in which the regent has a second guild holding or in which a guild holding exists with whom a trade agreement (along with a share of the profit) has been arranged, generally through a diplomacy action. The number of trade routes in which a single guild holding can be involved is limited by the holding's level. A level 0 holding cannot be involved in a trade route. A guild holding level 1-3 can support one trade route. A guild holding level 4-6 can hold two trade routes. A guild holding level 7+ can hold 3 trade routes.

Once created, the regent's of the guild holdings on either end holds the trade route equally. Either regent can destroy the trade route at will. Trade routes generate seasonal GB income for each guild equal to 1/2 of each guild's level. It is not unusual for other regents involved (the province ruler that maintains the roads, etc.) to receive a regular tribute (often 0.5 GB per traderoute) from the guild regent's at either end of the trade route – but such matters are negotiable.

For example, an overland traderoute is forged between a guild (4) and a guild (2). The owner of the guild (4) earns an additional 2 GB per domain turn. The owner of the guild (2) earns an additional 1 GB per domain turn. Trade routes do not generate regency points.

There are two basic types of trade routes: overland trade routes and sea trade routes. Both type of trade routes are considered equivalent for the purposes of determining the maxi-

num number of trade routes per holding. For example, consider a sea trade route forged between a guild (6) in Illien (forest) and a guild (3) in Aerele (plains). The guild (3) is involved in one trade route (its maximum) and cannot be involved in any new trade routes. The guild (6) in has one free trade route remaining (it has a maximum of two); this additional trade route can be either an overland trade route or a sea trade route.

Overland trade routes transport valuable commodities between two provinces by caravan, wagon, and cart. A well-maintained system of roadways must exist between the two provinces to allow overland trade. The initial province, the final province, and a path of adjacent provinces that connect them must all have highways (a construction domain asset). All major rivers between provinces must have bridges. If no highway exists between the two provinces at any time (due to a failure to maintain highways, a closing of borders due to war, etc.) then the trade route is destroyed.

Sea trade routes transport valuable commodities between two provinces by ocean-going vessel. Both provinces must be coastal provinces with a seaport (a construction domain asset). Furthermore, a number of naval vessels must be dedicated to servicing the trade route each domain turn. Naval vessels are discussed in Chapter Six: *Armies and Warfare*. If the cargo capacity of the vessels dedicated to shipping trade does not meet or exceed the trade route level, then the income generated by the trade route is reduced appropriately. Sea trade routes have the option of connecting to "parts unknown" instead of connecting to a specific coastal province. In this case, the sea trade route's level is one-half of the initial province's level. Only one trade route per province may connect to parts unknown.

Treasuries

The careful maintenance of a domain's finances is critical to a regent's success. Ruling a realm costs enormous amounts of money and reserves must be kept to see the domain through hard times. A realm's treasury is not easily portable; it consists principally of goods distributed in warehouses, farms, or other storage sites throughout the realm. As little as one-tenth of a realm's treasury exists as actual coinage or other hard assets. The security of a realm's supply of ready coin for payroll and other expenses is a matter of utmost importance. A regent would be very wise to keep a close eye on the state of his treasury – it's dangerous to start a war and then run out of money to pay the troops. The size of a realm's treasury is measured in gold bars (GB).

Domain attitudes

Each domain has an additional attribute that represents the contentment and loyalty of the general populace towards the domain. Domain attitude is measured on a province-by-province basis on the same scale as NPC attitudes: Helpful, Friendly, Indifferent, Unfriendly, or Hostile.

Helpful populaces respect and admire the regent; the actions of the regent's court are seen in the best possible light. A helpful populace is willing to give their time/effort in support of the regent, if required. Note that this does not necessarily

imply that the populace *likes* their regent. Love, tradition, respect, or even fear may motivate a populace's helpful behavior. A regent receives a +1 bonus to all domain actions that he attempts in a province that has a Helpful attitude toward him.

Friendly populaces are well disposed towards the regent and his court. They will not necessarily risk their lives or livelihoods for the regent's sake, but they will tend to see the regent's actions in a favorable light. A friendly attitude is generally the default attitude in any realm with a long established and stable rule; there are no bonuses or penalties to domain actions.

Indifferent populaces have no strong feelings towards the regent. As many people care for the regent dislike him; most do not care one way or another. They expect the regent to do his duty by them, and likewise, they will do their duty to the regent. A regent receives a -1 penalty to all domain actions that involve an Indifferent populace.

Unfriendly populaces have elements that actively dislike the regent's rule. The populace, as a whole, is not willing to make any major sacrifices for the regent's sake (or for the realms sake, under the regent's questionable guidance). A ruler cannot draft militia levies in an unfriendly province; the peasants will not answer the regent's call to arms. A regent receives a -2 penalty to all domain actions in the area.

Hostile populaces despise or ridicule the regent and will actively seek to overthrow him, if the opportunity exists. The regent receives no seasonal regency or gold collection from areas that maintain a hostile attitude towards the regent. The regent cannot muster military units in hostile areas. The regent receives a -4 penalty to all domain actions in the area. Furthermore, there is a 10% chance each month that the populace will rise up against the regent in some way (as per the *Unrest or Rebellion* domain event, described later in this chapter).

Table 5-6: effect of domain attitude

Attitude	Adjustment to listed skills based on reputation modifier due to court level
Helpful	x 2
Friendly	x 1
Indifferent	x 0
Unfriendly	x -1
Hostile	x -2

Generally speaking, the attitude of the general populace towards a domain can be considered fairly geographically uniform. The reputation of a hard-dealing merchant-prince, for example, will be consistent throughout his domain. In some instances, however, the attitude of segments of the population may differ. For example, a regent that is well-loved in his home province may be despised in provinces that he has recently conquered. The DM should feel free to create multiple domain attitudes for different geographic areas or demographic populations as the situation merits. Domain attitude by province is the recommended level of resolution for landed regents. Domain attitude by realm is the recommended level of resolution for non-landed regents (to ease book-keeping).

A regent's popularity among the people also has significant impact on character actions. When recognized, courtiers may receive a situational bonus or penalty to certain skills. These

reputation-modified skills include Bluff, Diplomacy, Perform, Gather Information, and Intimidate skill checks. The bonus or penalty is based upon the domain attitude and the court level of the domain. The court's regent receives double this bonus/penalty. Table 5-5: *Court levels* provides a base reputation modifier based on the domain's court level. Table 5-6 adjusts the effects of this value on the basis of the domain's attitudes. For example, a courtier of an opulent court has a +3 base reputation modifier. The courtier would receive a +3 bonus to the reputation-modified skills in areas in which the attitude towards his domain is friendly. If the domain's attitude were unfriendly, they would receive a -3 modifier to the listed skills, instead.

Regents

The most important feature of a domain is the head or ruling body that has the primary responsibility for the domain. The regent may hold absolute power or be a powerless figurehead; but they are always the person that appears to hold final authority in all domain decision in the minds of those with whom the domain interacts. At the domain level, the most important factors for a regent are their bloodline score, their ranks in ruler ship skills, and their current regency point reserve. Refer to the section on Regency collection for details.

Variant: Rule by council

A domain's regent is almost always a single individual. Leadership by a council of individuals has some advantages, but there is also significant overhead involved in arranging regular communication, reaching a consensus, political infighting, and avoiding conflicting orders in an immediate crisis. Rule by council is generally inferior to the unilateral rule of a single talented individual; on the other hand, rule by council avoids many of the dangers of having an untrustworthy or unfit regent.

The council as a whole acts as the domain's regent. The domain still receives only one standard domain action per domain round, but any member of the council may spend a character action to oversee this task as a full domain action. The overseeing member may use the council's regency or any personal regency to support this task; other members of the council cannot use their personal regency, but are free to pursue other character actions.

Councils are considered to have a bloodline equal to the council member's average bloodline score +1 for every "doubling" of the number of council members (+1 for 2 members, +2 for 4 members, +3 for 8 members, etc.) Thus a council for four scions of Bld 10, 14, 14, and 18 would give the council an effective bloodline of 16 (14 + 1 for two members +1 for four members).

If the character level-based RP reserve variant is in use, a Council's level is equal to the total EL of the group; thus a council of four 4th level characters is considered to be equivalent to 8th level for purposes of calculating RP reserves.

A domain ruled by council must use one court action each domain action round to provide the necessary overhead for council. Furthermore, a domain ruled by council is slower to act than a domain under the guidance of a single mind. A do-

main ruled by council receives a -1 penalty to its domain initiative for each council member.

The domain turn

Domains aren't static; from year to year, the fortunes of a kingdom or temple wax and wane with the tide of history. The great events and trends are reflected by domain actions. In running a Birthright campaign, one of the more important aspects is timekeeping. This is important in order to keep track of the actions of various regents and the PCs, and allow everything to happen in a logical order, relatively speaking. In order to properly facilitate this, the Birthright domain system encompasses specific time units to make things run smoothly.

A single *domain turn* lasts for one season of game time; four domain turns makes up one year. Domain turns are further divided into *domain action rounds* each of which lasts approximately one month of game time. A *war move* comes into play only in specific circumstances described in Chapter Six: *Armies and warfare*; each war move is considered equivalent to roughly one week. Thus there are three domain rounds in a domain turn and four war rounds in a domain round.

Each domain action round, the regents involved must determine the state of their nation, the resources they have available, and whether or not any unusual events have developed that require their attention. Once the domains have been updated, both PC and NPC regents will probably have a variety of actions they'll want to take with their domains. A regent directs his domain's growth by working to increase the ratings of provinces and holdings, engaging in diplomatic or mercantile ventures, waging war, raising fortresses, or otherwise dealing with the affairs of the domain. In addition to the actions that a regent may plan to take, events may force responses to the actions of other regents, monstrous incursions, or natural disasters.

Domain sequence of play

Each domain turn, the regents involved must determine the state of their domains, the resources that they have available, and whether any unusual events have occurred that require their attention. These book-keeping aspects are resolved every domain turn rather than every domain round in order to speed play. Once this simplified book-keeping is performed, the both PCs and NPCs can perform domain actions as the game calendar progresses.

Table 5-7: Domain turn sequence

1. Domain attitudes are adjusted
2. Domain collections are gained
3. Domain expenses are paid
4. Play out domain action round 1
5. Play out domain action round 2
6. Play out domain action round 3
7. Proceed to the next domain turn and repeat

Adjusting domain attitude

In general, common-folk tend to be indifferent to their rulers. Common-folk are generally content as long as they feel safe from soldiers, brigands, monsters, and other dangers. If the common-folk are threatened, or if the taxes required to provide for their safety seem unreasonably high, they are likely to become disgruntled. A passionate and fiery orator or a noble hero may win the people's hearts, and inspire them to face great dangers in the face of a greater good. The attitude of the common-folk towards a regent can have a major impact on the success of their domain actions. At the beginning of each domain turn, the attitude of the common-man towards the regent's domain must be adjusted based on the events of previous domain turn.

Domain attitude is adjusted each season by making a d20 check modified by the bonuses and penalties such as those listed below. Table 5-8: *Adjusting domain attitude* is then consulted to determine the area's new attitude.

Table 5-8: Adjusting domain attitude

Initial Attitude	New attitude				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	< 20	20	25	35	50
Unfriendly	< 5	5	25	25	40
Indifferent	-	< 1	1	15	30
Friendly	-	-	< 1	1	20
Helpful	-	-	< 1	1	10

Bonus	Example
+5	Regent successfully deals with a major event, such as an invading army
+2	Regent has five or more ranks of Diplomacy
+2	The regent holds all holdings of one type in the province
+1	The regent holds more than 50% of all holdings of one type in the province
+1	Regent successfully deals with a minor event, such as a matter of law or a rampaging monster
+1	for each renowned/epic deed the regent has <i>ever</i> performed in the service of the domain

Penalty	Example
-10	Military forces <i>occupy</i> the province (martial law)
-10	100% of the holdings of any type in the province are hostile to the active regent
-5	50% or more of the holdings of one type in the province are hostile to the active regent
-5	Regent engages in a foreign war (without justification)
-5	Regent does not successfully deal with a major event
-2	Regent does not successfully deal with a minor event
-2	Regent engages in a foreign war (with sound justification)
-1	One or more other regents in the area are hostile to the active regent
-1	per law holding held by a non-allied regent
-1	if militia levies are mustered for any purpose except the defense of the realm.

Domain collections

The power and profitability of a domain are represented by two important domain assets: the regency reserve of the domain's regent and the size of the domain's treasury. A regent's available regency is measured in *regency points* (RP). RP represent political or divine power which allows the regent to influence political affairs to their advantage. A domain's treasury is measured in *gold bars* (GB). A gold bar abstractly represents things of worth owed to the regent, be they in cash or commodity, in service or in kind. The default gold bar is roughly equivalent to 2,000 gp in coin value if quickly disposed of, but this value may differ regionally. The things of worth represented by a GB varies by the nature through which the revenue is generated – generally through taxes on commodities, but also in part direct seizure of such (the lord's share of corn, ground wheat, etc.), and extraction of certain feudal services (including military obligation or scutage). A GB of value often consists of a wide variety of things of value. The exact nature of these things is usually irrelevant, as GBs are only used to finance domain level actions and pay for domain actions. A regent who wishes to use GBs for another purpose must do so using the *Finance* domain action.

Domain regency collection

Domains provide a measure of political power, or *regency*, to their regent. For blooded characters, this political power stirs the semi-divine blood in their veins in the same way that worship provides power to deities. The amount of regency possessed by a regent is measured in regency points. Blooded scions derive significant advantages as regents due to their bloodlines; thus, it is fairly rare for an unblooded character to hold a domain in Cerilia. There are three primary sources of RP collected seasonally: provinces, holdings, and vassalage agreements.

Any character can hold (be a regent of) any province or holding. However, not all regents benefit equally from holding a domain. Unblooded characters cannot gain regency from any holding. Incompetent scions derive less respect from their subjects than their bloodline might allow. Perceived competence is an important factor in regency collection. A regent's ability to effectively manage each of the five major domain components is determined by their ranks in the key skills used in holding the domain component.

Provinces are held by diplomatic finance and military prowess. A regent's regency collection rating for provinces is equal to the sum of their ranks in Diplomacy and Warcraft. Most classes have at one of these skills as a class skill, and thus most characters have equal potential for being a good province regent. Barbarians, rangers, wizards, and sorcerers have neither skill as a class skill, and thus are often ineffective province regents.

Ruling a guild holding requires a wide number of skills. The character should know their craft (Craft or Profession), the worth of goods, services, and information (Appraise), be a canny trader (Diplomacy), stay well-informed of opportunities and dangers to their market (Gather information), and be capable of driving a hard bargain when necessary (Bluff, Intimidate, and Sense motive). A regent's collection rating for guild

holdings is equal to one-fourth the sum of their ranks in Appraise, Bluff, Craft (any one), Diplomacy, Gather information, Intimidate, Profession (any one), and Sense motive. Most character classes can derive some benefit as a guild regent, but rogues, bards, and nobles excel at guildcraft.

The primary characteristic for success as the regent of a Law holding is the ability to select, train, and effectively lead the forces that enforce a realm's laws and collect taxes and tribute. Although it helps to have a good working knowledge of the Law, the regent of a law holding is rarely a judge or magistrate; these positions are filled by experts that report to the law regent. A regent's collection rating for law holdings is equal to the sum of their ranks in Lead and Warcraft. Fighters and paladins excel as law regents; barbarians, druids, magicians, sorcerers, and wizards make poor law regents.

Source regents must understand the workings of *mebhaighl*; both the natural forces that empower it and the arcane rituals necessary to tap into that natural flow. A regent's collection rating for source holdings is the sum of their ranks in Knowledge (Arcana) and Knowledge (Nature). Source holdings generate regency only for characters that are capable of casting greater arcane spells of 1st level or higher; characters incapable of learning arcane realm spells have a 0 collection rating for source holdings. Wizards make excellent source regents. Sorcerers, with their more intuitive understanding of magic, are often less apt source regents.

Temple regents must not only know the rituals and ceremonies of their religions, but must be effective leaders and orators. A regent's collection rating for temple holdings is the sum of her ranks in Knowledge (Religion) and Lead. Temple holdings generate regency only for characters that are capable of casting divine spells of 1st level or higher; characters incapable of learning divine realm spells have a 0 collection rating for source holdings. Clerics excel as temple regents.

Table 5-9: key regent skills

For	Regency collection rating
Province	ranks in Diplomacy + Warcraft
Guild	1/4 of the sum of ranks Appraise + Bluff + Craft (any) + Diplomacy + Gather information + Intimidate + Profession (any one) + Sense motive
Law	ranks in Lead + Warcraft
Source	ranks in Knowledge (Arcana) + Knowledge (Nature); must be able to cast greater arcane spells of level 1+
Temple	ranks in Knowledge (Religion) + Lead; must be able to cast divine spells of level 1+

Provinces and holdings generate potential regency equal to their level each season. The amount of regency that is actually collected by the regent is determined by the character's appropriate regency collection rating for the regency generating asset. For example, consider a first level fighter regent with 4 ranks of Lead and 4 ranks of Warcraft. The character's domain consists of three law holdings: a law holding (0), a law holding (4), and law holding (6). Using Table 5-5 we can see that the character's RP collection per season would be 6 RP [80% x (0+4+6)].

Table 5-10: regency collection

Regency collection rating	Regency collection
10+	100%
9	80%
8	60%
7	40%
6	20%
5	0%

A scion can also gain regency from a vassalage agreement bound by a ceremony of investiture. During the casting of the investiture realm spell, the vassal regent pledges to supply a fixed seasonal amount of RP to their liege. The book-keeping for the RP collected by the liege lord is performed during collections.

There is a maximum to the amount of regency that a character can collect per domain turn. A scion can earn no more than twice their current bloodline ability score in domain regency collections per domain turn. There is also limit to the amount of regency that a character can store. Any RP gained above the character's maximum regency reserve is lost immediately. A character's maximum RP reserve is equal to five times their bloodline score (see Table 2-3: Bloodline ability score).

Variant: Level-based RP collection/reserves

Under this variant, a character's level is added to their bloodline ability score before calculating maximum regency collection and maximum RP reserve. This variant allows non-blooded characters to compete more effectively against blooded regents and downplays (slightly) the importance of a divine bloodline in the collection of regency.

Source holdings

Unlike law, guild, and temple regents, source regents are not generally recognized as political powers. Source regents receive regency through their sources by tapping into the mebhaighl to increase their personal power. Although the nature of regency collection for source holdings is different, the mechanics for regency collection are identical.

Regents forge a link to their source through the casting of ritual arcane magic to forge a semi-permanent link between themselves and a manifestation of the land's mebhaighl. Only casters of greater arcane magic can forge this link. Rulers who wish to control access to magical forces within their realms often find wizards or sorcerers to be invaluable allies or vassals.

Mebhaighl is thought to be the divine essence of the land itself, and thus tapping into this power to increase one's regency total is akin to a very minor form of bloodtheft. Some Rjurik druids fear that unscrupulous mages might bleed the land of its life essence faster than it can be replenished, but no convincing proof of this position has every been forwarded. Perhaps this fear accounts for the distrust that most Rjurik have for true mages.

Domain income collection

Ruling a domain is expensive. Fortunately, a domain has a treasury whose income is generated from collected taxes,

dues, tithes, and other profits from its subjects. Source holdings generate no base income per season. Trade routes generated a base income per season equal to their level. A guild or temple holding generates a base income per season equal to 2/3rds of its rating. These incomes represent the manufacture and sales of goods and services and the incomes generated by rented or farmed property, and (in the case of temple holdings), the tithes and offerings of the pious.

A province generates a base income per season equal to its rating. The income generated by provinces represents taxes collected from the citizens and business dealings of the realm; this includes a share of all milled grains (a millage), a portion of every merchant's income (hawking tax), taxes on trade goods (income/export taxes and bonding fees), tolls on public roads or wharfs, a death tax assessed on the estate of deceased landholders (heriot), military service from vassal nobility (more commonly, however, vassals instead pay scutage, or shield money, to instead allow their lord to hire soldiers to stand in their stead), labor owed by serfs (generally used to work the lord's fields), rent or crop shares of vassal farmers, property taxes on real estate owned by gentlefolk, and other such obligations. Typically, income taxes are due in the winter, rent fees in the spring, and crop shares in the summer and fall. A realm's system of taxation is arranged in such a way that the effective income for the province is nearly identical season to season; this allows for a constant stream of revenue to the regent while also reducing the amount that the regent's subjects pay in any given season. In return for this income, a regent's subjects expect their ruling lord to administrate justice and to protect them from external threat.

A law holding generates a base income per season equal to 1/3 its rating; law holdings are far less profitable than equivalent guild or temple holdings. A law holding represents the military might used to enforce the collection of taxes (if necessary), but the actual monies that pass through a law holding are destined for the province ruler (and might not, in fact, be collected by agents of the law at all).

Table 5-11: income collection

Asset type	Base GB collection
Province	province level
Guild Holding	x 2/3 holding level
Law holding	x 1/3 holding level
Source holding	0
Temple holding	x 2/3 holding level
Trade route	trade route level

Variant: Taxation modifiers

The base GB collection for a province is based upon the assumption that the regent collects taxes that are in keeping with the contemporary standard. A regent that holds a province may declare their taxation to be more severe (or more forgiving) than usual. Through the use of the *Decree* domain action a regent may increase (or decrease) their province taxation by +/- 1 GB/season. This new taxation modifier is permanent until changed though a future decree. Province taxation rates can only be increased (or decreased) in increments of +/- 1 GB, and only one such decree can be made per domain turn.

The taxation modifier for a province cannot increase its income by more than 50%. Regents should take careful note – modifiers to a province's taxation have significant impact on domain attitude. If this variant is used, the taxation modifier should be used as a bonus or penalty to the seasonal loyalty check for the affected areas.

Example: The Countess of Medoere rules Alamier (4), Braeme (3), and Caerwil (2). Normally, her taxation modifier is +0 and she would receive 9 GB/season from her provinces (in addition to any income from her other holdings). Fearing a major war, she decides that she needs to increase her income to support additional army units and declare an increase in taxes through out the realm. All provinces now have a +1 taxation modifier; thus she will collect 12 GB/season in future collections. During the next domain turn, she can increase the taxation modifier further (to +2), decrease it (back to +0), or leave it unchanged (+1).

Seizures

A law regent has the ability to take additional portions of the incomes generated by provinces, temples, or guild holdings through brigandage. *Seizures* represent emergency measures (such as aides for ransoms or war expenses), draconian or unfair enforcement of the law, corruption and bribery, or outright banditry on the part of the agents of the law holding. Seizures reduce the income of one or more target holdings and/or the province itself. Seizures generate a total of 1d6 GB for the law holding. The gains are taken from the coffers of the target regent(s) and are distributed proportionally to the income of the targeted assets. The law regent's gains are obviously limited to the maximum collections of the target holdings. Fortified holdings are immune to seizures.

Seizures may have disastrous effects upon the law holding regent's reputation and upon his relationships to the aggrieved targets as well as other who may (rightfully) fear similar abuses in the future. For this reason, among others, the law holdings of most realms are usually held by the province regent or by a trusted vassal of the ruler.

Domain expenses

The strength of a realm is measured not only by the power of its rulers and armies, but also by its economic health. Many regents have ruined their lands through careless fiscal policies. Each domain turn, a regent must cover the expenses of his government. The most common seasonal expenses are military payroll, domain maintenance costs, court costs, vassalage agreements and tribute. These expenses are paid from the domain's treasury.

Regency expenses

The only normal source of regular domain regency expense is through a vassalage agreement bound by a ceremony of investiture. The nature of the *investiture* realm spell causes this transfer of regency to occur automatically. If a character is unable to meet their RP expenses then their bloodline score is automatically reduced in order to free up the necessary RP. Note that this expense occurs immediately after collection, so a reduction in bloodline due to a vassalage agreement is

unlikely. Being a vassal has a real cost, because this timing makes it impossible to "give away" regency points that you wouldn't be able to collect yourself. Likewise it has a real advantage to your liege lord, as long as their current RP reserve is not at maximum. A standard vassalage agreement generally requires the vassal to provide 1 RP per province or holding held; but such agreements can vary significantly.

Domain asset maintenance costs

The administrative costs of province, holdings, trade routes, and other income generating domain assets are already factored into their collected net income. The cost of non-income generating assets, however, must be paid explicitly. These constructions may generate *some* revenue, but their regular revenue is insufficient to cover the expenses associated with payroll and/or routine maintenance. Most domain constructions have a maintenance cost equal to one-twelfth of their build cost.

Military payroll

All military units have a seasonal maintenance cost. Active army units have a seasonal maintenance cost of 1/2 their muster value. Army units garrisoned in their home province have a seasonal maintenance cost of 1/4 their muster value. Active naval vessels have a maintenance cost of 1/12 their build cost. Naval vessels that spend the entire domain turn docked in a friendly port have a maintenance cost of 1/24 of their build cost. See Chapter Six: *Armies and warfare*, for details.

Court costs

A regent must maintain the domain court and pay for retainers, regular gifts, and diplomatic affairs of state. The seasonal maintenance cost for a court is 1 GB per level. If this expense is not paid the regent loses 5 RP for every GB of expense of short fall and the court automatically decreases in value by one level as if the regent had *Decreed* its downsizing. Furthermore, the regent cannot increase the size of her court for a full year, as her ability to maintain her courtiers appropriately must be reestablished with time. The regent's court costs provide a reasonable wage and standard of living, but do not cover highly prized specialists (such as most PCs). Most such characters serve the court out of duty, pride, personal power, or because they want to. Some lieutenants and specialists may require additional payment. Such payments constitute an additional expense to the regent's treasury.

Domain action rounds

A domain turn lasts for three domain action rounds, each of which corresponds roughly with one month of game time. Each domain round, a regent may make one or more domain actions. The DM should feel free to make month-to-month or day-to-day adjustment if the scale of their campaign demands such accuracy. Domain turns are used principally to simplify domain-level accounting; assets are collected, maintenance costs levied, and domain attitudes adjusted only once each season. Domain rounds are where the action takes place.

Table 5-12: Domain round sequence

1. Events and news
 2. Domain actions are resolved
 3. War moves and battles
-

Playing a domain round

Most players enjoy role-playing adventures, not public administration. Domain actions are intended to serve as a backdrop for adventures in Cerilia. Domain rules provide a measure by which the impact of a character's actions on the world at large can be easily measured and provide a motivation for a wide variety of non-traditional adventures. Domain rules are a tool for creating exciting adventures and challenges for the PCs but are not designed to become the focus of the game.

Domain action rounds should be conducted as the players and the DM see fit. It is often easiest to play the domain action at a lull in adventuring action near the beginning of each new month of the game calendar. Domain actions are intended to be abstractions and thus the process of resolving most domain actions takes place outside of adventuring time. Once the regent specifies his goals, his courtiers are capable of taking care of most details. If a player wishes for his regent character to take a personal hand in all matters then he may, but this is not required. Playing a domain round generally does not force the PC to drop what he is doing and return to his capital cities. Regents have organized and able assistance to handle day-to-day matters; often a simple message or two is all that is necessary to perform a domain action. Even during periods of extended travel or imprisonment, a regent's lieutenant is usually aware of his regent's goals and the PC should be allowed to choose an action for his domain normally.

If a domain action leads into an adventure, it is often easiest to finish everyone's action for the domain action round before beginning the adventure. Some DMs prefer to "freeze" the domain turn until the adventure reaches its conclusion; this technique requires slightly more overhead on the part of the DM and players.

The center of action

The PCs should always be the center of action. There is very little benefit in playing out the actions of every regent in Cerilia simultaneously. Domain turns should only be run for domains in which the PCs have an active interest. The DM should only run NPC regents whose domains intersect with the interests of the PCs, news of the actions elsewhere in the world can be abstracted as in a non-Birthright campaign.

The actions of some regents, on the other hand, are of great interest to the players. Some NPC regents will be allies, enemies, and rivals for the player characters at the domain level. As a general rule of thumb, the DM should select about as many NPC regents to act as there are PC regents. These regents may change from domain round to domain round; when they are not selected to act they can be assumed to be engaged in routine administration, personal business, or in dealing with other matters which prevents them from taking actions to aid or oppose the PCs. During these actions, the NPCs can often

be assumed to spend the "average" RP and GB that they spend on domain rounds in which they are active to the PCs view. Alternately, if the NPC regent will be inactive for an entire domain turn, the DM can simply forgo all collections and expenses for the turn and assume that the NPC domain remains static.

Events and news

Prior to declaring their domain actions, regent characters receive reports for their court, travelers, merchants, spies and other sources regarding visible events of important in their region. An ideal BIRTHRIGHT campaign includes allies, opponents, and challenges for the player characters at the domain level as well as the adventure level. The relaying of important events and news is one of the most powerful tools that a DM has for relaying the scope of the character's activities and for involving characters in realm or nationwide events.

Viewing holdings

In addition to news of events in their area, regents need to know the results of some NPC domain actions. Any regent with a holding is aware of the identity of all other regents that have holdings (except source holdings) or other assets in provinces that they share. Furthermore, regents are aware of the exact holding level of other holdings of the same type as theirs. Province regents have full knowledge of all regents and holding levels throughout their domain, except for source regents.

Unlike other holdings, source regents gain regency through ritual magics which channel collected mebhaghil to bolster their divine bloodline. Thus, the identity of source regents in a province is often a mystery, even to each other. An *Espionage* domain action may be necessary to discern the identity of a source regent who wishes to remain anonymous.

Domain events

Every domain (both PC and NPC) is subject to periodic events. The frequency and nature of such events can have a significant impact on the flavor of a BIRTHRIGHT campaign. Secondary plotlines can be developed, and adventure hooks planted. Events can be generated randomly using the provided table, but need not be. Often, the best adventures are those that the DM motivates through the use of cleverly staged "random" events. Players should not usually be aware of whether or not an event is a randomly generated; they should give equal consideration to every event (the same situation faced by real rulers).

Events should be used with care. Provocative events (such as an assassination attempt) can quickly change character priorities and derail your adventure plans for the evening. Insert events to spark an adventure or set the stage for a plot line, but be careful about introducing events that will distract your players from the story. Generating events well in advance of the game calendar can give the DM time to plant "hints" that may allow players to better foresee and react to the impending event.

Table 5-13: Random monthly events

Roll	Event
01	Assassination
02	Challenge
03-05	Corruption/Crime
06-08	Diplomatic Matter
09-10	Festival
11-12	Feud
13	Great Captain/Heresy
14-16	Intrigue
17	Magical Event
18-20	Matter of Justice
21-24	Monsters or Brigands
25	Natural Event
26-27	Trade Matter
28-29	Unrest or Rebellion
30-100	No Event

Assassination: An attempt is made on the regent's life (this is most exciting if the actual attack is played as a one-scene adventure). Assassins may be agents of a foreign power, dissatisfied subjects, fanatics, lunatics, or even the regent's heir. Conspiracies almost always underlie assassination attempts, so the DM must prepare the details of the assassin and his motives before the attempt is made. A successful response to the assassination would be to determine the perpetrator and arrangements of the attempt.

Challenge: The regent receives a personal challenge from an NPC. The challenge may be a ritual invitation to a duel of honor, a provocative military action, or a stinging insult. The DM decides what the NPC seeks and why it wishes to challenge the character. This could range from disagreement over one of the regent's decisions, to a military attempt to conquer the regent's domain, or to an avenshgh looking for the regent's bloodline. A response to such a duel should create an adventure action or perhaps actions leading to war.

Corruption/Crime: The regent's followers are caught in dishonest dealings. The corruption could be as small as the acceptance of a bribe or perhaps as large as an attempt to sell off holding property for personal gain. Corruption directly affects a regent's treasury. The gold production of the affected holding is reduced by 2 GB/domain turn until the regent responds successfully.

Diplomatic Matter: An ambassador from another domain wishes to discuss an alliance, trade issue, or other matter of mutual concern. The DM decides who wishes to talk to the regent and the importance of the issue to that character. Diplomacy might involve threats and brow-beating, or it may be a delicate affair of understatement and suggestion. If a regent wishes to conduct the negotiations personally, he must spend his action do so; in either event, a court action is required to receive the diplomatic party appropriately.

Festival: The regent is required to host a celebration or ceremony – it may be a wedding between two important families, a religious ritual, or a the public observance of some important event. Preparations and attendance for such an event requires the regent's personal attention (and his action). The regent must spend 1d6 GBs for gifts and arrangements. If the regent chooses not to host the festival or refuses to spend the necessary funds then he may offend someone important. If a

temple regent neglects a festival, he suffers a major loss of regency.

Feud: Two important powers within the regent's domain become embroiled in a feud. One of the regent's holdings is temporarily reduced by one level as a result of the conflict. The level is restored by a successful event response. A regent who ignores the event suffers a minor loss of regency.

Natural Event: Roll percentile dice. A roll of 01-17 indicates a boon, 18-66 a small natural nuisance, 67-98 a major natural disaster, and 99-100 indicates a natural catastrophe. A *boon* includes such possibilities as fair weather, a decline in natural pests, or a bumper crop (add 1d6 GB to the regent's treasury). A *nuisance* such as a blizzard, minor landslide, or minor flooding that restricts travel, reduces the collections of one of the regent's holdings by 1 GB, delays asset construction, or temporarily interrupts a trade route. Minor problems correct themselves automatically. *Major disasters* such as reduced crops, a major flood or fire, or a major earthquake require regent action. Major disasters reduce taxes and collections for all holdings in one province by 1d6 GB for one month. A regent must spend a standard action and 1d3 GBs to bring relief effort to correct this loss or face a major loss of regency. A *natural catastrophe* reduces the taxation and collections of all holdings in 1d3 provinces for 1d6 months. Each standard action and 1d3 GB of relief decreases the recovery time in one province by one month. Any regent in affected provinces that does not aid in the relief faces a major loss of regency. A province ruler that ignores a natural catastrophe will quickly find his domain in rebellion.

Great Captain/Heresy: The inhabitants of a domain are swayed into placing their trust in someone other than the regent. This event usually indicates the appearance of a charismatic hero with dangerous views. The rise of a great captain neutralizes one holding of a regent's domain, which becomes loyal to the captain instead of the regent. Rulers of realms lose one law holding if they have one, or an entire province if they don't! The ruler of the domain collects taxes normally, but collects no RP from the affected holding/province.

Each domain turn, the great captain claims another holding or province from the regent's domain unless solved. The regent can use a domain action to *contest* the captain's influence. The regent can use a character action to attempt to convert the captain into a lieutenant thereby restoring the caption's followers to the regent's fold. The regent can also treat the disloyal holdings and provinces as if they were rebelling and try to quell the unrest with military action. Arresting or assassinating the captain automatically sends the affected holding and provinces into rebellion.

Intrigue: The regent's court or bureaucracy becomes involved in an intrigue. A person who wants to discredit, displace, or blackmail another person initiates intrigues. Intrigues can be ignored, but when a valued lieutenant is suddenly exposed as a criminal or deviant, a regent might have no choice but to terminate his services.

Worse yet, intrigues may be aimed at gaining control of the government. A regent who fails to respond to such a plot suffers a loss of regency during the adjustment phase of each domain turn and must reduce the base loyalty of all his provinces by one grade.

Magical Event: Some bizarre event takes place. A conjunction with the Shadow World could create a plague of restless undead; a rival wizard could move into a regent's domain and contest the resident wizard's control of the source. This event is a catch-all for any kind of weird occurrence that doesn't fall into the other categories. A horrible blight that destroys farmland could appear or a series of portents and omens might terrify the populace or lead to an adventure action. Regardless of the event, it should require the regent to investigate it personally.

Matter of Justice: An issue of justice or legality arises with serious implications for the regent. The population may demand justice of the action of a noble, a craftsman may be infringing on the rights of another craft guild, or a priest may be walking the fine line between heresy and brilliance. Important decisions must be made that require the regent's personal attention. If the regent fails to respond he risks unrest throughout his domain. The loyalty of every province will drop by one level every domain turn until the issue is resolved.

Dealing with matters of justice is a significant part of a regent's duty and the consequences of the regent's actions are significant. If the regent uses a character action to address the situation and devise a mutually acceptable solution or compromise then the regent receives a minor gain of regency. If the regent responds by acceding to popular demand, he suffers a major loss of regency. If he makes a decision in favor of the throne, the attitude of his domain is reduced by one. This can happen even if the decision is the "right" decision. Being a just and fair ruler does not mean that one is necessarily well loved.

Monsters/Brigands: Raiders, bandits, or hungry beasts move into the regent's territory and make life unpleasant. A single monster such as a giant or griffon is generally only a nuisance, but if the regent ignores it, he'll suffer a minor loss of regency at the end of the domain round. A truly noble regent doesn't allow a village to be eaten because he can't be troubled to defend it.

Large-scale raiding reduces the income of the affected province/holding by 1d6 GB and causes a major loss of regency. The losses take effect each domain turn until the regent successfully responds.

No event: Fortunately, most months do not bring a major new problem or event. Unfortunately, a regent's on-going problems; such as pre-existing events or conflicts with other regents, may still cause difficulty.

Trade matter: Roll 1d6: a roll of 1-5 indicates a problem, but a 6 grants an unexpected boon or surplus that nets the regent 1d3 extra Gold Bars during the taxation phase. Trade problems include labor disputes, increases in tariffs or duties, or the closure of trade routes due to war or piracy. A single trade route in the regent's territory closes down and he loses 1d6 GB from one province or holding's production. In addition, the affected guilds' regents suffer a major loss of regency at the end of every domain turn until they successfully respond to an event.

Unrest or Rebellion: This affects only realm rulers. The populace's attitude towards the regent drops in one or more geographic areas (or demographic populations). Usually this will be the areas with the current lowest loyalty rating. If the

province is already Hostile, then the area falls into rebellion; peasant militias may form and occupy the province, possibly destroying holdings or attacking military units and fortifications belonging to the regent. Decrees have no effect on unrest; the regent must expend a standard action such as diplomacy, war (and then occupy the province), or espionage to address the situation. Alternately, the DM may allow an adventure to address the situation.

Event resolution

Many events present a risk for loss of money, regency, or loyalty/attitude until they are resolved. An event resolution check must be made for all current domain events at the end of each month. An event resolution check is a d20 check modified on the basis on the regent's response to the event.

Table 5-14: Event resolution check

Check	Event resolution level of success
21+	Resounding success: The situation is dealt with thoroughly and at negligible cost. Any event-related GB losses for the domain round are halved. The regent receives a gain in regency appropriate to the scale of the problem and their role in its solution.
20-16	Good: The situation is handled completely and at modest cost.
15-11	Fair: The situation is handled in part. The event is not resolved, but the expected costs of the event are halved during subsequent months. A second event resolution check of Fair or better in the future will resolve the problem completely.
10-6	Poor: The situation continues unabated.
Less than 6	Disaster: The situation worsens; the regency or gold losses caused by the event increase by 50% until resolved.

Regent domain action: The character expends the standard action for the domain and their own personal action to address the situation personally. At the DM's discretion, this can result in a role-playing encounter or adventure. Events such as intrigue, monsters, diplomatic matters, and assassination lend themselves particularly well to this approach. This approach has the highest chance for the regent to gain regency or loyalty. The DM must assess the regent's plan of action and assign a bonus to the event resolution check based on the regent's skills and actions. Excellent: +10, Good: +5, Average: +2, Poor: +0, Disastrous: -2.

Standard domain action: The regent decides how the matter should be handled and makes the matter her court's highest priority for the domain round. Sending the court bard to a diplomatic situation, the Royal huntmaster to handle a rumored monster, the court mage to investigate magical occurrences are excellent management strategies. This approach uses the resources of the court and may require character actions from lieutenants. The court may use its base reputation modifier as a bonus to the event resolution check.

Court domain action: The regent decides how the matter should be handled, and then relies on someone else to handle it. For example, she might order a nearby garrison to increase patrols, or hire adventurers to negotiate with or kill the monsters. Solving problems by passing them off to someone else is better than ignoring them, but are unlikely to cause a gain of regency. The event resolution check has no modifier.

No action: There is always a chance that a problem will go away even if ignored. Perhaps wandering adventurers will slay

a monster plaguing the province or a problem at home will force the recall of a diplomatic embassy. This is obviously not the preferred way to deal with most issues and does not gain the regent loyalty or regency. The event resolution check is made at a -5 penalty.

In addition, some skills may modify the results of an event resolution. A skill check against a DC 15 by the regent or lieutenant overseeing the matter increases the event resolutions success by one rating (Disaster to Poor, Poor to Fair, and so on). Administrate affects a Matter of Justice, Gather Information affects an Intrigue, Diplomacy affects a Diplomatic Matter, Lead affects a Great Captain/Heresy, and Knowledge (Arcana) affects a Magical Event.

Gains of regency due to domain actions

Unusually competent and skilled regents can restore faded bloodlines to prominence. At the end of each domain round, scions may gain regency based upon their actions. Regency gains due to a regent's actions do not count against his monthly regency collection limit, but this income does not allow the scion to exceed his normal maximum regency reserve; RP gained above this maximum are lost. Unless otherwise specified, gains in regency come in three categories: Minor, Major, and Great.

Minor gains are caused by resounding successes in dealing with minor events, success in a minor battle, or heroic actions taken in service to the domain. A minor gain results in a gain of RP equal to the regent's bloodline ability score.

Major gains are caused by heroic actions of significant importance, success in a major battle, or a resounding success in dealing with a major event. A major gain results in a gain of RP equal to double the regent's bloodline ability score.

Great gains are caused only by heroic actions for which the regent will be remembered in story and song for hundreds of years. Such gains are exceedingly rare; most regents never realize a Great gain of regency. A great gain increases the regents bloodline ability score by one point.

Losses of regency due to domain actions

A scion's success in dealing with domain events or other efforts in service to the domain may cause the respect in which they are held by the populace to soar; the scion may realize a gain in regency. Adjusting RP is a way to account for the events that occur in and around domains, to reward just rule, and to penalize poor rule. A regent that leaves the governance of his domain to others will see his bloodline crumble, and will likely eventually be forced to abdicate – or worse. A regent's regency collection depends upon his ability to govern well; the failures of incompetent individuals can bring down powerful families and dynasties.

At the end of each domain round, scions may lose regency based upon their actions. If the regent does not have sufficient RP in his reserve to cover the regency lost, then his bloodline is automatically reduced to provide the necessary regency. Each point of bloodline loss produces RP equal to twice the regent's ability score (refer to Increasing/decreasing bloodline score in Chapter Two for details). This process continues, if necessary, until the entire RP loss is paid. Unless otherwise specified, losses in regency come in three categories: Minor, Major, and Great.

Minor losses are caused by failure to respond to minor events, the loss of a portion of one's domain, occupation of one of your provinces by an enemy, being defeated in a minor battle, misuse of the domain treasury, being publicly humiliated by a peer, or acting in a manner inconsistent with your alignment. A minor loss results in the loss of RP equal to 1d4 times the regent's bloodline ability score.

Major losses are the result of failure to respond to major events, serious alignment infractions, loss of a province (or a significant group of holdings), occupation of one of your provinces by your own forces (martial law), or a major defeat in battle. A major loss results in the loss of RP equal to 2d4 times the regent's bloodline ability score.

Great losses are caused by the occupation or destruction of a significant portion of your domain or a military catastrophe. Great losses are generally the result of only by negligence, gross incompetence, or significant failure. A great loss of RP results in a loss of RP equal to 4d4 times the regent's bloodline ability score.

Domain actions

As with combat, action at the domain level is broken up into rounds. Every domain round, each regent gets to do something. Domain actions are used to represent the actions that a domain can perform. A domain action round represents one month in the game world. Each domain round, a regent can perform either a Full domain action or a Standard domain action and a Character action. Additionally, a domain regent may be able to perform one or more Court actions before, after, or between performing his other actions. The fundamental actions of ruling and diplomacy are treated using the basic action types below:

Not a domain action: Most normal activities are not considered domain actions. Events that don't utilize significant time or other resources of the domain or its court do not fall under the domain level rules system. Most character actions are not domain actions. Note, however, that a character's non-domain actions may make it impossible for her to be personally involved in domain actions if her actions take her far from the center of power.

Character action: Regents, like other characters, have personal tasks that they may wish to accomplish. This could include attending a festival, doing research, adventuring, crafting items, or any other normal non-domain activity. Character actions involve only the character or a small group of characters, not the actions of an entire court. The main difference between a character action and a standard domain action is the scale of resources invested and involved; a character action generally involves strictly personal resources.

Court domain action: The regent initiates a Court action but members of the regent's court handle the details of the matter almost entirely. Court domain actions are similar to Free actions in combat, although they may be important, they require very little time or other resources and do not require the focus of the regent or the entire court. The level of the domain's court determines the number of Court domain actions that a domain can take per domain round. A domain with a very small court may not be eligible to take any Court

actions and must therefore rely on standard domain actions to accomplish even the smallest of domain-level tasks.

Standard domain action: Each domain normally is allowed one standard domain action per domain round. A regent's standard domain action represents the primary focus or goal of the regent's court and agents for the domain round. The regent need not be physically present for his domain to take a standard action; only routine communication is required. If the regent is unable to communicate to his realm, the character's player should still be allowed to select a reasonable domain action for the domain that represents the court's attempts to maintain the realm in the regent's absence. A regent's court can be reasonably expected to perform the same actions as the regent would; a regent's courtiers make it their business to have a fair idea of the regent's opinions on important matters. A regent can spend regency to support his domain's standard domain actions, regardless of his personal involvement.

Full domain action: Some standard domain actions are so important that the regent chooses to (or must) personally oversee the action. A full domain action consists of both the standard domain action that is the focus of the regent's mechanism of governance and the regent's character action. A regent can spend regency to support full domain actions. A regent that personally oversees the affairs of his realm is eligible to gain bonuses to domain action checks due to skill synergies.

The scope of a domain action

Generally, domain actions affect one domain asset, province, or holding and take effect in the period of one domain turn. Some domain actions have a wider scope (although often with higher cost).

Realm action: Some domain actions can be applied to a number of targets at once; actions with the potential of increased scope will discuss this fact in their descriptions. For each court action used to support the domain action, one additional target may be selected. A realm action can be targeted at any or all provinces in a single realm (all of the targeted provinces must be owned by the same regent), or at any or all holdings in a single province (regardless of regent).

For example, a priest regent may order all of her temple holdings throughout a kingdom to *Agitate* against an evil ruler. If the regent wished to use an action to affect three provinces simultaneously, it would require two court actions and have triple the standard cost.

A regent attempting to affect multiple provinces with the same action must meet the costs for all provinces. The regent is limited by normal restrictions on the use of the action; for example, she cannot target a province in which she does not maintain holdings of the appropriate type. The domain action requires a domain action resolution check for each target, and RP spent to modify the roll must be spent separately for each check.

Extended domain action: Some actions require more than a single action round to complete. Extended actions may require the domain to expend a court, standard, or even a full domain action every domain action round until the action is complete. The Build domain action, for example, often re-

quires the expenditure of time and resources over a prolonged period of time.

Behind the scenes: Domain action types

Domain actions are roughly parallel to combat actions. Court actions are roughly equivalent to Free actions; although they can be important, they don't really take up any significant time. Like Free actions, Court actions can be taken before or after other actions during the character's initiative. A Character action is roughly equivalent to a move-equivalent action. Character actions take significant time, but don't constitute an "attack" at the domain level – they receive no domain action check. Standard domain actions are equivalent to Standard actions in combat. The standard action is the "important" part of each round, and there can be only one such focus per round. Like a standard action, a standard domain action leaves some "extra" time in which a Character action (like a move-equivalent action) can be made. A Full domain action is roughly equivalent to a Full round action in combat; the only other actions that the character can perform are Court (Free) actions.

Order of play

Like actions in combat, domain actions are conducted one event at a time, in initiative order. Regents may *delay* and *ready* domain actions in the same way that combat actions are delayed and ready.

Domain initiative: Before actions are played out each domain round, each regent must make a domain initiative check (1d20 + Bloodline modifier). Character's with no Bloodline, or a Bloodline modifier of less than +0 roll a straight d20 (without modifiers). The regent with the highest score goes first. The character with the next highest initiative gets to go next, and so on through the initiative order.

Delaying: By choosing to delay, you take no action and then act normally at whatever initiative point you decide to act. Delaying is useful if you wish to see what your allies and enemies are up to before acting. When the initiative count reaches –10 minus a scion's Bloodline modifier, you must act or lose your action for the domain round. For example, a regent with a Bloodline score of 12 cannot delay her initiative below –12. If multiple regents are delaying, only the one with the highest Bloodline gets to go last.

Readying: Readying a domain action allows you to take a standard court action later, in response to a specific event. Only standard Court actions can be readied. To do so, specify the action you will take and the conditions under which you will do so. Then anytime during the round, you may take the readied action in response to those conditions, potentially interrupting the plans of another regent. Readying only affects your standard domain action, you may take your character actions and/or allow Court actions before declaring your readied action and conditions.

Action costs

In order to take an action, you must pay the cost for doing so – in many cases, a minimum of 1 GB to start the action off. For certain actions, you must also possess a certain type of holding

or asset. If you do not fulfill these requirements, you may not perform the action.

Resolving actions

Domain actions, like many combat actions, are not automatically successful. Many require a *domain action check*. A domain action check is the roll of 1d20 plus any modifiers. The base Difficulty Class of a domain check is dependent on the specific action attempted. The following modifiers commonly apply to success rolls for domain actions:

Holding modifiers: +1 per level of allied holdings of the selected type in province, -1 per level of opposed holdings of the selected type. The regent or members of his court carry out the administration of a domain action, but for most domain actions, the details of the action are handled by the employees and personnel of a holding under the regent's control. When you take a domain action in a province, you must use one of your holdings in the province to execute the action. You gain a bonus to the action check equal to the level of this active holding.

In addition, other holdings of the same type as your active holding can support or oppose your action. Using holdings to oppose or support another regent's actions is not a domain action. Allied holdings of the same type provide a bonus equal to their level. Opposed holdings of the same type provide a penalty equal to their level. Holdings of different types cannot add or subtract their level to your check. Any applicable regent may order such support or opposition once he is aware of the action. Support from holding level is highly visible, all regents (and residents) of the area will be aware of the regent's support, opposition, or apathy regarding the action.

Skill modifier: (Full domain actions only) +1 for every 5 ranks that the regent has in the relevant skill. Each domain action is dependent on a specific skill listed in its description. If the regent sacrifices his character action to take a personal hand in the implementation of the domain action, then the domain action receives a bonus proportionate to the regent's skill.

Loyalty modifier: +1 for Helpful, -2 for Unfriendly, -4 for Hostile. The attitude of a province's population toward the active regent has a significant impact on any actions that he takes in the province.

Regency Points: +1 per RP spent to support, -1 per RP spent to oppose. Regents may spend RP to support or oppose most domain action checks. The province regent and any regent that has any holding of any level in the province in which the domain action is taking place may spend RP to support or oppose the action. There is no limit (save availability) to how many RP may be spent to support or oppose an action.

Spending RP to support or oppose an action is done in reverse domain initiative order. Each eligible regent may spend RP to support or oppose the domain action check. Each regent must be offered the opportunity to spend regency each round. Bidding continues round by round, until a round passes in which no regent bids additional RP, at which point the domain action check can be made.

Although it is obvious when a holding level opposes or supports an action, the spending of RP is not necessarily so. RP can be spent "anonymously" at the regent's desire. The player

is always aware of the RP being spent against them (and can use this information during bidding), but the character may not be aware of the mastermind behind the forces opposing his action.

Variant: Different degrees of success

You may wish domain actions to have differing levels of success; in this case, consider a success roll that succeeds by a margin of 10 or more a good success, which increases the efficiency at which the action is performed by 25%, and a success by a margin of 20 or more to be of extraordinary level, increasing the efficiency of said action by 50%. If the efficiency of the action isn't possible to increase, the regent instead gains a 1 RP bonus for a good success, and a 3 RP bonus for an extraordinary success.

Domain actions with source holdings

Source holdings are substantially different than other types of holdings. Only practitioners of true magic can create or rule source holdings. Other characters cannot control sources directly; although they control them indirectly through the services of a vassal mage.

Unlike other holdings and domain assets, source holdings and ley lines have no maintenance cost. However, control of source holdings provides no income and little in the way of direct political impact. Control of other types of holdings allows the regent to utilize the holding to perform domain actions in the province in which the holding lies. Source holdings do not provide such benefits. Source holding levels cannot usually be applied to aid in a domain action. Furthermore, the regent of a source holding gains no special insight into the political powers of the province and may be largely unaware of the other regents in the province. On the other hand, it is equally difficult for non-source regents to view the level or current regent of source holdings in their provinces.

Powerful sources can provide the regent mage with considerable influence of the wildlife and natural resources of the province. Source holdings of level 4 or higher count as virtual guilds for the mage. As a source holding increases, so too does the influence of the mage over the wildlife and simple-folk of the region. A source holding of level 4 acts as a virtual guild (0), a source holding of level 5 acts as a virtual guild (1), and so on. This virtual guild is not an actual holding, it does not count against the total level of guild holding in the province nor it can not be contested, ruled, or invested as a separate entity – its fate is entirely tied to that of the source holding. Otherwise, the virtual guild provides most of the benefits of an actual guild: the regent mage collects gold (but not regency) each domain turn, the mage can use the guild level in domain actions to affect public opinion (Agitate), rally soldiers to their cause (Muster troops), collect information through agents (Espionage), or collect income from trade (Create trade route) in exactly the same way as an actual guild of the appropriate level.

Domain action descriptions

Character actions

Regents don't spend all of their time ruling their domain. There are monsters to be fought, intrigues to be solved, castles to be stormed; in short, regents participate in the same activities as normal characters. A regent's domain doesn't grind to a halt while he's occupied with personal business, but it does lose the benefit of having the regent personally attend to matters. Non-regents always take character actions each domain turn. Their potential character actions are limitless. Character actions do not have any direct regency or gold bar cost, although incidental costs may exist (traveling costs for food and lodging, for instance). Some common examples are listed below:

Adventure [Character]

You take part in an adventure. There are monsters to be fought, intrigues to be solved, and treasures to be won – in person. Most regents win renown as adventurers and heroes before they assume the leadership of a realm or organization. Scions must often establish themselves as powerful and capable individuals if they want to deter challenges to their authority and honor. Such adventuring does not cease once a scion claims a domain; if anything, the need for adventuring increases.

PC regents should adventure often – with an eye for quests that further not only their own personal concerns, but those of their domain and its allies. Once a regent sweats blood with an ally, fighting back-to-back against a common foe, he knows the mettle of his friends. Adventuring regents also benefit domestically; when a regent personally leads the party that eliminates a band of monsters and saves a town, word gets around. The regent may see an upswing in loyalty and possibly a short-term increase in regency, taxes, or tithes.

Ply Trade [Character]

You spend the month in endeavors designed to bring you personal profit and wealth. Few regents will engage in this action on a regular basis, but non-regent characters do so often. Regents usually have weightier matters competing for their character action each domain turn, but might use Ply Trade to increase their own personal treasuries.

Your ability to find work, negotiate wages, and make a profit is based upon your bonus in Craft (Any), Profession (Any), or Perform. Highly skilled individuals are rare and can earn an increasingly large salary. The listed incomes are appropriate in provinces of level four. Increase profit by 25% for each level of the province above four. Decrease income by 25% for each level less than four. For example, a character with a +10 skill bonus in Profession (Soldier) can make 300gp per month in a province 6; their base salary of 200gp (+10 bonus x 20gp/bonus) plus an additional 50% for the province level [+25% x (province(6)- province(4))].

Table 5-15: Income from ply trade

Skill bonus	Example	Monthly income	Average
+0 - +3	Unskilled labor	2 gp	2 gp
+4 - +6	Apprentice	2 gp x bonus	6 gp
+7 - +9	Journeyman	5 gp x bonus	75 gp
+10 - +14	Master	20gp x bonus	250 gp
+15 or higher	Grandmaster	40gp x bonus	600 gp

Research [Character]

You learn spells, perform spell research or create a magical item. Spellcasting regents may learn or research conventional spells, research realm spells, make magical items, or perform other such tasks. Details on the magical activities are presented in the *Player's Handbook* and Chapter Three: *Magic*. You earn up to four weeks (32 days) of time engaged in the declared activity or activities. This time can be spent on multiple magical activities (should time allow). If the time required for the activity is significantly less than 32 days, you can make a profit on the remainder of your activities. For each full week of time not spent in specific research, you make one-quarter of the monthly amount that you would make Plying Trade.

Training [Character]

If optional rules for training are being used, then character actions may be required to advance in level, learn new skills, feats, or languages and other such activities. This training does not provide experience points or bonus skill ranks; it simply represents time character spend getting the their level-based abilities. Characters may not generally gain skill ranks or experience through training alone.

Variants: Some DMs may allow character to train to gain +1 hitpoint. The player should reroll their character's hit points. If their randomly rolled hit points exceed the character's current hit points then the character permanently gains +1 hit points. This variant helps allow characters with below average hit points to remain viable, although it may take several months to gain a significant number of hit points.

Travel [Character]

Routine travel is not a domain action. However, if a character spends a significant period of the domain round traveling, then she is incapable of performing other character actions (except, perhaps, adventuring). As a rule of thumb, a character that spends more than one week in travel is not eligible to perform any other character action. Characters that are traveling with a military unit or that are holding themselves ready to form a Heroes unit should also be considered to be engaged in the Travel character action.

Table 5-16: *Standard travel rates* presents common rates of travel through good terrain and in good weather. These rates assume that travel takes place on clear roads or plains. Terrain modifiers for movement are available in the *Player's handbook*. Most communications between regents take place through routine messengers. The frequency of such communications depends, in part, by the travel time between the regent's locations. For example, two realms located 10 provinces apart (1 week travel time) cannot be reasonably expected

to carry on communications by messenger that require more than four total exchanges.

Table 5-16: standard travel rates

Speed	Speed	Miles per day	Days per province	Provinces per week
Entourage	15 ft.	12	3 1/3	2
On foot, slow	20 ft.	16	2 1/2	3
On foot, fast	30 ft.	24	1 1/2	4
Carriage	40 ft.	32	1 1/4	6
Warhorse	50 ft.	40	3/4	8
Light horse	60 ft.	48	2/3	10
River boat	12hrs/day	40	1	8
Sea vessel	24hrs/day	80	2	16

Regents often travel in full entourage. Traveling in entourage costs 0.1 GB x the regent's court level to cover the costs of taking guards, courtiers, and servants along. The normal dangers of the road (wild animals, highwayman, and solitary monsters) aren't likely to confront an entourage of 20 to 40 individuals. On the other hand, large groups of people are both obvious and slow. Regents preferring speed or stealth over safety and comfort are likely to travel with a smaller party.

Court actions

As noted previously, courtiers and functionaries of the regent's domain usually handle court actions. The number of court actions that a domain can perform depends on the size of its court. A court action can be taken using the realm's standard action for the domain turn if necessary.

Build [Court; 1d4 GB; DC 0]

You start the creation of some form of building, civil project, or other major construction. This includes the construction of domain assets such as fortifications, naval vessels, highways, and bridges. The DC for the domain action check is 0; only significant opposition from other regents can cause this action to fail.

Regents tend to build things for a purpose. Realm regents tend to build highways and bridges for the benefit of other regents in the province as well as themselves – guildmasters, for example, need highways to run trade routes even as armies benefit from roads when they move. Regents often arrange for allies to aid in Build actions by donating personnel (court actions or GB), materials (GB), or some other consideration.

The construction cost for domain assets appears in Table 5-4: *Asset maintenance cost*. The listed costs assume that the constructions are built in relatively settled areas with easy access to the necessary building materials. Building in remote areas or difficult terrain adds to the cost of the structure. As a rule of thumb, building anything in a province (2) or (3) costs 150% of normal; building in a province (1) or (0) costs 200% of normal. The cost is doubled again for extreme conditions, such as building on a mountainside.

Construction proceeds at the rate of 1d4 Gold Bars per Build action. In other words, it can take *many* court actions to finish a major project. The die roll and the frequency with which the Build action is taken determine the speed of construction. Multiple court actions can be taken during the same domain action round (if available)– each build action allows

construction to proceed by 1d4 GB. Construction costs must be paid after progress is determined for each action. If the progress roll exceeds the final asset value (or available funds) then the additional can be used to build another asset (or simply ignored).

Special: Build can also be taken as a standard action. If a standard action is spent on a build action, a regent or lieutenant may make a Profession (Engineer) check against a DC equal to the total cost of the construction; if successful, the regent may set the achieved results of any progress rolls instead of rolling randomly.

Decree [Court; 1 GB; DC -]

You make an administrative decision with regard to your domain or a declaration to other domains. There is no domain action check for a decree action. A decree cannot directly affect another regent's domain, change the level of a holding (this would be a Contest action), or change the attitude of the populace (this would be an Agitate action). Example decrees might include the raising of a vassal to a new noble rank or position, a declaration of support for some party or another in a conflict, the grant of permissions to a noble or military order, a declaration of war, an increase in taxes (if the variable taxation variant is in use), the declaration of a new holiday or public event, or any similar action.

Decrees often take the form of laws – whether laws for the realm or for particular holdings. For example, a temple holding may declare that it is immoral to enlist in a realm regent's army. If the temple holding controls all of the religion in the province, virtually all of the people will be hesitant to disobey the church, making it very difficult – if not impossible – for the realm regent to recruit troops in the province. Decrees often lose effectiveness over time unless actions are spent to keep the decree fresh in everyone's mind. Ancient decrees might be ignored entirely until someone takes the effort to restore it to circulation.

Disband [Court; 0 GB; DC varies]

You unmake a single asset, holding, or army (any number of units in a single friendly province). A regent is always free to dismiss army units or mercenaries from his service. Arrangements must be made, however, for mustering out payment, transport home, the collection of issued equipment, and other logistical details. The domain action check DC is 0 for regular army units and 10 for mercenary units. If the check fails, some individuals become brigands and begin raiding the province in which they disbanded. (Refer to the Brigands Event).

A regent can also choose to disband any holding or asset (such as a fortification) by razing it. Unless the regent personally oversees this event, however, there is a significant chance that the local agents employed by the holding or asset will assume that the order is a mistake, the act of a traitor, or some other hoax. The DC for disbanding a holding or asset is 20, unless the regent is personally present during the destruction (in which case no domain check need be made).

As holdings and assets are valuable, disbanding is rare; the only advantage to this action is saving maintenance costs. Also, destroying a holding (even by choice) may result in a minor loss of regency as the regent's supporters in the area are left to fend for themselves. In general, regents should look at

all possible solutions before disbanding armies or holdings. While the disband action is free, recruiting new troops or building up new assets is not.

Finance [Court; 0 GB]

Regent gain money and treasure from a variety of sources – taxes, tithes, trade routes, plying trade, adventuring – and they need to keep careful track of their funds. This domain action allows regents to convert coinage, jewelry, and other goods (magical items, adventuring loot) to/from Gold Bars. This conversion takes place at the ratio of 2,000 gp for 1 GB (and visa versa). In each domain turn, a regent may convert as many as 5 GB, plus 1 GB per level of guild holding he controls.

Regents should try to distinguish personal wealth from the domain's treasury. Many subjects, particularly nobles, believe that the treasury belongs to the realm, not the individual who is currently its regent. Excessive spending of the realm's finances may affect domain attitude or spark a domain event.

Realms that are in need of GB can obtain loans from anyone with sufficient money to lend (including the regent's personal funds). The terms of interest are subject to negotiation; an interest rate of 10% for one year is fair.

Mustering/Train Troops [Court; varies GB]

A court action is required to muster new military units or to train existing military units. Costs and other details pertaining to military units are presented in Chapter Six: *Armies and warfare*.

Occupy province [Court; 1 GB]

Regents can, for a small price in realm attitude, bring in their armies and institute martial law. The occupation of a province requires the use of military units. In order to occupy a province, units loyal to the regent must spend an entire month (four war moves) occupying key institutions in the province. If a unit moves or is involved in any battle then it may not occupy the province.

An occupied province generates no regency income for the province ruler. The normal taxation income goes in part or in full to the occupying regent (1 GB per unit occupying the province). The military forces in a province act as a temporary law holding with a level equal to the number of occupying units. Existing law holdings are reduced (temporarily) by the same amount.

In addition, each unit may destroy one holding level in the province per month. For example, three units could raze a temple (6) to a temple (0) in two months of occupation. This sort of heavy-handed action has dire consequences on the province's attitude towards the regent; as such behavior often marks the beginning of realm-wide tyranny.

This action normally allows for the occupation of one province. Multiple provinces can be occupied (troops permitting) with the expenditure of multiple court actions.

Standard actions

Agitate [Standard/Realm; Lead; 1 GB]

A regent can use her influence to agitate a province's attitude for or against a person, domain, or idea. A regent can agitate a province's attitude in favor of herself or her allies. Similarly, a regent can agitate a province's attitude unfavorably against their enemies. Agitate can be a powerful weapon.

The Agitate action does not have a standard domain action check. Instead, a domain attitude check is made (as discussed in the section on adjusting domain attitude) but with slightly different adjustments and modifiers. (1) Regardless of the result, the domain's attitude cannot move in the opposite direction of the active regent's intended agitation (up or down). (2) The active regent may spend GB to provide a bonus or penalty to the check (1 GB per +/- 1). (3) The active regent's holding used for the action provides a bonus (or penalty) equal to the holding level. (4) If used against another regent, the target regent's largest holding provides a bonus to the check equal to its level. (5) All regents in the area may spend RP to support or oppose the check, providing a bonus or penalty of one for each RP spent. (6) The domain attitude may not increase or decrease by more than two attitude levels per Agitate action.

Realm action: Agitate normally only affects the attitude of one province. It may also be used as a realm-wide action. If a domain takes Agitate as its standard action, it may use additional court actions to support the Agitate. For each court action used, an additional province may be affected. The holding type used for the Agitate must be the same in all targeted provinces. All costs and success checks are calculated individually for each province affected.

Cast Realm Spell [Standard; GB varies]

Priest or wizard regent casts a realm spell. Realm spells are a special type of magic that are available only to a regent spell-caster. Wizard, cleric, druid and sorcerer regents may cast realm spells. Realm spells can be used only in provinces in which the regent has an appropriate holding level and with the costs and effects presented in the realm spell's description. Details on realm spells are found in Chapter Seven.

Ceremony [Standard; Administrate; 1 GB]

This action allows a regent to arrange for current, future, or on-going transfers of domain assets to another character. Ceremonies help to fix the minds of a domain's populace and ease the acceptance of a new regent or heir. This action is often combined with the casting of a *Bloodline investiture* realm spell.

Coronation: You become the lawfully (and spiritually) recognized regent of an unclaimed domain or a domain that you currently hold temporarily through designation. This action requires a domain action check with a DC of 10 + the size of the domain that you are attempting to invest. All regents that have holdings in any province in which the invested domain has holdings and any regents that have a seemingly legitimate claim to the domain may bid regency to support or oppose the ceremony.

Designation: A regent may designate an heir for his domain (or heirs for multiple portions of his domain). If the regent later perishes, the heir(s) automatically assume temporary control of the domain. The new regent gains half of the RP that they would normally collect until they undergo a Ceremony of Coronation. If a regent does not designate an heir, then any character with a reasonable claim to the domain can attempt to claim it; folk legends speak of the land itself choosing its next guardian in some instances. A non-designated regent that claims a domain does not gain any regency until all other claimants are defeated and a Ceremony of Coronation is performed. This action requires no action check.

Divestiture: You attempt to claim a province that is currently claimed by another regent. This action can only be performed on a single province per action unless the realm's current regent is physically present at the ceremony (willing or not). In order to perform this action, the target province or provinces must be occupied by your troops or in rebellion against their current regent. This action requires an action check with a DC of 10 + the total level of provinces that you are attempting to claim by conquest. All regents that have holdings in the province(s) may bid regency to support or oppose the ceremony. Temple regents may also use their temple holding levels in the province(s) to support or oppose the ceremony.

Lieutenancy: You declare a character as having the authority to speak on the domain's behalf. A recognized lieutenant can stand in for the regent in almost any domain-level matter and is recognized as wielding the same authority as the regent himself. A domain's heir is often a lieutenant first, but this need not be the case. A lieutenant character may spend character actions to provide bonuses to domain actions in the same way that the domain's regent can. There is no limit to the number of lieutenants that a realm can have, but a clear system for determining the responsibilities and resolution of conflicts between them must exist.

Transfer: You willingly transfer one or more provinces, holdings, or other domain assets to another regent. Both regents must be physically present at the ceremony and willing participants. Physical coercion, magical compulsion, or other

leverage may be used to create such "willingness" so long as the general public is unaware of the activity. This action requires no action check.

Vassalage: You accept the sworn vassalage of another regent. This ceremony requires the active participation of a temple regent capable of casting realm spell in the province in which the ceremony is performed (this counts as a court action for the temple regent's domain). Once sworn, this ceremony provides the liege with a seasonal tribute of regency from the vassal subject. This tribute can be any amount, but does not generally exceed 1 RP per province or holding that the vassal holds in the liege's name. This ceremony is binding but either can revoke it by issuing a decree of independence.

Contest Holding [Standard/Realm; Administrative; 1 GB]

A regent can neutralize another regent's domain by *contesting* his influence. This action targets one holding held by an opposing regent. The DC for the domain

action check is 10 plus the level of the targeted holding. On a successful check against a holding, you reduce the level of the contested holding by 1d3 levels; if the holding is reduced below level 0 then it is destroyed. This reduction is permanent, although subsequent rule actions could allow the holding to reestablish itself.

Generally, holdings can only be contested by other holdings of the same type. Law holdings are also able to contest guild and temple holdings (but not source holdings). Contesting another's holding is like declaring war. A successful contest action robs the victim of regency and gold collection and other support from the holding, bidding wars for Contest actions can get ugly and expensive very fast. In most cases, regents use the Contest

action as a threat or a negotiating tool, rather than actually performing it often.

Realm action: As a standard action, Contest affects one target holding. This action can be supported by court actions to affect the scope of an entire realm. For each court action spent, an additional holding of the same type or held by the same opposing regent can be targeted. Success rolls and costs (including RP bidding) are calculated separately for each target.

Contest Trade Route [Standard; Diplomacy; 1 GB]

A regent can neutralize another regent's trade route by *contesting* his influence. Any law, temple, or guild holding can be used to contest a trade route that terminates or even just passes through its province.

This action targets one trade route held by an opposing regent. The DC for the domain action check is 10 plus the level of the guild that holds the trade route. On a successful domain action check against, you destroy the trade route. This reduction is permanent, although subsequent rule actions could recreate the trade route.



Create Holding [Standard; Administrate; 1 GB]

A regent wishing to establish a holding in a province where he has no holdings of a specific type may attempt to create a holding (0). Once created, the regent is free to Rule the holding to a higher level (if the province level permits such growth) or to contest existing holdings in order to increase the influence of his holdings.

The base DC for the domain action check is 10. As usual for standard domain actions, holdings of the same type as you are attempting to create may apply their level as a bonus or penalty to the action check. In addition, however, law holdings may apply their levels as a bonus or penalty to the action check if the target holding is a guild or temple. As usual, all regents with a presence in the province may bid RP to support or oppose the check.

Create Ley Line [Standard; 1 GB and 1 RP per province crossed (min 2)]

Source regents may use this action to create a magical link between two provinces. Many arcane realm spells require a minimum source level in the province to be affected, but a ley line acts as a mystical conduit, allowing the source regent to use their highest source holding level to which their ley line is connected. A ley line between two provinces makes the mebhaighl of the largest source available in both provinces. A line may be forged from a province where you hold a high-level source to one in which you hold a low-level source, or to a province in which you hold no sources at all. Ley lines must be forged as a straight line, and for the purposes of determining through which provinces they pass, should be measured from the center of the initial province to the center of the destination province.

This action requires a domain action check with a base DC of 10. Unlike most domain actions, however, a ley line passes through multiple provinces. Source regents in any province through which the ley line passes (including the two endpoints) may apply their source holding levels as a positive or negative modifier to the check. Unlike most domain actions, only regents with source holdings may bid RP to support or oppose this action, but any source regent in any province along the ley line path may do so. The RP spent to oppose/support the domain action follow the standard bidding rules for spending RP on domain actions or *dispel realm magic*. If this check fails, the ley line is not forged. If the check succeeds, the ley line is forged and is considered to be a permanent domain asset of domain until its regent dispels the line or it is *sundered*.

Ley lines cost nothing to maintain, but increase the RP cost of any realm spell through them by one RP per province of separation. Refer to Chapter Seven: *Realm magic*, for additional details on ley lines, ley line networks, and sundering existing ley lines.

Create Trade Route [Standard; Diplomacy; 1 GB]

Guild regents can attempt to open trade routes, thereby increasing the potential income of their domain. Trade routes are discussed in detail in the domain assets section of this chapter.

The creation of a trade route requires a domain action check against a DC 10.

Diplomacy [Standard; Diplomacy; 1 GB]

Negotiations with other domains fall under the diplomacy action. Regents are assumed to maintain routine communication with their neighbors – such communications do not require the use of the Diplomacy action. Communicating routine threats, offers, or remarks to NPC regents doesn't require the use of the Diplomacy Action, but if the result requires the creation of treaties, contracts, and other legal guarantees then the agreement is a Diplomacy action. Similarly, if a player receives a routine communication, he can make a brief response – i.e., accepting or declining a proposal – without forfeiting an action. The Diplomacy actions represent a full-court affair designed to achieve a specific diplomatic goal.

The diplomacy action is used for a wide variety of goals. Diplomacy designed to create new or break existing alliances is the most obvious use of this action. This action can be used to convince a regent to use their holding levels in support of a future action. Diplomacy can be used to arrange for permissions for certain activities (such as mustering a military unit, passing a trade route through another regent's province, arranging a political marriage, negotiate peace, arrange for a recognition of independence, or agree to a ransom for prisoners). Most importantly, Diplomacy can be used to convince an NPC regent to take specific domain actions that may be to the PCs benefit (such as Building roads or seaports, performing a Ceremony, or Declaring war).

During a Diplomacy action, negotiation may take place, and the result agreed upon can differ from the initial offer made by the active regent. The domains are generally free to make proposals and counter-proposals, even to widen the scope of the negotiations during the action. The active regent, however, is the one that decides what the final offer is, for purposes of resolving the action.

The base DC in a Diplomacy action is strongly determined by how much the target wants to reach an agreement with you. If the Diplomatic offers is a clear advantage to the target regent and has little or no cost to them, then the base DC is 5 (Easy). If the offer has some advantage to the regent that exceeds the cost, then the base DC is 10 (Routine). If the offer has a potential advantage to the regent but the costs may equal the potential gains, then the base DC is 15 (Hard). If the offer entails a large risk or cost for the target the base DC is 20 (Difficult). Attempting to reach an agreement that entails large risk for the regent may have a base DC of 25 or higher.

Unlike most standard actions, a Diplomacy action does not involve one of the regent's specific holdings. Instead, the Diplomacy action is performed directly by the court. The difference between the active and target regent's court levels acts as a positive or negative modifier to the check. Regency cannot be spent on Diplomatic actions. Instead, any regent aware of the action may spend GB to support/oppose the action. These GB represent money spent on gifts, bribes, informants, or other expenditures that are separate from any offer of Gold offered as part of the Diplomatic agreement. For example, a fair ransom for a noble prisoner is 1 GB per character level;

the random for a regent might be equal to one year's income for the domain. These GB made as part of the offer do not modify the base check on a 1-for-1 basis, instead, they would modify the "ease" of the offer.

Special: You can take a diplomacy action to establish an embassy with another regent's domain. This is a routine offer for most regents (DC 10). An embassy has no initial cost, but requires a 1 GB maintenance each domain turn. A domain with an established embassy may perform Diplomacy actions as Court actions. Furthermore, due to the familiarity of the ambassadors with the regent's court, the embassy provides a +2 bonus to the domain success check for Diplomacy in that Realm.

Espionage [Standard; Gather Information; 1 GB]

This action includes any kind of spying or covert actions designed to gather information, hide information, or perform covert operations. Sending an obvious spy against an enemy regent is not a domain action; but attempting to do so in such a way that very few individuals are aware of the fact that the spy is in your employ requires significant expenditure of time and energy more difficult.

The primary use of this action is to gather information about a specific target province. The success level determines the completeness of the information revealed. Table 5-17 provides examples of potential information revealed. At the DMs option, all regency bidding in an Espionage action is done via silent auction.

This action can also be used to hide information that would normally be visible to other regents in the province (such as the existence of a holding). The base DC for hiding information is 20. Unlike standard domain actions, regency cannot be spent to increase or decrease the chance of success; the active regent can't spend regency to hide information without guaranteeing failure and the other regents in the area are unaware of the action. Only guild holdings provide a bonus to the check; other types of holdings are not as well geared for clandestine operation. The check receives a penalty equal to the number of law holdings in the province, unless the active regent holds the law holdings. If successful, the hidden information can only be revealed through as the target of an Espionage action (or perhaps through an Adventure action). Canny regents should perform Espionage actions in their own provinces on an irregular basis as a form of active counter-espionage.

Special: You can take an espionage action to establish a spy network within a hostile or friendly province. This action has a base DC 20. A spy network has no initial cost (save for the action cost), but requires 1 GB in maintenance each domain turn. A domain with an established spy network in a province may perform Espionage actions in that province as a Court action. Furthermore, due to the established contacts, the network provides a +2 bonus to the domain success check for Espionage in that province.

Table 5-17: Espionage DCs

Check	Information gained
5	Common rumors and information
10	Catalogue troop position and strength in a province
15	Reveal the domain statistics of a province (attitudes, regents, holding levels, etc.)
20	Create a minor domain event (such as a corruption)
20	Reveal the nature of diplomatic talks taking place between two domains
25+	Create a major domain event (such as a Great Captain/Heresy)
25+	Reveal the specifics of an existing diplomatic agreement between two domains
25+	Reveal battle plans for movement of troops currently stationed in the province
25+	Find the location of prisoners, criminal in hiding, etc.
30+	Trace the responsibility for an assassination, corruption, heresy, or other covert intrigue in the province

Move Troops [Court/Standard; 0 GB]

At the regent's command, any troops loyal to the regent march to any site in his domain. Moving troops into potentially hostile territory requires significant administrative overhead. Payroll and provisioning transport schedules and routes must be updated. Clearances and notifications must be made. Orders may have to be signed, checked, and counter-signed to prevent enemies from falsifying marching orders. There is no success check for this action; nor is there any cost save those associated with making the unit active (See Chapter Six: *Armies and warfare*).

Regents are only aware of troops that are in provinces in which they have assets. In order to determine the strength of a hostile realm, enemy regents must perform Espionage actions. Moving troops on a regular basis can deflect espionage attempts and reduce the likelihood of warning nearby nations during preparation for war. Since Espionage takes a month to perform successfully, a wary regent can throw off the reports of the strengths of his armies just by moving his troops two or three times a year. Such movement also makes it more difficult to sneak attack the wary regent; as the opposing regent may have no idea where his enemy's troops are at any given time.

Court action: Units can move in provinces held by their regent without the use of this action. This action is required, however, to move units in any province not held by the regent assuming that permission has been granted. If the province regent does not give permission for the unit's movement, then a standard action is necessary.

Standard action: As a standard action, units can be move in potentially hostile provinces. Such aggressive actions require the primary focus of the court for not only does the administrative overhead involved in placing an army in the field become magnified, but significant resources need to be allocated to dealing with various factions for war and peace among the domain's populace.

Rule Holding [Standard/Realm; Adminstrate; 1 GB]

Regents spend significant time increasing the power of their domains. The Rule Holding domain actions allows you to increase the level of one of your existing holdings. This action includes the costs of construction of additional minor support buildings and personnel (shrines, warehouses and markets,

guard posts and magistrates, etc) appropriate to the holding level.

The base DC for the domain action check is 10 + the current level of your holding. Unlike most standard actions, you cannot apply your holding level as a bonus to the domain action check, but regents with the same holding type may apply their holding levels normally. In addition, law holdings may support or oppose the ruling of temple or guild holdings. If this check is successful, your holding increases by one level.

Realm action: Rule Holding normally only affects one holding. It may also be used as a realm-wide action. If a domain takes Rule Holding as its standard action, it may use additional court actions to Rule Holdings of the same type in other provinces. For each court action used, an additional holding of the same type may be affected. All costs and success checks are calculated individually for each province affected.

Rule Province [Standard; Administrate; 1 GB per current level of target province]

Province level represents the relative level of organization in a province. Most provinces have large numbers of citizens that exist, to a great extent, on their own; neither enjoying the benefits of civilization nor paying its price (increased taxes, feudal duties, and other obligations). By ruling a province, a regent attempts to increase their level of control over the populace. This growth can be due to reforms in your domain to sponsor growth or expansion, by opening up new areas to agriculture, or by sponsoring trade and industry; but the net effect is an increase in your province level.

The base DC for the domain action is 10 + the current level of your province. Unlike most standard actions, no holding levels can be applied to support or oppose this action and RP cannot be spent to support or oppose the action. A court can only take this action once per domain turn. Regardless of whether this action fails or succeeds, an additional attempt to Rule Province (even a different province) in the same domain turn automatically fails.

chapter six: Armies and warfare

War is a matter of vital importance to the state; a matter of life or death, the road either to survival or to ruin. Appraise it in terms of the five fundamental factors: doctrine, politics, terrain, weather, and the commander.

Doctrine is to be understood as the organization of the army, the gradations of rank among the officers, the regulations of supply routes, and the provision of military materials to the army. Politics are those things that cause the people to be in harmony with their ruler so that they will follow him in disregard of their lives and without fear of any danger. Terrain means distances, and refers to whether the ground is traversed with ease or difficulty and to whether it is open or constricted, and influences your chances of life or death. Weather signifies night and day, cold and heat, fine days and rain, and change of seasons. The commander stands for the general's qualities of wisdom, sincerity, benevolence, courage, and strictness.

These five fundamental factors are familiar to every general. Those who master them win; those who do not are defeated.

– *The Art of War*

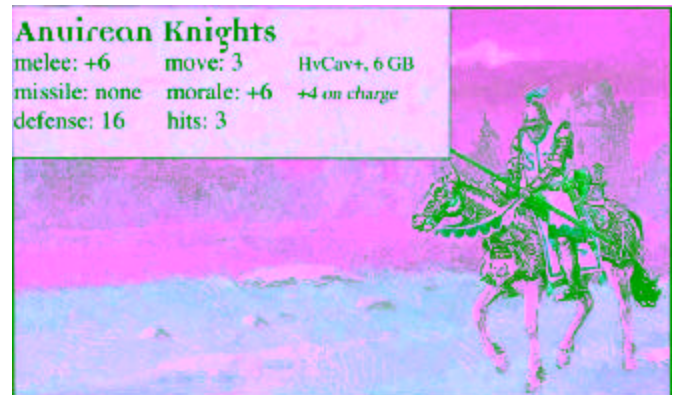
Political realms often resort to warfare to settle their differences. Military forces and fortifications are crucial assets of any domain. A domain that is unable to field sufficient defense becomes an easy target for opportunists. On the other hand, a domain that supports an army beyond its means will quickly deplete its treasury. Thus, a working knowledge of warfare and the management of military assets is essential for any successful regent.

The BIRTHRIGHT mass combat system is a role-playing aid. It is designed to be easy to learn and focuses on opportunities for character actions and story advancement. It is not designed to necessarily provide the level of complexity appropriate for a complete war-gaming system. Players seeking a fully functional war game are encouraged to consider using any of the many excellent published war-gaming systems.

The BIRTHRIGHT mass combat system has two levels of resolution: strategic movement and tactical combat. The strategic rules provide mechanics to represent military intelligence, and the movement of armies on a weekly basis. The tactical rules are used to resolve specific conflicts between opposing armies located in the same strategic area.

military units

Any individual with sufficient means can field an army. In the BIRTHRIGHT battle system, armies consist of one or more *units*. Each unit represents a fighting company and has statistics that represent the relative effectiveness and costs of the unit in mass warfare. All domain-level military actions, strategic movement, and tactical battle are resolved at the unit level.



Unit statistics

The overall attributes of a military unit are represented by a set of statistics similar to the ability scores, attack bonuses, and hit points used to represent the combat statistics of characters. Unit statistics are abstractions that represent the effectiveness and expenses of the unit's soldiers, including their skill, their equipment, their training in military formations, their morale, the number of soldiers in the unit and other factors relevant to warfare. These ratings do not necessarily correspond with the attack bonuses or armor class of the individual soldiers in the unit but are a reflection of the unit as a whole.

Offensive statistics

Melee: This statistics measures the overall offensive effectiveness of the unit in hand-to-hand battle.

Rating	Example
+0	Poorly armed peasants
+2	Soldiers with standard training, but little specialized training in military formations
+4	Well-trained warriors trained in military formations for hand-to-hand combat
+6	Seasoned veterans with substantial training

Missile: This rating represents the overall offensive effectiveness of the unit in ranged battle. Not all units have missile capability. Units with an adjusted missile rating of +0 or below may not make missile attacks.

Rating	Example
-	No ranged weaponry
+1	Simple missile weapons and limited training
+2	Skilled archers that lack unit training
+4	Highly trained battlefield archers
+6	Artillery weapons

Defensive statistics

Defense: This statistics represents the overall defensive effectiveness of the unit's defensive training and equipment.

Rating	Example
10	Unarmored unit with little or no training
12	Light armor & formation training
14	Medium armor & formation training
16	Heavy armor & formation training

Hits: This rating measures the amount of punishment a unit can take before surrendering, disbanding, or being destroyed.

Rating	Example
1	Small or poorly trained unit
2	Standard unit of seasoned troops
3	A unit of veteran soldiers
4	A unit of exceptionally tough veteran soldiers

Morale: This rating represents the training, loyalty, equipment quality, and command structure of a unit. It also represents the relative sea-worthiness of a naval vessel.

Rating	Example
+0	Poorly trained mercenary soldiers or drafted levies
+2	Poorly trained or mercenaries soldiers
+4	Standard unit of seasoned soldiers
+6	Unit of veteran soldiers

Movement

These ratings measure the effective mobility of a military unit. Army units have one movement rating that is used at both the strategic and tactical levels. Naval vessels have two movement ratings, a *Move* rating that measures the unit's relative movement in tactical battle, and a *Sail* rating that measures its speed in strategic movement.

Move: At the tactical level, the move rating of an army unit determines the number of areas that can be moved on the battle map per tactical battle round. At the strategic level, the movement rating for an army unit is used to determine the number of provinces that can be crossed per war move (one week).

Rating	Example
1	Unit of standard foot soldiers
2	Unit of lightly equipped, trained foot, or heavy armored cavalry
3	Unit of lightly armored cavalry

A ship's *Move* rating measures its speed and maneuverability in battle; naval vessels must step their masts or reef their sails to prevent sail damage and reduce the risk of fire in battle. Oars are used to provide the maneuverability and short bursts of speed that are vital in ship-to-ship combat.

Sail: A naval unit's sail rating measures the number of maritime areas that the vessel can move per week. Although long sleek ship without oars may be difficult to use in combat, they may be capable of traversing far greater distances over the long haul.

Non-combat statistics

Muster cost: This rating measures the cost in gold bars (GB) required to hire, outfit, and train a military unit. The muster cost of a unit is also used to determine its seasonal *maintenance expense*.

Rating	Example
0	Poorly equipped untrained militia
2	Standard unit of professional foot soldiers
4	Standard unit of professional cavalry

Cargo: This rating represents the effectiveness of the ship as a merchant vessel. Each cargo unit represents enough space to store 1 GB worth of bulk trade goods. This rating is used to determine the number of vessels necessary to support naval trade routes.

Bunks: This rating represents the maximum number of units that a vessel can transport. This maximum rating assumes that all bunks are rotated every eight hours (hot-

bunking) and that all deck space is utilized. Food and equipment for the unit also take 1 GB of normal cargo space per unit. Mounted units require an additional 2 GB (3 GB total) of cargo space for their mounts, livery, and fodder.

Combat basics

A unit's combat statistics determine how well it performs in mass warfare. This section summarizes combat basics. These basic concepts are expanded in the section on *Tactical warfare*.

Attack roll

When a unit makes an attack, you roll a d20 and add the unit's attack bonus. If the result equals the target's defense or better, you hit and deal damage. Units have two basic attack bonuses. A unit's melee rating is used in hand-to-hand combat. A unit's missile rating is used in ranged combat. Many modifiers may affect the attack roll, including bonuses provided by charging, terrain bonus/penalties, and special bonuses/penalties against certain types of units. A natural 20 always hits, and a natural 1 always misses, as per standard combat.

Critical hits: All units have a threat range of 19-20 and a x2 critical multiplier. Thus, when you make a unit attack roll and hit with a natural 19-20, you have scored a threat. To find out if it is a critical hit, you immediately make a critical roll – roll another attack roll with all the same modifiers as the attack roll you just made. If the critical roll also results in a hit against the target's defense, your original attack is a critical and inflicts double damage. Standard d20 mechanics for multiple multipliers apply; thus a critical (x2) hit made by pikemen against a charge (x2) inflicts x3 damage.

Damage

When a unit successfully attacks another unit, damage is inflicted. A unit that accumulates a number of hits of damage equal to their maximum hit rating is destroyed.

If a unit takes damage in tactical combat, it must make a morale save against DC 10 or be *routed* (see the section on *Tactical warfare* for details). A unit that takes two hits in a single critical attack only makes one morale save.

Subdual damage: Fatigue, weather, and exhaustion can inflict temporary unit damage. Likewise, military units may attack to capture rather than slay their enemies. This temporary damage is considered to be subdual damage. Engaged military units can inflict subdual damage by taking a –4 penalty to their melee attack. When a unit's subdual damage equals its current remaining hits, it is *staggered*. It doesn't matter whether the subdual damage equals or exceeds the unit's current hits because the subdual damage has gone up or because the unit's current hits have gone down. If a unit's subdual damage exceeds its current hits, the unit is destroyed.

Staggered: A staggered unit moves at half-speed and is as likely to surrender to an opposing army as it is to fight. A staggered unit must make an opposed morale save in every round in which it is engaged in battle. If the staggered unit fails the check, it surrenders and is taken off the field of battle.

Healing damage: Unit damage is recovered by resting the unit in *garrison*. An army unit is considered to be in garrison

if it rests in its home province for one month. Naval units can garrison in any friendly shipyard. Units cannot heal if hostile forces are present. For every month that a unit rests in garrison it recovers one hit. Subdual damage heals at the rate of one hit per week of rest in garrison.

Variant: Reduced combat effectiveness

A unit receives a cumulative -2 penalty to its melee, missile, and morale ratings for each hit of normal or subdual damage taken.

Morale and saving throws

Generally, when a unit is subject to unusual conditions such as combat, magical attack, inclement weather, or exhaustion, the unit gets a saving throw to avoid or reduce the effect. At the unit level, there is only one type of saving throw, the *morale save*. The morale save represents the effects that discipline, experience, equipment, and a strong command structure can have in dangerous military situations.

A *morale save* is a d20 + the unit's morale rating. A scion commander may modify the morale saves of their units by spending regency to provide a one-for-one bonus. This represents the increased morale, diligence to duty, and deprivations that loyal soldiers are willing to undergo due to loyalty to (or fear of) their commanding officer. A regent acting as commanding officer may spend RP to provide a bonus on a one-to-one basis for any morale save of a unit under their command.

Routed units

A unit that has been placed on the defensive by a particularly effective attack is *routed*. Every time a unit takes damage in tactical combat, it must make a morale save (DC 10) or become routed. Routed units suffer a -4 penalty to all attack rolls in tactical combat. Furthermore, routed units must always attempt to retreat from hostile forces (if possible) and flee the field of battle. See *Tactical warfare* for details.

Routed units may attempt to recover morale every tactical round. Units with exceptional leaders and high base morale can quickly recover. Units with low morale are likely to retreat to their reserves and remain there throughout the battle. Units can only be routed in tactical combat. Long-term morale penalties are represented at the strategic level as subdual damage.

Army units

Unit statistics are determined by several factors: level of training and experience, the quality of the unit's weapons, armor, and equipment, and the unit's cultural or racial background.

Basic unit type

All units must select one of the following basic unit types to represent their basic weapon and formation training:

Archer (Achr): Archers include bowmen, crossbowmen, slingers, javelin men, and other units whose principle training is in coordinated missile attack. Archer units are carefully trained to focus their fire as directed by officers on vital points in advancing lines or to evenly distribute fire throughout the enemy ranks.

Archers are generally equipped with light armor and a simple melee weapon in addition to their missile weapon. Archer

units are most effective if they are mobile enough to flank and evade slower, more heavily armed units.

Base unit ratings: +0 melee, +2 missile, 2 hits, move 1, +2 morale, +0.5 GB muster cost.

Special: Archer units gain a +2 bonus to missile attacks against mounted units.

Artillerist (Art): Artillerist units consist of soldiers trained in the use of heavy missile devices and in the construction and use of siege equipment. Artillerists are commonly armed with arbalests, ballista, light catapults, and other slow, cumbersome, but powerful missile artillery weapons. Artillery soldiers are specialists in the use of artillery weapons; they generally wear little armor and are relatively unskilled in hand-to-hand combat. Artillerists are most useful when they can be protected from direct engagement with the enemy by other units, terrain, or prepared fortifications.

Artillerists carry equipment including tools, and the soldiers are trained in tunneling (sapping) and the construction of heavy siege equipment, including catapults, mangonels, covered rams, scaling ladders, and siege towers. A unit of artillerists provides significant advantages to an army attempting to take a fortification by siege or storm. When attacking with their missile rating, artillerist units have increased range and can ignore any defensive bonus their target would normally receive from fortification or defensive terrain.

Base unit ratings: -2 melee, +4 missile, 2 hits, move 1, +2 morale save, +3 GB muster cost.

Special: Artillerist have a two area missile range in tactical combat and ignore any terrain/fortifications AC bonuses to their target. Artillerists provide a +4 to Warcraft checks made to allow foot units to enter fortified areas under siege/storm.

Cavalry (Cav): Cavalry units include any unit primarily composed of swift animals (Speed 40+) and their riders. Cavalry units can charge their opponents to inflict heavy initial damage. A well-timed cavalry charge can smash almost any defense. When charging, cavalry units receive a +2 bonus to their melee attack.

Light cavalymen wear medium armor and generally fight with spear, crossbow or shortbow, and sword. Heavy cavalry units wear heavy armor and generally fight with a lance or with a medium martial weapon and shield.

Base unit ratings: +2 melee, +0 missile, 2 hits, move 3, +2 morale save, +2.5 GB muster cost.

Special: Cavalry units gain a +2 attack bonus when charging. A charge is allowed only in the initial round of engagement and only if the cavalry unit has at least one move unused.

Infantry (Inf): Infantry units consist of well-trained, well-equipped foot soldiers. They attack in formation to maximize their offensive potential and defensive capability. Infantry formations are particularly effective in hand-to-hand battle against ill-trained troops or troops poorly equipped for close-quarters battle. Infantry units are generally equipped with medium or heavy armor and are armed with martial weapons.

Base unit ratings: +2 melee, no missile, 2 hits, move 1, +2 morale save, +0.5 GB muster cost.

Special: Infantry units gain a +2 melee attack bonus against irregulars and pikes.

Irregular (Irr): Irregulars include volunteers, conscripts, skirmishers, barbarians, marauders, and other soldiers that,

regardless of individual skill, lack the cohesive unit training and discipline associated with a regular military unit.

Base unit ratings: +2 melee, +0 missile, 2 hits, move 1, +0 morale save, +0.5 GB muster cost.

Special: Irregular units can be drafted/conscripted. Such units have a training rating of Green unless otherwise noted.

Pikemen (Pike): Pikemen consist of highly trained footman who are equipped with long weapons (such as pikes or spears) and trained to operate in dense formations. Front rank pikemen wield large martial weapons with reach (such as long spears) and a simple weapon (often a short sword) for close range battle. Pikemen often wear light or medium armor.

Base unit ratings: +2 melee, no missile, 2 hits, move 1, +2 morale save, +0.5 GB muster cost.

Special: Hits inflicted by Pike units do damage during the "charge" phase of tactical battle during the first round of an engagement. This attack inflicts double damage against charging units. Pike units gain a +2 attack bonus against mounted units.

Unit armor

The quality of armor and training in its use is a major factor in the mobility and survivability of a unit. Armor provides a defensive bonus, at the cost of mobility and the freedom to effectively wield missile weapons. A unit whose modified missile rating (due to armor) is below +0 loses the ability to make a ranged attack. All units must have one of the following armor ratings:

None: The unit is not provided with armor. *Unit modifier:* defense 10, muster cost +0 GB.

Light (Lt): The unit is equipped with light armor, such as leather armor. *Unit modifier:* defense 12, +0.5 GB muster cost.

Medium (Md): The unit is equipped with medium armor, such as chain mail. *Unit modifier:* defense 14, -2 missile, -1 move, +0.5 GB muster cost.

Heavy (Hv): The unit is equipped with heavy armor, such as half-plate. *Unit modifier:* defense 16, -4 missile, -2 move, +1.5 GB muster cost. *Special:* Heavy cavalry units gain an additional +2 attack bonus when charging.

Unit experience

A primary factor in the cost and effectiveness of a unit is the quality of the officers and the training of its soldiers. All units have one of the following experience ratings:

Green (-): The unit has little or no military training. *Unit modifier:* +0 morale.

Standard: The unit has standard basic training. Most specialized units are mustered at the standard level. *Unit modifier:* +2 melee, +2 missile (if any), +1 move, +2 morale, +1 GB muster cost.

Veteran (+): The unit has advanced training or extensive combat experience. *Unit modifier:* +4 melee, +4 missile (if any), +1 hit, +2 move, +4 morale, +2 GB muster cost.

Special training

Some military units are provided with specialized or advanced training in one or more areas. Green units may not take advanced training. Veteran units may have a single area of spe-

cial training. Elite units may have two areas of special training.

Advanced training (Melee+, Missile+, Def+, Mrl+): Units with advanced training gain a +2 bonus to melee, missile, defense, or morale ratings due to their special training or equipment. *Unit modifier:* +2 to selected rating, +1 GB muster cost.

Berserk: Berserk units fight with total abandon and disregard for themselves and others. Only Rjurik, Vos, and goblinoid units regularly train Berserks. *Unit modifier:* +2 melee, -2 defense, +2 morale, +1 GB muster cost. *Special:* +2 attack bonus to melee when charging (mounted or afoot).

Magical support: The soldiers have been trained to coordinate their activities with the aid of battle magic, and the unit contains a battle spell wagon with necessary ritual components. This special does *not* include the costs of arranging for a spellcaster to man the spell wagon. *Unit modifier:* +1 GB muster cost. *Special:* An appropriate trained spell caster can cast battle magic to support the unit (see *Battle Magic*).

Marine: Marine units are seasoned in ship-to-ship and ship-to-shore combat. Only unmounted human units may take marine training. *Unit modifier:* +1 GB muster cost. *Special:* +2 to melee and defense at sea, move freely through swamp terrain.

Scout: Units with scout training are trained in quickly traversing hostile territory and returning with military intelligence. Scouts are well-versed in stealth and wilderness lore, thus they are often able to move rapidly, even through difficult terrain. Scouts can identify hostile units in adjacent provinces (refer to the section on Strategic Movement for details).

Scout units are relatively small and thus have reduced melee and hits ratings. Scout unit combat training focuses on the use of missile weapons, stealth, and mobility. *Unit modifier:* -2 melee, +2 missile, -1 hit, +1 move, +1 GB muster cost. *Special:* Foot units in light or no armor may move freely through any terrain.

Shield formation: Units with shield formation training employ large shields and are trained to use overhead shield walls to blunt the impact of offensive missile. *Unit modifier:* +1 GB muster cost. *Special:* Units gain a +4 bonus to defense against missile fire. Foot units only.

Toughness: Members of the unit are trained rigorously to increase their endurance and morale. *Unit modifier:* +1 hit, +2 morale, +1 GB muster cost.

Units by cultural/race

In addition to their basic unit type, a military unit may have one or more cultural modifiers.

Anuirean (An): Anuirean military forces are highly disciplined and form the standard from which the military units of other nations are judged. Anuirean forces generally fight in tight formations and have excellent leadership. Anuirean units consist almost exclusively of well-trained, heavily armored soldiers. The Anuireans are famed primarily for the might of their cavalry, the skill of their officers, and the awesome size of their armies.

Brecht (Br): The Brecht culture has a high regard for individual fighting prowess. Its hot-tempered warriors have little interest in training or fighting in formation. Once a Brecht unit is engaged, the melee often devolves into hundreds of individ-

ual duals. Characteristically, heavy armor is scorned by most Brecht warriors in favor of higher personal mobility. Brecht do not field Pikemen.

Dwarf (Dw): Dwarven units are always well-trained and well equipped. Their highly organized formations are nearly impossible to penetrate. The slow but inexorable dwarven units are prized as mercenaries. Cerilian dwarves do not field Cavalry and cannot take Marine training.

Special: All dwarven units take advanced training in defense. Dwarven units move through mountain terrain freely. +2 to morale saves involving magical attacks.

Elf (Elf): Elves are superior archers, and their cavalry are the swiftest and most dangerous in all Cerilia. Elves serve non-elven leaders in only the most unusual circumstances and are never available as mercenaries. All elven units must take Scout special training. Due to their long life spans, most elven units consist of veteran warriors. Elves do not field units of levies, pikemen, or artilleryists. Elven units do not normally use heavy armor.

Special: All elven units take scout training. Elven units have no limit on the number of special training options that they may take.

Gnoll (Gn): Bands of fierce but ill-equipped gnolls are always ready to fight for gold and loot. Due to their fierceness, Gnoll units are usually veteran units. Gnolls prefer use light armor. Characteristically, gnoll units muster quickly, demand the right to pillage, and have relatively low morale; thus they are treated as mercenaries. Gnoll units may only be Irregulars or Infantry.

Special: +2 morale in home terrain. All gnoll units are mercenaries.

Goblin (Go): Although goblin units are usually undisciplined and poorly equipped, they compensate with sheer numbers and bloodlust. Goblin cavalry forces are generally mounted on wolves or other dangerous beasts.

Tribal goblin units are often available as mercenaries (or feared as marauders) in any area bordering goblin lands. Characteristically, tribal goblin units muster quickly, demand the right to pillage, and have relatively low morale; thus they are treated as mercenaries. Due to their lack of organized training,

such units are often Green troops. It should be noted, however, that goblin realms often have disciplined and skilled armies that rival those of any human nation.

Goblins are fierce and warlike; thus, drafted goblin levies are irregulars. Goblins do not field artilleryists or pikemen.

Special: Tribal goblin units are mercenaries. Tribal goblins do not pay any increased muster/maintenance cost for being mercenaries.

Khinasi (Kh): The lightly armored, swift cavalry strikes of the Khinasi are widely respected throughout Cerilia. Due to the heat of the native terrain, Khinasi military units wear little or no armor, depending on speed, instead depending on mobility to defend them from reprisal following a strike. The Khinasi do not field pikemen.

Orog (Or): Both fierce and well-disciplined, Orog are fearsome opponents. Orog only field heavily armored veteran units. Orog cavalry are generally mounted on giant lizards.

Special: Orog units always take toughness training.

Rjurik (Rj): Rjurik forces are undisciplined but eager to do battle. Bands of unschooled Rjurik tribesmen can form infantry and cavalry forces comparable to any in Cerilia. In their homelands, Rjurik forces are particularly fierce because the support of the druids provides them with nature itself as an ally. The Rjurik cannot field pikemen, artilleryists, or heavily armored cavalry. Rjurik commoners are largely skilled woodsmen; thus, drafted Rjurik levies are not Green, instead they are considered to be Standard units.

Vos (Vo): In the wastes, every man must be a warrior. Vos warriors are highly skilled, ruthless, and seemingly without fear on the battlefield. Armored in heavy hide and fur, and wielding spears, swords, and other massive weapons, the unorganized Vos hordes are easily able to match units of professional soldiers. The primary weakness of the Vos is their lack of organization, their superstitious beliefs, and their tendency to fight among themselves. The Vos cannot field Artilleryist units. Vos males are all warriors; thus drafted Vos levies are not Green, instead they are considered to be Standard units.

Special: All Vos units take toughness training.

Common army units

Table 6-1a: Common Anuirean units

Unit	Type	Melee	Missile	Def	Hits	Mv	Mrl	Cost	Specials
Archers	LtAchr	+2	+4	12	2	2	+4	2 GB	+2 missile vs. Cav.
Calvary, Md.	MdCav	+4	-	14	2	3	+4	4 GB	+2 charge
Engineers	Art	+0	+6	10	2	1	+4	4 GB	Ignore def. terrain, two area missile range
Infantry	MdInf	+4	-	14	2	1	+4	2 GB	+2 melee vs. Irr & Pike
Infantry, Elite	HvInf+	+6	-	16	3	1	+6	4 GB	+2 melee vs. Irr & Pike
Irregulars	LtIrr	+4	+2	12	2	2	+2	2 GB	
Marines	LtIrr	+4	+2	12	2	2	+2	3 GB	Marine
Knights	HvCav+	+6	-	16	3	3	+6	6 GB	+4 charge
Levies	Irr-	+2	-	10	2	1	+0	Draft	See special rules for conscripts
Pikemen	MdPike	+4	-	14	2	1	+4	2 GB	+2 vs. mounted; double damage vs. charge.
Scouts	Irr	+2	+4	12	1	3	+4	3 GB	Scout

Table 6-1b: common brecht units

Unit	Type	Melee	Missile	Def	Hits	Mv	Mrl	Cost	Specials
Archers	LtAchr	+2	+4	12	2	2	+4	2 GB	+2 missile vs. Cav.
Artillerists	Art	+0	+6	10	2	1	+4	4 GB	Ignore def. terrain, two area missile range
Cavalry	LtCav	+4	+2	12	2	4	+4	4 GB	+2 charge
Infantry	LtInf	+4	-	12	2	2	+4	2 GB	+2 melee vs. Irr, Pike
Infantry, Elite	MdInf+	+6	-	14	3	2	+6	4 GB	+2 melee vs. Irr, Pike
Irregulars	Irr	+4	+2	10	2	2	+4	2 GB	
Levies	Irr-	+2	-	10	2	1	+0	Draft	See special rules for conscripts
Marines	LtInf+	+6	+2	12	3	3	+6	4 GB	Marine, +2 melee vs. Irr, Pike; +2 def. vs. missile
Scouts	Irr	+2	+4	12	1	3	+4	3 GB	Scout

Table 6-1c: common khinasi units

Unit	Type	Melee	Missile	Def	Hits	Mv	Mrl	Cost	Specials
Archers	Achr	+2	+4	10	2	2	+4	2 GB	+2 missile vs. Cav.
Artillerists	Art	+0	+6	10	2	1	+4	4 GB	Ignore def. terrain, two area missile range
Cavalry, Lt.	LtCav	+4	+2	12	2	4	+4	4 GB	+2 charge
Cavalry, Md.	MdCav	+4	-	14	2	3	+4	4 GB	+2 charge
Levies	Irr-	+2	-	10	2	1	+0	Draft	See special rules for conscripts
Marines	LtInf+	+6	+2	12	3	3	+6	4 GB	Marine, +2 melee vs. Irr & Pike; +2 def. vs. missile
Skirmishers	Irr	+4	+2	10	2	2	+2	2 GB	
Spearman	LtInf	+4	-	12	2	2	+4	3 GB	Shield+, +2 melee vs. Cmnr, Irr, Pike; +4 def. vs. missile

Table 6-1d: common bjurik units

Unit	Type	Melee	Missile	Def	Hits	Mv	Mrl	Cost	Special
Archers	LtArchr	+2	+4	12	2	2	+4	2 GB	+2 missile vs. Cav.
Battle Ragers	HvInf+	+8	-	12	3	2	+8	4 GB	Berserk, +2 charge, +2 melee vs. Irr & Pike
Cavalry	MdCav	+4	-	14	2	4	+4	4 GB	+2 charge
Housecarls	MdInf+	+6	-	14	3	2	+6	3 GB	+2 melee vs. Irr & Pike
Infantry	LtInf	+4	-	12	2	2	+4	2 GB	+2 melee vs. Irr & Pike
Raiders	LtIrr	+4	+2	12	2	2	+2	3 GB	Marine
Levies	Irr	+4	+2	10	2	2	+2	Draft	See special rules for conscripts
Scouts	LtIrr	+2	+4	12	1	3	+2	3 GB	Scout
Tribesmen	LtIrr	+4	+2	12	2	2	+2	2 GB	

Table 6-1e: common vos units

Unit	Type	Melee	Missile	Def	Hits	Mv	Mrl	Cost	Special
Berserkers	MdIrr+	+8	-	12	4	2	+6	6 GB	Tough, Berserk, +2 charge
Footmen	MdInf	+4	-	14	3	1	+4	3 GB	Tough, +2 melee vs. Irr & Pike
Horsemen	MdCav	+4	-	14	3	3	+4	5 GB	Tough, +2 charge
Raiders	MdIrr	+4	-	14	3	1	+2	3 GB	Tough
Scouts	LtIrr	+2	+4	12	2	2	+2	4 GB	Tough, Scout
Tribesmen	LtIrr	+4	+2	12	3	2	+2	Draft	Tough, Must be drafted
Varsk Riders	HvCav+	+6	-	16	4	3	+6	7 GB	Tough, +4 charge

Table 6-1f: common dwarven units

Unit	Type	Melee	Missile	Def	Hits	Mv	Mrl	Cost	Specials
Crossbowmen	MdArchr+	+4	+2	16	3	2	+6	4 GB	Def+, +2 missile vs. Cav., +2 morale vs. magic
Guards	HvInf+	+6	-	18	3	1	+6	6 GB	Def+, +2 melee vs. Irr & Pike; +4 def. vs. missile, +2 morale vs. magic
Homeguard	MdIrr	+4	-	16	2	1	+4	Draft	Def+, See special rules for conscripts, +2 moral vs. magic

Table 6-1g: common elven units

Unit	Type	Melee	Missile	Def	Hits	Mv	Mrl	Cost	Specials
Archers	LtAchr+	+2	+6	12	2	4	+6	4 GB	Scout, +2 missile vs. Cav.
Cavalry	LtCav+	+4	+6	14	2	4	+6	8 GB	Scout, Melee+, Missile+, Def., +4 charge
Knights	MdCav+	+4	+4	16	3	3	+4	10 GB	Scout, Toughness, Melee+, Missile+, & Def., +4 charge
Homeguard	LtIrr	+2	+4	12	1	3	+2	Draft	Scout, See special rules for conscripts

Table 6-1i: common goblin units

Unit	Type	Melee	Missile	Def	Hits	Mv	Mrl	Cost	Specials
Archers	LtArcher-	+0	+2	10	2	1	+0	1 GB	Merc., +2 missile vs. Cav.
Guards	MdIrr	+4	-	14	3	1	+0	3 GB	Merc., Toughness
Infantry	LtInf-	+2	-	12	2	1	+0	1 GB	Merc., +2 melee vs. Cmnr, Irr, Pike; +2 def. vs. missile
Skirmishers	LtIrr-	+2	-	12	2	1	-2	Draft	Merc., See special rules for conscripts
Wolfriders	LtCav	+4	+2	12	2	4	+2	4 GB	Merc., +2 charge

Table 6-ii: common foes

Unit	Type	Melee	Missile	Def	Hits	Mv	Mrl	Cost	Special
Gnoll Marauders	LtIrr+	+6	+4	12	3	3	+2	5 GB	Merc
Orog Lizardriders	HvCav+	+6	-	16	4	3	+6	7 GB	Tough
Ogre Legion	Special	+12	-	16	4	2	+4	8 GB	
Troll Legion	Special	+10	-	16	3	1	+4	6 GB	Heals all damage each war move
Undead Legion	Special	+8	-	22	3	1	(+6)	-	Fearless (cannot be routed), immune to subdual damage, mustered/maintained by realm spell

Improving units

Once a unit has been mustered, it can advance in ability only through training. Training standing units may be the only way to produce veteran units with muster requirements that exceed a regent's power in a province. Adding a special training improvement requires a character action from a character qualified to train the unit. Increasing experience (from Green to Standard, for example) requires battlefield experience or training similar to that required for special training.

A unit undergoing training must be garrisoned in a friendly province for an entire month under the command of its trainer. Units training in garrison are considered active for the purpose of determining maintenance costs. Units are trained by making a successful Lead check and then by paying the necessary difference in muster cost. The DC for the Lead check is 10 + the difference the muster cost of the units + five times the difference between the number of friendly law holdings and unit's new muster cost in GB. The training check is a skill check, not a domain action. Regency points cannot be spent on this check.

For example, a regent wishes to provide special marine training (+1 GB muster cost) to a unit of Anuirean Elite Infantry (muster cost 4 GB) in a province in which they hold a level 4 law holding. It would require a law (5) holding to allow a normal muster marine elite infantry (5 GB). One of the regent's lieutenants is an experienced fighter with several ranks of Profession (Sailor). The trainer must make a Lead check against a DC of 16 (10 + 1 GB + 5 [5 x 1 holding level]) to successfully train the unit.

If successful, the difference between the unit's current muster cost and new muster cost must be paid immediately. There are no penalties for failure, save for the expended character action and the increased unit maintenance cost. Training checks can be retried without penalty in following months.



Behind the curtain: How many individuals are in an army unit?

An army unit consists of enough individuals to make a reasonable fighting force in mass combat. The actions of particularly strong individuals or small groups are not represented as a unit; instead they are represented as an adjustment to the unit with which they travel, using a Heroes card (refer to the section on tactical warfare). If it is necessary, for role-playing reasons, to determine the number of individuals in a unit then the following guidelines can be useful.

A military unit has an encounter level (EL) of roughly 14 + half of the unit's muster cost. For example, a unit of standard infantry (muster cost 2 GB) is approximately EL 15. If we assume that the soldiers in the unit are 1st-level warriors (CR 1), then we can determine that it requires 128 soldiers CR 1 soldiers to create a standard EL 15 unit. Thus, there are approximately 128 soldiers in a standard unit.

Elite units often consist largely of veteran troops and a core contingent of specialized warriors. These forces work together when attacking to maximize the damage to the enemy. Only a small fraction of the individuals in a unit of Anuirean Knights, for example, are actually knights. The majority of the unit consists of light cavalry, retainers, and other support troops that accompany the knight. Likewise, an Ogre unit will generally contain a sizable contingent of goblin support troops. As a rule of thumb, the specialized troops should make no more than 50% (base EL - 2) of the overall unit strength. A unit of Varsk riders

(EL 18) might consist of both mounted varsk riders (CR 5) and mounted support personal (CR 2). This unit might contain approximately 50 mounted varsk riders (EL 16) and 100 support personal (EL 16) for a total encounter level of 18.

Naval units

Naval units consist of a single vessel and its crew. Most regions have three common ships: a light trader, a light warship,

Table 6-2: standard naval units

Unit	Class	Region	Sail	Cargo	Bunks	Cost	Melee	Missile	Def	Hits	Mv	Mrl	Special
Coaster	Light	An, Br	16	1	0	2 GB	+0	-2	10	1	1	+2	
Dhow	Light	Kh	16	1	0	2 GB	+0	-2	10	1	1	+2	
Keelboat	Light	all	8	1	0	1 GB	-2	-	8	1	1	+0	
Caravel	Medium	An	12	3	1	6 GB	+4	+0	14	2	1	+4	
Cog	Medium	Br, Rj	8	3	1	5 GB	+4	+2	14	2	1	+4	
Dhoura	Medium	Kh	12	2	1	4 GB	+4	+0	14	2	1	+4	
Longship	Medium	Rj, Vo	8	1	1	3 GB	+4	-	12	1	3	+2	+2 ram
Drakkar	Heavy	Vo	4	1	1	8 GB	+6	-	14	2	3	+2	+2 ram
Galleon	Heavy	An	12	6	3	15 GB	+8	+2	16	4	2	+2	+2 ram
Knarr	Heavy	Rj	8	2	1	6 GB	+4	+0	14	2	2	+4	+2 ram
Roundship	Heavy	Br	12	5	2	12 GB	+6	+6	16	3	0.5	+6	
Zebec	Heavy	Kh	16	2	2	17 GB	+6	+4	14	3	2	+4	+2 ram

and a heavy warship. Warships generally act as merchantmen during peacetime.

Caravel: 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: 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: 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: 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: 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: 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: Galleons are great three-masted warships with forecastles and stemcastles 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: 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 sea-worthy and rarely leave sight of land.

Knarr: 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: 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: 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: 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.

Managing military assets

Mustering military units

Military units are generally acquired by *mustering* units. Normal units have a *muster cost* that measures the cost (in gold bars) necessary to draft recruits, equip the soldiers, train the soldiers to act as a unit, and prepare the unit for war.

A regent must have access to military resources to muster a unit, and can muster an army unit in a province only if one of the following *mustering conditions* are met: (1) the regent controls a law holding in the province equal to or greater than the GB cost of mustering the unit; or, (2) the regent controls a temple or guild holdings in the province equal to or greater than 2 + the muster cost of the unit + levels of opposing law holdings in the province.

The total number of army units mustered in any one province per season may not exceed the province level. Thus, domain initiative may play an important role in determining which regents may muster troops in a given province during any given season. Furthermore, a regent may negotiate the support of other holdings in the province in order to increase their effective holding level for the purpose of meeting the minimum muster requirement. Such negotiation generally requires a successful *diplomacy* action.

Normal army units have a *muster time* of during which the unit is trained and outfitted. The muster time for a normal unit is one month. Mustered army units become available in first war move of the month following the muster action. While mustering, a unit cannot move. If a unit is attacked while mustering, it begins the fight *staggered* (with subdual damage equal to its maximum normal hits).

Only coastal provinces with a shipyard (a domain asset) can construct a warship. Naval units are built using the Build domain action. The maximum size of a ship that can be built is limited by the size of the province's shipyard. Naval units cannot be built without shipyards. Refer to Chapter Five for details on Shipyards and construction times using the Build domain action. While being built, naval units are immune from naval attack, but can be destroyed by any hostile force occupying the province.

Fielding a standing army or naval fleet is a privilege that landed regents jealously guard. Although a non-landed regent may have the resources to field an army, the province regent may see doing so as a prelude to insurrection. A wise regent will gain the permission of the province ruler before attempting to muster military units.

Variant: Building musters

Under the *building musters* variant rule, the mustering time of a military unit is determined by the unit's cost. A province has a fixed capacity for hiring, equipping, and training soldiers. The total cost of a group of units to be mustered in a province represents the total amount of resources necessary to train and equip the troops.

Under this variant, mustering an army proceeds at the monthly rate of 1 GB per law holding level (or guild/temple holding level - 2) constructing the muster. Likewise, mustering a naval unit proceeds at the monthly rate of 1 GB per guild holding level (or law/temple holding level -2) constructing the muster.

For example, in a regent decides that he needs muster two units of Knights (6 GB muster cost, each). He uses a law (3) in a province (4/1) to muster the troops, and thus can only build 3 GB worth of muster per month. One unit of Knights is mustered after two months, and the second unit is mustered after a total of four months.

Maintaining military units

Once a unit has finished mustering, it requires regular support for payroll, food, lodging, replacement equipment, fodder, and the other numerous costs associated with maintaining a standing army. Each military unit has military *maintenance costs* that measured in gold bars per month. This cost covers all

normal military expenses, including those related to unit movement.

The cost required to maintain an army depends on its location. The soldiers of each unit are most easily supported in the province in which they are normally garrisoned. A unit's initial home province is the province in which it was mustered. If it remains in any friendly province for two seasons, then the new province becomes its home province. A garrisoned army unit incurs maintenance expenses equal to its initial muster cost each year. A garrisoned naval unit incurs expenses equal to its muster cost every four years. To simplify bookkeeping, unit expenses are tracked seasonally.

A unit is considered to be *active* if it leaves its home province or if its home province contains potentially hostile forces. Active units incur double the maintenance expenses of units garrisoned in their home province. Table 6-3 presents unit maintenance as a fraction of unit muster cost.

Table 6-3: military maintenance cost

Unit	Year	Season
Army unit, active	x 2	x 1/2
Army unit, in garrison	x 1	x 1/4
Naval unit, active	x 1/4	x 1/12
Naval unit, in port	x 1/8	x 1/24

Common maintenance costs per season

Unit	Active Cost	Garrison Cost
Army units with 2 GB muster cost:	1 GB	1/2 GB
Archers, Infantry, Irregulars, Pikeman		
Army units with 3 GB muster cost:	1 1/2 GB	3/4 GB
Marines, Scouts		
Army units with 4 GB muster cost:	2 GB	1 GB
Calvary, Engineers, Elite Infantry		
Army units with 6 GB muster cost:	3 GB	1 1/2 GB
Knights		

Failing to maintain units

Military expenses are paid at the end of each season (when taxes are collected). Any normal army unit that is not maintained takes two subdual hits (half damage on a successful morale save against DC 15). The commanding regent may spend regency points to modify this morale save. This damage cannot be healed until the unit maintenance debt is paid in full.

Special musters

Mercenary units

There are dozens of military companies that owe allegiance not to a landed regent, but to gold, glory, and steel. Some of the most successful of companies consist of permanent units. However, most such companies are effectively disbanded between conflicts. The captain retains only a cadre of officers and professionals until a new war contract can be obtained. Then, after obtaining a war contract, they recruit, train, and build their forces anew.

Great mercenary captains may have highly trained and widely renowned forces serving beneath them. These captains can demand extravagant salaries for their services. Mercenary musters can be of any unit type (Anuirean Knights, Vos Varsk riders, Khinasi Light Calvary, etc.). However, mercenaries

companies (and the units of some non-human races, such as goblins) differ from standard units in several important respects.

Mercenary companies often accept soldiers that would not be deemed suitable for the standing army of a realm. These men may include bandits, convicts from forced labor camps, and many other undesirables. Sometimes mercenaries, whose war contracts call for the furnishing of a certain number of armed men, have little choice but to impress some reluctant fellows, so that their obligatory quotas are met. More than one fellow has sworn an oath of allegiance with a sword to his throat. Of course, the majority joins their captains voluntarily.

In most mercenary companies there are no uniforms or issuance of standard equipment. Mercenary recruiters, with their higher payroll, can afford to hire veteran soldiers that own (and know how to use) their own weapons. Unlike eager lads just in from the farm, these experienced (if not always loyal) soldiers are immediately ready to make war.



Mercenary units have two primary advantages over normal units: (1) Mercenary units muster rapidly. They are available for battle immediately and may move and fight during the month in which they are mustered. (2) Mercenary units have no muster requirements and can be mustered (if available) by any character in any friendly province. Although a regent cannot muster a unit of mercenaries in a hostile province, any regent can muster mercenary units in any province in which they are not considered immediately hostile. The type of mercenary units available must be determined by the DM; it would be unlikely, for example, to find a unit of mercenary Vos varskriders in southern Anuire.

Mercenary units have several drawbacks. Mercenary units desert immediately if not paid. The maintenance cost for mercenary units must be paid each season. Mercenary units that are not maintained will immediately desert.

Mercenary units expect the right to loot and pillage follow-

ing a successful battle in enemy territory. The morale of a mercenary unit increases by +2 in any season in which they are allowed to pillage a province. Denying mercenary units this privilege after a successful battle abroad can be difficult even for experienced mercenary captains. If a mercenary unit is denied the right to pillage a hostile province, the unit must make an immediate morale save against a DC 10. If this check fails, the unit disbands.

Mercenaries may also desert under unfavorable circumstances, such as participating in a losing battle. A mercenary unit on the losing side of a tactical battle will disband unless it makes a morale save against a DC 10 + number of friendly units destroyed in the battle.

When a mercenary unit deserts or disbands under unfavorable circumstances (lack of prompt maintenance payment, denial of right of pillage, etc.) then the unit becomes self-controlled. A self-controlled unit may turn to brigandage (pillaging nearby provinces), make itself available for hire to opposing forces, or otherwise act without the consent of its previous regent.

Unit modifiers: -2 morale penalty, double muster/maintenance cost.

Specials: Often disbands under unfavorable circumstances (as listed above).

Drafting conscripts

Peasants and other common-folk may answer their liege's call to arms as part of their feudal duty or in defiance to a common enemy. Only a province ruler can call a draft. Such a call to arms may affect province loyalty.

Units listed with the special ability *draft* represent units made up of the common-folk of a region. When a draft is called, a province produces (at no cost to the regent) a number of regionally conscript units equal to the province level. Thus, a draft in an Anuirean province (4/1) produces 4 units of levies.

Although there is no normal muster or maintenance cost for drafted units, drafting common-folk can have a significant impact on a realm's economy. Since militia units or levies are composed of people who have other jobs, raising militia applies a -1 penalty to the province's level for most purposes. The province can still be ruled (using its true value) and the maximum level of holdings within the province are not decreased, but the province is treated as being effectively on level lower for most other purposes. This penalty to effective province level cannot be removed until after all drafted units are disbanded or destroyed. If all drafted units are disbanded in their home province, the province level returns to normal in

Table 6-4: standard mercenary units

Unit	Type	Melee	Missile	Def	Hits	Mv	Mrl	Cost	Specials
Calvary, Md.	MdCav	+4	+0	14	2	3	+0	6 GB	+2 charge, Merc.
Infantry	MdInf	+4	-	14	2	1	+0	3 GB	+2 melee vs. Cmnr, Irr, Pike; +2 def. vs. missile, Merc.
Marauders	Irr	+4	+2	12	2	2	+0	3 GB	Scout, Merc.

one month. This recovery takes an additional month per drafted unit that was destroyed or disbanded outside of the province.

Variant: Tribal units

Province level provides a rough measure of the number of civilized individuals in a region. Many provinces, however, have entire peoples or cultures that pay heed to no lord. These tribes are often nomadic and almost always highly mobile and able to defend themselves well. Such native populaces can be represented as military units. These tribal units include human barbarians (most common among the Rjurik and Vos), as well as war-bands of scavenging gnolls, tribes of hunter-gather goblins, and other "free" peoples of Cerilia.

Hunting, herding, or scavenging provides the maintenance costs for self-controlled tribal units. A province can support tribal maintenance costs equal to the maximum source potential of the province. For example, a province (1/4) could provide virtual support of 4 GB per season. Tribal units are always considered to be active for the purpose of determining maintenance cost. If a province contains more native tribes than it can support, the members of the some tribes will starve (use normal penalties for unpaid maintenance).

If the province has excess capacity to support tribal units, then the tribal units may multiply. A province can produce units a virtual "muster" of units each year equal to the average excess capacity for tribal support. For example, if a province (1/4) has one unit of horse nomads (as cavalry with muster cost 4, and a yearly maintenance cost of 2) has an excess capacity of 2 GB per year. Over a period of two years, the province could provide enough resources to generate a second unit of horse nomads.

Note that tribal units represent significant gatherings of nomadic peoples into large bands. Smaller bands of such peoples are even more numerous, but are not significant at the unit level.

Variant: Renowned units

Every realm with a standing army has at most one unit that is considered to consist of the finest warriors that the realm has to offer. Young warriors vie for the right to join this unit and the best officers of the realm vie for the honor of being in its command. Such units are known as "renowned units" and each bears a special name (such as the Iron Guard of Ghoere).

A realm's renowned unit is considered to be in its "home province" in every province of its nation. Thus, unless the unit engages in battle, it is considered to be in garrison (and subject to a reduced maintenance costs) anywhere within its realm. Although a realm may have multiple named units, it may only have one unit that gains this bonus.

Military domain assets

Fortifications

Provinces and law, guild, or temple holdings have goods, buildings and personnel that are critical to the power base that they represent. Without protection, these critical assets are vulnerable to occupation or destruction by military forces. Fortifications make a province or holding more difficult to attack. Fortifications are built using the *fortify* domain action.

There are two types of fortifications: fortified holdings and province fortifications.

A fortified holding makes one holding resistant to destruction. Fortified holdings might be defensible monasteries or cathedrals, walled warehouses, or hidden bandit strongholds. A fortified holding remains under a regent's control even if hostile forces occupy the province in which it lies. Normal (unfortified) holdings may be razed when an attacker chooses to occupy a province, but fortified holdings remain until taken by siege or storm. Fortified holdings are rated by level, just like holdings. The level of a fortified holding cannot exceed the level of the holding it protects. The fortification only protects holding levels equal to its rating, any holding level which exceed the fortification are subject to destruction. Fortifications have a maintenance cost equal to a holding of the same level. Thus, a fully fortified holding has double the maintenance cost of a normal (unfortified) holding.

A province fortification represents a castle and a system of walled towns, armories, and other military buildings can provide some level of protection throughout the entire province. The overall strength of a province fortification is represented by its level. A province fortification can be built up to level 10, regardless of the level of the province. A province fortification has a maintenance cost equal to a province of the same level. Thus a fully fortified province has double the maintenance cost of an unfortified province.

Hostile forces cannot move through a fortified province without neutralizing the province fortifications (see Strategic movement). Province fortifications can protect a number of law, temple, and guild holding levels equal to the level of the province fortification; the province ruler decides which holdings they wish to protect. Province fortifications are dependent upon a castle that acts as the province stronghold; if the castle is taken then all benefits of the province fortification are lost.

Highways and bridges

Even in fairly prosperous provinces, most roads are simple single-lane dirt trails. While these roads are sufficient to allow the transport of farmer's goods to the local market, more carefully constructed paved highways, realm-sponsored inns, and permanent military encampments are required to support major overland trade routes or to facilitate the expeditious movement of military units. Likewise bridges must be built over major rivers in order to allow trade routes or quick military travel between provinces. Military/trade highways and bridges are domain assets that are constructed using the Build domain action. The construction of a highways costs double the province's terrain movement cost (see Table 6-4) in gold bars. Once complete, a highway has a yearly maintenance cost of half this amount (i.e. equal to the province's terrain movement cost). If the maintenance cost is not paid each spring, then the road falls into disrepair and ceases to provide movement or trade benefits.

Alliances

Among the most important assets that a domain can possess are strong alliances forged with other regents whose interests are similar to those of the domain. Alliances are generally forged using the domain action *diplomacy* or over the course

of other character actions. There are five possible levels of military alliance between realms. Note that states of military alliance are distinct from the realm's diplomatic attitudes. Two realms may be hostile towards each other, but be forced into non-aggression by a tradition, conquest, or common interest. Likewise, two realms that are friendly towards each other may find themselves at war due to conflicting military alliances or other factors.

At war: Realms are officially at war whenever either side makes a public proclamation to that effect. Declaring war requires the use of the domain action *decree*. Realms that are officially at war may agree to certain terms of warfare that may limit the field of battle, the role of peasants and other non-combatants, and the periodic exchange of prisoners. Negotiating terms of war requires a *diplomacy* action (usually during the domain action in which war is decreed). You may move military units into a realm with which you are at war using a free *move troops* domain actions. Moving troops into a realm with which you are at war is a free action. Traveling with an army on the move is a character action.

No alliance: This represents the default state of affairs between most realms. The realms generally respect each other's borders. Although border raiding may occur, a state of war does not officially exist between the realms. The orders, checks, counter-checks and political finagling that must be satisfied to have a military force move into a neutral realm takes a standard *move troops* domain action. The regent may or may not travel with the troops, at his discretion.

Non-aggression pact: This level of alliance represents an official, documented declaration of non-aggression between two realm. Generally, military forces of each realm are legally prohibited from crossing into the other's realms under penalty of an instant state of war. Only the most chaotic of forces will follow any order to violate this pact. The orders, checks, counter-checks and political finagling that must be satisfied to have a military force move into a neutral realm takes a standard *move troops* domain action. The regent may or may not travel with the troops, at his discretion.

Military alliance: This represents an official, documented declaration state of alliance between two realms. Declaring a military alliance requires a successful standard *diplomacy* action followed by a *decree* action. Military forces from allied realms may move (as a free action) or garrison in either realm in the same manner than they can in the realm of their regent. A military alliance does not necessarily guarantee coordination in the military actions of the realms, but it is often the case that two allied realms will aid each other when either is threatened.

Full vassalage: This represents an official relatively permanent state of alliance between two realms. Declaring vassalage requires the same *diplomacy* and *decree* actions required for a military alliance along with a public *investiture* to seal the oath of fealty. The vassal liege is expected to defend the borders of the vassal realm as if it were his own. In return, the vassal subject is expected to provide military support by loaning troops to the vassal lord as requested and to pay possible tribute (in the form of gold bars and regency points) to support the liege and his military actions.

strategic warfare

If I am able to determine the enemy's dispositions while, at the same time, I conceal my own, then I can concentrate my forces and his must be divided. And if I concentrate while he divides, I can use my entire strength to attack a fraction of his. Therefore, I will be numerically superior.

The enemy must not know where I intend to give battle. For if he does not know where I intend to give battle, he must prepare in a great many places. Numerical weakness comes from having to guard against possible attacks; numerical strength from forcing the enemy to make these preparations against us.
– *The Art of War*

At the strategic level, warfare is broken up in to *war moves* each lasting approximately one week. During each war move, every regent gets to move troops. After troops have been moved, battles are resolved in areas that have opposing forces. Like character combat, warfare is cyclical - everybody acts in turn in a regular cycle. In domain-level play, war moves are resolved one month (four war moves) at a time, before any domain actions for the month are resolved. Each war move consists of the following phases:

1. **Military intelligence:** The DM determines which military units are visible to each regent.
2. **Strategic movement:** Each regent moves his or her troops, in domain initiative order.
3. **Strategic adjustment:** Hostile regents vie for the opportunity to respond to strategic movement.
4. **Battle resolution:** After all movement is completed, battles are resolved in all provinces containing opposing forces.
5. **Repeat:** A new war move begins (repeat, starting from step 1) until all four war moves for the month are resolved.

Military intelligence

Sound military intelligence is absolutely crucial to a military campaign. A regent is almost always aware of the location of his own units, but is not necessarily aware of the current location of opposing forces. A regent attempting to determine the location of enemy troops (the viewing regent) must rely on information retrieved through his agents, or the agents of his trusted allies – other sources are likely to be out of date, misleading, or possibly even planted as part of an active campaign of deception and counter-intelligence.

An army unit is considered to be *visible* to the viewing regent if the province in which the hostile unit is located satisfies one of the following conditions:

1. The province is claimed by the viewing regent (via investiture or occupation).
2. The viewing regent has a military unit in the province.
3. The viewing regent has a unit of scouts in an adjacent province.

If an army unit becomes visible when entering a province, the viewing regent is aware from which province the unit entered. Furthermore, the regent is aware of which adjacent province a visible unit moves into should it move out of visibility. The viewing regent is aware of the general type (foot-

men, horsemen, humans, goblins, etc.) of any visible unit. A unit of scouts provides the exact unit type (Anuirean Elite Infantry, Mercenary Goblin Calvary, etc.) and the normal unit statistics for all units in its current province.

The disposition of units in provinces for which the viewing regent lacks visibility is far more difficult to obtain. Military intelligence is obtainable by spies (via the *espionage* domain action), magic (via the *sCRY* realm spell), diplomacy, or the actions of player characters (via character actions).

A naval unit is visible to if the viewing regent only if the viewing regent has a naval unit in the same maritime area.

Strategic movement

The regents' regular domain initiatives determine the order in which they act during the war move. A regent's domain initiative is used for every war move of the entire season (12 war moves). The war move is an abstract period of time appropriate to the scale of the strategic situation. A war move corresponds to approximately one week and the distances moved during each week are measured in provinces (on land) or maritime areas (at sea). Terrain, the existence of roads or highways, the unit type, and the weather affect the number of movement points required to advance through a province. Each unit has a move statistic measured in *movement points* per war turn. A unit spends its movement points during the war move to advance through provinces.

Terrain

An army unit's movement rate assumes that the unit is scouting for ambushes, foraging for supplies, carrying tools and military equipment necessary for a unit on the march, and building temporary fortifications for encampment each night. When traveling along major highways in friendly provinces, the unit can travel more lightly and spends less time foraging, thus increasing the number of provinces it can traverse. Conversely, difficult terrain may decrease the number of provinces that an army can traverse per week.

The number of movement points required to advance through a province are listed by terrain type in Table 6-5. These movement rates include all normal overhead, including time spent scouting, foraging for supplies, and building temporary fortifications for encampment each night.

Travel is quickest on major highways in friendly provinces. Paved military/trade highways are engineered to allow for the quick passage of military forces and laden wagons. Highways are domain assets constructed using the *build* domain action. Such highways have fortified inns or semi-permanent camps, regular supply depots, and other amenities that allow friendly units to travel at an increased rate. Hostile units do not receive any advantage in a province that has highways as taking the minor fortifications that protect the resources of the highway by force is more time consuming than traveling on less well-defended roads.

Table 6-5:
Movement point costs by terrain

Terrain	Trackless	Road	Highway
Plains, Steppe, Scrub	1	1	0.5
Forest	2	1	0.5
Jungle/Dense forest	4	2	0.5
Swamp	3	2	0.5
Hills	2	2	1
Mountains	-	4	2
Sandy desert	3	2	0.5
Tundra	3	2	0.5
Major river crossing	see below	+ 1 MP	+ 0 MP

Most provinces do not have highways, but almost all civilized provinces have systems of minor roadways, most of which are simple single-land dirt tracks wide enough for a wagon or carriage. All provinces of level 3 or higher are assumed to have normal roads. Provinces of level 2 are considered trackless for purposes of military movement; the few paths that may exist in the province provide no major benefit to an advancing army.

Some units (such as scouts) have the ability to pass freely through some terrains. A unit that can pass freely through a trackless terrain may use the movement point costs as if the province had roads.

Any river that is significant enough to be drawn on the atlas map is considered a major river. Depending on the level of roads within the province, there may be a movement cost associated with passing between any two provinces that have a major river separating them. If either province lacks roads, then no standing ford or bridge exists between the provinces. In this case the army must spend an entire war move constructing rafts, building bridges, and/or floating its wagons across the river. The movement cost to cross a river without a bridge or ford is equal to each unit's full movement rating + 1; thus it always takes at least one full war move to cross a wild river. If both provinces have normal roads then the cost to cross a river is 1 MP. This crossing makes use of existing fords, minor bridges, ferries, and other existing means of crossing the river used by normal travelers. There is no additional cost to cross a river spanned by a military/trade bridge constructed using the *build* domain action.

Naval terrain

The movement point cost of a naval travel is indicated on the maritime map. Most naval vessels are a deep draft, and thus can traverse only the largest rivers. Light ships may move down a major river traveling from one province directly to an adjacent province on the same river. River movements down river cost 1 MP per adjacent province traveled. Travel upriver costs 2 MP per adjacent province traveled. Keelboats can traverse minor rivers and lakes.

Weather

Weather conditions have a significant effect upon the movement of large bodies of armed troops. Prior to each war move, the Dungeon Master can determine the primary weather conditions that dominate the week using Table 3-19: Random Weather, in the *Dungeon Master's Guide*. Weather conditions effect strategic movement as follows:

Normal weather (01-70): Unit movement is unmodified in normal temperatures.

Abnormal weather (71-80): Abnormally harsh weather is cause for caution. Units cannot perform a forced march during abnormal weather. Units that expend more than half of their movement points receive subdual hit. This penalty is doubled in cold (winter) temperatures. *Naval units*: Movement rates are at 3/4 normal speed at sea. In cold weather, naval units must make a morale save against DC 5 or receive a hit.

Inclement weather (81-90): Fog and muddy roads caused by rain, sleet, and deep snow make travel difficult and slow. Units that travel in inclement weather must make a morale save against DC 5 (DC 10 in cold weather) or receive a subdual hit. Normal roads become next to useless in inclement weather – units traveling through provinces that do not have paved highways must move using the movement point cost appropriate for trackless terrain. Travel is difficult and visibility – units are only visible to the viewing regent if A) they are in a province claimed by the viewing regent and the regent has a military unit in the province, or B) a unit of scouts is in the province with the hostile units. *Naval units*: Hostile naval units are always invisible in inclement weather. Movement rates are halved at sea. In cold weather, naval units must make a morale save against DC 10 or receive a hit.

Storm (91-99): Military travel is impossible. All ungarisoned units must make a morale save against a DC 10 (DC 15 in cold weather) or receive one hit of subdual damage. Hostile units are not visible. *Naval units*: Hostile naval units are always invisible during stormy weather. Units in coastal areas may put into port immediately. Naval units not in port must make a morale save against a DC 10 (DC 15 during winter) receive a hit. Naval units that do not put into port are forced move their full movement rate in a randomly determined direction. If the unit moves into a coastal province, it must make a morale save against a DC 10 (DC 15 during winter) or run aground and be destroyed.

Powerful storm (100): Travel is impossible. All ungarisoned units receive one hit. Hostile units are not visible. *Naval units*: Hostile naval units are always invisible during stormy weather. Naval units take an automatic hit and must make a morale save against a DC 10 (15 during winter) or founder and be destroyed. Naval units move twice their full movement rate in a randomly determined direction. If they move into a coastal province, they must make a morale save against a DC 15 (DC 20 during winter) or run aground and be destroyed.

Forced march

In a normal day's march, an army unit spends approximately four hours on the move. It takes approximately two daylight hours for an army to wake, break camp, and prepare for the march. After the four hour mark, it takes approximately two

hours for soldiers to make camp, construct temporary fortifications, and scout the area. The remaining four hours of daylight are generally spent foraging for food and firewood, in drill, or at ease.

In extremis, a military commander can order their troops to advance for 8 hours a day. A unit that performs a forced march doubles its movement rate for the war move. This is a grueling pace for military unit in full battle dress. Each unit must also make a morale save against a DC 10 or receive one subdual hit. Units receive a +2 circumstance bonus to this morale save in peace-time due to the aid in provisioning and lodging received from local citizens.

Placing units in garrison

Any unit that remains its home province and that does not move or fight for all four war moves is considered to be in *garrison*. Units must be in garrison in order to train (see *improving units*), heal damage (see *combat basics*).

Sailing deep ocean areas

The sailing movement rating of naval units assumes that the vessel hugs the coast and puts into port during night-time hours. Deep ocean-going vessels can sail at double this rate when at deep sea, but traveling far from land adds the risk of being far from port in dangerous conditions.

Encountering hostile forces or fortifications

A visible unit cannot move through a province that contains hostile units without engaging them in battle. If a unit enters a province and finds that it contains hostile units, it may either stay and fight or (if its movement rating allows) retreat back to the province from which it came.

Similarly, an army cannot easily pass through a fortified province. In order to pass through a fortified province, the province's fortifications must be neutralized or conquered. A province's fortifications can be neutralized by putting them under siege. It requires one unit per fortification level to neutralize a province's fortifications. For each season of continuous siege, a province's fortification level is permanently reduced one level. An attacker can also choose to attempt to take a province's castle by storm. Details on taking a fortification by storm are presented in the section on tactical warfare.

Strategic adjustment

Once all regents have moved their units for the war move, opposing regents may vie for a strategic advantage. All regents (or their designated lieutenant generals) make an opposed Warcraft check. In reverse order (i.e.

from the lowest check total to the highest), each regent may complete his or her strategic movement by making a final adjustment. Each regent may move any units that have movement points unspent, subject to the following conditions:



1. A regent may not move troops into a province that contains hostile units belonging to a regent with a higher Warcraft check total.

2. A regent may not move troops away from a province that contains hostile units belonging to a regent with a higher Warcraft check total.

Battle resolution

Battles take place when either of two hostile forces occupying a province wishes to engage the other. Battles resulting from a war move are resolved, one at a time, at the end of the same war move. Such conflicts can be resolved in any order desired. Battles can be resolved in several ways: DM fiat, role-playing, quick resolution battle, or tactical battle using war cards.

Tactical battle: The recommended system for resolving tactical battle is the use of War Cards, as described in the next section.

DM Fiat: If the DM has good reason to judge a winning side and the losses taken by each side, he may do so. However, this should generally be done only for minor battles, battles consisting entirely of NPC forces, or for the purposes of plot advancement.

Role-playing: Although challenging, a dedicated DM could conceivably run a sequence of combats to help determine the outcome of a major battle. In practice, this system works best when combined with the tactical battle rules to help determine the combat in which the players take part.

Quick battle resolution: Although tactical war card battle provides an excellent storytelling mechanic, it is sometimes necessary to determine a rough outcome of a battle more simply. The quick battle resolution system provides a mechanic towards this end.

During each quick tactical round, determine the average attack and defense of each army. During the first round only, each unit may use their charge, melee, or missile rating for determining the average attack bonus of the army. During the subsequent rounds, all units must use their melee rating for determining the average attack bonus of the army. Tactical modifiers due to terrain, weather, visibility, and fortifications (refer to the section on tactical warfare) can be applied to these averages to increase the fidelity of the quick resolution at the cost of slowing down the calculation.

After calculating these averages, each army calculates the damage inflicted to the enemy. The number of hits inflicted to the enemy is calculated using the following formula: *Total hits inflicted* = 0.05 x (11 + average attack bonus for the attacking army - average defense of target army) x the total number of units in the attacking army.

Each side calculates the number of total number of hits that they inflict to the other side. All fractions should be dropped and the minimum damage inflicted is always 1 hit. Each side distributes the damage to their armies and removes any units which are destroyed (0 hits remaining). New average attack and defenses bonuses are then calculated for each army, and this process repeats until one army is destroyed or until either army chooses to withdraw. A withdrawing army may retreat into any adjacent friendly province that contains no hostile forces. If no such province exists, the army may not retreat.

Retreating units are subject to standard movement restrictions, if they do not have sufficient movement remaining to retreat, then they must perform a forced march or be left behind.

The aftermath

After battle, armies will often wish to remain in the embattled province to enjoy the fruits of victory. A defenseless province can be *occupied* and then *pillaged* or *invested*. A province is defenseless only if its province fortifications are neutralized and if there are no defending forces attempting to battle the occupying forces in the province.

Occupation: In order to occupy a province, units must spend four war moves stationary and unopposed in the province. If a unit moves, or is involved in any battle, it may not occupy or pillage the province.

An occupied province is considered to be under martial law and generated no regency and reduced income for its regent. Furthermore, holdings within the province may be destroyed by the occupying forces. Refer to the Occupy Province domain action in Chapter Five for specific details.

Pillaging: Pillaging a province produces immediate loot, but permanently reduces the province level by one. Each pillaging unit gathers 1 GB for the pillaging regent up to a maximum equal to the seasonal taxation for the province (at severe taxation). An occupied province can be pillaged once per month until its level falls to zero.

A province's holdings can be pillaged to generate 1 GB per holding level destroyed. Each pillaging unit may automatically destroy one level of an unfortified temple, law, or guild holding each month. Source holdings cannot be pillaged.

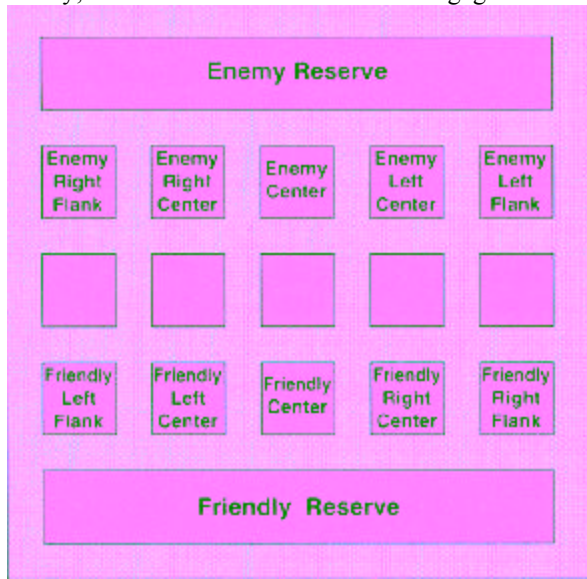
Investiture: An occupied province can be invested only if all province fortifications have been destroyed. Investiture of a province usually requires an official ceremony of investiture performed by a recognized head of church. Refer to *investiture* in Chapter Five: *Ruling a domain*.

Tactical warfare

In tumult and uproar, the battle seems chaotic, but there must be no disorder in one's own troops. The battlefield may seem in confusion and chaos, but one's array must be in good order. One who is skilled at making the enemy move does so by creating a situation, according to which the enemy will act. He entices the enemy with something he is certain to want. He keeps the enemy on the move by holding out bait and then attacks him with picked troops. — *The Art of War*

Tactical warfare is resolved using a battle area divided into three lines (from the perspective of each player, these lines are the friendly line, neutral ground, and the enemy line) and two reserves (the friendly reserve and the enemy reserve). Each line consists of five *areas* (spaces where War Cards representing units are laid): right flank, right center, center, left center, and left flank. Thus, the tactical battlefield is divided into 15 areas and two reserves. The friendly and enemy reserves are considered to be adjacent to all areas on the friendly and enemy lines, respectively. Any number of units can be placed in the reserves, but each side may only place one military unit

per area. An area can contain at most two units, one from each army; this indicates that the units are engaged in combat.



Battlefield setup

The first step in playing out a tactical battle is to determine the initial battle conditions. The following battlefield factors must be determined before battle can commence: 1) Terrain, 2) Weather, 3) Visibility, 4) Fortifications, and 5) Initial unit placement.

Tactical effects of terrain

One of the most important factors in warfare is the nature of the terrain. A unit of knights is a force to be feared in the open plains, but is relatively weak if engaged in a bog. In general, armies tend to meet on open battlefields. All provinces, no matter how wild, have large open sites that are suitable for war. However, each province also has a major terrain type (plains, mountains, swamp, forest, etc) and optional minor terrain types (determined by the DM) in which either general may attempt to force the battle. Both generals must select a terrain. If both sides agree, then the battle takes place in that terrain. Otherwise, the generals of each army must attempt to manipulate the other into meeting on their terms.

The generals of the opposing armies may make an opposed Warcraft check to determine which general is better able to force the site of the battle. A general fighting in his home realm receives a +4 bonus on this check. A general that is attempting to force the battle to an open terrain receives a +2 bonus to his Warcraft check. A general that is attempting to force the battle into a minor terrain of the province receives a -4 penalty to their Warcraft check. In the case of a tie, the armies meet in the open.

The terrain type of the battlefield affects all units in *every area* of the field. Units (such as Scouts) that have the special ability to "move freely" are not affected by terrain movement penalties, but are subject to terrain combat penalties. Potential battlefield terrains include:

Open: This terrain represents plains, scrub, or any other terrain in which movement is relatively free and unrestricted. The open terrain is considered the default battlefield and pro-

vides no adjustments to tactical combat. *Movement:* No effect. *Combat:* No effect.

Forest: This terrain can be used for any area forested enough to interfere with visibility and mobility. *Movement:* Mounted units have a maximum movement of 1. *Combat:* No units can make charge attacks. All missile attacks suffer a -4 penalty to their attack rolls.

Jungle: This terrain can be used for any area with dense, constricting undergrowth. *Movement:* All units have a maximum movement of 1. *Combat:* No units can charge or make missile attacks.

Swamp: This terrain can be used for any battlefield with exceptionally poor or dangerous footings, such as a bog, tundra, an ice field, or a sandy desert. *Movement:* All units have a maximum movement of 1. *Combat:* No units can charge. Mounted units suffer a -2 penalty to their Defense and Melee attacks.

Hills: This terrain can be used to represent any battlefield with areas that provide advantages to the first unit to occupy the area. *Movement:* No effect. *Combat:* Units moving into an area occupied by hostile forces cannot charge. The preexisting units are may charge the engaging unit normally. A unit stationed in an area has a +2 to defense and all attack rolls during the first round of the engagement against a unit moving into the area. These bonuses do not apply against Dwarven units.

Mountain/Cliff: This terrain can be used to represent a battlefield with highly defensible passes that are difficult to attack. *Movement:* Mounted units have a maximum movement of 1. *Combat:* No units can charge. Missile fire from adjacent areas is impossible. The unit first stationed in an area has a +2 to defense and all attack rolls against a unit that engages them in the area. These bonuses do not apply against Dwarven units.

Deep water: This terrain represents a naval battlefield in which movement is unrestricted. Deep water is considered the default terrain for naval battles and provides no adjustments to tactical combat. *Movement:* No effect. *Combat:* No effect.

Shallow water: This terrain represents coastline, rivers, shoals, or any other area that might restrict the movement of large naval units. *Movement:* No effect. *Combat:* Units cannot charge. Heavy naval units suffer a -2 penalty to defense and all attack rolls.

Tactical effects of weather

Inclement weather can have a major impact upon an armed conflict. The battlefield is affected by the weather conditions prevailing during the strategic war move.

Normal: This weather condition represents relatively clement conditions. The normal weather is considered the default and provides no adjustments to tactical combat. *Movement:* No effect. *Combat:* No effect.

Abnormal weather: This represents conditions that are unusually harsh to the affected armies. Generally, abnormal weather only has an effect on a unit in its homeland during winter (cold) or summer (heat). For example, abnormal weather in Rubik's fall would have little effect on the Rjurik, who are well equipped for their seasons. However, an

Anuirean unit might be affected adversely by abnormal weather in the Rjurik fall. *Combat*: Affected units have a -2 penalty to all attacks.

Inclement weather: This represents conditions of precipitation or wind that hinder movement and reduce visibility. *Movement*: Movement ratings are reduced by 50% (to a minimum of 1). *Combat*: All units have a -4 penalty to missile combat ratings. Units affected by abnormal weather in the climate also receive an additional -2 penalty to all attacks.

Storm: This represents conditions of strong wind or precipitation that hinder movement and reduce visibility. *Movement*: Movement ratings are reduced to one. *Combat*: Units suffer a -2 penalty to melee attacks and cannot charge or use missile weapons.

Major storm: Combat is impossible.

Tactical effects of visibility

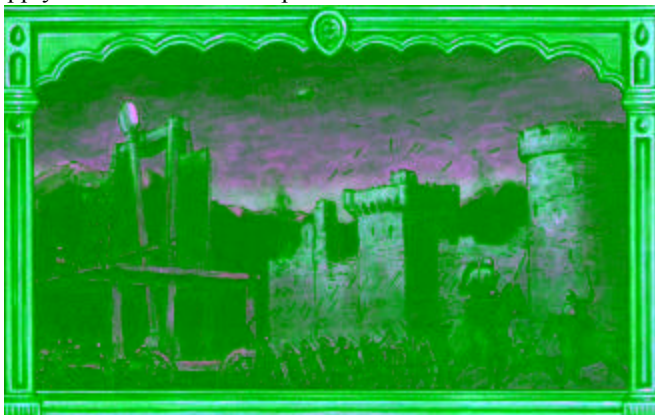
The cover of darkness, fog, or other conditions that affect visibility may turn the outcome of a tactical encounter. Most battles take place in conditions of full visibility. If the players desire different visibility conditions then the players must make an opposed Warcraft check to determine which player best controls the timing of the battle.

Full: This visibility condition represents normal daytime visibility. Full visibility is considered the default and provides no adjustments to tactical combat. *Movement*: No effect. *Combat*: No effect.

Limited: This visibility condition represents limited visibility due to darkness, heavy fog, or other impediments to vision. *Movement*: No effect. *Combat*: Units may not use missile attacks against units in adjacent areas. Units receive a -1 penalty to all attacks. Units composed of races with special sense may overcome the penalty. For example, dwarves, elves, and goblins, do not suffer visibility penalties at night.

Tactical effects of fortifications

Unlike terrain, weather, and visibility, some features may apply to only a portion of the battlefield. For example, an armed camp, a city wall, or a cliff-top castle may provide significant bonuses to some areas of the tactical map, but do no necessary apply to all areas of the map.



If a province has a fortification, the owner of the fortification may use it during the battle if they are attacked. If *they* declare the attack, they may not use their fortification. If neither side wishes to attack, both armies remain in the field, but

the hostile side cannot advance though the province unless they neutralize the fortification.

If a fortification is in use, then the tactical effects of fortifications apply to the entire friendly line of the army that possess the fortification. The remainder of the battlefield may be subject to other terrain conditions, depending on where the fortification was built. Full fortifications can only be built in open terrain – thus any battle in which a full fortification is used always takes place in open terrain. Limited fortifications can be built in any terrain, but the terrain modifier does not apply in the fortified areas.

Limited fortification: A limited fortification represent a temporary or partial fortification, such as those at an entrenched armed camp or the walls of a village. All armies are assumed to construct reasonably fortified positions at the end of each day's march – such minor fortifications are equivalent on both sides, provide no tactical benefit, and are *not* considered to be limited fortifications. In order to build a fortification significant enough to qualify for a limited fortification bonus, an army must occupy the province for four war moves. *Movement*: No effect. *Combat*: Units cannot charge in fortified areas. All friendly units receive a +1 to all defense ratings (this does not apply vs. artillerists). Friendly units in the fortification receive a +4 bonus to morale saves. This defense bonus does not apply against Artillerists units.

Full fortification: A full fortification represents a permanent structure constructed with the *build* domain action and maintained through a seasonal maintenance fee. Castles, major walled cities, and fortified holdings provide full fortification benefit. Full fortifications can only be constructed in open terrain and all battlefields that involve full fortifications must use the open terrain modifier.

Movement: Hostile mounted units cannot enter the area. Any attacking foot unit attempting to enter a fortified area (even from another fortified area) is immediately subject to an attack by the fortification defenses; this free attack is a missile attack with a bonus equal to the fortification level. After resolving this attack, the foot unit may attempt to enter the area.

In order to enter the fortified area, the attacking commander must make an opposed Warcraft check against the commander of the defenses. The offense receives a bonus equal to the melee score of the attacking unit. The attacker receives an additional +4 bonus if they have a unit of Artillerists traveling with their army (to supply siege ladders/towers, covered rams, etc). The defense receives a bonus to this check equal to the double the fortification level, plus the melee rating of the defending unit present in the area (if any). If the check fails, the foot unit fails to enter the fortification; they remain in their previous area and their movement ends. Routed units recover immediately if they enter a friendly fortified area.

Combat: No unit can charge in the area. All friendly units add the fortification's rating to their defense (this does not apply vs. artillerists). Friendly units always make morale saves.

Special: A commander defending a fortification receives the fortification level as a bonus to Warcraft checks to determine tactical initiative and initial unit placement.

A hostile unit that is unopposed in a fortified area during the attack phase may "take the fortification" as its attack. That area is no longer considered fortified. The defender is not

forced to withdraw from the field of battle (even if they have no units on the field) until all fortified areas have been taken.

Initial unit placement

The order of unit placement is determined by an opposed War-craft check, with the winner setting up their forces last. Each side places their units in any of the areas in their friendly line or reserve. Thus, at most five units from either side (one per area in their friendly line) are initially on the battlefield. After the initial units of both sides are placed, the battle is ready to commence.

The battle

After the battlefield is setup, the battle begins. Like character combat, tactical combat is cyclical. Each side acts in turn in round. Each tactical round consists of the following phases:

Table 6-6: sequence of tactical battle

- A. **Movement phase**
 1. Tactical initiative is determined
 2. First side moves all unengaged units
 3. Second side moves all unengaged units
 4. Battle magic declared
 5. Routed units attempt to recover morale
 6. Units attempt to evade or retreat
 7. Surrender or withdrawal
- B. **Attack Phase**
 1. Resolve stationary missile attacks
 2. Resolve charge attacks
 3. Resolve melee attacks
 4. Resolve moving missile attacks

Movement Phase

Initiative: Unlike character combat, tactical initiative is not guaranteed to be in the same order each round. Every tactical round the generals of each army must make an opposed War-craft check (Profession (Sailor) at sea). The winner of the check decides which player moves first.

Unit movement: A *war card* is a counter representing a military unit on the battlefield. A unit can be moved a number of areas equal to its movement in one round. For example, a unit of archers (move 2) could march from the friendly center to the enemy center in one round. All units can move forward, backward, or sideways (but not diagonally) a number of areas equal to its move rating.

A unit may pass through areas that contain unengaged friendly units. If a unit enters an area with a hostile unit, the units become engaged. Engaged units are locked in battle and neither side can move from the area until one side evades, retreats, or is destroyed.

Reserves: Moving from any area in the friendly line into the friendly reserve counts as moving one area and ends the unit's movement for the turn. Likewise, moving from the friendly reserve into any area in the friendly line counts as moving one area and ends the unit's movement for the turn (note, however, that if the unit has a move greater than one, it may still use that movement to charge, withdraw from a slower unit, or any per-

form any other action which requires unspent movement). Units may never move into the enemy reserve.

Routed units: Unengaged, routed units must attempt to return to its reserve by the shortest path and as quickly as possible. Routed units never attempt to engage an enemy and thus may not enter areas containing an enemy unit.

Battle magic declared: Any units containing a spellcasters capable of battle magic (see *Magic on the battlefield*, below) declares any special bonuses/penalties for the tactical round.

Recover from route: All units that are currently routed may attempt to recover their discipline. Routed units can rally with a successful morale save against DC 15. Routed units receive a +2 circumstance bonus to this check in their reserve.

Retreat: Instead of attacking, an engaged unit may attempt to disengage from combat and retreat. A unit that retreats is immediately subject to an attack of opportunity (melee or missile) from the hostile unit. A unit that retreats is not allowed to make any attacks in the attack phase of the war round.

Retreating does not allow a unit to exceed its normal movement for the war turn; thus, units that have already moved their maximum move cannot retreat. Retreating units may only move through empty areas; they cannot pass through areas containing friendly units nor can they engage hostile units. Retreating units may not move towards the enemy's side of the field or from the direction from which the enemy attacked.

Evasive retreat: In the first round of an engagement (before either side has made a melee attack) a eligible units may make an *evasive retreat*. The hostile unit does not get an attack of opportunity against an evasive retreat. To be eligible for an evasive retreat, a unit must have a higher move rating than its opponent. Evading unit may retreat only one area. Evading units, like all retreating units, are not eligible to make an attack in the attack phase.

Routed units: Routed units must always attempt to retreat unless they have no area in which to make a legal retreat move.

Surrender or withdrawal: Either player may surrender his army (terms are negotiable) or attempt to withdrawal from the field. An army with no units on the battlefield must immediately withdraw. The DM can also call a halt to the battle if there is a clear stalemate (both sides refuse to move, one side is capable of evading the other indefinitely, etc.). See *Ending the Battle*, below.

Attack Phase

After all units have been moved, each engagement and missile volley is resolved in order. The steps of this phase are resolved in order, so a charging cavalry may route or destroy an infantry unit before the infantry takes its melee attack, and so on. Attacks within each step are simultaneous, so two units charging each other can kill each other in the same step. Each unit can attack only once during the entire attack phase sequence. See the subsection on *Combat basics* in the *Military units* section for description on how to resolve attacks, damage, and determine route condition. *Routed* units suffer a -4 penalty to all attack rolls.

Stationary Missile Attack: A unit with missile capability that did not begin the round engaged and did not move during the current round qualifies for stationary missile fire. The unit may use its missile rating to attack any unit(s) in an adjacent (non-diagonal) area. The unit may also use its missile rating to attack a hostile unit during the first round of an engagement (effectively giving the missile unit a “last missile attack” before they draw their weapons and engage in melee battle). If missile fire is directed against an area in which forces are engaged then two attacks must be resolved; one against each unit (friendly and enemy alike), but at a -2 penalty to each.

Charge Attack: Any unit that begins the round unengaged and ends the round engaged and with at least one area worth of movement left may use its charge/ram bonus to its melee attack. Thus, a unit that moves its full movement rate across the battlefield to engage an opponent cannot also make a charge. It is possible (likely, in fact) that two units of knights (move 2) that begin a battle across the battle board from each other will both move to the center of the board in order to charge each other. Routed units may not charge. Pike units attack damage during this phase for the first round of any engagement only. This attack inflicts double damage against charging units.

Melee Attack: All engaged units can make a melee attack unless they have already acted in this attack phase.

Moving Missile Attack: Units with missile capability that have moved, but that (1) not currently engaged, and (2) have at least one area of movement unused, may make a missile attack against units in adjacent areas. If missile fire is directed against an area in which forces are engaged then both units (friendly and enemy alike) must resolve an attack against the incoming missile fire.

Ending the battle

A battle ends when one army is destroyed, surrenders, or withdraws from the battlefield entirely. Only units in the reserve may withdraw from the battlefield; units on the battlefield must attempt to return to the reserve in order to join the withdrawal. A commander is forced to withdraw if all his units on the battlefield are currently in the reserve; in effect, he's lost the field. Terms of surrender are negotiable; units may be taken prisoner, stripped of weapons and returned to their homelands, traded for captured friendly units or gold, or put to the sword. Arranging for a trade or ransom of capture units generally requires a *Diplomacy* domain action.

When an army withdraws, they are allowed to make an immediate move to any adjacent friendly province in which no hostile troops are present. If no such province exists, then the army is forced to surrender. The army must pay the standard cost for this movement, thus, if units in the army have already expended their full movement they may have to make a forced march or be unable to withdraw. Any units that lack the movement points necessary to leave the province must surrender instead.

Naval battle

Naval tactical battles are conducted with the same general tactical rules as land-based battles. The principle difference is that each naval unit may carry with it a contingent of soldiers. The "bunks" rating of a vessel determines the maximum number

of army units that a vessel may transport. These army units can make additional attacks to represent boarding actions.

Once two naval vessels are engaged in the same tactical area, army units on the vessel may attempt to board the enemy vessel. After the first round of engagement, all units aboard both vessels are considered to be engaged with all hostile units. Each attacking unit may choose any enemy unit as its target; if the defending vessel has no military unit then the boarding unit may attack the vessel itself.

Generally, boarding units attack to subdue opposing naval vessels. A staggered warship with an army unit aboard surrenders and is taken prize. With an army unit aboard to keep the sailors prisoners, a captured vessel can be sailed to a friendly port, crewed with friendly forces, and added to the victor's navy. A ship is recreated by healing the vessel to maximum of damage, using the standard rules for healing unit damage. Alternatively, a warship can be sold for profit on the open market (generally for 30-80% of its muster cost).

Characters on the battlefield

Heroes unit

The overall efforts of a group of heroes, monsters, and other powerful individuals on the battlefield can have significant effect on the course of battle. The general of an army, along with his or her companions, retainers, or bodyguards may form a Heroes unit. Likewise, a powerful monster or group of monsters can act as a Heroes unit. The effectiveness of a Heroes unit lies primarily the exceptional battle skill of the heroic companions and its high mobility that allows the heroes to be present at critical points in the battle lines each war round.

Unlike normal army units, a Heroes unit does not engage in combat directly, instead, the hero's unit *joins* a normal military unit and provides bonuses to that unit for the tactical war round. A Heroes unit moves using the same rules as normal military units, but it must end its movement on a friendly unit. The friendly unit receives bonuses to its normal combat ratings to represent the aid of the heroes during battle.

Table 6-7: Hero unit bonuses

EL	Attack	Defense	Morale
6	+0	+0	+2
8	+2	+0	+2
10	+2	+1	+2
12	+2	+1	+4
14	+4	+1	+4
16	+4	+2	+4
18	+4	+2	+6
20	+6	+2	+6

In order to be effective, a Heroes unit must be small, mobile, and skilled. A maximum of eight individuals can be part of a Heroes unit. Each character must also be of at least 3rd level in order to contribute to the Heroes card. A character that is casting battle magic cannot also be part of a heroes unit during the same tactical round. The effective EL of the group determines the bonuses provided by the Heroes card. These bonuses are applied to the unit the Heroes aid during the tactical round.

Mobility is a critical factor in the effectiveness of the heroes. The Heroes unit's movement rating is determined as follows.

Table 6-8: Hero unit move

Move	Requirements
1	None
2	All heroes are mounted or have a movement rate of 30"+
3	All heroes have at least one rank of Ride and are mounted on war-trained steeds
4	All heroes have at least 5 ranks of Ride and are mounted on war-trained steeds

A Heroes unit's movement during a tactical round affects the types of attacks that the unit can support. For example, if a Heroes unit moves during tactical round, then it cannot provide an attack bonus to stationary missile fire (only moving missile fire). Likewise, if a Heroes unit has exhausted its movement for the tactical round it cannot provide a bonus to charge.

If a unit containing a Heroes unit is destroyed, each hero should make a character level check with the following results. Characters that are captured are usually held for ransom or as hostages, but may be slain by merciless adversaries. Survivors that return to the reserve may reform a new heroes unit.

Table 6-8: Defeat on the battlefield

Result	Effect
4 or less	Character is slain on the battlefield
5	Character is captured by the enemy
10	Character escapes the route, but is exhausted, wounded, and may not participate in the remainder of the battle.
15	The character escapes the route and returns to the reserve in 1d4 + 1 tactical rounds.
20	The character escapes the route and returns to the reserve at the end of the tactical round.

Variant: Role-playing battle encounters

Instead of providing fixed bonuses based on the EL of the heroes, a DM can also pause the War Card battle to run encounters when the Heroes unit is engaged. Based upon the outcome of the skirmish, the DM can have the Heroes unit provide a greater or lesser bonus than indicated by the heroes' EL. In this case, the unit attack roll should not be made until after the skirmish is complete.

When two units with Heroes cards engage, a battle between the opposing heroes can be resolved as a standard encounter. After the combat is resolved, new ELs for each Heroes card should be determined before apply bonuses to the unit attack roll.

Commanders and Lead

A passionate and skilled leader can lead a unit to feats of bravery that might otherwise be beyond it. A unit receives a +1 to its morale bonus for every 5 ranks of Lead possessed by a character that is fighting as part of the unit. Only one character can provide this bonus per unit. This character may also be part of a Heroes unit, and these bonuses stack.

Magic on the battlefield

Realm spells can be used to bless, charm, teleport, or destroy entire armies, but require a month-long casting time that makes them impractical for many defensive purposes. Conventional spells can have significant impact upon a battle, but such impact is no more or less profound than the skill of a heroic warrior of equivalent level. Thus, the Heroes unit adequately represents a spellcasters use of their normal spell list.

Spellcasters with the Battle Spell feat can provide even greater benefit to the armies with which they are allied. Battle spells are meta-magically enhanced conventional spells powerful enough to provide tactical bonuses to army units. While specific spell effects used in battle magic vary greatly, the tactical effects are always represented as an abstraction; battle spells provide a bonus to a unit statistics of a unit for one tactical round.

The effect of the bonus is determined both by the power of the spell, and the tactical skill of the caster. When a battle spell is cast, the caster must make a Warcraft check (DC 10). If this check fails, the spell provides no benefit. If the check succeeds, the battle-spell provides a base modifier equal to 1/2 x the spell level. This base modifier is increased by + 1 for every 5 full points by which the Warcraft check exceeds DC 10.

The caster (with the aid of the DM) determines how the bonus provided by the battle spell is applied. The bonuses/penalties of a battle spell last only for the current tactical round. The bonus provided by the spell can be used to either increase or decrease the offensive (melee, missile) or defensive (defense, moral) statistics of the target unit. A battle spell used as a ranged attack can provide a missile rating (at the battle spell bonus) to a unit otherwise without missile capabilities.

For example, a spell caster traveling with a unit of Elite Infantry casts a battle magic fireball and rolls a Warcraft check of 18. The spell provides a + 2 bonus (1/2 x 3rd level spell + 1 for being five full points over DC 10) to the unit. The DM rules that a battlemagic *fireball* is equally effective in impede an opposing charge (providing a defense bonus) as it is in blasting the front line of an enemy's defense during an advance (providing a melee bonus) or during a ranged attack (providing a missile bonus), but that it cannot be used to provide a morale bonus. As the unit is currently unengaged, the spellcaster chooses to use the battlespell to provide a +2 bonus to allow the unit to make a missile attack (at +2 bonus). This missile attack is resolved using during the attack phase as per a normal missile attack.

In the next round, the unit is engaged in battle against an overwhelming opponent. The spellcaster feels that his only hope is to help route the enemy. He casts a battle magic *confusion* that was prepared using the Empower Spell feat as a 6th level spell. The DM rules that the heightened *confusion* spell would produce a more effective battlespell, and thus allows the spellcaster to count the confusion spell (normally a 4th level spell) as a 6th level spell. The caster's Warcraft check result is DC 20; thus the total modifier provided by the spell is 3 (1/2 x 6) + 2 (for being 10 points over the minimum DC) = 5. The target enemy unit receives a -5 penalty to their morale

save for the upcoming tactical round. If the caster's unit is able to successfully damage the unit, there is a very good chance that they will route.

Channeling battle magic is time-consuming and draining. While preparing a battle spell, a spell caster cannot safely cast conventional magic. Likewise, after casting a battle spell, a caster is incapable of casting *any* spells for a few minutes. During the tactical round in which a spell-caster casts a battle spell, they cannot cast conventional spells. This leaves them largely defenseless unless they are well guarded. Thus, a spellcaster cannot also contribute to the EL of a Heroes unit in any tactical round in which they cast a battle spell.

Battle spells require bulky ritual components. For arcane spell casters this includes books of arcane lore and massive amounts of material components. For divine spellcasters this includes portable altars, oils for anointing, prayer books, and other expendable material components of magical or religious significance. These components are generally transported in a war wagon dedicated to support battle magic (see *Special training*, under *Military Units*).

chapter seven: Realm magic

Cerilia is a mystical place with ancient ley lines, magical sources, and the spiritual powers of devoted worshippers all available to those who know how to harness them. The power of the magic commanded by a single spellcaster is nothing compared to the power available in a great ancient forest or the heartfelt devotion of hundreds of true believers. Realm magic is a special type of magic that are available *only* to regent spellcasters; without the power provided by a character's regency, a realm spell would fail completely. The spectacular results generated by tapping into these sources of power are *realm spells*.

Realm spells can only be cast from a province in which the regent spellcaster has a temple holding (divine), source holding (arcane), or some other connection to extensive power. By acting as a conduit for this power, the regent spellcaster can achieve results far greater than those that can be achieved through normal spellcraft. The preparations for channeling these great powers are lengthy and involved; a domain action (one full month of effort) is required to cast a realm spell.

Arcane realm magic

Mebhaighl flows stronger in the most essential and wild places of nature. High mountains and ancient forests, for example, offer more magical potential than hills or tundra. Yet no matter what the terrain, when casting realm magic, all wizards access mebhaighl in the same way – through magical holdings known as sources. In simple terms, a source is a place where mebhaighl collects. Though this magical energy exists everywhere, it naturally tends to pool and concentrate in particular locations, much as puddles in the rain. The concentration of mebhaighl is so strong at such sources that their environs are physically marked by a *manifestation* of earthpower. Manifestations take many forms: a craggy, mist shrouded spire of a mountain range immune to the elements, a gem-encrusted geode in the heart of a mountain, a preternaturally still pool of water which produces no ripples and reflects nothing of man's works, or similar preternatural manifestations of power. Whatever its form, a manifestation is likely one of the oldest remnants of nature in a province, or some mystical object largely untouched by ordinary men.

Magic potential

Magic potential is defined by the strength of nature residing there. Small forests, streams, and hillocks collect power, but this power is dwarfed by the raw earthpower available in great rivers, vast woodlands, and mountain ranged unspoiled by the touch of civilization. The despoiling touch of civilization weakens the land's magic, and stretches of Cerilia are nearly magic-dead as the result of generations of settlement, agriculture, and taming.

Each terrain type has a specific magic potential. The sum of a province's level and the level of sources within it cannot

normally exceed the magic potential rating of the terrain (see Table 7-1: Magic potential by terrain). The difference between a province's magic potential and its province level is its *maximum source level*. The maximum source level of a province is listed, delimited by a slash, as part of its domain statistics. Consider the province of Ghoried in Roesone. Ghoried has the plains terrain type, and therefore has a magic potential of 5. Ghoried's province level is 2. Thus, the maximum source level in Ghoried is 3 (the magic potential of 5 - the province level of 2) and the province is listed as Ghoried (2/3).

Table 7-1: magic potential

Terrain Type	Potential
Desert, Glacier, Hills, Marsh, Moor, Plains, Steppes/Highland, Tundra	5
Forest, Mountain, River	7
Swamp	8
Exceptionally wild, trackless, and untamable regions (such as untouched ancient forest, the highest mountain peaks, etc.)	9
Unusual natural or magical phenomena (such as dragon bones, underground rivers, etc.)	+1 to +2
Cataclysmic magical or military events	-1 to -3

If a province's level increases, its maximum source level immediately decreases in response, possibly causing the loss of one or more regent mage's source holdings. The intricacies of nature are complex – it is impossible for a regent to know which source holdings will be destroyed when province level increases. The DM should determine the ownership of a destroyed source level randomly. For example, assume that two of Ghoried's (2/3) source levels are claimed by High Mage Aelies and that one source level is unclaimed. Therefore, High Mage Aelies claims two-thirds of the magical power in Ghoried. If Ghoried's province level increases, the loss will come from Aelies holdings with two-thirds probability. The DM rolls a d3. On a 1 or a 2, High Mage Aelies loses a source level in Ghoried. On a roll of a 3, the unclaimed source is destroyed.

If province's level decreases, the province will eventually return to a more pristine state and replenish its mebhaighl flow. If the land is returned to an entirely natural state (all buildings razed, etc.) then the effective maximum source level of the province increases by one each spring until it reaches the maximum determined by the new province level. If the land is not returned to an entirely natural state then it takes five times as long for the land to recover. Newly recovered sources are considered unclaimed, regardless of any past claims upon them.

The Sidhelien, by tradition and nature, live in harmony with the supernatural forces of the natural world. Elven civilization does not impede the flow of natural magic nor does it destroy the wellspring of such power; elves build with full knowledge and awareness of the effect of their actions on the flow of mebhaighl. Province levels that represent elven populations

living in harmony with the land do not subtract from the level of sources available within a province. Consider the province of Rhuobhe (2/9). Rhuobhe, one of the most wild and trackless provinces of Cerilia, has a magic potential of 9. Although Rhuobhe has a province level 2, this population level represents a fully elven culture living in harmony with nature. Thus, the province level does not subtract from the available source levels in Rhuobhe, a 2/9 province.

Sources

Each province has innumerable natural areas through which concentrated mebhaighl flows and pools. Only the most powerful of these areas exhibit natural manifestations of earthpower that can be claimed by a blooded mage to perform realm magic. The number of *source manifestations* in a province is roughly equal to the maximum magic potential of the province. Characters may be able to make an educated guess as to whether or not they have located a source manifestation, but only druids, wizards, and sorcerers will immediately recognize a manifestation for what it is – a supernatural manifestation of earth power. Druids and true mages can also determine if a source manifestation has been claimed by a regent and whether or not the source has been used to power a realm spell within the previous three months.

Source manifestations are difficult to find. By their very nature, manifestations are most likely to occur in the most remote and untracked areas of a province. Locating a source manifestation is a difficult and time-consuming process. Even powerful mages wishing to claim a portion of the magical energies of a province often enlist the aid of others in their search – sending apprentices to make initial surveys or sending agents out to ask locals about unusual natural features or tales of supernatural events in the wilderness. A true mage can attempt to locate and claim a source manifestation through the use of the Create Holding domain action to create a source (0). If successful, the mage finds and claims a new source manifestation.

In claiming a manifestation, the mage forces her acceptance as a part of the environment. In the natural area surrounding the manifestation, the wizard is attuned perfectly to the land – wildlife will not flee her approach, and the wizard can stand within the midst of the manifestation without fear of discomfort or harm. This area has a diameter of 1 mile x the level of the source holding squared. This connection remains intact unless the mage's holding is contested.

Through natural and magical means, true mages can then enhance the flow of the province's mebhaighl through their manifestation, claiming more of the province's power for themselves. To strengthen their sources, mages use the Rule Holding domain action. This action represents additional time that the mage spends in the province attuning herself to the land and altering the natural flow of mebhaighl to pool more deeply in the reservoirs available for her use. As a source's holding level increases, its manifestation becomes more potent and distinctive.

Normally, all regent mages in a province claim a unique source manifestation as their own. A mage may only attempt to claim a source (0) in a manifestation already claimed by another mage if the other agrees to allow the action to suc-

ceed. If two or more mages claim the same manifestation, the source levels available to each are separate but the total of the source levels defines the strength of the manifestation. The maximum source level of a province represents the limit for the amount of earth power available in each province. If two or more mage regents claim the province's mebhaighl then they must contest among themselves for the available source levels.

Source manifestations usually do not require protection from ordinary people – few pass nearby. More importantly, the earthpower itself enhances the power of the manifestation and makes it largely immune to harm. Manifestations resist normal wear and damage from the elements (earth, air, fire, and water) including flooding, erosion, lightning, or forest fire. Deliberate violence, however, can harm manifestations and – rarely – even the source itself. Because of the mystical link between regent mages and their sources, they become immediately aware when a claimed manifestation is disturbed. This awareness generally ranges from a feeling of mild discomfort to actual acute physical pain.

Magic-based attacks and determined physical attacks can eventually destroy a manifestation. A source manifestation has spell resistance equal to $20 + 2 \times$ source level. Furthermore, source manifestations have damage resistance (from all sources of harm) equal to $2 \times$ source level. Finally, damaged sources regenerate damage at the rate of 1 hit point per source level / round.

Any normal harm done to a manifestation is temporary. Destruction of a manifestation temporarily disrupts the flow of mebhaighl through the source and prevents the regent mage from tapping the source to use realm magic. The source will produce a new manifestation in less than a month. Only damage to the source through realm level actions (such as contesting the source holding, casting the realm spell *destroy source*, or the massive destruction of a province's woodlands through specific military action) has any lasting effect.



Caerbhaighlien

The manifestations produced by the natural flow of mebhaighl are almost universally level 0 manifestations. Without willful manipulation by a regent mage, most sources do not naturally pool the amounts of mebhaighl necessary for even the least realm spell.

Some naturally occurring source manifestations are so powerful, however, that sometimes even non-mages passing near their manifestations can feel the pull of mebhaighl. These sources, called *caerbhaighlien* (kay-er-VAY-len) by the elves, are both rare and powerful. No mage can claim a caerbhaigh-

lien – it is claimed, incontestably, by nature itself. However, any regent mage in the direct presence of its manifestation can tap its mebhaighl to cast realm spells as they were the caerbhaighlien source's regent. Caerbhaighlien sources draw from the deep essence of the earths' power and do not count against the maximum source levels of the province.

Ley lines

Regent mages who control sources of mebhaighl can command arcane realm magic, the most powerful arcane magic available to human- and elven-kind. In order to cast realm spells, however, a regent mage must draw on the power of her source holdings. Arcane realm spells require that the caster have a source holding in the province in which the spell is cast. The level of the source holding may limit the realm spells that can be cast by the regent in the province. Ley lines provide a means of accessing a regent's source holdings in other provinces to allow the regent more flexibility in the casting of realm spells.

Ley lines are mystic conduits that allow a true mage to tap the mebhaighl from the source where it collects and transport it to a province in which he wishes to cast a realm spell. A ley line creates a magical link between two provinces. For the purpose of casting realm spells, the caster may use the highest level source that he claims from either of the two connected provinces. If either of the two connected provinces is connected to a ley line, then the caster may use the highest level connected source anywhere in the ley network.

A mage can only forge ley lines from a province in which he holds a source (the initial province), but the mage does not have to have a source in the terminal province to which the ley line connects. Ley lines can be forged over any overland distance. A ley line cannot extend over more than 150 miles of water. A ley line only connects two provinces (the initial and terminal provinces). A ley line that simply passes through a province cannot be used to cast realm spells.

Ley lines, like rivers, curve and meander to accommodate terrain, but for game purposes are assumed to define a straight line between the center of the initial and terminal provinces. The length of a ley line is the number of provinces it touches, not counting the initial province. For example, a ley line between two adjacent provinces has a length of 1.

To construct a ley line, the caster must spend a significant portion of a month in the initial province, and a brief time (one day) in the terminal province. During this day, the mage goes into a trancelike state during which she loses track of her surroundings and is largely defenseless. If disturbed during this period, the mage's forging attempt automatically fails. Powerful regent mages generally travel with quiet guards or trusted friends pledged to protect them during this period of concentrated effort.

When a ley line is forged, all true mage source regents in the provinces through which it passes are aware of the change in the flow of mebhaighl through their realms. These regents are aware of the direction of the mebhaighl flow and are aware of whether the line begins, ends, or simply passes through their province. Source regents in any province through which a ley line travels may use their source levels (and RP) to aid or hin-

der the forging of the ley line. Once created, however, a ley line cannot be detected or destroyed except through the use of realm spells cast for that purpose.

Once created, a ley line costs nothing to maintain. However, the use of a ley line to perform any realm spell increases the regency point cost of that spell by the number of provinces crossed by the ley network that connects the province to the necessary source.

Ley lines are a non-transferable domain asset. When a regent dies, her ley network is destroyed. Ley lines cannot be used or invested to another caster. The only exception to this rule is the use of the ley lines by the regent's lieutenant as part of a lieutenant domain action.

Casting arcane realm spells

Regent mages primarily use their sources to power arcane realm spells, extraordinary works of spellcraft strong enough to effect entire domains. Because these spells draw upon concentrated mebhaighl, mages can cast them only in provinces where they have sources or ley lines to sources of sufficient potential to power the spell. Arcane realm spells require varying levels of sources to fuel them; more powerful spells require higher-level sources.

When a regent casts a realm spell, he marshals his source's magical energy over the period of a month. During this marshalling, the regent need not be physically present at the source's manifestation but the mage must remain within the province in which the spell is to be cast. During the period of marshalling, the mage spends the majority of each day in deep concentration, summoning the land's mebhaighl towards him, preparing the weave of the spell's final form, and resting. At the end of the marshalling period, the regent mage channels the mebhaighl he has gathered through his body and empowers the spell. Only blooded greater spellcasters are capable of channeling arcane realm magic; a bard, magician, or un-blooded mage that attempted to channel such energies would be destroyed spectacularly.

Divine realm magic

Regent priests primarily use their temples to tend to the spiritual well-being of those that follow their deity and to exert political influence to further the dogma of their church. However, the divine energies channeled by a single cleric, no matter how devout, pale beside the potential energies focused by the massed faith of hundreds of faithful worshippers brought to the peak of religious fervor through weeks of ritual, fasting, and prayer.

Casting divine realm spells

When a divine spellcaster casts a realm spell, she marshals her temple's followers in a massive ritual designed to channel massive amounts of divine power. The priest spends the marshalling time traveling throughout a province to speak to the devout and lead rituals, blessings and prayers at each of the various cathedrals, temples, and shrines within the province.

When a regent priest casts a realm spell, he marshals the belief of the faithful over the period of a month. The rituals asso-

ciated with clerical realm spells tend to be elaborate affairs, requiring costly vestments, rare incenses, and valuable sacrifices. If nothing else, the value of such sacrifices imparts to those witnessing the importance of the cause for which such faith is mustered. During this marshalling, the regent must remain within the province and spend a great deal of the time and effort in the organization and implementation of the many rituals required to invoke divine realm magic. During the month, the priest spends the majority of each day leading worship and ritual services. Near the end of the month-long effort, the priest heads a lavish ritual in which a large number of devout worshippers provide the faith which, through the power of the regent priest's divine bloodline, is channeled into a divine realm spell.

Only blooded divine spell casters are capable of channeling divine realm magic; an unblooded priest lacks the necessary link to the divine required to focus the belief of the masses into the casting of a realm spell. Blooded rangers, paladins, and other minor divine spell casters are capable of casting divine realm spells, but due to the spell level requirements, many realm spells are beyond them. Some divine realm spells may only be available to priests of specific religions.

In order to successfully cast a realm spell of a given level, the regent priest must be able to cast conventional spells of that level. Furthermore, the regent priest must claim a temple holding equal to or greater than that required to cast the spell.

Variant: Using the power of the earth

Druids may cast spells using temple holdings. In addition, however, druids may draw upon the natural power of the earth to empower their spells. Druids are able to cast divine realm spells as if the unclaimed source holdings in the province were temple holdings under their control. The druid must have a temple holding in the province in order to use this ability. Dwarven priests of Moradin may use unclaimed source levels of mountain provinces in exactly the same way as druids.

Realm spells

A spellcasting regent can spend a domain action to cast a mighty enchantment that affects an entire province. Realm spells are a special type of magic that are available only to regent spellcasters. Realm spells can only be used in provinces in which the regent has a temple holding (divine realm magic) or source or ley line (arcane realm magic).

Learning realm spells

Realm spells are difficult to learn and master. Spellcasters can only learn realm spells by expending significant effort. Unlike

conventional spells, divine spellcasters do not automatically have access to all divine realm spells. Likewise, arcane spellcasters may not select a realm spell as a "free" learned spell when going up a level. Realm spells must always be researched – they cannot be learned directly from another spellcaster or through simply copying a spellbook.

Researching a Realm spell takes one month per level of the realm spell and requires an expenditure of 1 GB for each month spent. This money goes into fees for rare books, relics, materials, consultants, experimentation, and other miscellaneous expenditures. At the end of that time, the character makes a Spellcraft check (DC 15 + realm spell level). The character may receive a +2 bonus to this roll if they have tutoring or realm spell research notes from another character that has already learned the realm spell. If the roll succeeds, the character learns the new realm spell. If the roll fails, the research fails. The character may attempt to learn the spell again, but must pay the full costs associated with doing so.

Number of realm spells known

All spellcasters have a limit to the number of realm spells that they may know. An arcane spellcaster may learn a number of arcane realm spells equal to the number of ranks that they possess in Knowledge (Arcana). Likewise, a divine spellcaster may learn a number of divine realm spells equal to the number of ranks that they possess in Knowledge (religion). Realm spells do not count against the "maximum spells known" for sorcerers or other spell casters that have such a limit.

Casting a realm spell

All realms spells are subject to the rules noted in this section unless the exception is explicitly noted in the spell description.

Casting Time

Realm spells are a form of ritual magic. The preparations are lengthy and involved; the spellcaster must spend a domain action (one full month) engaged in the rituals necessary to cast the realm spell. Casting a realm spell leaves the regent spellcaster physically exhausted. The spellcaster is *fatigued* (-2 to Strength, -2 to Dexterity, can't charge or run) for the entire month. A realm spell will automatically fail if the caster leaves the province, engages in any other time consuming activity, or is reduced to less than

25% of his normal hit point total during the casting period.

Level

Like conventional spells, all realm spells have a level. The level of a realm spell is not dependent on class, but may differ between arcane and divine spellcasters. A character may not cast a realm spell unless they are capable of casting conventional spells of that level. For example, a 3rd level wizard regent could cast spells of level Arcane 2. A 3rd level wizard could not cast spells of level Arcane 3 or Divine 1.



Target

A realm spell is always centered on the province in which the ritual magic is cast. Realm spells generally target one or more provinces or characters, military units, or other domain assets within the target province.

The targets of a realm spell must be in the same province as the caster throughout the casting of the spell. Spells that affect military units only affect military units that are stationed in the target province for the entire month. Spells that target characters require that the characters remain within the target province and regularly participate in brief rituals. The target is free to take any normal or domain actions within the province.

Spells that target multiple provinces must include the province in which the spell is cast. Each additional affected province must be adjacent to the initial province or another affected province. Furthermore, the spellcaster must have an appropriate holding of at least level 0 or a ley line connection in order to provide the link to the adjacent province necessary to including it in the spell's effect.

Duration

The effects of a realm spell begin to be felt several days before the ritual's completion. Once the ritual is complete, the effect of a realm spell is generally immediate.

The effects of instantaneous realm spells come and go the instant the spell is complete, though the consequences of the spell might be long lasting. For example, the completion of an *alchemy* realm spell increases the value of a unit of trade goods. Once the spell is complete, the resultant change in value is permanent and can not be dispelled.

Many durations are measured in seasons (a domain turn consisting of 3 action rounds), months (1 action round), or weeks (1 war move). When the time is up, the spell ends and the magic goes away. If the duration line ends with a "(D)," the caster can dismiss the realm spell at will.

Saving throws and Spell resistance

If the spell affects individuals, spell resistance and/or a saving throw may apply. Spell resistance applies normally except that the spell resistance check is not rolled. Over the intensive and lasting period of a realm spell effect, the caster gets an average result. The spell resistance check is made as if the regent spellcaster had rolled a "10" on the check. Thus, spell resistance succeeds only for creatures having SR greater than 10 + caster level.

Realm spells that allow saving throws have a DC 10 + realm spell level + the caster's spell-casting attribute. Spells that affect military units may receive unit saving throws (refer to Chapter Six: Warfare).

Special requirements

Some spells require more power than others, and therefore must be supported by stronger holdings. Arcane spellcasters can use ley lines to effectively increase their source level in a province for the purpose of spell casting.

In addition, some realm spells may have additional prerequisites, such as the worship of a particular deity, or the ability to turn undead.

RP and GB cost

The materials needed to cast a realm spell are often expensive and hard to find. In addition, casting a realm spell requires the regent caster to tap the power of this domain. Therefore all spells list a cost in regency points (RP) and gold bars (GB) to cast the spell. Note, however, that the caster is not expending regency point to power the spell; in truth, the regency is being spent to channel and control the actual principle power of the ritual, mebhaighl (arcane) or focused faith (divine).

Variant: Regency maximums on spell casting

Like a stream of water, mebhaighl and the power of faith are seemingly endless in supply, but limited in current. Minimum source requirements for spells represent the necessary minimum flows of power that are required to cast a realm spell; difficult realm spells require a strong and constant single source of power. Increasing the power of a spell beyond its minimum effect, however, requires that the caster expend regency in order to channel more arcane/divine power from his domain into the spell.

Using this variant, the maximum amount of power that a caster can add to a realm spell is limited by the power of her domain. Specifically, a regent caster is limited in the amount of regency that she can use to increase the effect of a realm spell. The maximum regency that can be spent on a spell is equal to the total power of the caster's domain holdings of the appropriate type (i.e. the sum of all source holdings in the domain of an arcane spellcaster or the sum of all temple holdings in the domain of a divine spellcaster).

realm spell descriptions

Alchemy

Transmutation

Level: Sor/Wiz 1

Target: Personal

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

Special Requirements: Source (3)

You can invoke a small-scale, permanent transmutation effect to turn lead into gold. Casting this spell transforms enough lead to create 1 GB worth of gold. For every additional 4 RP spent during the casting of this spell, an additional 1 GB worth of gold is transformed. *Special:* The number of GBs worth of gold produced by this spell cannot exceed the level of the source used to empower the ritual. Thus, a wizard casting this spell with a source 3 and spending 12 RP can produce no more than 3 GB worth of gold per casting (for a net profit of 2 GBs as the spell costs 1 GB in components).

Regency Cost: 4 RP / 1 GB created.

Material Components: 1 GB worth of expendable ritual components and base materials.

Battle Armor

Abjuration

Level: Sor/Wiz 4

Target: 1 unit

Duration: 1 week/level (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (4)

The unit upon which the spell is cast is magically protected from harm. The unit receives a +4 bonus to its defense and morale ratings.

Regency Cost: 4 RP.

Material Components: 2 GB worth of expendable ritual components.

Battle Arms

Transmutation

Level: Sor/Wiz 1

Target: 1 unit/level

Duration: 3 months (D)

Saving Throw: Unit [harmless]

Spell Resistance: Yes [harmless]

Special Requirements: Source (2)

This spell adds a +2 bonus to the offensive ratings of the affected units.

Regency Cost: 1 RP/unit.

Material Components: 1 GB/unit worth of expendable ritual components.

Battle Bless

Enchantment (Compulsion)

Level: Clr 1

Target: 1 unit/level

Duration: 2 weeks + 1 week/level

Saving Throw: None

Spell Resistance: No

Special Requirements: Temple (3)

Your blessing fills an army's soldiers with courage. Each affected unit gains a +1 to all its offensive ratings for the duration of the spell.

Regency Cost: 1 RP/unit

Material Components: 1 GB worth of expendable ritual components.

Battle Fury

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr/Drd 2

Target: 1 units/level

Duration: 12 weeks

Saving Throw: Unit negates

Spell Resistance: Yes

Special Requirements: Temple (2)

Whenever engaged in mass combat, the soldiers of the affected units become enraged and fight passionately with little regard for personal safety. Affected units gain a +2 bonus to their melee ratings. The units also gain a +1 to their movement rating and an additional hit. The unit becomes fearless and never fails rout checks. Due to the soldiers' lack of regard

for their personal safety, the units receive a –2 penalty to their defense rating. The enraged units must engage opposing units whenever possible. They may only use missile attacks if they are unable to engage an enemy unit in melee.

Regency Cost: 1 RP per unit.

Material Components: 1 GB per unit worth of expendable ritual components.

Battle Seeming

Illusion (Glamer)

Level: Sor/Wiz 5

Target: 1 unit/level

Duration: 1 week/level (D)

Saving Throw: Special

Spell Resistance: Special

Special Requirements: Source (4)

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.

Regency Cost: 1 RP/unit.

Material Components: 1 GB worth of expendable ritual components.

Bless Land

Transmutation

Level: Clr/Drd 1

Target: 1 province/2 levels

Duration: One season (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Temple (1)

You can invoke a province-wide *blessing*. The increase in prosperity brought by this blessing temporarily increases the province level by one for the purposes of determining taxation and holding income collection. Furthermore, all temple holdings belong to you are increased by one level for the purposes of determining holding income collection. For example, a temple (4) in a province (5) would collect regency and gold as if it were a temple (5) in a province (6).

Bless land lasts for one season. Regardless of the month in which it is cast, the spell effect counts during only the *first* collection period occurring after the spell is cast – if the spell duration crosses a domain turn boundary, the regent effectively gets early credit for the remainder of their increased prosperity. If this spell is countered, affected regents earn 1/3 of the total additional income that they would have received for each month in which the spell was active.

Bless land counters and is countered by *blight land*.

Regency Cost: The regency cost of this spell for each province affected by the spell is equal to difference of the target province level's and the caster's temple holdings in that province. A priest that controls a temple (3) in a province (5) and a temple (3) in a province (4) must spend 3 RP to bless both provinces. Each province has a minimum cost of 1 RP.

Material Components: 1 GB worth of incense, oils, sacrifices, and other expendable ritual components.

Blight Land

Transmutation

Level: Clr/Drd 1

Target: 1 province/2 levels

Duration: One season (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Temple (1)

You curse the target province(s) and all of the holdings in it. *Curse Land* temporarily decreases the province level and all holding level within the province by one for the purposes of determining taxation and holding income collection. Your temple holding level is unaffected by the curse. If your temple represents the state religion in a province, the province loses one loyalty grade.

Blight Land lasts for one season. Regardless of which month in which it is cast, the spell effect counts during only the *first* collection period occurring after the spell is cast – if the spell duration crosses a domain turn boundary, the regent effectively gets early credit for the remainder of their decreased prosperity. If this spell is countered, affected regents lose only 1/3 of the total additional total loss that they would have suffered for each month in which the spell was active.

Blight Land counters and is countered by *bless land*.

Regency Cost: The regency cost of this spell for each province affected by the spell is equal to difference of the target province level's and the caster's temple holdings in that province. A priest that controls a temple (3) in a province (5) and a temple (3) in a province (4) must spend 3 RP to bless both provinces. Each province has a minimum cost of 1 RP.

Material Components: 1 GB worth of incense, oils, sacrifices, and other expendable ritual components.

Bloodline Destruction

Transmutation

Level: Clr/Drd 6

Target: 1 scion

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Special Requirements: Temple (1)

This spell allows the caster to permanently sunder the connection between a scion and his bloodline. The subject must be present (usually as a prisoner) during the entire period of the realm spell casting. At the completion of the ritual, the subject of the spell must make a Fortitude save (DC 19). If this spell succeeds, the scion's bloodline and all blood powers vanish permanently. The character loses the scion template, the ability to cast true magic without elven blood, and all other scion advantages/disadvantages. This spell cannot be reversed, but the character is eligible to claim a new bloodline in the same manner as any other unblooded character.

Regency Cost: RP equal to the targeted bloodline score.

Material Components: 10 GB worth of expendable ritual components.

Bloodline Ward

Transmutation

Level: Clr/Drd 4

Target: 1 scion

Duration: 1 week/level

Saving Throw: Special

Spell Resistance: Special

Special Requirements: Temple (1)

This spell allows the caster to forge a connection between the spiritual essence of a willing scion's bloodline and a focus. Due to the protective nature of the magic that creates this channel, attempts to drain or suppress the character's bloodline score are impossible. Any successful attempt to transfer or destroy a character's bloodline causes the divine essence of the bloodline to retreat into the focus (regardless of distance) instead.

This spell can only be cast on a willing scion that is present and touching the object during the final ceremony of the spell. Once the spell is in place, a priest regent can recast this spell to extend the spell's duration. In this case, it is sufficient for either the focus or the regent to be present during the final ceremony.

Bloodtheft is nearly impossible while this spell is in effect. Instead, the dying scion's bloodline is immediately transferred to the focus (regardless of distance). Only bloodtheft with a *Tighmaevril* weapon can successfully penetrate this spell's protection. Bloodline ward also prevents a dying scion's essence from passing to his invested heir – the bloodline instead retreats to the focus.

If the scion's essence should be transferred into the focus, he loses all benefits of their bloodline including blood abilities, bonus hit points due to the scion template, and the ability to perform true magic without elven blood. If the scion survives, he can reclaim their bloodline by taking possession of the focus (ending the spell immediately). Furthermore, a rightfully invested heir can claim the scion's bloodline through the focus through a normal investiture as if the regent was alive, present, and willing to pass his bloodline in full to his heir.

If the focus contains a divine essence and is destroyed (or if the spell ends), the contained bloodline erupts from the focus in a burst of power identical to that released by a slain scion.

Focus: The physical object that serves as the focus for this spell is a gem of no less than 1,000gp value. This gem must be of a type sympathetic to the nature of the target's bloodline derivation: the bloodline of Anduiras manifests in red rubies; Azrai's power pulses within black sapphires; Basaia's energy lies in bright yellow topaz; Brenna's bloodline is embedded in deep orange jacinths; Masela's bloodline sympathizes with blue sapphires; Reynir's essence can be channeled through green emeralds; and Vorynn's power lies in diamonds. This gem is often set in a ring, pendant, sword, or other object.

Regency Cost: 4 RP.

Material Components: 1 GB worth of expendable ritual components.

Bloodline Investiture

Transmutation

Level: Ctr/Drd 1

Target: Two willing regents touched

Duration: See text

Saving Throw: None

Spell Resistance: No

Special Requirements: Temple (1)

This spell allows the priest to transfer the bloodline of a willing regent to another character. A bloodline investiture transfers the donating scion's entire bloodline, including strength, derivation, and score, to the designated recipient. The donating scion's regency reserve is not transferred to the recipient. This change is permanent and cannot be reversed unwillingly.

Bloodline investiture is often used to elevate a ruler's heir to the same blood strength that the ruler himself enjoys. However, both characters must be present and willing for the ceremony to be effective.

If the target character is already a scion, then the bloodlines are combined in exactly the same manner as if the character with the stronger bloodline had performed bloodtheft on the character with the weaker bloodline.

A priest regent may cast this realm spell on two regents without completing its final stages. The uncompleted investiture can be completed at any time and only requires a single action to complete. The priest and both targets must be present and willing to finalize the ceremony. Incomplete investitures are a commonly undertaken as part of a Ceremony of Designation or before major battles/threats as they allow the priest to finalize the investiture on the battlefield should the regent take a mortal wound.

Regency Cost: None

Material Components: 1 GB worth of expendable ritual components.

Cure Unit

Evocation

Level: Ctr/Drd 4

Target: up to 1 unit/3 levels

Duration: Instantaneous

Saving Throw: Unit (half)

Spell Resistance: Yes

Special Requirements: Temple (1), ability to turn undead.

You channel a massive amount of divine energy that you release in a single burst. For every three levels of the caster, one battle card unit may be targeted. All targets must be in the same province and traveling as a single army or garrisoned in the same location. Normal units affected by this spell heal two hits. Undead units targeted by this spell take two hits. Undead units may make a unit saving throw against a DC 16 to take half-damage.

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.

Regency Cost: 5 RP per unit affected.

Material Components: 1 GB worth of expendable ritual components.

Death Plague

Necromancy

Level: Sor/Wiz 3

Target: up to 1 province/2 levels

Duration: Instantaneous, one province per month (see text) (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Special Requirements: Source (5)

You create a magical pestilence of epidemic proportions. Residents of affected provinces are exposed to *Slimy Doom* (see the *Dungeon Master's Guide: Diseases*). Any province affected by the death plague suffers massive population loss and loses one province level.

The *death plague* affects one province in the month in which it is cast. In each following month, the plague moves to an adjacent province as directed by the caster. For every two levels of experience past the minimum caster level (5th level for wizards), you affect an additional adjacent province. For the purposes of resolving timing conflicts, the effects of the death plague are instantaneous. Dispelling a *death plague* after it has taken its toll in a province will not bring the dead back to life, but it will prevent the plague from spreading further.

Death plague dispels and counters *bless land*.

Regency Cost: The Regency Cost is equal to the sum of the total levels of all provinces affected. Thus, a 7th level wizard casting the spell starting in a province (4) and spreading to a province (3) must pay 7 RP.

Material Components: 2 GB worth of expendable ritual components.

Demagogue

Enchantment (Compulsion)

Level: Sor/Wiz 2

Target: up to 1 province/2 levels

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Special Requirements: Source (3)

You influence the loyalty of a province. This pervasive, subtle enchantment plays upon the fears and loyalties of the population of a province, permanently influencing the attitudes of its peoples toward its ruler.

For every two levels of experience past the minimum caster level (3rd level for wizards), you affect an additional province adjacent to the initial province.

Regency Cost: The mage must pay 5 RP for *each* grade of loyalty affected in each province; casting a stable domain into rebellion would be very costly.

Material Components: 1 GB worth of expendable ritual components.

Dispel Realm Magic

Abjuration

Level: Sor/Wiz 1, Clr/Drd 1

Target: 1 province

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (1) or Temple (1)

Powerful magical effects require powerful counters. This spell allows a mage regent to counter the effects of any other realm spell in the same manner that a *greater dispel magic* works against routine spells. A dispelled spell ends as if its duration had expired. Note: The effect of realm spells with instantaneous duration can't be dispelled, because the magic effect is already over before the *dispel realm magic* takes effect. Thus, you can't use *dispel realm magic* to reverse the effects of a *demagogue* any more than you could use a *dispel magic* to reverse the fire damage caused by a fireball. As with normal combat, effective use of readied domain actions and careful consideration of initiative order can be of vital importance in realm-level magical confrontation. *Dispel realm magic* can be cast in one of two ways:

Targeted dispel: One ongoing realm spell is the target of the spell. You must make a realm dispel check against the realm spell. A realm dispel check is 1d20 + 1 per caster level (maximum +20) + RP spent by the caster to support the check. The DC of a realm dispel check is 11 + opposing spell caster's level + the RP cost of the target spell + RP spent by the spell's caster to oppose the check. RP spent to oppose/support the realm spell follow the standard bidding rules for spending RP on domain actions.

For example, the (second) Swamp Mage, a 10th level wizard, targets *dispel realm magic* against a one company *legion of dead* (casting cost 4 RP, 1 GB) summoned by the Sword Mage, a 10th level wizard. Before spending RP, the Swamp Mage's dispel check is 1d20+10 against a DC of 25. The Swamp Mage bids 4 RP to support the check to make the odds of success even. The Sword Mage counters with 5 RP against. The Swamp Mage matches with 5 RP. The Sword Mage, low on regency, decides to stop the bidding. Thus, the final dispel check would be 1d20+19 (10 + 4 + 5) against a DC of (11 + 10 + 4 + 5).

Counterspell: The spell targets an incoming realm spell before it takes effect. If a regent spellcaster readies his domain action (using the hold action), he is allowed to respond to other domain actions. In this case, a regent mage can use *dispel realm magic* to counter an incoming hostile realm spell, before it takes effect. As with *dispel magic*, this is not a true counterspell. You must make a realm dispel check to counter the other spellcaster's realm spell.

Regency Cost: The regency cost of this spell is determined by the caster during the bidding process (minimum 1 RP). Generally speaking, this spell requires a large amount of regency unless you are significantly more powerful than the caster of the target spell. If the casters are of equal level, for

instance, this spell will require RP at least equal to the cost of the spell targeted in order to have a 50% of success (possibly more if the targeted caster bids RP against the dispel).

Material Components: 1 GB worth of expendable ritual components.

Disrupt Mebhaighl

Transmutation

Level: Sor/Wiz 9

Target: 1 province

Duration: 1 month/4 levels

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (7)

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.

Regency Cost: 5 RP x target source level.

Material Components: 1 GB worth of expendable ritual components.

Honest Dealings

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr/Drd 3

Target: 1 province/2 level

Duration: One season + 1 season/3 level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Special Requirements: Temple (3)

You create a realm-wide *zone of truth* effect that prevents citizens from speaking any lies or engaging in dishonest practices. Agitate and espionage actions cannot succeed and diplomacy actions suffer a -4 penalty. This spell also interferes significantly with the normal rhythm of mercantile business in a realm – customers take no joy trying to "find a good deal", foreign merchants tend to avoid the realm, etc. While this spell is in effect, guild holdings are reduced two levels for collection purposes. Characters are entitled to a Will save (DC 14) each time they attempt to tell a lie or act dishonestly.

Regency Cost: 3 RP per province level.

Material Components: 2 GB worth of expendable ritual components.

Imbue with Blood Ability

Transmutation

Level: Clr/Drd 3

Target: 1 character/level

Duration: 1 week/ level

Saving Throw: Fortitude negates [harmless]

Spell Resistance: Yes [harmless]

Special Requirements: Temple (2)

This spell allows a priest to focus divine energy to temporarily strengthen the divine essence of the target. The target of the spell temporarily gains an enhancement of their bloodline

strength. Minor scions become major scions, major scions become great scions. All scions receive a bonus to their bloodline score equal to the caster's level/2.

Unblooded characters temporarily gain the minor scion template and a bloodline score of 8 + the caster's level/2. The derivation of this temporary bloodline is appropriate to the religion of the caster's deity. [Anduiras – Haelyn, Cuiráécen; Reynir – Erik, Laerme; Masela – Nesirie, Cuiráécen; Vorynn – Ruornil, Eloéle; Brenna – Sera, Eloéle; Basaïa – Avani, Laerme; Azrai – Kriesha, Belinik.]

The target immediately gains any blood abilities that would normally be associated with their new bloodline strength and score. This enhancement is temporary and ends when the spell's duration expires or at the death of the scion (prior to determining bloodtheft).

Regency Cost: 5 RP/character

Material Components: 1 GB/character worth of expendable ritual components.

Interdiction

Transmutation

Level: Clr/Drd 3

Target: 1 regent

Duration: Special

Saving Throw: None

Spell Resistance: No

Special Requirements: Temple (5)

An interdiction is perhaps the most fearsome realm spell of which a priest is capable. Through this realm spell, the priest excommunicates the regent and all of his vassals. Within the interdicted domain, clergy of the interdicting sect are forbidden to perform blessing or ceremonies for the populace, including marriages, last rites, healing, investitures, etc.

In any month the *interdiction* is in effect, every temple holding belonging to the caster must make a contest action against each of the target regent's holdings in the same province. These contest actions do not count as the caster's normal domain action for the month, but the caster must pay the regency cost to maintain the spell. Thus, this spell should be used with great caution, for it can be very damaging to the caster's regency reserve.

Furthermore, the regent may find it difficult to collect province taxes. The province's level, for the purpose of collecting both regency and gold, is reduced by the level of the caster's temple holdings in each province. This represents portions of the populace losing confidence in the sovereign rights of the regent due to the church's interdiction.

This spell ends if the subject of the spell ceases to be an enemy of the faith by performing an appropriate *atonement* or when the target holdings are entirely destroyed. Otherwise, the spell continues contesting the target regent's holdings each month, until the caster withdraws the spell or runs out of resources to continue it. Once an Interdiction declared a temple is expected to continue the spell (casting this realm spell once each season) until the target regent atones or is utterly removed from power. Relenting on an excommunication may cause a loss of face (and thus regency) for the temple regent.

Regency Cost: RP equal to the total level of the target holdings. This cost is incurred each month the interdiction is in effect.

Material Components: 1 GB per target province/holding affected worth of expendable ritual components.

Legion of Dead

Necromancy [Evil]

Level: Sor/Wiz 5, Clr 3

Target: up to 1 unit of dead plus 1 unit/level above minimum caster level

Duration: 4 weeks + 1 week/level

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (3) or Temple (3)

You raise the buried and unburied bones or bodies of the dead of a province into a legion of undead skeletons and zombies that do your bidding. For every level above the minimum caster level (7th for wizards) you may summon an additional unit.

The legion of dead is mindless and entirely under the control of the caster. The caster must travel with the army at all times or the spell will be broken and the army will collapse. Each unit of the legion consists of enough skeletons and zombies to be roughly equivalent to CR 15. A standard legion consisting of medium-sized skeletons or zombies requires approximately 200 corpses. The magical power required to animate small-sized corpses is less per corpse, thus additional corpses are raised - keeping the relative strength of the unit the same regardless of the nature of the corpses. Each unit in a legion of dead has the following battle card statistics: Melee +8, Defense 22, Hits 3, Morale: N, Hits: 3. Undead legions never fail morale checks, and ignore all Fallback and Rout results except those generated with the support of divine battle spells.

Regency Cost: 4 RP/unit summoned.

Material Components: 1 GB/unit worth of expendable ritual components.



Ley Line Mask

Illusion (Glamer)

Level: Sor/Wiz 2

Target: 1 ley line/level

Duration: 12 months (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (2)

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.

Regency Cost: 1 RP per line.

Material Components: 1 GB worth of expendable ritual components.

Ley Line Sunder

Evocation

Level: Sor/Wiz 3

Target: 1 ley line in target province

Duration: Instantaneous

Saving Throw: Special

Spell Resistance: No

Special Requirements: Source (4)

This realm spells allows you to temporarily disrupt or permanently destroy a ley line that passes through your domain. The target ley line must initiate, terminate, or pass through the targeted province. The caster attempts to disrupt the target ley line by disturbing the mebhaighl in the area through which the target ley line passes, causing an eddy or break that will destroy the line.

You must make a domain action check against the ley line. A check is 1d20 + 1 per caster level + RP spent by the caster to support the check. The DC is 11 + the sum of the two sources which the ley line connects + RP spent by the target to oppose the check. The RP spent to oppose/support the domain action follow the standard bidding rules for spending RP on domain actions or *dispel realm magic*. If this check fails, the ley line is unaffected by the sundering attempt. If the sunder check succeeds, then the line is disrupted and cannot be used for 3 months. If the check succeeds by 10 or more, the ley line is destroyed (although it can be reforged again with a new forge ley line action).

Regency Cost: RP equal to the sum of the two sources that the ley line connects.

Material Components: 1 GB worth of expendable ritual components.

Ley Line Trace

Divination

Level: Sor/Wiz 1

Target: 1 province

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (1)

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.

Regency Cost: 1 RP.

Material Components: 1 GB worth of expendable ritual components.

Ley Line Ward

Evocation

Level: Sor/Wiz 2

Target: 1 ley line/level

Duration: 12 months (D)

Saving Throw: Special

Spell Resistance: Special

Special Requirements: Source (3)

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.

Regency Cost: 1 RP per line.

Material Components: 1 GB worth of expendable ritual components.

Mass Destruction

Evocation

Level: Sor/Wiz 2

Target: 1 unit/3 levels

Duration: Instantaneous

Saving Throw: Unit (half)

Spell Resistance: Yes

Special Requirements: Source (5)

You summon a single awesome barrage of devastating fire, lightning, ice, force, or acid vapor (caster's choice). For every three levels of the caster, one battle card unit may be targeted. All targets must be in the same province and traveling as a single army or garrisoned in the same location.

Unlike most realm spells, the final rituals need not be completed during the month in which this spell is cast. After the casting is completely, the spell's destructive 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. These final rituals which complete the spell require approximately the same amount of time as casting a battle spell and may be completed on the field of battle.

Each unit affected takes two hits. The unit may make a unit saving throw against a DC 13 to take half-damage. *Mass destruction* usually causes significant coincidental property damage, such as fires, flooding, or other environment damage. This damage is not significant enough to damage a fortification and is generally too minor to cause any permanent damage to any major domain asset.

Regency Cost: 10 RP/unit affected.

Material Components: 5 GB worth of expendable ritual components.

Protection from Realm Magic

Abjuration

Level: Sor/Wiz 1,Clr/Drd 1

Target: 1 province

Duration: 1 month/level (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (1) or Temple (1)

This spell suppresses realm magic for a period of time. The caster creates long lasting warding over a province to protect it from future realm spells. All realm spells cast against the province must immediately make a dispel realm magic check against the area dispel. A realm dispel check is 1d20 + 1 per caster level (maximum +20) + RP spent by the caster during the casting of this spell against a DC of 11 + opposing spellcaster's level + the Regency Cost of the targeted spell + RP spent by the spell's caster to oppose the check. The caster may spend any amount of RP he wishes during the casting, but he does not get to bid further RP in the *dispel magic* check as per *dispel realm magic*. Regardless of the results, the protection remains in effect until its duration expires or until dispelled.

The protection has no effect on any realm spell already in progress. Sustained realm spells that affect mobile units (such as *legion of dead* or *bless army*) that move into the area are not also not affected. However, realm spells with repeating instantaneous effects, such as *death plague*, are affected by the protection. *Protection from Realm Magic* does not interfere with routine (non realm) spells.

Regency Cost: The regency cost of this spell is determined by the caster during casting (min 1).

Material Components: 1 GB worth of expendable ritual components.

Raze

Evocation

Level: Sor/Wiz 3

Target: 1 fortification

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (5)

Castles, fortifications, and other buildings can be reduced to rubble by means of this spectacular realm spell. The caster may attempt to simply reduce a fortification in level, or they may attempt to destroy it outright. Unfortified buildings should be treated as having one level of fortification for the purpose of destruction. Although this spell can also be used to destroy cathedrals, warehouses, and other buildings, such destruction does not do any permanent harm to the political power represented by the holdings that these buildings represent. If a significant non-fortified building of a holding is destroyed, the holding is treated as being temporarily one level lower than normal for one season.

Regency Cost: 10 RP per level of fortification damage.

Material Components: Expendable ritual components worth 2 GB per level of fortification damage.

Regent Sight

Divination

Level: Sor/Wiz 2

Target: 1 province

Duration: 3 months

Saving Throw: No

Spell Resistance: No

Special Requirements: Source (1)

This spell allows the caster to continuously pinpoint the location of any regent within the affected province. 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 subjects do not receive any saving throw. Furthermore, the detected regents are completely unaware of the spell.

Regency Cost: 1 RP

Material Components: 1 GB worth of expendable ritual components.

Shadow Block

Abjuration

Level: Sor/Wiz 4,Clr [Ruornil] 4

Target: 1 province/3 levels

Duration: 3 months (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (4) or Temple [Ruornil] (4)

This spell strengthens the barrier between Cerilia and the Shadow World. All spells or effects that involve the Shadow World are blocked. This includes *dimension door*, summoning spells, *shadow walk*, and halflings ability to enter or leave the Shadow World.

Regency Cost: 2 RP/province.

Material Components: 1 GB/province worth of expendable ritual components.

Scry Province

Divination

Level: Sor/Wiz 1, Drd 1

Target: 1 province

Duration: 1 month

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (1)

You can see and hear events throughout the effected province. You may use this spell to gather information about events taking place in the target province. You must succeed at a scry check to do so. The difficulty of the task depends on how well the knowledge that you seek is concealed. This spell has no chance of revealing, for instance, a never discussed secret known to only a single person.

This spell creates many magical sensors that move throughout the province. Any creature with an Intelligence 12 or higher may have moments during which they feel that they are "being watched". Scions and their agents may become uneasy and take steps to increase security. In game terms, the regent or regents whose activities are being scryed may spend RP to oppose the scry check. This is similar to the way in which RP are spent to oppose an espionage action. Regent spellcasters are fully aware of the *scry realm* spell and may spend RP to oppose the scry check even if they are not the target of the scrying.

You may only attempt one goal per *scry province* and must clearly state the intent of your studies before rolling. Also, before rolling, you may spend RP to support your roll and any regent whose interests are compromised by your scrying attempts may spend RP to oppose your roll.

Goal	DC
Gather common rumors and information	5
Catalogue troop position and strength	10
Reveal the domain statistics of a province (loyalty level, regents, holding levels, etc.)	15
Reveal the nature of diplomatic talks taking place between two domains	20
Reveal the specifics of an existing diplomatic agreement between two domains	25+
Reveal battleplans for troop movement during the next war move	25+
Find the location of prisoners, criminal in hiding, etc.	25+
Trace the responsibility for an assassination, corruption, heresy, or other covert intrigue	30+

If you are in possession of an object (an assassin's knife), body part (blood, hair clipping), or other mechanism for providing a physical connection to the location of the information which you search, you may receive a +5 to +10 circumstance bonus to your Scry check. As with the normal *Scry* spell, this realm spell is highly subject to abuse and requires careful DM adjudication.

Regency Cost: This base spell costs 5 RP plus an additional 3 RP for each province of separation. Scrying on an adjacent

province, for instance, would cost 8 RP. Additional RP may be spent to affect the scry check.

Material Components: 1 GB worth of expendable ritual components. Furthermore, the regent must have access to a large polished or reflective surface, often a part of the manifestation or an ornate mirror or pool located in their stronghold.



Stronghold

Conjuration (Creation)

Level: Sor/Wiz 3

Target: Personal

Duration: 3 months/level (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (7)

By means of this spell, the wizard brings into being a castle, tower, fortification, or other building of any kind. The building functions as a normal building of its type. The magic sustaining the stronghold fades at the end of the spell, at which point the stronghold falls into ruin. Additional castings of this spell extend its duration. Such extensions stack without limit.

An existing stronghold can be made self-sustaining by creating a connection between the *stronghold* and the mage's source within the province. This connection is created by either building the stronghold about the source manifestation or through the construction of a special local ley line for that purpose. A stronghold requires a connection to source levels equal to one tenth of the normal construction cost of the building in order to be self-sustaining. These source levels committed to sustaining the stronghold produce no regency for the regent mage and cannot be used to cast realm spells. If the connection between the source and the *stronghold* is severed (if the source holding should become contested or the ley line severed by an enemy mage), the stronghold resumes its remaining normal duration. For example, a mage with the required source (7) uses a ley line to cast *stronghold* in a province in which they claim a source (3). The stronghold constructed is a castle (2), normally costing 20 Gold Bars. The mage permanently allocates 2 source levels to the maintenance of the stronghold. For the purposes of regency collection and spell casting, their source (3) now acts as a source (1).

Regency Cost: The initial regency cost for this spell is equal to the normal base construction cost (in Gold Bars) of the created stronghold. Terrain modifiers or other modifiers to construction cost do not apply to the summoned *stronghold*. For example, assume some building normally costs 30 Gold Bars; this realm spell can create an equivalent building for 30 RP. The regency cost is halved if the realm spell is simply used to increase the duration of an existing *stronghold*.

Material Components: 10 GB worth of expendable ritual components for the initial construction. Casting the spell to simply increase the duration of an existing *stronghold* requires only 1 GB worth of expendable ritual components.

Subversion

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1

Target: Special

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

Special Requirements: Source (1)

By employing a magical campaign of long-distance *charms* and *suggestions*, you can utilize the assets of another regent to perform a domain action. You can use the holdings and agents of another regent to agitate loyalty, contest the holdings of your enemies, or any other normal domain action that the rightful regent of the asset could utilize. You could force the army units in a province to invade an adjacent province (in which you also have a source (1) or ley line) or cause them to occupy the province and perhaps raze the holding of your enemies. In effect, the asset is considered yours (instead of belonging to its true regent) for the purpose of one action.

Subversion is limited to one discrete domain action. If the mage is before the asset's rightful regent in the domain initiative order, then the rightful regent cannot use the asset for his domain action. Likewise, if the rightful regent is before the mage in the domain initiative order, then the asset cannot also be used to perform a domain action under *subversion*. You can only use the asset to perform an action that you could perform with it if you were its rightful regent (for example, a wizard cannot cast divine realm spells with a *subverted* temple

holding). Furthermore, the spell does not allow you to control the asset as an automaton; it is a subtle spell. You cannot cause the asset to act suicidal or follow obviously harmful orders, such as attempting to assassinate the rightful regent, contesting itself, or being invested to another regent. Generally, however, an asset will perform any task that it would ordinarily perform if requested to do so by its rightful regent.

Regency Cost: The regency cost for this spell is dependent on the asset subverted. The cost is equal to three RP per level of the holding subverted. Subverting an army costs 2 RP x the muster cost (in GB) of the units in the subverted army (elite, highly trained units are thus more expensive to subvert). Subverting mercenary units costs only 1 RP x the units' muster cost (in GB).

Material Components: 2 GB worth of expendable ritual components for the initial construction.

Summon Monstrous Unit

Conjuration (Summoning)

Level: Sor/Wiz 2

Target: up to 1 unit/3 levels

Duration: 4 weeks + 1 week/level (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (3)

Tapping into the power of the Shadow World, you conjure terrible monsters to come forth and do battle on the world of Cerilia. These monsters are quasi-real seemings – life-like manifestations of the caster's imagination. These magical creations are quasi-real and can not be disbelieved, but can be identified as being summoned creatures with a successful Spot check (DC 20). Any summoned monster that is slain fades into nothingness.

All members of a unit generally fade into nothing whenever a *summoned* unit is disbanded (due to being destroyed or through normal completion of the spell duration). There is a chance, however, that any troops surviving at the completion of the spell fully bridge the gap between the shadow world and Cerilia and become free. When the spell ends, the DM should roll a d20 against a target of 20 minus the maximum source level rating of the province in which the units disband. This

Table 7-2: summon monstrous unit

Caster lvl	Unit Type	Mv	Mel	Mis	Chg	Def	Hit	Mrl
3-4	Summon Monster II	1	+4	-	+6	12	2	+2
5-6	Summon Monster III	2	+6	-	+8	14	2	+4
7-8	Summon Monster IV	2	+8	-	+10	16	3	+6
9-10	Summon Monster V	2	+10	-	+12	16	3	+8
11+	Summon Monster VI	2	+12	-	+14	16	4	+10

Table 7-3: summon nature's army

Potential	Unit Type	Mv	Mel	Mis	Chg	Def	Hit	Morale
0-3	Small animals	2	+4	-	-	12	1	+2
4-5	Large animals	3	+8	-	-	14	2	+4
7+	Forest Legion	0.5	+14	-	-	22	4	(+8)

roll receives a bonus of +2 in the winter and a penalty of -2 in the summer.

Freed units are not under the caster's control and immediately fall into normal behavior for their monster type. These monsters have normal statistics and can be slain as normal members of their species, but they cannot age or reproduce. They are outsiders and can be returned to the Shadow World by means of a *banish* (and similar spells), *limited wish*, *wish*, or the realm spell *transport*. They cannot be dispelled.

The strength of the summoned units is dependent on the caster's level. The composition of each of the troops in each unit is chosen by the summoner from the appropriate *summon monster* table (*Player's handbook*, pg. 258).

Regency Cost: 5 RP/unit summoned.

Material Components: 2 GB/unit summoned in expendable ritual components.

Summon Nature's Army

Transmutation

Level: Drd 3

Target: up to 1 unit/3 levels

Duration: 4 weeks + 1 week/level (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Temple (1), Druid

By calling upon Erik, druids may call forth the power of nature. Normal animals in the region answer the call to defend their homes and fight as directed by the druid. At high levels, the druid has the power to animate the very trees themselves to aid the defense of the province. Units summoned by this realm spell cannot leave the province. A province can muster a number of units equal

The strength of the summoned units is dependent upon the maximum potential source level of the province.

Regency Cost: 4 RP/unit.

Material Components: 1 GB/unit worth of expendable ritual components.

Transport

Transmutation

Level: Sor/Wiz 4

Target: Special

Duration: Instantaneous

Saving Throw: Unit negates

Spell Resistance: Yes

Special Requirements: Source (5)

You open a massive dimension door through which an entire army may move instantly to a destination province in which you also have a magical source or ley line. You can *transport* units a distance that is equivalent to a number of movement points equal to your level. For example, a 10th level mage can move ten units 1 province, five units 2 provinces, or one unit 10 provinces. Terrain does not affect this magical movement, and all units arrive fresh and eligible to move during any war moves following the action round in which this spell is cast.

It costs an additional 5 RP per unit to use this spell on unwilling units.

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 transportation 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. These final rituals that complete the spell require approximately the same amount of time as casting a battle spell and may, at the caster's wish, be completed upon the field of battle.

Regency Cost: 2 RP for each movement point equivalent used. Thus, a 10th level mage can spend no more than 20 RP. There is an additional cost of 5 RP per involuntary unit.

Material Components: 1 GB worth of expendable ritual components.

Warding

Abjuration

Level: Sor/Wiz 6

Target: 1 province/4 levels

Duration: 3 months + 1 month per level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Special Requirements: Source (5)

You can weave a barrier of impenetrable mists and fog to prevent entry or egress from the affected provinces. A mile-wide *guards and wards* bounds the warded provinces, obscuring all sight and utterly confusing the direction sense (regardless of equipment) of any who attempt to pass through the warding boundary. Small parties may attempt to pass the barrier together by following a designated leader. The leader may navigate the *warding* by making a Will save (DC 19) at a -1 penalty for each party member that he guides.

Life may continue as normal within the warded provinces, but normal interaction with the rest of the world becomes impossible. All trade routes leaving the warded areas become contested. Military units cannot enter or leave the warded provinces. Diplomacy with the affected nation is next to impossible.

Regency Cost: 5 RP/province warded.

Material Components: 2 GB/province worth of expendable ritual components.

chapter eight: outside the lines

There are almost innumerable options in running a BIRTHRIGHT campaign and it would be nigh impossible to try to incorporate all of them into one game. You, as the DM, must decide how to set up your version and incorporate the things that you think will make it special and unique. No two DMs will have the same two ways of running a campaign and no one way is the correct one to use. Keep in mind that as a DM it is *your* campaign, do what you think is best and what you think advances the story in the most appropriate way. The only advice is to be consistent. Do not suddenly change the rules on your players. Keep them informed whenever you decide that a rule change is in order and give them enough time to adjust to change.

playing the game

There are many options in deciding how to lay out the campaign and the following are the most common ones. It is possible to combine aspects of several types of campaigns into one; for instance, there could be two high kings with the remaining PCs as a combination of support characters or as other regents ruling specific domains.

Collective Rule

In this type of campaign, the PCs are concentrated in a single realm with overlapping domains. For example, the priest PC is the head of the local temples, the wizard PC is the court wizard, the rogue is the master of the local guilds, etc. This type of campaign allows for primary focus on one geographic area. This makes DM bookkeeping easier. There are ample opportunities for domain play for players and cooperation between the characters. There are also good opportunities for role-playing and adventuring.

The High King

This is a variation on the collective rule concept. One PC holds supreme power as the High King and the other PCs swear fealty to him. This approach has the same advantages as the collective rule campaign. There are more opportunities for individual direction for each regent player, because they are also concerned with their own holdings.

It's Lonely at the Top

Only one PC is a regent and the others are all in supportive roles, lieutenants, advisors, bodyguards, etc. This option is strong in role-playing potential but weak in domain action distribution. Most players will have little to do as far as domain play is concerned.

Common Heroes

No PCs are regents. This type of campaign revolves around adventuring exclusively and there are no opportunities for domain play for players.

To Each His Own Throne

Each PC is the ruler of his own domain. There is ample opportunity for domain play for the players. The DM must keep track of a broader geographical area. There are more limited opportunities for role-playing and adventuring because what may involve one regent may be of little concern to another. There is less inherent cooperation between players because each is more concerned with their PC's individual domains.

Scope

One of the principle advantages of the BIRTHRIGHT setting is the backdrop that it provides for character adventuring actions. DMs rarely need to resort to motivating an adventure by having the PCs stumble across a system of caves that the PCs explore "because they are there", BIRTHRIGHT characters adventure to protect their domains, in service to their nation, and to increase the prestige of their family name. DMs will find that character's domain actions and their conflicts at the domain level will open up entire lines of plot development and role-playing opportunities.

BIRTHRIGHT DMs have an enormous numbers of opportunities available to them to maintain the believability of the campaign world. Adventures for low-level characters should generally focus on adventuring opportunities at the province or realm level. Raiders, marauding monsters, local tournaments, and actions in support of conflict with local regents can provide endless sessions. Occasionally, low-level PCs can be swept into adventures that are the domain-level actions of their liege lords, parents, or other allies. At mid-levels, PCs should begin to look outside of their local realms for adventure. The scope of the adventure may tend to focus more on conflicts with other domain regents and threats that face entire realms, rather than just personal holdings. High-level characters will find themselves easily caught up in affairs that threaten to aid or benefit their entire cultural region or in attempting to deal, personally, with the ancient threats of long ensconced awnshagh or other evil powers. The BIRTHRIGHT setting has significant flexibility; characters of all levels should find adventures and challenges aplenty.

Playing a scion

Regents are the leaders of families, organizations, and other institutions that employ a large number of retainers. Regents often have retainers from families who may have served the regent's family or the regent's domain for generations. Even the most competent regent requires the aid of specialists to help her deal with unusual problems or to maintain the reins of her domain while she is otherwise occupied. BIRTHRIGHT has a number of traditions regarding special advantages for regent characters that long-time players may wish to continue to use. These traditions are not absolutely necessary in d20 BIRTHRIGHT but are part of the history of the campaign setting that has made it well loved by many fans. The material in this section is highly recommended variant rules, but will compli-

cate the job of maintaining game balance – particularly between regent characters and non-regent characters. Most long-time fans of BIRTHRIGHT will wish to continue to use these familiar campaign-specific variants. DMs should carefully select which variants they wish to apply in their campaigns.

Variant: Heirlooms and special equipment

Scion characters have access to resources far beyond those of other characters. They are the direct inheritors of the power wielded by an organization or family that may span back across centuries. A scion character automatically gains the maximum possible starting funds for her class. A scion character with a bloodline-based level adjustment (i.e. a major bloodline or stronger) also gains an additional 2,500gp in starting equipment. Furthermore, regent characters may purchase magic items with their starting funds. Such items should be considered heirlooms or gifts and are purchased during character creation at the prices listed in the *Dungeon Master's Guide*. Heirloom items chosen should have appropriate histories to personalize them with the character's history – many such items have a long history with the chosen family and their destruction, sale, or loss might constitute grounds for a minor loss of regency.

Variant: Early Leadership

Regent characters are forced to act as leaders immediately. Regent characters may ignore the normal character level prerequisites for the Leadership feat. Any regent character may take the Leadership feat as early as 1st level.

Scions are born to lead. A scion may add his level adjustment for his scion template to his character level when determining his leadership score. Furthermore, a regent may add one-tenth of the sum of his province and non-source holding levels in his domain power to his leadership score (this replaces the “strong-hold bonus” and represents the regent's position-based prestige). Scions with obvious powers may also qualify for the +1 “special power” modifier to Leadership. A regent who makes a name for himself as an individual (rather than simply as the head of his domains) may also gain additional bonuses for his personal prestige (as per the standard guidelines in the *Dungeon Master's Guide*

Variant: Free bodyguards

Powerful regents are targets. The regents of most domains have a small number of trusted soldiers to protect the regent's person from day-to-day threats, such as mugging, challenges from someone of a lesser social class, kidnapping, and assassination. Under this variant, even regents without the Leadership feat gain a set of trusted bodyguards (or other retainers) as followers. Retainers are considered followers (as per the Leadership feat) and their number and level are calculated as if the regent character had the Leadership feat. If the regent character has the Leadership feat, these retainers are in addition to any provided by the feat.

The type of retainer gained is dependent on the regent's class. The type of followers that a regent receives depends on her class. Fighter and barbarian regents gain guardsmen as followers. Cleric, druid, and paladin regents gain guardsmen or acolytes. Rogue, bard, noble, or ranger regents gain thugs,

informants, spies, or smugglers. Wizard and sorcerer regents gain arcane scribes. All regents may gain commoners. A regent's followers can be any mixture of character types for which her classes qualify her. A regent's default retainers are of the same race as the regent or of the cultural area of her domain or home and their base statistics should be modified by any cultural or racial modifiers.

Additionally, each regent gains one champion. A regent's champion is the captain for her personal guard and is always a fighter of one level higher than the highest level of follower that the regent's leadership score would normally entitle her to. This champion does not count as one of the regent's normal followers.

Acolytes (divine scribes) are members of the Expert NPC class. The acolyte's class skills are; Speak Language, Profession – scribe, Profession – bookkeeper. Craft – calligraphy, Knowledge – religion, Knowledge – nature (for Erik only) Knowledge – nobility and royalty (all other deities)/, Concentration, Decipher Script, Craft – mapmaking and Forgery. Typical starting (1st level character) ability scores are: Str 8, Dex 10, Con 8, Int 14, Wis 12, Cha 8.

Arcane scribes are members of the Expert NPC class. The arcane scribe's class skills are; Alchemy, Speak Language, Profession – scribe, Profession – bookkeeper, Craft – calligraphy, Knowledge – Arcana, Concentration, Decipher Script, Craft – bookmaking and Forgery. Typical starting (1st level character) ability scores for arcane scribes before applying any applicable racial modifiers are; Str 8, Dex 10, Con 8, Int 14, Wis 12, Cha 8.

Champions are members of the Fighter class and are equipped as elite warriors of their regional area (refer to Table 1-2). Typical starting (1st level character) ability scores for sergeants before applying any applicable racial modifiers are: Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Guardsmen are members of the Warrior NPC class. Guardsmen are equipped with regionally appropriate weapons (refer to Table: 11). Typical starting (1st level character) ability scores are: Str 14, Dex 10, Con 14, Int 7, Wis 6, Cha 10.

Informants are experts per the NPC class in the *Dungeon Master's Guide*. The informant's class skills are; Bluff, Diplomacy, Forgery, Gather Information, Sense Motive, Listen, Innuendo, Pick Pocket, Profession – acting and Knowledge – nobility and royalty. Typical starting (1st level character) ability scores are: Str 7, Dex 8, Con 8, Int 10, Wis 12, Cha 14.

Smugglers are members of the Expert NPC class. The smuggler's class skills are; Speak Language, Bluff, Profession – sailor, Intuit Direction, Diplomacy, Forgery, Spot, Appraise, Wilderness Lore and Ride. Typical starting (1st level character) ability scores are: Str 10, Dex 14, Con 8, Int 7, Wis 10, Cha 10.

Spies are members of the Expert NPC class. The spy's class skills are; Bluff, Decipher Script, Disguise, Forgery, Gather Information, Hide, Move Silently, Listen, Read Lips and Search. Typical starting (1st level character) ability scores for spies before applying any applicable racial modifiers are: Str 8, Dex 12, Con 7, Int 12, Wis 10, Cha 10.

Thugs are members of the Warrior NPC class. They are more poorly equipped than professional soldiers. They typically are unarmored or wear light, inexpensive, armor and wield small, easily concealed, weapons. Typical starting (1st level character) ability scores are: Str 14, Dex 10, Con 14, Int 7, Wis 6, Cha 10.

Variant: Free lieutenants

As discussed in Chapter Five: *Ruling a domain*, a regent may use a Ceremony domain action to invest a trusted character with the Lieutenancy of her domain. A regent’s lieutenant speaks with the regent’s authority and is capable of running a regent’s domain for prolonged periods if necessary. Under this variant, a regent may obtain a number of lieutenants equal to her charisma modifier (if positive) +1 as if she possessed the Leadership feat. These cohorts are in addition to any cohort the regent might have from taking the Leadership feat.

Free Lieutenants are designed using the rules for a standard cohort. The Lieutenant’s starting character level is based upon the regent’s Leadership score. Lieutenants, like cohorts, usually require a salary. A lieutenant’s salary is usually paid from the domain’s treasury at the standard rate appropriate to the character’s skills as per the *Dungeon Master’s Guide*.

Regents and bloodline strength

In the BIRTHRIGHT setting, a character of any level can become a regent of a domain of any size. A low-level character may have the responsibility of the domain thrust upon him before he is ready. A high-level character may have small domains forged from the barren wilderness by his own hands or wrested from a long-seated ruler. The power of a regent’s bloodline, however, is usually very strongly related to the prestige of his family line and thus, with his noble title. Each culture has its own system of titles and ranks among nobles, but this can provide a rough guideline for relative power of a character’s bloodlines.

Table 8-1: Cultural titles

An	Br	Kh	Rj	Vs
Emperor	--	--	--	Tsarevic
Archduke	Count	King	King	Tsar
Duke	King	Emir		
Baron	Duke	Sultan		
Count	Baron	Lord	Jarls	Tsarevos
Lord	Baronet		Chief	
Knight	Knight		--	--
Squire	Squire		--	--
Page	Page		--	--

In Anuire, most nobles of the rank of Duke or above are Major or Great scions with the Great Heritage template. The Great Heritage template is also possessed by all of the direct descendants of the rulers of the original 12 duchies; Avaniil, Taeghas, Boeruine, Alامية, Mhoried, Cariele, Elinie, Osorde, Aerenwe, Dhalaene (part of modern day Ghoere), Ghieste (part of modern day Ghoere), and Diemed. Barons and Counts are usually Major or Minor Scions. Counts usually hold a single province, while a Baron always holds at least two. Nobles of the rank of Lord or below are usually un-blooded. Some powerful temple and guild regents have no noble rank at all; but most domain rulers have some circuitous

claim to a family of major or minor nobility from whence they derive their bloodline.

To a large extent, the Brecht have adopted Anuirean titles. One major exception is that, in Brechtür, the title Count is roughly equivalent to that of an Anuirean Archduke. This may date back from the days of the Anuirean occupation when foreign lords held the highest positions of authority and local lords (who held the true power in the minds of the people) were limited to the rank of Count. Brecht regents assume any combination of titles in order to try to seem more important, these include; Duke, King, Baron, Baronet, etc. These often have little or no relationship to the strength of the regent’s bloodline. Brecht Counts, on the other hand, are often Major or Great scions, and may also have Great Heritage.

Khinasi culture is highly independent. Each city-state is ruled by a King or Queen who often has a unique title. Khinasi Kings are usually Great or Major scions and those who are decedents of El-Arrases are of Great Heritage. Emirs, Sultans, and Lords are usually Major or Minor scions. Due to the high esteem in which true mages are held in the lands of Khinasi, many powerful wizards and sorcerers of very minor bloodlines have achieved positions of significant rank. Most blooded Khinasi are nobles, but only a very few have bloodlines of significant strength.

Rjurik culture is largely clan-based; their titles tend to reflect the individual’s standing in his clan. No one individual has ever dominated the whole of Rjurik and the highest rank that the Rjurik recognize is that of King of a realm. Rjurik kingdoms are roughly equivalent to Anuirean duchies. Rjurik kings often have Major or Great bloodlines; very few have Great Heritage. Rjurik Jarls are province rulers, roughly equivalent to Anuirean Counts, and are almost always blooded, albeit often very weakly.

Vos culture is very war-like. Vos rulers are not decided on the basis of birth, but on cunning and skill in both war and in personal combat. Most Vos leaders are blooded through virtue of bloodthrift, thus there is no uniform guarantee of bloodline in the Vos leadership. Many successful Vos Tsarevoses eventually gain significant bloodlines through the usurpation of the bloodlines of their fallen enemies. In the distant past, Basil Zariyatam ruled all of Vosgaard as Tsarevic; although the title is gone, his bloodline is certainly of Great Heritage. Vos Tsars are roughly equivalent to Anuirean Barons; each holds as many provinces as he can claim. Lesser Vos Tsarevoses usually claim a province or less. Tsarevoses often have minor bloodlines, but many are un-blooded.

Each dwarven nation is ruled by a number of Thanes presided over by an Overthane. Most Dwarven Overthanes are blooded, but many Dwarven Thanes are not. As relatively few generations of Dwarves have passed since Deismaar there are few Dwarven scions, but their bloodlines often run strong.

The Kings and Queens of the elven nations are almost uniformly strong in bloodline. Immortal, many of the Kings and Queens were personally present at Deismaar. Aside from their titular ruler, most Cerilian elves do not have a rigid system of nobility; their leaders are simply first among equals. Thus, there is not necessarily a clear relationship between an elf’s rank and his bloodline.

The goblin nations were present in Deismaar in force, and their prolific breeding makes their scions among the most numerous worldwide. Luckily, the same breeding patterns have largely diluted the goblin bloodlines. Although powerful goblin bloodlines exist, most are the product of their bearer's success at usurpation. The most predominate derivation among goblins is Azrai, and members of their race are more likely to become minor awnsheghlien than any other.

Encounters and experience

Birthright parties are often larger than in traditional "dungeon crawling" campaigns. Often a PC will travel with an extensive entourage of guardsmen and other worthies who might aid him in overcoming any difficulties that he encounters. Calculating the EL for a "standard" encounter, the experience points that should be gained, and distributing experience points fairly can be non-trivial.

The encounter level (EL) system presented in the *Dungeon Master's Guide* is based on the assumption that an adventuring party consists of four characters of roughly equal level. This assumption is rarely true in a BIRTHRIGHT campaign. When designing encounters for a PC party, the DM should consider which characters might be involved in the encounter. If a PC's bodyguards are likely take part, then they should be included in the calculation to determine the party's strength for the purpose of determining the appropriate EL for a challenging encounter.

An effective system for gauging the strength of the PC party is to calculate their EL just as you would if they were a party of NPCs facing your PCs. For example, a party of three 6th-level characters and two 3rd-level characters is EL 10. An "average" encounter for a party should be four EL levels less than that of the PCs. Thus, an appropriate challenge for our example group would be an EL 6 encounter. After four such encounters, the party would be likely to need rest. A more difficult encounter for our example party would be EL 8 (the average EL for a threat against them + 2). An EL 8 encounter would test the party seriously, but they should prevail. An EL 10 encounter (on the other hand) would be equal to the party; the party would be just as likely to win as to lose.

When calculating experience for the encounter, the DM should again use the party's EL rather than the character's level to evaluate the true danger of the threat and thus the experienced gained. One solution is to use the party's EL minus four instead of the "Party's level" and the total EL of the encounter (rather than the CR of each monster) when calculating Experience points awards on *Table 7-1: Experience Points Awards (Single Monster)* in the *Dungeon Master's Guide*. The gained XP should be divided equally among all characters present, but such a division does not usually reflect the true division of effort in the battle. The focus of most encounters is on the PCs and the actions of the PCs. In general, all minor NPC characters (as a whole) should count as one PC character when dividing up XP. If, on the other hand, the PCs do little or nothing to aid their NPC minions, they should likewise receive only a token share of the XP earned by the group.

Another mechanism for awarding XP is to use the Free-Form Experience variant presented in the *Dungeon Master's*

Guide. Each PC should receive 75 XP x character level for an average encounter (encounter EL = party EL - 4), 100 XP x character level for a tough encounter (encounter EL = party EL - 3), or 150 XP x character level for a very challenging encounter (encounter EL = party EL - 2).

RP as awards

As noted in the domain rules sections, scions may gain re-gency (in addition to experience point awards) for acts that increase their reputation and prestige.

Variant: Experience awards for domain actions

Regent characters gain experience for overcoming domain-level threats through domain actions. Experience gained for routine actions (base DC 14 or less) should be no more than 50 XP x the regent's level. Difficult actions (base DC 15-19) should provide no more than 75 XP x the regent's level. Very difficult actions (base DC 20+) and actions which are significantly opposed by the opposing regents should provide no more than 100 XP x the regent's level.

Prestige classes

BIRTHRIGHT specific prestige classes will be presented, along with their organizations and cultural history, in the *d20 Atlas of Cerilia*. In addition, some DMs may wish to utilize prestige classes from other sources. In general, the use of prestige classes from other campaign settings is not recommended. The human nationalities and the various bloodlines go a long way toward defining characters without further specialization of prestige classes. If you decide that prestige classes are appropriate for your campaign, we recommend that you select them from the following list. In order to be eligible for a prestige class, the character must be a worshipper of one of the gods noted in brackets (if any) and a member of one of the races listed in parentheses (if any).

Defenders of the Faith: Church Inquisitor [Haelyn, Avani], Consecrated Harrier [Moradin, Avani, Haelyn, Ruornil], Contemplative [Any], Divine Oracle [Ruornil, Avani, Nesirie], Holy Liberator [Cuiraeén], Hospitaler {substitute the feats Skill Focus – Heal and Skill Focus – Diplomacy for Mounted Combat and Ride-by-Attack} [Nesirie], Hunter of the Dead [Not Belinik or Kriesha], Knight of the Chalice (substitute awnsheghlien for demon), Master of Shrouds [Kriesha], Sacred Fist [Ruornil], Templar, Warpriest [Belinik, Cuiraeén, Moradin]

Deities and Demigods: Berserk (Rj, Vos, Gob), Soldier of Light {change to conflict with Belinik} [Avani]

Dungeon Master's Guide: Arcane Archer (Elf), Assassin, Blackguard, Dwarven Defender (Dw), Loremaster (An, Br, Kh), Shadowdancer [Eloéle]

Masters of the Wild: Animal Lord, Bane of Infidels (Dw, Gob, Elf), Blighter (Any except Elf), Bloodhound (no organization), Deepwood Sniper (Elf, Rj), Exotic Weapon Master, Eye of Gruumsh [Kartathok], Foe Hunter, Forsaker (Rj, Vos), Frenzied Berserker (Rj, Vos), Geomancer, King/Queen of the Wild, Shifter, Tamer of Beasts, Tempest, Verdant Lord (Elf, Rj), Watch Detective, Windrider (Elf, An, Kh, Vo)

Song and Silence: Dread Pirate (Br), Dungeon Delver (Dw), Outlaw of the Crimson Road, Royal Explorer, Spymaster, Thief-Acrobat, Vigilante, Virtuoso,

Sword and Fist: Cavalier (An, Kh), Devoted Defender, Drunken Master (An, Br, Vos, Rj, Dw, Hlf), Duelist (Br), Fist of Hextor [Belinik] (Vos), Ghostwalker, Knight Protector of the Great Kingdom (An), Lasher, Order of the Bow Initiate (Elf, Rj, Kh, An, Vos), Ravager [Belinik] (Vos), Tribal Protector (Rj, Vos), Warmaster (An, Kh, Dw)

Tome and Blood: Arcane Trickster, Bladesinger (Elf), Candle Caster, Elemental Savant, Fatespinner, Mage of the Arcane Order (An, Br, Kh), Mindbender (Any except Elf), Pale Master (any except Elf), Spellsworn.

In addition to the content of Cerilia, the BIRTHRIGHT campaign setting has other lands. Characters with truly unusual classes or prestige classes might exist as unblooded foreigners. Almost any class or race is appropriate for such a character, but they should be rare! The DM should take special care to disallow any character that would distort the flavor of the campaign.

Non-cerilian settings

If a DM wishes to incorporate the d20 BIRTHRIGHT domain rules into a different campaign setting, several important issues must first be addressed.

Regents and bloodlines

The domain rules assume that regents carry the blood of the gods. If you wish to use these rules in a campaign world without scions, use twice the character's level as their "bloodline score" to determine maximum collection and regency reserve.

The value of a gold bar

In a non-BIRTHRIGHT setting, you may select any coinage equivalent to a gold bar, as appropriate. The default value of 2,000gp in coinage should be acceptable for most campaigns. It should be noted, however, that a Gold Bar is not just a measure of monetary assets; it is a combination of many factors that is expressed in a term for use on domain-level spending/value. Typically a GB is a combination of coinage (sp, gp, etc.), valuable assets (gems, artwork, etc.), or owed services and goods (weapons, armor, food stuff, cloth, etc.). The assets represented by a GB may vary based on both culture and time; for example, in the winter months a collected GB probably represents worked goods, not foodstuffs (which might be represented at harvest-time). The Gold Bar is a game abstraction and can be anything the DMs deems reasonable.

Does an Anuirean GB have the same value as an Rjurik one? For the purposes of abstraction, the question is not relevant. A GB collected and spent in Anuire has the same relative purchasing power as a GB collected and spent in Rjurik. Only when Gold Bars cross culture boundaries does the exact value of the GB become truly relevant. As BIRTHRIGHT is an action-oriented game setting (rather than a cultural simulation), it is recommended that the relative economic status of various cultures be disregarded. In effect, a Gold Bar has exactly the same purchasing power everywhere. DMs who wish to insti-

tute rules for inflation, devaluation of coinage, and other economic factors are encouraged to do so, but such detail is beyond the default scope of the setting.

It should also be noted that some BIRTHRIGHT domain purchases in gold bars do always reconcile well with the gold piece value guidelines presented in the *Dungeon Master's Guide* or other official d20 source books. The gold bar values for castles, ships, military units, and other domain assets are based on the established (and well play-tested) domain-level values introduced in the original BIRTHRIGHT setting. Discrepancies could be explained by noting the prices in the official source books may include the value of the land on which the castle/keep is built, plus the cost of creating a significant agricultural area with which to support the castle's inhabitants; such factors are already accounted for in the domain-level rules and thus the perceived prices may differ. It should be taken as read that the price for some assets have a different value in the BIRTHRIGHT setting. Use the values for assets in other campaign settings with care; combining two possibly different scales of asset valuation is potentially unbalancing.

Magic

The BIRTHRIGHT campaign setting is a highly magical setting, but one in which magic is not an everyday occurrence. True mages are rare figures of mystery. Unlike other popular settings, it is unreasonable for most regents to have powerful wards against intrusion, guards equipped with devices to detect invisible intruders, or to use an assortment of magical protections necessary to bring the use of magic as a solution to every problem into balance. As the DM, *you* must find the balance that is right for your campaign.

A BIRTHRIGHT campaign can be very played successfully as a high-magic, high-availability setting, as is the default for the d20 system. However, some DMs may prefer to consider introducing limitations that help keep magic from becoming too commonplace.

Variant: Limited magical transportation

Most fantasy stories are about the journey there and back again. There are many spells that allow a spellcaster to traverse great distances with little effort. Limiting these spells make the world a "bigger" place and does not unfairly disadvantage non-spell casters in a setting where commercial transportation magic is not available.

For game balance reasons a limitation on magical travel is necessary because of the relatively few beings capable of using such travel. In other settings there are many more opportunities to block these magical methods as well as many more magical items that can be used to deter their use. Imagine how easy it would be to use a *Teleport Without Error* spell to magically appear in an opposing regent's bedchamber and then, while invisible, slay him. Now imagine that happening to your character.

In Cerilia, most magical transportation involves (whether the caster is aware of it or not) the creation of a temporary path through the Shadow World. All spells that involve dimensional or instantaneous travel utilize the Shadow World. Realm transport spells and transportation via blood abilities

are powered by the forces of Aebrynis and do not touch the Shadow World unless specifically stated. The same properties of mutable space and time that allow the Shadow World to be used for transportation magics also makes such use unpredictable and dangerous. When such travel is taken, the caster must roll on the following table to determine the consequences of such passage.

Table 8-2: Magical transportation mishaps

Roll	Effect
01-69	Spell works normally
70-84	Caster arrives 2d20 miles off target
85-94	Caster arrives on target, but arrives 2d20 days late
95-99	Caster arrives both off target and late
100	Caster is trapped in the Shadow World

Magical items and artifacts

Magic is rare in Cerilia, but blood abilities and realm magic make Cerilia's spellcasters some of the most powerful and mysterious to be found in any campaign setting. With the arrival of the ancient human tribes about two thousand years ago, magic derived directly from the divine power began to make itself felt in Cerilia on a large scale. While elves had access to arcane magic and both dwarves and goblins had access to priestly magic long before the humans fled from Aduria, these races were not inclined to marshal magical resources in the way that humans do. Over this grand sweep of history, hundreds of spellcasters have reached levels of power (or sanctity) necessary to enchant objects with realm-shaking magical powers.

Cerilian wizards believe, on the whole, that magic is far too dangerous to trust to in the hands of those that have not earned the right to wield it. Therefore magical items, even minor items such as potions and scrolls, hardly ever turn up for sale in the open market – they are far too rare and dangerous for most owners to part with them willingly.

Magical items in Cerilia are always rare and usually powerful. Most permanent magical devices are unique and most should be considered to be minor artifacts. Magical items are not commodities manufactured by artisans for profit. Nor are magical items created to perform minor tasks, household chores, or other such trivialities. Situations *might* arise in which a spellcaster has created three or four items with the same powers, but such occasions are rare. Also, it is unlikely that any spellcaster has ever tried to copy another magical item (especially the most unusual ones). In other words, only four or five *rings of protection +2* might exist in all of Cerilia, each created by the same individual for some specific purpose, or each created by a different spellcaster for her own personal use; likewise, probably only one *rod of lordly might* exists on the continent.

While the properties of any particular magical item may closely mirror a standard item described in the *Dungeon Master's Guide*, unusual perks or side effects are fairly common.

For example, the DM may decide that a dwarven smith crafted all five rings of protection +2 in existence nine hundred years ago as a gift to the five nephews of the dwarf king of Baruk-Azhik. In addition to their normal protective enchantment, the rings may also tingle or glow whenever orogs are near.

The majority of magical items in Cerilia are forged for a specific individual in order to allow that individual to perform a specific task. Thus almost every magical item has a history and a family, group, or organization that claims permanent ownership of the item. The use of many such items comes with an obligation to uphold the ideals to which the item was dedicated.

With this in mind, a few of Cerilia's magical items are presented here. Unless otherwise noted, assume that each is a unique item. These magical items are unique to the BIRTH-RIGHT setting and can be used to provide a more campaign-specific flavor to the magical items encountered by the party.

Creating magical items

Variant - Substitutions for XP in item creation

Blooded characters can opt to sacrifice their bloodline score in lieu of experience points to cast spells that require the expenditure of experience points or to create magic items. The exchange rate is 1,000 experience points for every point of bloodline score so sacrificed. This sacrifice can only be used once per item or spell.

Variant – Low magic campaign

Most areas of Cerilia are low magic (as per the *Dungeon Master's Guide*, Chapter Six). Thus, spellcasters and magic treasure are about twice as rare as normal and the sale of magical items is a rarity. Most common people see magic very rarely and spellcasters are revered or feared (particularly arcane spell casters). In the elven nations, the heart of the Khinasi city-states, few areas of Brechtür, the Imperial city of Anuire, and perhaps a few other locations in Cerilia, the availability of magical items approaches that of the typical campaign.

To reflect the relative rarity of magical items and magical paraphernalia in Cerilia, increase the listed market price by 30%. For example, a +1 sword in Cerilia would cost 3010gp instead of the 2315gp in the *Dungeon Master's Guide* this increase in market value should affect all facets of creation, including an increased expenditure of experience.

Historic origin of found or inherited items

All Cerilian magic items are unique and even the smallest permanent magical item is likely to have some special historic value. Most magical items are passed down through family lines over generations. Many regents will go to significant effort to recover a lost or stolen heirloom of their family's past. Ideally, the DM should have a specific history in mind for each magical item introduced into the game. The following tables are provided to help DMs (as necessary) to quickly determine a back plot for a newly introduced item.

Determine age

The antiquity of a magical item can be determined randomly on Table 83: *Item antiquity* based on its relative level of

power. Minor magical items are more likely to be lost, destroyed, or consumed over the ages, and thus most charged or expendable magical items (including potions, scrolls, and wands) have been lost. Major magical items, on the other hand, are far more likely to be treasured and cared for through the ages. To help qualify the history of an item, a more exact history period can be determined within its age category using Table 8-4: Historic periods and Table 8-5: Racial make. The DM should use discretion with these results. For example, a Dragon would be unlikely to create a +1 dagger. Likewise, giant-made items are likely to be sized appropriately for its creator.

Table 8-3: Item antiquity

Antiquity	Age (years)	Charged	Minor	Medium	Major
Recent	1-100	01-80	01-30	01-20	01-10
Young	100-400	81-94	31-70	21-60	11-30
Old	400-800	95-97	71-90	61-80	31-50
Very old	800-1200	98-99	91-98	81-95	51-70
Ancient	1200 +	100	99-100	96-100	71-100

Table 8-4: Historic periods

Roll	Historic period	Roll	Historic period
d100	Young	d100	Very Old
01-12	Civil wars of Anuire	01-25	Imperial
13-36	Liberation from Anuire	26-100	Other
37-100	Other		
d100	Old	d100	Ancient
01-25	Imperial	01-25	Battle of Deismaar
26-40	Khinasi liberation	26-40	Elven/human wars
41-100	Other	41-45	Elven/goblin wars
		46-100	Other

Table 8-4: Racial origins

Race	Recent	Young	Old	Very old	Ancient
Anuirean	01-13	01-12	01-17	01-17	01-09
Brecht	14-25	13-24	18-28	18-28	10-18
Dragon	-	-	29	29	19-21
Dwarf	26-30	25-30	30-35	30-36	22-30
Giant	-	31	36	37-38	31-33
Gnoll	32	32	37	-	-
Goblin	33-37	33-36	38-40	39-40	34-35
Khinasi	38-49	37-49	41-51	41-51	36-45
Masetian	-	-	-	52	46-56
Orog	50-53	50-53	51-53	53-54	57
Rjurik	54-64	54-64	54-64	55-64	58-66
Sidhelien	65-74	65-75	65-75	65-76	67-79
Vos	75-85	76-86	76-86	77-86	80-86
Adurian	-	-	-	87	87-93
Azrai/servant	-	-	-	88	94-96
Awnshegh	86-93	87-94	87-94	89-95	-
Divine	94	95	95	96	97-99
Shadow	95-99	96-99	96-99	97-99	-
Other	100	100	100	100	100

Potions

Immunity to Blood Abilities: This potion grants the imbiber SR 25 to all blood abilities for 1 hour. *Caster Level:* 4th;

Prerequisites: Brew Potion, spellcaster level 6th+; *Market Price:* (750gp)

Ley Line Finding: This potion enables the imbiber to unerringly find the most recently used ley line in a province. It does not reveal the ley line's owner. This potion can allow a source regent to locate a ley line and sunder it (by casting *Ley line sunder*) in a single domain action. *Caster Level:* 4th; *Prerequisites:* Brew Potion, spellcaster level 8th+; *Market Price:* (1000gp)

Regency: This potion allows a regent to draw upon his connection to his domain and affect the outcome of events. When consumed the regent gains a +2 enhancement bonus to his standard domain action during the month in which the potion is imbibed. *Caster Level:* 4th; *Prerequisites:* Brew Potion, spellcaster level 6th+; *Market Price:* (1500gp)

Blood Armor: This potion causes a scion's bloodline to become a natural defense against attacks. It provides a bonus to armor class by 1 point for every 5 points of bloodline ability score (rounded down); this bonus is similar to the bonuses provided by blood abilities and stacks with other bonuses. If a non-blooded character drinks this potion he receives 2d6 hit points of damage, a Fortitude save versus DC 15 negates. The effect lasts for 1d4 turns. This potion requires a drop of blood from a scion in order to brew. *Caster Level:* 4th; *Prerequisites:* Brew Potion, spellcaster level 7th+; *Market Price:* (550gp)

Armor and shield special abilities descriptions

The history of Cerilia is one of conflict and war. Magical arms and armor are among the most commonly encountered magical relics.

Blood Ability: A shield or suit of armor with this enchantment grants the wearer (if a scion) the use of an additional specific minor blood ability. Only one scion can use this ability within any 24-hour period. *Caster Level:* 15th; *Prerequisites:* Craft Magic Arms and Armor, major (or better) scion template, drop of blood from a scion with the appropriate blood ability, loss of 1 point of bloodline score; *Market Price:* +2 bonus.

Blood Protection: A suit of armor with this enchantment protects the wearer from losing his bloodline through blood-theft as if protected the *Bloodline Ward* realm spell. The character's bloodline is retained in the armor and can be released only by the touch of one of the slain scion's descendents (who absorbs the bloodline as per a *Bloodline Investiture* realm spell). The presence of the bloodline cannot be detected by common magic and can only be destroyed if the armor is destroyed. A suit of armor with this ability cannot store more than one bloodline at a time. *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, scion, *bloodline ward*; *Market Price:* +3 bonus.

Bloodline Grounding: A suit of armor with this enchantment causes its wearer's bloodline to be grounded directly to the land if the scion is slain. Bloodtheft of the slain scion is impossible. Furthermore, there is a chance that the grounding of the scion's bloodline will also weaken the bloodline of the victorious scion. If slain, the armor's wearer and the victorious scion must make opposed bloodline checks. The slain scion gains a +10 bonus to this check. If the armor's wearer suc-

ceeds, the victorious scion loses 1 point of bloodline strength, plus an additional point for every 5 points by which the check succeeded. *Caster Level:* 8th; *Prerequisites:* Craft Magic Arms and Armor, *bloodbond*; *Market Price:* +1 bonus.

Shadow Travel: A suit of armor with this enchantment allows the wearer to pass to/from the shadow world as if he had the Shadow Walker feat. This ability can be used twice per day. *Caster Level:* 10th; *Prerequisites:* Craft Magic Arms and Armor, drop of blood from a halfling with the Shadow Walker feat, *ethereal jaunt*; *Market Price:* +1 bonus.

Specific armors

The Armor of Michael Roel: This finely crafted +2 Full Plate of Bloodline Grounding is rumored to currently be in the trophy room of the Gorgon. As an artifact of the Empire's demise, this suit of armor is priceless; its return would provide a major gain of regency to those who recovered it and provide a +1 bonus to morale to a unit of soldiers personally led by a commander wearing this armor. *Market Price:* Priceless.

Brecht Fine Leather: This shiny, black, leather armor is made from seal or sea lion skin and protects its wearer from both weapons and the elements. Brecht Fine Leather is designed for maximum mobility and has a maximum Dex bonus of +8. This suit of armor provides protection Cold Resistance 1, enough to protect the wearer from the worst of the northern Brecht winters, but remains comfortable in the hot summer months of the Basin States.

Suits of Brecht Fine Leather were originally manufactured for navy officers of the Brecht League in 164 MR. While some Brecht armorers still hold the secret of making Brecht fine leather, only a practitioner of true magic can enchant the suits. Several suits are still in use, some remain as a memorial to the Brecht Free League, and many noble houses of Brechtür maintain one or more suits among their prized possessions. *Caster Level:* 10th, *Prerequisites:* Craft Magic Arms and Armor, *freedom of movement*, *resist elements*; *Market Price:* +1.

Some suits of Brecht Fine Leather are made from the pelts of white seals. These suits function the same as their black counterparts but are additionally enchanted to provide SR 20 against cold-related spell effects to its wearer. These suits are far rarer. *Caster Level:* 12th, *Prerequisites:* Craft Magic Arms and Armor, *freedom of movement*, *spell resistance*; *Market Price:* +2.

War-Horns of Boerag: The War-Horns of Boerag were named for the orog war-chief gifted with the initial set. Boerag died in battle against the Vos in what is now Rovninodensk, and the War-Horns have not been seen since. An unknown wizard may have given the War-Horns of Boerag to the orogs of the Sword Rust Tribes. The War-Horns attach to the traditional conic helmet of the orog war chieftain, giving him a fearsome appearance. The bearer gains a gaze attack with a 50 foot range. Any non-orog viewing the war-horns must make a Will save (DC 18) or be *frightened* for 1d10 rounds. Any viewer making a successful save is immune to this effect for 24 hours.

Magic weapon special abilities descriptions

Behind every magical weapon lies a story. Sometimes, only legends or myths surround a weapon, while other times every battle in which the weapon's wielders participated can be traced through history as accurately as the Lord High Castellan tracks the monetary expenditures of his subordinates. Weapons have always been important in Cerilia. Some are symbols of ideals and bloodlines that might have been forgotten or lost for a time, but never destroyed. Even the most pacifistic rulers on Cerilia hearken to stories of mystical weapons and symbols of their ancestry.

Bane: Bane weapons in Cerilia are often forged against scions. As per the *Bane* ability in the *Dungeon Master's Guide*.

Blood Ability: A weapon with this enchantment grants its scion wielder an additional specific bloodline ability. Only one scion can use this ability within any 24-hour period. *Caster Level:* 15th; *Prerequisites:* Craft Magic Arms and Armor, major (or better) scion template, drop of blood from a scion with the appropriate blood ability, loss of 1 point of bloodline score; *Market Price:* +2 bonus.

Blood: A weapon with this enchantment contains a bloodline. This ability has no special effect save in the hands of a scion with the same bloodline derivation as the weapon. In the hands of an appropriate scion, this weapon grants access to all of the bloodline abilities that it possesses. When first created, this item absorbs the bloodline (and abilities) of the scion who was the subject of the bloodline investiture. Alternate versions exist that only perform the investiture when a command word is spoken. These were created for a scion for use as a last resort to prevent bloodtheft. *Caster Level:* 17th; *Prerequisites:* Craft Magic Arms and Armor, *soul gem*, *bloodline investiture*, scion; *Market Price:* +3 bonus.

Tighmaevril: Over 2,000 years ago, the elven wizard Ghoigwnnwd created over a dozen weapons from an experimental metal he named *tighmaevril* (TIE-may-vrill). All tighmaevril weapons carry an enchantment bonus of +3 or greater and many have additional enchantments. More importantly, tighmaevril has been shown to have special properties that make it ideal for bloodtheft. Scholars believe that most, if not all, tighmaevril weapons are currently held by the Gorgon.

Specific weapons

Arrow, Deathbolt: These +1 arrows were created by the elves during the early days of the *gheallie Sidhe*. These shafts contain powerful spells to ensure the deaths of those they struck. Deathbolt arrowheads dissolve instantly inside of any living target, spreading like a cancer to the creature's bones and muscles. Any living creature struck by a deathbolt arrow must make a Fortitude save (DC 17) or die. On a successful save, the target instead takes 3d6 + 9 points of damage. Due to this weapon's necromantic tendencies the elves no longer create them, except for maybe those following Rhuobhe. *Caster Level:* 18th; *Prerequisites:* Craft Magic Arms and Armor, *Bestow Curse*, *Finger of Death*; *Market Price:* +2.

Arrow, Straight: Developed during the Witch Wars of the Vos, straight arrows were used by the northern people to detect magical tricks and traps on the battlefield. When a straight arrow is fired into an illusion (such as hallucinatory terrain),

the illusion is dispelled. Although the arrow can only dispel one illusion, it can be reused if no illusion is present and the arrow can be recovered whole. Greater straight arrows have the ability to *slay* (Fortitude save DC 20) any practitioner of lesser arcane magic. *Caster Level:* 13th; *Prerequisites:* Craft Magic Arms and Armor, *True Seeing*; *Market Price:* +1, Greater straight arrows – *Caster Level:* 15th; *Prerequisites:* Craft Magic Arms and Armor, *True Seeing*, *Slay Living*; *Market Price:* +2.

Bitterfrost: A powerful Rovninan priestess of Kriesha named Atashya forged Bitterfrost almost 350 years ago. Legends tell that Atashya left Vosgaard and journeyed far to the north across the frozen seas, wandering the unending ice at the roof of the world for several years, and that Bitterfrost was in her possession when she returned. This weapon has been passed down to servants of Kriesha ever since. In the Vos language, the weapon is called *Turiye'temyzin*.

This infamous weapon is three feet in length and bears a spherical spiked head of lead and iron. Bitterfrost commonly functions as a heavy mace +1. Bitterfrost also has a 50% chance of extinguishing any fire into which its head is thrust. This power extends to a 10-foot radius and includes lasting effects such as *wall of fire*, but excludes instantaneous effects such as *fireball*, *meteor swarm*, and *flame strike*. Bitterfrost has a chaotic evil alignment and anyone who is not both of Vos descent and a worshipper of Kriesha that attempts to wield it gains one negative level. The negative level remains for as long as the mace is in hand and disappears when the mace is no longer wielded.

In the hands of a follower of Kriesha, it gains an additional +2 enhancement bonus and also acts as a Icy Burst weapon (+1d6 points of cold damage on a successful hit, +1d10 on a successful critical.) Its wielder is protected from fire, because the mace absorbs the first 10 points of fire damage each round that the wielder would otherwise suffer.

In the hands of a priestess of Kriesha, Bitterfrost can also transform into a weapon of true ice once per day. In this form, it radiates such intense cold that any creature within 10 feet (including the wielder) suffers 1d6 cold damage each round. Any creature struck by the true ice weapon must make a Fortitude save (DC 23) or be frozen on the spot; suffering double damage from the attack and remaining paralyzed for 1d6 rounds. Bitterfrost can only serve as a true ice weapon for 5 rounds (double if the ambient temperature is below freezing).

Caster Level: 18th. *Weight:* 12 lb.

Calamity: Calamity is an ash quarterstaff +2. Calamity has the abilities of Rod of Thunder and Lightning, and grants its wielder *non-detection*. Calamity is currently rumored to be in the possession of the mysterious figure known as the Wizard.

Calamity contains two *sielshaghlien* of Vorynn's bloodline. The 1 1/2 inch emperor crown cut diamond is anchored at the top of the staff, while the 1 inch cabochon cut prince diamond is set where the wielder usually grips the staff. These *sielshaghlien* grants Calamity's owner a +8 enhancement bonus to their bloodline ability score.

Fang of Kriesha: This +3 dagger is forged in the shape of a wolf fang. The fang grants its wielder the ability to cast the following spells. 1/day (at 12th level): *Chill Touch*, *Cone of Cold*, *Wall of Ice*. 1/week (at 15th level): *Winter Wolves*. Fur-

thermore, the Fang grants the wielder a spell resistance of SR 15.

Lance of the Gray Legion: These +1 heavy lances of Thundering were the signature weapon of an ancient warrior company that fought on the side of Azrai in the War of Shadow. Forged by Azrai's command, the lances struck terror into the hearts of the evil god's enemies – until the Gray Legion betrayed their master and joined the forces of good. Azrai and his Vos warriors destroyed the Gray Legion at the Battle of Mount Deismaar, and the lances were lost in the cataclysm that soon followed.

Sword of Roele: This +2 bastard sword of Blood grants the Anduiras minor bloodline ability *enhanced sense* to any scion of Anduiras that wields it. An artifact of the Empire's demise, this sword is priceless; its return would provide a major gain of regency to those who recovered it and provide a +1 bonus to morale to a unit of Anuirean soldiers personally led by a commander carrying this sword.

This sword was a gift of the dwarves of Baruk-Azhik, presented to Michele Roele on his ascension to the throne of Anuire. The hilt is decorated with braided gold and silver leading to a carved golden pommel. The two small red garnets set in the hilt where it meets the crosspiece glow when wielded in battle by a scion of the Roele bloodline. The sword was lost (and rumored broken) during Roele's legendary battle with the Gorgon. This sword is rumored to be located in the Gorgon's Hall of Trophies.

Sword of the Silent Watch: The Sword of the Silent Watch is a +3 rapier made of a light and supple steel alloy. Furthermore, the rapier vibrates slightly to give silent warning to its wielder when evil approaches. The sword maintains a constant *Detect Evil* at a range of 60feet; the strength of its vibration corresponds to the strength of the detected evil.

This weapon was given to the first Baron of the Stille Wächter ("Silent Watch") in Rheulgard by an elven lord of the Coulladaraight as a binding gift in one of many treaty negotiations between the Brecht people and the elven realm of Coul-labie. The only humans not to come into direct conflict with the elves during the time of the *gheallie Sidhe*, the Brecht established a precedent of peace between elves and men that has lasted for centuries.

The elves have given lesser replicas of the original sword to other human lords. These copies are only +1 weapons; furthermore they do not *detect evil* (as does the original sword), but instead *detect undead*. Some say all the swords of the silent watch contain an enchantment which will cause them to turn in the hands of their wielder if ever used to strike one of elven blood.

Sword of Vassalage: The Sword of Vassalage is rumored to have been created by the court wizards of Ryullen Roele, Anuirean Overlord to the southern Rjurik kingdoms during the latter half of the ninth century HC. This +2 bastard sword has a seemingly unique property. Any oath taken on the Sword of Vassalage is binding; breaking an oath sworn on the sword requires a Will (DC 30) save each time the oath is broken. If the save is successful, the oath is broken, but the swearer suffers extreme discomfort and 2d6 points of subdual damage. Only swearing a revocation on the sword can release a sworn oath. Unless the person(s) to whom the oath was sworn is will-

ing to allow this revocation, a Will (DC 30) save is required to revoke an oath.

The original Sword of Vassalage disappeared in the Giant-downs centuries ago. The war that accompanied the retreat of Anuirean armies from Rjurik lands made it impossible to search for the weapon. It is possible that the Sword of Vassalage is the force that makes the Five oaths sworn by Khinasi mages in the Temple of Rilini binding. Some scholars believe that the Sword of Vassalage is not unique, but one of a set of five original Swords of Vassalage – one for each human culture, but no proof has surfaced to support this conjecture.

Trident of Oelde: This +4 trident is forged of silver and blue-steel metal mined beneath the waves of the Baïr El-Mehare. The Trident grants its wielder both *free action* and *water breathing*. Once per day, the wielder can cast *monster summoning III* to summon aquatic allies.

One of the last of the doomed Masetian warlords, Oelde made a valiant stand for her people in the waning days of the War of Shadow. The Trident of Oelde may have been the reason for her success. During the Last Siege of el-Pahaere, a coastal fortress of strategic importance during the War of Shadow, Oelde is rumored to have used the trident's power to raise three sunken ships of her fleet along with their undead crews, to fight on her side in the battle. This maneuver so terrified Azrai's minions that an easy victory seemed within Oelde's grasp, but unfortunately, Azrai's forces persevered. Though the Masetians eventually won the hard-fought naval battle that ensued, Oelde and her ship were destroyed and the Trident was lost.

Ring descriptions

Bloodstone Ring: When worn by a scion, a Bloodstone Ring draws power from the land itself to transform part of a scion's bloodline into regency. The wearer can sacrifice one of his bloodline strength points and gain a number of Regency Points equal to four times his new bloodline strength score. Thus, a regent gains as much regency as would be required to raise her bloodline score back to its previous value. Regents (or potential regents) find this ring invaluable. A scion with a Bloodstone Ring could produce enough regency to forge a domain in a short period of time.

These rings first came into being during the fall of the Anuirean Empire. Scions and minor regents, desperate for some way of amassing support against powerful rivals, developed these magical items as a means of translating their bloodlines into actual power. Some say many of the bloodstone rings were flawed (perhaps purposefully) to drain a regent's bloodline strength away slowly, month by month.

Rings of Ley: Centuries ago, an elf regent wizard named Lienna Deir created twelve unique rings. These rings were forged to aid the elves in the defense of their arcane holdings from the human interlopers. Some of the rings remain in the hands of elf regents. Others have fallen into human possession or have been lost altogether. Lienna is rumored to survive to this day, seeking out the lost rings in an attempt to return them to the hands of his people. Rings of Ley can only be used by source regents. The rings must attune themselves to their wearers before they can be used, a process that takes approxi-

mately one domain round. An individual cannot wear more than one Ring of Ley at a time.

Ring of Ley Communication: This band of gold dotted with diamonds and emeralds allows the wearer to communicate telepathically with his lieutenants. The lieutenant must be in a province through which a ley line controlled by the wizard passes. The ring functions once per day and can be used for up to 30 minutes of communication.

Ring of Ley Detection: This ring is a simple circle of braided, dry reeds woven together. It allows its wearer to learn if a ley line has been affected by the realm spells *disrupt mebhaighl*, *ley line sunder*, or *ley line ward*. It functions once per domain turn.

Ring of Ley Discovery: This ring is made of pure gold and set with pale green pearls. When activated, the ring directs its wearer to the nearest ley line. The duration of this detection is 72 hours and the ring may be used once per domain turn. Obstacles such as mountains, magical wards, buildings, or even a *ley line mask* realm spell will not prevent the wearer from finding the line.

Ring of Ley Extension: This ring is fashioned of hammered bronze and has tiny rosebuds engraved on the inside and outside of the band. This ring allows the wearer to cast a realm spell from a province adjacent to one in which one of his ley lines terminate. He can cast the spell as if he were in the province in which the ley line terminates. The ring may be used once every domain turn. It is rumored that Lienna gifted this band to his spouse.

Ring of Ley Forging: This platinum ring is set with an emerald and enables its wearer to use one of his ley lines that passes through a province (normally only ley lines that terminate in a province can be used).

Ring of Ley Life: This hammered silver ring set with a heart-shaped emerald will regenerate a wizard's hit points. The ring grants abilities of regeneration at the rate of 1 hit point per hour for every ley line the wizard controls.

Ring of Ley Lore: This ring, carved from the blue coral of the Sea of Storms and engraved with the image of a dolphin, can be used by a wizard to determine who controls ley lines. The wearer must be within a province that the ley line passes through and must already know of the ley line's existence. This ring has 10 charges which regenerate at the rate of one per year. The user may expend up to 2 charges per domain turn. The use of 1 charge will reveal the name of the wizard controlling the ley line, the use of 2 charges will reveal the relative strength of the sources to which the ley line is connected: weak (1-2), moderate (3-5), or strong (6+).

Ring of Ley Shielding: This ring, carved from darkwood of the Grovnekevic Forest in Vosgaard and set with a tiny tear-shaped diamond, grants the wearer the ability to make up to four of his ley lines immune to tampering by rivals. The wearer designates which ley lines are to be so protected during their forging. The wearer may instead opt to designate two previously forged ley lines for protection instead of new ones. Protected ley lines cannot be deactivated, detected, sundered, or traced. The wearer may revoke this protection at will.

Ring of Ley Transportation: This ring has two black opals set into a thick band of silver shot through with streaks of a

darker unknown material. It allows its wearer to transport from one source to any other source to which it is connected via a network of ley lines. He will appear at ground level adjacent to one of the sources that the ley line connects. This magical transport does not pass through the Shadow World; it utilizes the *mebhaighl* of the wielder's ley lines.

Ring of Ley Use: This plain-looking ring is forged of Tighmaevril and grants its wearer the ability to tap into another's ley line. The wielder may use the ley line (and thus the sources at either end) to cast a realm spell. The ring allows its owner to use the ley line as if he actually controlled them; he can cast realm spells through the borrowed lines. He also gains knowledge of the source levels he has gained access to. This spell does not protect its wielder from ley line traps or other wardings. This ring can be used once per domain turn. It is rumored that this ring is in the possession of the enigmatic being known only as the Wizard.

Ring of Ley Vision: This ostentatious ring has a ruby the size of a grape inset into a bronze band and allows its wearer to see what is transpiring in the area where his ley line runs. By staring into the gem and concentrating on a section of land through which one of his ley lines runs the bearer can see what is transpiring there. The wearer sees things as if it was broad daylight regardless of the actual conditions. The wearer sees things within a 120-yard radius of the spot on which he is concentrating and he can magnify a location or move the center of vision to see surrounding land. The ring may be used once per day for up to an hour.

Ring of Ley Vitalization: This ring of two intertwined bands of platinum and gold allows its wearer to not pay costs associated with the use of a ley line. This ability can be used once per domain turn.

Ring of Reversal: The Ring of Reversal is activated when one scion attempts to commit bloodtheft on another. The ring reverses the process of bloodtheft, turning the energy back upon the attacker - draining him of his bloodline and perhaps even his life. When a character wearing the Ring of Reversal is struck a death blow by a would-be usurper, the usurper must make a Fortitude Save (DC 20). If this check fails, the usurper is slain. Furthermore, the attacker's bloodline is released and the ring absorbs this regency and uses it to heal the ring-wearer by one hit point per point of regency absorbed. If the wielder is healed to full health, then additional RP are absorbed normally by those in the area.

The Ring of Reversal is said to have been created by the Sorcerer, a mysterious regent who once ruled lands now controlled by the White Witch. Surrounded by the superstitious Rjurik people, the Sorcerer feared becoming the object of a blood quest. Though the threat of bloodtheft lingers in the minds of all scions, the Sorcerer believed himself to be a prime target, for a successful adventurer would gain not only his bloodline, but also the prestige of having rid the land of a wizard. The Sorcerer's domain is long fallen; no one knows what happened to his Ring. Some say it was stolen over a century ago by a Rjurik adventurer, leaving the Sorcerer more vulnerable to the attack that ended his life.

Ring of the Serpent: This ring allows its wielder to poison others with a touch. On a successful unarmed melee touch attack, the ring's victim suffers from the effects of a virulent

poison (DC 20, 1d6 Con initial, 2d6 Con secondary). The ring's wearer is immune to the ring's effect.

Produced for the Serpent by an ancient Masetian wizard, the rings of the Serpent have passed from their original wielders and become part of treasure troves throughout Cerilia. The Serpent granted these rings to his favored servants, marking them as Sons of the Serpent forever. It is said that removing a ring of the Serpent (which looks like a serpent's mouth, with fangs hanging over the wearer's knuckle) causes a wearer to suffer the same fate as those successfully attacked by the ring's magical poison - no saving throw is allowed. The Serpent may also have a special link to these rings that provides him with a significant bonus when attempting to *scry* the ring or its wielder.

Wondrous items descriptions

Amulet of Inspiration: This item provides a +4 bonus to all Lead checks, and a +1 bonus to domain resolution checks for the Agitate action. A military unit led by the wielder of this amulet receives a +4 bonus to its morale.

Banner of the Anuirean Empire: Human troops under any army led by this banner cannot fail morale checks.

Book of Laws: The wielder of this relic may cast a realm spell once per season as a court action (rather than as a standard action). The Book of Laws is the most prized relic of Haelyn in existence and is currently held by the Averline temple of the Orthodox Imperial Temple

Bounder's Guides: When the armies of the old gods marched into battle against Azrai, each god's army marched under a separate banner. To avoid direct conflict between followers, the gods created Bounder's Guides, to mark the territory of each camp and protect it from harm.

Each guidepost carries a symbol of the god it represented as well as a few markings to indicate the major foes of that champion. A Will save (DC 14) is required for anyone who is not a member of the favored race of the god to cross the border of an area marked by a Bounder's Guide. The required save is DC 20 for undead creatures or other creatures of shadow.

Surprisingly, many Bounder's Guides survived the Battle of Mount Deismaar, and troops fleeing the cataclysm brought them north, into Cerilia. Single guideposts often found their way into temple hoards as symbols of the new gods. Unfortunately, a regent needs to assemble a complete set of bounder's guides (at least three) to use them effectively.

Bounder's Guides are immune to normal and magical damage, but can be touched (and moved) by anyone able to cross their boundaries.

Brazier of Banishment: Basarji wizards created these items to enforce their laws before the Anuirean Occupation. The braziers were destroyed or hidden during the empire's rule and have not reappeared publicly since.

A Brazier of Banishment can only be used by a law or province regent. Each such use requires the expenditure of 1 RP. A single target branded with an iron heated in the activated Brazier is permanently marked as a criminal. While in any province in which the branding regent has a holding, the brand burns hot. The burning brand inflicts one point of subdual

damage to the target each day. Furthermore, the burning prevents the target from resting or healing normally.

Brenna's Favor: This necklace features six sielsheghlien in an elaborate silver chain. It is dominated by an oval emperor cabochon in the center flanked by two round prince cabochons. Four knight gems of jacinth infused with the power of Brenna; their collective power adds +4 Bloodline to the necklace's possessor.

Brenna's Favor is a family heirloom of the Countess of Danigau. It has been reported missing and is commonly believed to be currently be in the possession of Albrecht Graben, the pirate-king of Grabentod.

Bridle and Spurs of Awnmaur: This trio of objects is made with four sielsheghlien of Azrai's bloodline; a pair of ornate platinum spurs and a horse's bridle with matching detail work on the leather and knobs. The original names of the items and that of their creator have been lost through time. They gained the name "Awnmaur", from the elvish word meaning "dark horseman", from their most famous owner, Rhuobhe Manslayer.

The Bridle of Awnmaur holds two prince gems that shine from the knob-ends of the bridle's bit. The platinum bit and the gem settings are carved in the shape of clouds. The black leather reins are featureless. The Bridle of Awnmaur grants its horse the same abilities as *Horseshoes of a Zephyr*.

The Spurs of Awnmaur are also heavy platinum pieces, shaped and carved in the image of billowing clouds with the clouds ending in sharp spur-points. A black sapphire knight sielshegh is set at the ankle of each spur. A light platinum chain straps the spurs onto any human or elf sized boot. The Spurs of Awnmaur grant their wearer's mount the same abilities as *Horseshoes of Speed*.

When a single rider uses both the Spurs and Bridle of Awnmaur during the day, the above powers are active. At night no mount is needed because the items collectively conjure a phantom steed out of material drawn from the Shadow World. This steed has the abilities of one summoned via the spell *phantom steed* as if cast by a 14th level caster. The phantom steed can be summoned once per night and lasts until the rider dismounts or dawn breaks. When used together the Spurs and Bridle collectively add eight points to the bloodline score of the user.

Rhuobhe has not used the items for over a century and it is rumored that they were stolen by agents of either Tuornen or Avaniil.

Brooch of the regents: Once per day, this silver brooch allows its wielder to sense the number of other regents in the current province. The brooch also provides a general sense of the direction and distance in which the other regents can be found, but does not provide a specific location or identity.

Chalice of the Dead: Once per year, this item can be used to raise an undead unit. This unit serves the Chalice's wielder until the next Eve of the Dead, at which point the unit becomes self-controlled.

Crown of Anuire: The Crown of Anuire is rumored to hold an oval emperor sielshegh ruby surrounded by 4 oval prince sielshegh rubies. This crown provides a +17 bonus to Bloodline.

When Roele began his dream of uniting and bringing peace to all of Cerilia, he ordered the recovered sielshegh of Anduiras set into his new crown. The power of these stones helped grant Roele the power he needed to build the Anuirean Empire.

Rumor holds that the sielshegh gems were stolen hundreds of years ago and replaced with normal rubies. If so, this theft may have precipitated the fall of the empire. The Crown of Anuire is currently held in a secure location by the Imperial Chamberlain of Anuire, in trust for the rightful heir to the Iron Throne.

Crown of Command: This crown provides the regent's domain with one extra court action per phase.

Crystal of Scrying: This orb reveals the number and type of all military units in one target province. The orb can be used once per domain round.

Dierdrien's Ring: The wielder of this ring can create ley lines as a court action (normally a standard action).

Mantle of the Masetians: A Masetian wizard created a dozen of these exquisite loose, sleeveless robes centuries ago. The mantle works for arcane spell casters only, and allows them to cast *whispering wind*, *gust of wind*, and *wind wall* 1/day each as a 9th level wizard.

Mebhaighl Stones: The destruction of mount Deismaar disrupted the flow of mebhaighl throughout Cerilia. At the center of the explosion, some of this magic was enhanced by the essence of the old gods and trapped inside the hardening molten rock that was flung far and wide by the explosion.

These mebhaighl stones are mostly smooth, dark, oblong stones about the size of small melons. They weigh anywhere from 4 to 8 lbs and contain the mebhaighl equivalent to a source (1).

A Mebhaighl Stones may be used to cast realm spells as if it were a source (1) or may be added to an existing source to increase its effective level by 1. No more than one stone may be used at time in combination with an existing source. Once used to cast a realm spell the stone loses its stored energy, but by placing it near a source for one year it may be re-energized.

There are thought to be around three dozen of these stones throughout Cerilia. The Royal College of Sorcery in Anuire is known to possess at least one. It is also rumored that the Magian and the Wizard each have one. Several prominent rulers claim to own others, especially in the Khinasi lands, but these may just be boasts to enhance the ruler's prestige.

Orb of Divine Focus: This appears to be an unpolished, dull, translucent blue gemstone of unknown material roughly the size of a man's fist. The orb is girded by a silver band which is supported by four short, ornately decorated legs. When its powers are at work, the orb shines with an inner light of breathtaking beauty.

When used as a focus device for casting divine realm spells, this device increases the effective caster level of a divine spellcaster by four. In addition, any regency spent by the spellcaster to enhance the spell has double normal effect. Furthermore, use of the orb allows the caster to increase her effective temple holding by two when casting divine realm spells. Lastly, the orb functions as a *crystal ball*.

No one knows how the orb was made; the first mention of it in historical sources places it in the hands of Archprelate Alieren of the Imperial Temple of Haelyn in 321 HC. It is thought that orb may have been an Adurian artifact from before the Flight from Shadow, but this is impossible to ascertain. Several other orbs with similar properties have been rumored to exist. It is not known whether there are several of these devices, attempts at duplication, or the same device passing in and out of history.

Quill of Diplomacy: This enchanted silver quill speeds communication between rulers. When its owner wishes to send a message, he writes a letter with this pen and, when finished, commands the pen to send. The letter is sent to the target as per *sending*.

Robe of the Masses: The wearer of this robe gains +4 to all Agitate domain actions.

Sielshegh Gems: The most fabulous results of Deismaar's destruction are the sielsheghlien (see-SHAY-len) or "bloodstones". Legend has it that these gemstones, perhaps carried by warriors present at Deismaar, absorbed the essence of the expiring gods even as the god's champions did so.

Sielsheghlien appear as normal gems and do not detect as magical or unusual. However, each sielshegh holds the bloodline of a derivation based upon the type of gemstone. The bloodline of Anduiras is manifested in red rubies; Azrai in black sapphires; Basaia in bright yellow topaz; Brenna within deep orange jacinths; Masela within blue sapphires; Reynir inside emeralds; and Vorynn's power is manifested within diamonds. No sielshegh of Masela or Reynir are known. Such gemstones, if they exist at all, may lie at the bottom of the Straights of Aerele.

Seilsheghlien appear as normal non-magical gems. If near a scion with the appropriate bloodline derivation for twenty-four hours, they attune to the scion and their effects manifest. Once attuned, a Sielshegh grants its wielder a bonus to her bloodline ability score.

Sielsheghlien are classified by size: emperor, prince, and knight (largest to smallest). Emperor gems range from 1 to 2 inches in size and grant their bearers a +5 Bloodline. Prince gems range from 1/4 inch to 1 inch in size and grant a +3 enhancement bonus to Bloodline. Knight gems are tiny stones of 1/8 inch to 1/4 inch in size. Knight gems grant a +1 bonus to Bloodline.

Although the exact number of Sielsheghlien are unknown, it is believed that each derivation has no more than a handful of emperor stones, a dozen prince stones, and a few score knight stones.

The Sielehr: The greatest of the known sielsheghlien on Cerilia is the Sielehr (SEEL-ayr), the "Stone of Light". It is a solid mass of uncut, unpolished topaz and is apparently the entire mass of Basaia's sielshegh. Although rough looking on the surface, it is nearly a perfect globe of sielshegh approximately 1 foot in diameter. The Sielehr grants those scions of Basaia who touch the gem a +50 bonus to their Bloodline. Furthermore, the gem is rumored to have any number of additional properties. It is, very possibly, the single most powerful artifact in Cerilia.

Details of this artifact are sketchy and come from verbal accounts over 1,500 years old and an ancient, fading tapestry in a tiny temple to Avani in the Khinasi domain of Djafra. The tapestry has an image showing Mount Deismaar exploding and throwing a yellow rock high into the sky. The second image renders a Basarji warrior finding the rock in a desert; the warrior and the rock both glow. The third image depicts the warrior blasting an army apart with beams of fire from his hand. The final depiction is that of the glowing orb on the deck of a Basarji ship heading east.

Oral tradition among the Khinasi identifies the warrior as Aram ibn Makik. With the bloodstone's aid, Aram and his followers (the Holy Thirty) were able to slay the entire army of the great oppressor Omar al-Sami in lands now claimed by Zikala. When others tried to claim the Sielehr from Aram, he and the Holy Thirty fled and took a ship to parts unknown. The exact location of the Stone of Light is unknown, but it is considered the holiest artifact of Avani's faithful. It is commonly believed that Aram's descendants protect the Stone of the Sun to this day in a remote and impregnable monastery known as Basaia's seat.

Staff of Prosperity: This staff can cast the realm spell *bless land* on one province per year.

Staff of Transport: This staff doubles the amount of RP that a regent mage can spend with the *transport* realm spell.

The Tome of War: This tome of ancient strategy grants its possessor a +5 bonus to all Warcraft checks.

chapter nine: creatures

Cerilia is plagued by dangerous natural predators, bandits and pirates, tribes of humanoid marauders, and the dark forces of the awnsheghlien. Naturally, these perils are only a distant threat to people residing in the Anuirean heartland or in a Khinasi city-state, but wild mountains and deep forests – and their dangerous denizens – are no more than a week's ride from even the most civilized parts of Cerilia.

Cerilia is plagued by a well-organized culture of humanoids who, if they were willing to put aside their differences, might have a chance to grow powerful. While there are hundreds of different species of dangerous creatures present in Cerilia, not all are common enough or malevolent enough to pose a threat to the human lands. However, other monsters can and do destroy human settlements whenever they can. Only 40 years ago, the Brechtür city of Adlersburg in Wierch was stormed by an army of goblinoids and ogres out of the Gorgon's Crown and was left a smoking ruin. Similar incidents on a smaller scale have occurred even more frequently in recent years, as the former states of the Anuirean Empire have fallen to civil war and the strength of arms along the northern frontiers has diminished.

Historic origins

The creatures that can be encountered throughout Cerilia come from a diverse series of origins and include a fairly large group of creatures. The oldest creatures native to Cerilia are the dragons and giants, then the Elves – who held dominion over the continent long ago. Other native creatures include the dwarves, goblins and orogs. Later arrivals include gnolls, ogres, fomorians, trolls, and kobolds. Humans are relative newcomers to Cerilia, but this has not kept them from displacing most of Cerilia's ancient peoples and claiming the bulk of Cerilia as their own.

Ancient races

Dragons

Dragons are legendary creatures in Cerilia. Fewer than two dozen have ever been known to exist in living memory, and only six are alive today. The dragons of Cerilia don't fall into the chromatic or metallic species of other game worlds; instead, each is a unique and highly intelligent creature. The dragons are neutral in Cerilia's wars, preferring to be left alone in their high retreats in the Drachenaus. Legends tell of dragon lore and sorcery unknown to men, and the brave and the foolhardy who seek out a dragon's lair in search of knowledge or power rarely return.

Giants

The giants of Cerilia are elemental creatures, closely tied to the earth. They tend to be solitary, reclusive creatures who aren't terribly interested in human affairs. Stone, hill, forest, and mountain giants all fall into this category. They are

unlikely to attack humans unless the humans are trespassing in their territory or building settlements where they shouldn't be. Unfortunately the ice giants of the distant north and the evil fhoimorien are much more dangerous, because they are fond of launching raids into the surrounding lands.

The humanoids

Goblins, gnolls, orgos, and other such creatures have lived in Cerilia for thousands of years.

Goblins

The most dominant race of these is the goblins, who control vast stretches of land in Anuire, Rjurik, and Vosgaard. The goblin race consists of several species, including goblins, hobgoblins, and bugbears. These species breed interchangeably and are considered to be members of the same race. They're well organized and cruel, and they conduct raids with terrifying regularity. Though they're cowardly when confronted individually, the goblins present a serious threat when they band together. They are fairly intelligent, and even maintain treaties unless it pleases them to violate the terms. They tend to emulate the cultures nearest them in a twisted interpretation, so Anuirean goblins are known to have some honor (or at least understand the concept of honor), while Vos goblins are far more savage than their kin.

Tribes or clans loosely organize goblins society. For example, the kingdom of Kal Kalathor consists of no less than 37 distinct tribes. Most goblinoid kings are weak figures, unable to control their contentious supporters, but from time to time a particularly powerful, intelligent, and dangerous individual can forge an army from his squabbling subjects. Their kingdoms are strong and stable enough to stand as nations, and some have simple laws, broadly defined 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, goblinoids are known to be short-tempered, avaricious, and violent so it is not a good idea to trust one too far.

Goblins aren't considered monsters or pests; they are an intelligent and savage people not to be taken lightly. Goblinoids live by herding livestock, mining, selling their services as mercenaries, and raiding. They are slave-holders, and the weak among them do most of the labor.

Gnolls

Wandering marauders and brigands, gnoll tribes have troubled the peoples of Cerilia since before the coming of humankind. Gnolls are nomads and plunderers, moving constantly and existing from day to day with little thought of what tomorrow holds. They generally travel in nomadic tribes of several hundred members, but a few regions exist that are claimed by stable populations of gnolls. Unlike goblins, lone gnolls present certain danger. They are fierce fighters who rarely listen to reason. While a goblin *might* be interested in trade, gnoll are not. This is reflective of their lifestyle, which is barely above

the animal level. They can be sometimes be bribed with trinkets and food, but they won't stay bought for long. Gnolls are canny woodsmen and are often difficult to track or detect until they have struck. Although it's a rare event, even the Anuirean heartland can be harassed by gnollish marauders.

Orogs

The orogs are a dangerous and cunning race of warriors who live in caverns and fortresses beneath Cerilia's mountains. They consider all other races of Cerilia to be their enemies, but have a specific hatred of dwarves. Orogs are well-equipped, fierce fighters led by powerful shamans and spell-casters and could be a significant threat to humans save for the fact that they are almost helpless in sunlight.

There are always rumors that the Orogs under the mountains are mustering for war again, but since the dwarves fiercely guard most entrances to and from the mountain tunnels which lead to the warrens of the Orogs, the truth of such tales are difficult to verify. In recent years, rumors tell of orogs using subterranean passageways to mount raids into lands far from their strongholds beneath the mountains. Orog activity has increased drastically, imperiling several Brechtur trade routes and making the mountains unsafe for travel. Some people suspect that a new leader is coordinating orog armies throughout Cerilia – a frightening thought indeed.

The Fey

Just as Aebrynis has its native peoples, so does the Shadow World. These creatures have inhabited Cerilia since before recorded history, yet they are not entirely native, as for long years, they led a dual life, existing principally in the Fairie World and only occasionally visiting Aebrynis. Fey creatures include such creatures as dryads, sirines, nymphs, pixies, treants, unicorns, and halflings.

The path between the Fairie world and the Aebrynis has never been easy, but some Fey creatures have always crossed the borders between the two worlds, just as some inhabitants of Aebrynis desire to spend time in the Shadow World. As the power of the Cold Rider grows, more Fey creatures are finding paths into Aebrynis and attempting to make new homes. It is rumored that the Halflings were one of the first Fey races to come *en masse* to Aebrynis and become permanent residents. If so, other fey newcomers may share their fate, for the halfling race is rumored to have lost most (if not all) of the fey magic it possessed before embracing life in the world of mortals.

Horrors of the Shadow World

After the cataclysm of Deismaar the nature of the Fairie world began to change. Whether the death of the gods wounded the world or (as some believe) a portion of Azrai's essence has leached into the very fabric of the Fairie World itself, the Fairie world has largely changed into a cold, dark, and desolate place. The sun no longer rises in much of the land now known as the Shadow World, and the Fey creatures which once inhabited the areas coexistent with Cerilia have been largely displaced by the living dead. On occasion, particularly on a dark or stormy night or in the dead of winter, such horrors are able to leave the shadow world and seek out flesh to rend and

warmth to crush. Many varieties of horror have been reported, ranging from the commonly occurring zombies, ghouls, and wights to thankfully rare shadows, wraiths, and specters.

Celestials, fiends, and other outsiders

The Shadow World is believed to lead to the realms of the Gods; not only the Gods which are known to the humans, but also to more ancient and primal powers, long forgotten by the current races of Cerilia. The beings which abide in these places can sometimes be contacted and bargained with for power or knowledge. These beings may be the servants of long forgotten gods or perhaps even gods themselves. Although undoubtedly powerful, dealing in the affairs of such beings and their masters is always dangerous; the wise leave such beings undisturbed.

Recent immigrants

Some creatures have come to Cerilia from other continents; most prominent are the humans, but other, stranger creatures, have also come over time. The present is no exception. The continents of Aduria and Djapar, and others, still farther away, hold many strange creatures indeed. These creatures sometimes find their ways to Cerilia's shores by chance; sometimes they are brought for a specific purpose. In either event, encountering such creatures is rare, but not unheard of.

The spawn of Azrai

The touch of Azrai's spite is felt strongly to this day. Since his rising in Aduria, his touch has brought corruption and power. Throughout his long history, Azrai turned many of his servants (and enemies) into monstrous horrors. The most powerful of these creatures are his ancient servants of old – unique, immensely powerful individuals. Thankfully, these creatures are incredibly rare; most are though long dead and buried.

Other races were seemly created to breed and die as his footsoldiers. The beastmen of Aduria are commonly believed to have been created by Azrai's touch. Many believe that the curse of lycanthropy is also one of Azrai's legacies to mankind; a dark gift intended to strengthen the ranks of his followers.

The Awnsheghlien

Even after his fall, Azrai's corrupting touch birthed new horrors throughout Cerilia. Countless scions have arisen to claim power across Cerilia. Among the most fearsome of the scions are the awnsheghlien – scions tainted by Azrai's bloodline and cursed to transform into warped but powerful monsters. Awnsheghlien are unique monsters, as each scion is shaped by their own personalities, passions, and desires into a form that best suits their darkest nature.

The awnsheghlien (aun-SHAY-lin) are the monstrous inheritors of evil bloodlines, just as the player characters and most of their neighbors are heroic scions of good bloodlines. Some of the existing awnsheghlien were physically present at the battle of Mount Deismaar more than 1,500 years ago. These are epic foes worthy of the most powerful player characters. Others came into their power much later and are suitable foes for scions of any level. Like other blooded beings, they can gain strength by controlling domains and through

bloodtheft. They are, therefore, among the most dangerous of antagonists, for they are continually feeding off hapless scions and foolish kings.

Most awnsheghlien were once human, but some awnsheghlien were once normal beasts that somehow gained the taint of Azrai's blood. To some degree, the power seems to create an outward shape or form that matches the awnshegh's blighted spirit. The Gorgon, once a renowned warrior with a heart of stone, has a body that is a nearly perfect weapon and a hide which has become as hard as his heart. This dark power is as much a curse as it is a reward; many awnsheghlien are tortured creatures, mourning their lost humanity and despising themselves as much as they do others.

An awnshegh doesn't always conform to the standard version of the monster. *The Gorgon* isn't the bull-like creature described in the *MONSTER MANUAL*; he is a stone-skinned humanoid with horns, hooves, and giant-like strength. Since he was once a great human warrior, he's skilled in the use of most weapons and specialized in his favorites. To some degree, the physical transformations of the awnsheghlien are enhancements of their blood abilities. The manifestations of divine heritage are different for monsters than they are for heroes, though an awnshegh might possess blood abilities commonly associated with heroic lines.

Some of the awnsheghlien were monsters that served in Azrai's armies. The Kraken, the Manticore, and the Chimaera fall into this category. In the years since, they have become even more monstrous. Other awnshegh, such as the Hydra and the Minotaur, came into their dark power through misfortune or accident. Sometimes, new awnsheghlien are created when bloodlines tainted by Azrai's derivation happen to breed true. The Boar of Thuringode is one of these monstrosities.

Many of the awnsheghlien have spawned lesser creatures in their image – some are their children, bred with beast or man; others that are twisted mockeries shaped by the forces of magic or the power of their blood. The Hydra, for example, has spawned multitudes of multi-headed creatures, while the Manticore allows its smaller children to run rampant through the Land of Darkness. Those who would fight the awnsheghlien should be aware that killing a manticore is a trivial task compared to facing *the Manticore*.

standard creatures

Many of the creatures found in any published d20 compendium of creatures can be seamlessly inserted into a BIRTHRIGHT game. Some creatures, however, are more common (and these require less "backstory") than others. The following lists present recommended creatures from commercially available products. In many cases, the creature can be made even more appropriate by regionalizing its name. Rather than facing a swarm of stirges, for example, PCs in the wilds of Anuire might disturb a nest of leech-bats. Above all else, never forget that Cerilia has more unknowns than knowns. Most scions will never have faced a troll, and may not have any idea on how to best combat one. Feel free to make modifications to standard creatures to reflect an unusual derivation or history to the species; perhaps a species of troll was warped by Azrai such that they are highly resistant to fire. Above all else, characters in a BIRTHRIGHT campaign should never feel that the world is small or that they are fully aware of all dangers. As characters get more powerful, increase the scope of their activities so that they can continually face new and unknown dangers as well as dealing with well-known nemesis's.

From the *MONSTER MANUAL*

Allip, Ankheg, Assassin Vine, Behir, Bugbear, Carrion crawler, Centaur, Cloaker, Cockatrice, Dire Animals, Displacer Beast, Doppelganger, Dryad, Ettercap, Ettin, Frost Worm, Gargoyle, Ghast, Ghoul, Giant (Hill, Stone, Storm), Gnoll, Goblin, Griffon, Hag, Harpy, Hell Hound, Hippogriff, Merfolk, Nightmare, Nymph, Ogre, Ooze (all), Otyugh, Owlbear, Pegasus, Remorhaz, Sahuagin, Sea Lion, Shadow, Skeleton, Spectre, Sprite, Stirge, Treant, Troll, Unicorn, Wight, Will O' Wisp, Winter Wolf, Wolf, Worg, Wraith, Wyvern, and Zombie.

In addition, all types of animals and vermin can be found throughout Cerilia, in their normal climates. Creatures with the celestial, fiendish, ghost, lich, and lycanthrope templates can also be found under the right circumstances. Celestials, Demons, Devils, and Elementals are exceptionally rare; normally they will only be encountered if they have been summoned by a spellcasting character. Other monsters might be found in unique circumstances, remote geographic areas, or with unusual backgrounds.



From the MONSTER MANUAL II

Banshee, Crimson Death, Dire Animals, Firbolg, Fomorian, Giant (Mountain), Morkoth, Spirit of the Land, and Twig Blight.

From the MONSTERS OF FAERÛN

Leucrotta, Peryton.

monsters of cerilia

Blood Hound

Small Beast

Hit Dice: 2d8+4 (19 hp)

Initiative: +3 (Dex)

Speed: 40 ft.

AC: 15 (+1 size, +3 Dex, +1 natural)

Attacks: Bite +3 melee

Damage: Bite 1d4+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Trip

Special Qualities: Scent, Track Scions

Saves: Fort +4, Ref +5, Will +1

Abilities: Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6

Skills: Listen +5, Spot +5, Swim +5, Wilderness Lore +1*

Feats: Track

Climate/Terrain: Any land

Organization: Solitary or pack (6-11)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Small)

Blood hounds are descended from canines that were present at Deismaar. While they no longer possess any measurable individual bloodlines, they nevertheless are able to detect the presence of scions far better than most animals. Blood hounds are sometimes bred and trained with the express purpose of hunting scions; more commonly, their scion detection capabilities go unnoticed, and they are instead trained simply as superior hunting dogs. Blood hounds appear similar to regular hunting dogs, though slightly larger than most, and with a reddish-black tint to their fur.

Combat

Blood hounds generally operate in packs, and use pack tactics – they will attack weaker creatures first, attempting to bring them down and then devour them.

Trip (Ex): A blood hound that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the blood hound.

Track Scion (Su): A blood hound gets a +10 bonus on wilderness lore checks when tracking a scion, by scent or otherwise. A blood hound will always recognize a scion for what he is by scent.

Skills: A blood hound receives a +8 racial bonus when tracking by scent. A blood hound receives a +2 racial bonus on listen and spot, and a +3 racial bonus on swim. These bonuses are accounted for in the above statistics.

Caracdír

Medium-Size Humanoid (Aquatic, Reptilian)

Hit Dice: 3d8+6 (19 hp)

Initiative: +1 (Dex)

Speed: 20 ft., swim 30 ft.

AC: 16 (+1 Dex, +5 natural)

Attacks: 2 claws +4 melee, 1 bite +2 melee

Damage: Claw 1d4+1, Bite 1d4+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Poison

Special Qualities: Bloodline, Scent

Saves: Fort +6, Ref +2, Will +1

Abilities: Str 14, Dex 13, Con 15, Int 7, Wis 11, Cha 8

Skills: Balance +3, Jump +4, Wilderness Lore +2

Feats: Multiattack

Climate/Terrain: Temperate and warm marsh

Organization: Gang (2-3), band (6-10, plus 5 HD leader), or tribe (10-100, plus one 8 HD leader and one 5 HD lieutenant for every 10 regulars)

Challenge Rating: 2

Treasure: No coins, 50% goods, 50% items

Alignment: Usually neutral

Advancement: 4-6 HD (Medium-Size), 7-9 HD (Large)

Caracdír are the degenerate lizardmen offspring of the awnshagh known as the Hydra, having bred true within the foul swamp in which the Hydra lairs. They live in the Harrowmarsh, where they have slowly formed a primitive society of sorts. Here, they resist most intrusions by outsiders, maintaining the purity, as it were, of the Hydra's realm.

Combat

None too bright, caracdír will usually pile on the largest attacker and rip him apart. Caracdír have, however, been known to exercise great deviousness when hunting, and any expedition into their territory should take a very cautious approach.

Poison (Ex): A caracdír that successfully bites a creature delivers its poison, which has an initial and secondary damage of 1d6 Con, and a Fort save DC of 12.

Bloodline: As the descendants of an awnshagh, all caracdír carry some of Azrai's tainted blood. Most caracdírs have a bloodline score of 6 and no abilities. Leaders of at least 8 HD tend to have bloodline scores of 12 and either the *Alertness* or the *Animal Affinity* blood ability.

Dragon, Cerilian

Dragon

Climate/Terrain: Mountains

Organization: Solitary

Challenge Ratings: Old 18, Very Old 20, Ancient 22, Wyrm 24, Great Wyrm 26

Treasure: Double standard

Alignment: Often neutral

Advancement: Old 28-29 HD (Huge); very old 31-32 HD (Huge); ancient 34-35 HD (Gargantuan); wyrm 37-38 HD (Gargantuan); great wyrm 40+ HD (Gargantuan)

Cerilian dragons are among the most ancient inhabitants of the continent, predating even elves and dwarves. Perhaps once there were many, but over the years, in-fighting and fighting the younger races have taken their toll. There are only a half dozen dragons known to be left, and only the names of three are known (Tarazin, Vstaive Freak, and Raizhadik). All living dragons are of the Old age or higher.

Dragons are extremely intelligent and knowledgeable, conserving much lore that has been lost to the younger races. They speak their own language; some also speak Elven or Dwarven.

All dragons of Cerilia are members of a single species, appearing as long, serpentine creatures with great leathery wings and short legs. Their backs are protected by iron-hard scales, their bellies by layers of thick, leathery skin. Their color ranges from reddish rust-brown to iron gray, with their bellies usually of a paler tone than their scales.

Combat

Cerilian dragons are cunning in the extreme, and they are all among the most dangerous creatures of the world. Most, however, don't care much for physical combat, preferring to rely on their ability to intimidate or spellbind lesser creatures, rather than engaging in melee. If mortally threatened, most dragons will not hesitate to flee.

Breath Weapon (Su): Cerilian dragons have one type of breath weapon – a cone of burning venom. Half the damage inflicted by their breath is considered acid, the other half fire.

Gaze (Su): Any creature within 30 feet of a dragon must succeed at a will save each round, or be *held*, as per the spell, using the dragon's HD as caster level. Saving against this gaze uses the same DC as the dragon's frightful presence.

Spells: All Cerilian dragons are accomplished spellcasters. They cast spells as sorcerers, and they have a preference for spells from the schools of abjuration, conjuration, divination and transmutation. They can also access spells from the clerical domains of healing, knowledge, and protection.

Spell-like abilities: At will – *suggestion*; 3/day – *feeble-*

mind, geas/quest; 1/day – *dominate monster*.

Skills: Cerilian dragons receive any two knowledge skills for free at one rank per Hit Die.

Elven Horse

Large Magical Beast

Hit Dice: 4d10+4 (26 hp)

Initiative: +3 (Dex)

Speed: 80 ft.

AC: 15 (-1 size, +3 Dex, +3 natural)

Attacks: 2 hooves +5 melee, bite +0 melee

Damage: Hoof 1d4+2, bite 1d3+1

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Qualities: Scent, Swiftsure, Tread on Air, Elven Qualities

Saves: Fort +5, Ref +7, Will +2

Abilities: Str 14, Dex 17, Con 13, Int 4, Wis 13, Cha 10

Skills: Jump +14, Listen +8, Search -1, Spot +8

Feats: Alertness, Run

Climate/Terrain: Any cold land

Organization: Solitary or flock (5-10)

Challenge Rating: 2

Treasure: None

Alignment: Usually chaotic neutral

Advancement: 5-8 HD (Large)

Elven horses are the steeds of the Sidhelien. They appear similar to normal horses at first glance, yet the elven horses are different from regular horses in many of the ways elves differ from men. Elven horses are slimmer and more graceful than other horses, their colors are usually more pronounced or pure, generally tending towards white fur and a silvery gray mane, and they are more intelligent than regular horses. Exceptional elven horses are able to speak Sidhelien.

Combat

Elven horses are the preferred warsteeds of the Sidhelien, and they serve faithfully as such. Elven horses without a mas-

Table 9-1: Cerilian dragons by age

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
Old	H	27d12+135 (310)	29	+34	+20	+15	+22	16d10 (28)	29	22
Very Old	H	30d12+180 (375)	32	+38	+23	+17	+25	18d10 (31)	32	24
Ancient	G	33d12+231 (445)	33	+40	+25	+18	+27	20d10 (33)	34	26
Wyrm	G	36d12+288 (522)	36	+44	+28	+20	+30	22d10 (36)	37	28
Great Wyrm	G	39d12+351 (604)	39	+48	+30	+21	+32	24d10 (38)	39	30

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
Old	40 ft., fly 200 ft. (clumsy)	29	10	21	22	24	23	DR 10/+1, gaze, <i>suggestion</i> , <i>feeblemind</i>	11th
Very Old	40 ft., fly 200 ft. (clumsy)	31	10	23	24	26	25	DR 15/+2	13th
Ancient	40 ft., fly 200 ft. (clumsy)	33	10	25	26	28	27	<i>Geas/quest</i>	15th
Wyrm	40 ft., fly 200 ft. (clumsy)	35	10	27	28	30	29	DR 20/+3	17th
Great Wyrm	40 ft., fly 200 ft. (clumsy)	37	10	29	30	32	31	<i>Dominate monster</i>	19th

ter prefer to run away rather than face hostile creatures. Given their speed, they will usually succeed at escaping.

Swiftness (Ex): Elven horses are unusually swift. Their height does not limit the distance they can jump. Elven horses gain Run as a bonus feat.

Tread on Air (Su): For a total of three rounds each day, Elven horses can tread on air as if it were solid land. The duration of this ability need not be continuous, but can be split up any way that is appropriate.

Elven Qualities: Elven horses gain a +2 racial bonus on all Listen, Search and Spot checks (accounted for in the stat block), immunity to magical sleep effects, aging and normal disease, a +2 racial bonus on saves against enchantment effects, low-light vision, and they do not suffer any terrain movement penalties. Similar to elves, elven horses do not require sleep, and they need only about four hours of quiet rest on any given day.

Skills: Elven horses gain a +8 racial bonus on Jump checks (accounted for in the stat block).

Giant, forest

Huge Giant

Hit Dice: 16d8+112 (184 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

AC: 20 (-2 size, -1 Dex, +13 natural)

Attacks: Slam +21 melee

Damage: Slam 1d6+11

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Spell-like abilities

Special Qualities: Fire vulnerability

Saves: Fort +17, Ref +4, Will +9

Abilities: Str 33, Dex 9, Con 24, Int 11, Wis 14, Cha 10

Skills: Climb +15, Hide -5, Intuit Direction +6, Knowledge (nature) +4, Wilderness Lore +6

Feats: Cleave, Iron Will, Power Attack, Track

Climate/Terrain: Cold and temperate forests

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Usually neutral good

Advancement: By character class

Forest giants are the guardians of Cerilia's woodlands, protecting it from incursions of evil, and destructive logging or clearing. They are found in the deepest forests, far from human settlements. Forest giants appear as great, gnarly humanoids, with wood-like skin, dark leafy hair, and long, root-like fingers and feet. They stand roughly 14 feet tall, weighing close to 7,000 pounds.

Combat

Forest giants generally shy away from combat, except when to protect their precious forests. In that situation, they wade into combat with murderous fury, making full use of their many spell-like abilities.

Spell-like abilities: At will – *entangle*, *speak with animals*, *speak with plants*; 1/day – *hold monster*, *summon nature's ally V*, *wall of thorns*. These abilities are as the spells, cast by a 16th-level druid (save DC 10 + spell level).

Fire vulnerability (Ex): On a failed save, forest giants take double damage from fire.

Skills: Forest giants receive a +8 racial bonus on hide checks in forest terrain.

Giant, ice

Huge Giant (Cold)

Hit Dice: 15d8+120 (187 hp)

Initiative: -1 (Dex)

Speed: 40 ft.

AC: 22 (-2 size, -1 Dex, +15 natural)

Attacks: Gargantuan greatclub +19/14/9 melee or frozen rock +9/4/-1 ranged

Damage: Gargantuan greatclub 2d8+15 or frozen rock 2d10+10+1d10 cold

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Spell-like abilities, frozen rock

Special Qualities: Rock catching, cold subtype, rime sheath

Saves: Fort +17, Ref +4, Will +6

Abilities: Str 31, Dex 9, Con 26, Int 12, Wis 13, Cha 11

Skills: Climb +16, Jump +16, Spot +7

Feats: Cleave, Great Cleave, Power Attack, Weapon Focus (frozen rock)

Climate/Terrain: Any cold land

Organization: Solitary or family (2-4 plus 50% noncombatants)

Challenge Rating: 12

Treasure: Standard

Alignment: Often lawful evil

Advancement: By character class

Ice giants are cruel and spiteful creatures that survive in the frozen north of Cerilia. They appear as huge, human-like creature, with pale white skin and white or bluish hair, all covered in frost, rime, and shards of ice. Ice giants stand about 16 feet tall, weighing about 4,000 pounds.

Combat

Ice giants prefer to open combat by hurling their frozen rocks, then employ their spell-like abilities before closing for melee.

Frozen rock (Ex): Any rock the ice giant throws is frozen and fragile. If it hits, it will inflict 1d10 cold damage to the victim it hits and anyone within 5 feet of him. Those standing next to the target gets a reflex save (DC 16) for half damage; the person hit does not. Any person hit by a frozen rock that suffers the cold damage must also make a fortitude save (DC 16), or take 1 point of temporary strength damage. Ice giant thrown rocks have a range increment of 120 feet.

Rime sheath (Ex): Any creature that comes within 5 feet of an ice giant must make a fortitude save at DC 16 each round, or take 1d10 points of cold damage and 1 point of temporary strength damage from the intense cold. Anyone that actually comes into physical contact with the giant (through grappling, attacking unarmed, etc) must make an extra save for this circumstance.

Spell-like abilities: At will – *fog cloud*; 1/day – *cone of cold*, *ice storm*, *wall of ice* and *summon monster VI* (to sum-

mon a large [frozen] water or ice elemental only). These abilities are as the spells, cast by a 15th-level sorcerer, with a save DC of 10 + spell level where applicable.

Rock catching (Ex): An ice giant can catch small, medium-size or large rocks (or similar projectiles) thrown at it once per round as a free action, by making a reflex save, against a DC of 15 for small objects, 20 for medium-size objects and 25 for large objects, modified by any magical attack bonuses the projectile has. The giant must be ready for and awaiting the attack.

Cold subtype: Ice giants are immune to cold damage and effects; they take double damage from fire except on a successful save.

Goblin, Cerilian

All goblinoids are viewed by Cerilians as part of one species – thus, goblinkind is divided into small goblins (goblins), medium goblins (hobgoblins) and large goblins (bugbear). They generally live in intermixed tribes, with common/small goblins accounting for about 50% of the population, medium goblins for about 30% and large goblins for about 20%. The favored class for all types of goblins in Cerilia is barbarian. Cerilian goblins are as likely to have character levels as humans; many are fierce warriors that are equal to all but the mightiest of heroes. Cerilian goblins may learn the wolfrider feat. Common and elite goblins are +0 ECL races; huge goblins are a +3 ECL race.

Wolfrider [Racial]

You are trained at riding wolves.

Regions: Goblin

Benefits: You gain a +2 bonus on all handle animal and ride checks related to wolves. You can use animal empathy untrained with regards to wolves.

Meharmaine

Large Construct

Hit Dice: 18d10 (99 hp)

Initiative: -2 (Dex)

Speed: 20 ft. (can't run)

AC: 20 (-1 size, -2 Dex, +13 natural)

Attacks: 2 slams +21 melee

Damage: Slam 1d8+9

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Blinding gaze

Special Qualities: Construct, damage reduction 25/+2, vulnerable joints

Saves: Fort +6, Ref +4, Will +6

Abilities: Str 28, Dex 6, Con –, Int –, Wis 11, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: N/A

The meharmaine are the creations of el-Sirad, the usurper ruler of Mour el-Sirad within Khourane. They are brass metallic constructs of humanoid shape, standing about nine feet tall

and weighing in at 2,000 pounds. The meharmaine act as el-Sirad's enforcers in his provinces, bringing his rule to all who live within.

Combat

Being mindless, the meharmaine make no plans of their own, and will not engage in combat unless ordered to do so by their master. El-Sirad has, however, made sets of very complex instructions for all his meharmaine, enabling them to react with near-intelligence in situations he has foreseen. As a rule, a meharmaine will attack anyone that threatens any of el-Sirad's property or servants.

Blinding gaze (Ex): Meharmaine have a special facial mask, polished to perfection, which they can bring forth in combat. If the combat takes place in sunlight, or similar lighting conditions, any enemy within 30 feet must make a Reflex save (DC 17) each round, or be blinded (losing any Dex bonus to AC, unable to make Spot checks, suffers a -4 penalty to most dexterity- and strength-based skills, all enemies are considered fully concealed, yielding a 50% miss chance, and all enemies have a +2 bonus to hit the character) for the next round.

Vulnerable Joints (Ex): If the meharmaine takes at least 15 points of damage from cold, acid or electricity, or if any significant quantity of dirt, sand or similar materials are introduced at its joints, the construct will only be able to take partial actions until it is repaired by el-Sirad.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Orog

Medium-Size Humanoid (Orog)

Hit Dice: 3d8+3 (16 hp)

Initiative: +0

Speed: 20 ft. (banded mail), base 30 ft.

AC: 18 (+6 banded mail, +2 large shield)

Attacks: Battleaxe +5 melee or light crossbow +2 ranged

Damage: Battleaxe 1d8+3 or light crossbow 1d8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Darkvision 60 ft., Light sensitivity

Saves: Fort +4, Ref +1, Will +1

Abilities: Str 17, Dex 10, Con 12, Int 11, Wis 10, Cha 8

Skills: Listen +3, Spot +3, Ride +2, Warcraft +3

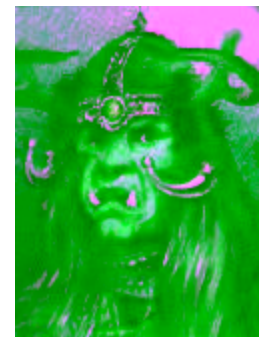
Feat: Power Attack

Climate/Terrain: Any mountains and underground

Organization: Gang (2-5), band (5-50 plus one 3rd-level sergeant per 20 adults and one 5th-level leader), or tribe (20-200 plus one 3rd-level sergeant per 20 adults, one 5th-level lieutenant per 50 adults and one chieftain of 7th-9th level)

Challenge Rating: 2

Treasure: Standard



Alignment: Usually neutral evil

Advancement: By character class

Orogs are a subterranean race of miners and warriors that inhabit Cerilia's mountain ranges. They consider all other races to be their foes, and constantly wage war upon them. Orogs are slightly taller than humans, and more powerfully built, with a somewhat apish face and long arms. They have hairless skin, ranging in color from leathery gray to black. Orogs speak their own language; most also speak dwarven, and many learn other tongues as well.

Combat

Orogs are excellent planners and strategists, and strive to maximize advantages and minimize weaknesses in combat, in a fairly rational manner. Orogs sometimes ride large, subterranean lizards into combat, equal to 5 HD giant lizards.

Light sensitivity: Orogs receive are nauseated by sunlight and even other light sources, suffering a -1 circumstance penalty to all attack rolls while in sunlight or within the radius of a *daylight* spell.

Skills: Orogs receive a +2 racial bonus on warcraft checks.

Orog characters

The favored class for orogs is fighter. Like humans, most Orogs have a PC or NPC character class. Orog leaders are usually fighters, assisted by adepts and clerics. Orog clerics worship Torazan, and can access any two of the domains noted for that god. Orogs are a +3 ECL race.

Riders of the Magian

Medium-Size Undead

Hit Dice: 15d12 (97 hp)

Initiative: +1 (Dex)

Speed: 20 ft. (full plate); base 30 ft.; mounted 40 ft.

AC: 30 (+1 Dex, +5 natural, +8 full plate, +2 large shield, +4 enhancement)

Attacks: +2 *Longsword* +24/19/14

Damage: +2 *Longsword* 1d8+10 (17-20)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Abyssal blast, fear aura 15 ft., smite good 1/day, command undead 5/day, spells, sneak attack +2d6, touch attack

Special Qualities: Aura of despair, dark blessing, *detect good*, poison use, damage reduction 15/+1, SR 25, summon mount, immunities, turn immunity, undead traits, darkvision 60 ft.

Saves: Fort +13, Ref +7, Will +7

Abilities: Str 22, Dex 12, Con -, Int 14, Wis 12, Cha 15

Skills: Knowledge (arcana) +4, Knowledge (religion) +4, Hide +6, Listen +8, Move Silently +6, Ride +17, Spot +8, Warcraft +20

Feats: Cleave, Improved Critical (longsword), Mounted Combat, Power Attack, Ride-by attack, Sunder, Spirit Charge, Trample, Weapon Focus (longsword), Weapon Specialization (longsword)

Climate/Terrain: Any land and underground

Organization: Solitary or band (1-12)

Challenge Rating: 16

Treasure: Standard

Alignment: Always lawful evil

Advancement: –

The Riders of the Magian are powerful evil creatures devoted to their master, a sinister awnshegh of great power and ambition. They were once great warriors, now turned into foul and powerful undead creatures by their master. They wield terrible power, and are responsible for leading the Magian's armies; as warlords, they have few equals. There are twelve riders known to exist; they remain unnamed and mysterious to perhaps all but their master.

Combat

The riders are extremely cunning and experienced combatants, taking maximum advantage of all their special abilities in any fight. They prefer to start fighting powerful foes at a distance, using their abyssal blasts and spells, then use their mounted combat prowess to its fullest utility.

Fiery Blast (Su): Once per day, a rider can unleash a fiery blast at a range up to 1000 feet, dealing 15d6 damage in a 20-foot radius spread, half of which is fire and half of which is infernal in nature (fire resistance won't protect from this type of damage); any victim struck can make a Reflex save for half damage against a DC of 19.

Fear Aura (Su): Creatures of less than 5 HD that come within 15 feet of a rider must make a will save (DC 19) or be affected as if by a *fear* spell cast by a 15th-level sorcerer.

Smite Good (Su): Once per day, a rider can strike any given good-aligned creature for +8 damage.

Command Undead (Su): Riders command undead as 6th-level clerics.

Detect Good (Sp): A rider can cast *detect good* at will.

Immunities: Riders are immune to cold and electricity damage and polymorph effects.

Turn Immunity: Riders are immune to being turned; however, *holy word* and similar spells will banish them to the Magian's dark palace.

Spells: Riders can cast spells as 8th-level blackguards, giving them 3/1/1/1 spells per day (wisdom bonus included); the save DC against any spells they cast is 11 + spell level. Commonly prepared spells are *doom* (x3), *bull's strength*, *protection from elements*, and *poison*.

Touch Attack (Su): A rider can make touch attacks in place of weapon attacks, if necessary or desired, dealing 1d8+2 negative damage and 1 point of constitution damage. A successful Will save against a DC of 19 will negate the constitution damage and halve the hit point damage.

Undead Traits: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Mount: Each rider has, as its mount, a 10 HD nightmare. These nightmares have +3 additional natural armor, a +2 bonus on their strength, and they share any spells the rider casts on himself while mounted, as well as an empathic link with a range of one mile. They have improved evasion, and use the rider's saving throws, if they are better.

Possessions: Each rider has equipment which, in their hands, acts as a suit +2 *full plate armor*, +2 *large metal shield*, and a +2 *longsword*. These items are powered by the

rider's essence and fade into mist if separated from the rider. The rider can replace these items as a full-round action. Occasionally, some riders also carry other powerful items that the Magian equips them with for specific missions.

Skuhlzecki

Small Magical Beast

Hit Dice: 2d10+2 (13 hp)

Initiative: +2 (Dex)

Speed: 10 ft., burrow 20 ft.

AC: 18 (+1 size, +2 Dex, +5 natural)

Attacks: 1 bite +5 melee

Damage: Bite 1d6-1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Ice trap, improved grab

Special Qualities: Snow cover, superheated blood, tremorsense

Saves: Fort +4, Ref +5, Will +0

Abilities: Str 9, Dex 15, Con 12, Int 1, Wis 11, Cha 6

Skills: Hide +3, Move Silently +3, Listen +1

Feats: Weapon finesse (bite)

Climate/Terrain: Cold hills, plains and mountains

Organization: Solitary or pack (5-10)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 3-4 HD (Small); 5-6 HD (Medium-size)

Skuhlzecki, also known as hot-headed ice borers, are dangerous creatures that dwell beneath the frozen ice of certain regions of Vosgaard. They appear as roughly 2 feet long segmented worms with a bony, flat plate on its head, a large round, tooth-filled mouth, and no visible sensory organs.

Combat

Skuhlzecki usually hunt in defined territories, where creatures will have to cross to get from one area to another; thus, they often lair at the narrowmost points of glaciers and the like. In these areas, they prepare elaborate traps to catch their victims, using their own body heat to bore out tunnel systems beneath the ice.

Ice trap (Ex): Skuhlzecki bore intricate tunnels in the ice that are generally the equivalent of 20 ft. pit traps, sometimes spiked, and sometimes deeper, in particularly large glaciers. Any victim can avoid the trap on a DC 20 reflex save; failure yields 2d6 damage from the fall.

Improved Grab (Ex): To use this ability, the skuhlzecki must hit with its bite attack. If it gets a hold, it automatically deals bite damage each round.

Snow cover (Ex): As long as they are fighting in snow or ice, skuhlzecki are considered to have nine-tenths concealment, yielding a 40% miss chance.

Superheated blood (Su): Skuhlzecki have superheated blood. As a result, upon its death, any character within 5 feet must make a reflex save (DC 11) or suffer 1d6 points of fire damage.

Tremorsense (Ex): Skuhlzecki automatically sense anything that is in contact with the ground within a 60 ft. radius of itself.

Skills: Skuhlzecki receive a +8 racial bonus to hide and move silently checks in frozen terrain.

Varsk

Large Beast

Hit Dice: 5d8+15 (37 hp)

Initiative: +0

Speed: 50 ft.

AC: 14 (-1 size, +5 natural)

Attacks: 2 claws +6 melee, bite +1 melee

Damage: Claws 1d4+3, bite 1d6+4

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Qualities: Cold Resistance 10

Saves: Fort +7, Ref +4, Will +1

Abilities: Str 17, Dex 10, Con 17, Int 2, Wis 11, Cha 6

Skills: Listen +5, Spot +4

Climate/Terrain: Any cold land

Organization: Solitary or flock (5-10)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 6-10 HD (Large)

Varsks are the battle-steeds of the Vos, powerful creatures that thrive in the frozen wastelands of the north. A varsk appears similar to a great, white-furred lizard.

Combat

Varsk are most commonly encountered in combat along with their Vos masters. They are aggressive, and do not fear combat, though wild varsk fear fire.

unique creatures

The following unique creatures are presented to aid in scoping the creation of unique creatures. Additional creature statistics will be released by regional area in the *d20 Atlas of Cerilia*.

The Dread

Large Undead (Incorporeal)

Hit Dice: 32d12 (384 hp)

Initiative: +10 (+6 Dex, +4 improved initiative)

Speed: 30 ft., fly 40 ft. (perfect)

AC: 22 (-1 size, +6 Dex, +7 deflection)

Attacks: Incorporeal touch +21/16/11/6 melee

Damage: Incorporeal touch 2d10 and energy drain

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Chill Aura, Energy drain, Envelopment, Spells, Spell-like Abilities

Special Qualities: Damage Reduction 35/+4, Spell Resistance 32, Fire Resistance 20, Immunities, Undead qualities, Command Undead, *Binding* vulnerability

Saves: Fort +10, Ref +18, Will +25

Abilities: Str -, Dex 22, Con -, Int 20, Wis 20, Cha 24

Skills: Bluff +17, Knowledge (arcana) +15, Knowledge (history) +15, Hide +16, Listen +17, Scry +15, Search +15, Spellcraft +15, Spot +17

Feats: Alertness, Combat Reflexes, Improved Critical (incorporeal touch), Improved Initiative, Iron Will, Lightning Reflexes, Maximize Spell, Spell Focus (necromancy), Spell Penetration

Climate/Terrain: Any land and underground

Organization: Solitary (Unique)

Challenge Rating: 23

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: –

The Dread was once one of Azrai's lieutenants, perhaps the strongest of them all. A long, long time ago, he was a mortal servant of Azrai, who served loyally and well, and was rewarded by being warped by Azrai's foul power, twisted into a being of shadow and darkness. The Dread fell across the land as his master's shadow. Eventually, he grew bold, and attempted to seize mastery himself. He was inevitably defeated in the conflict that followed, and cast down and imprisoned by Azrai. The Dread appears similar to one of the lesser incorporeal undead – a mere shadow of a being, though his presence is felt far more tangibly than the presence of any of the lesser undead. The Dread stands approximately nine feet tall, appearing as a gaunt, shadowy man. Most of its form is dark, but its face is light gray, a twisted skull-like countenance, starkly contrasting the remainder of its form.

Combat

The Dread is a cunning combatant, drawing upon its experience of ages past. It prefers not to engage in close combat until it is forced to do so, relying instead upon its incorporeality while using its formidable spells and spell-like abilities to wear down its foes.

Chill Aura (Su): Any creature that comes within 320 feet of the Dread must make a Fort save (DC 33) each minute, or take one point of negative energy damage. Any creature within this radius that actually sees the Dread must make a Will save (DC 33) or be shaken (-2 morale penalty on attack rolls, weapon damage rolls and saving throws) for the duration of the encounter.

Energy drain (Su): Any creature hit by the Dread suffers two negative levels. The Fort save DC to remove a negative level is 33. For each negative level the Dread inflicts, it gains 10 hit points. If these are above its normal maximum, they are temporary additional hit points instead.

Envelopment (Ex): Any foes of medium-size or smaller the Dread hits are subject to envelopment. This is treated the same as a grapple, except that it uses Dexterity instead of Strength. The Dread is not subject to an attack of opportunity when it attempts to envelop a foe. Using this ability is a free action for the Dread, usable with each successful attack. An enveloped enemy is automatically subject to the Dread's energy drain once per round for as long as it remains so. The Dread may envelop only one creature at once.

Spells: The Dread was twisted by Azrai into a potent sorcerer. It casts spells as a 15th-level sorcerer would. It knows the following spells: *Daze, detect magic, disrupt undead, mage hand, open/close, prestidigitation, ray of frost, read magic, resistance; charm person, chill touch, mage armor, minor image, ray of enfeeblement; darkness, detect thoughts,*

mirror image, scare, spectral hand; dispel magic, halt undead, major image, vampiric touch; bestow curse, contagion, enervation, fear; cone of cold, hold monster, magic jar, nightmare; circle of death, contingency, mislead; finger of death, insanity. The save DCs against all spells is 17 + spell level, except necromancy spells, which are saved against at 19 + spell level. The dread casts 6/8/8/8/7/7/7/5 spells per day.

Spell-like abilities: At will – *Animate dead, cause moderate wounds, desecrate, hold person*; 3/day – *Create undead, shades, shadow walk*; 1/day – *Create greater undead*. These are as the spells cast by a 16th-level sorcerer. The save DC, where applicable, is 17 + spell level.

Immunities: The Dread is immune to polymorph and petrification effects, as well as cold and sonic damage.

Command Undead (Su): The Dread commands undead as a 32nd-level cleric would, except that its Hit Dice limit on undead commanded at once is 96. The Dread is usually attended by large numbers of undead minions, either commanded, or created through its own power.

Binding vulnerability (Su): The Dread is susceptible to the *binding* spell despite being undead. It gains no SR against such a spell, and suffers a -10 morale penalty to all saves against it.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better weapons, or magic, with a 50% chance of ignoring any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Undead qualities: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The Ghoul

Medium-Size Humanoid (Awnshegh)

Hit Dice: 2d8+8d6+10 (47 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 18 (+4 Dex, +1 padded armor, +3 natural)

Attacks: +1 dagger +11 melee or 2 claws +8 melee

Damage: +1 dagger 1d4+3 (19-20), Claw 1d4+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Sneak Attack +5d6, Death Attack, Carrion Aura

Special Qualities: Evasion, Uncanny Dodge, Poison Use, +1 on all saves against Poison, Spells, Bloodline, Fast Healing 1, Fleshfeeding, Light Sensitivity, Low-light vision

Saves: Fort +3, Ref +11, Will +3

Abilities: Str 14, Dex 19, Con 12, Int 17, Wis 7, Cha 9, Bld 16

Skills: Bluff +10, Climb +13, Disguise +10, Hide +15, Jump +13, Listen +9, Move Silently +17, Open Lock +12, Search +11, Spot +9, Tumble +12, Use Magic Device +7

Feats: Improved Initiative, Run, Skill Focus (Move Silently), Weapon Finesse (Dagger)

Climate/Terrain: Any land and underground

Organization: Solitary (Unique)

Challenge Rating: 9

Treasure: Standard

Alignment: Always neutral evil

Advancement: –

The Ghoul was once the son of a minor Khinasi noble, a pampered child with an insignificant bloodline. His entire family was brutally slain by another noble, due to some palace intrigue. The boy barely escaped with his life intact by hiding underneath the corpse of his father. He then had to make his living as a beggar upon the streets for many years – until the day the nobleman that had slain his father was parading through the city, now appointed the lieutenant of the regent, in charge of the army. The beggar, now a young adult, recognized the slayer of his father from many years back. He quietly took up pursuit, then, when night fell, slipped into the palace of his father's murderer and had his vengeance. When dawn fell upon him, he found the light of the sun hideously unbearable, and slipped into the old sewers beneath the city, his transformation to awnshegh having begun already, at unusual speed. After this deed was done, the Ghoul worked as an assassin with the Society of the Serpent for a time before succumbing completely to the curse of his dark blood. The Ghoul now wanders the land at night, a lethal killer and plotter with an insatiable lust for human flesh.

The Ghoul, today, appears human from a distance – his body has not changed much in form, though his skin has grown leathery, taking on a sickly gray hue, his hair has mostly fallen out, his teeth have grown long and sharp, and his nails have hardened and blackened into iron-sharp talons. The Ghoul generally dresses in rags, disguising a thicker layer of padded armor underneath, as well as several vials of poison sewn into his clothes.

Combat

The Ghoul generally shies away from melee combat; he will almost always flee from any confrontation he did not himself initiate; even in those situations, he will often try to escape if his target does not quickly fall. If possible, the Ghoul will combine one of his poisons with his Death Attack, then use his Carrion Aura in fast sequence to carry on the assault.

Death Attack (Ex): If given at least three rounds to study his opponent, the Ghoul may then, in any of the next three rounds, use a special death attack. The victim is either killed outright, or paralyzed, and completely helpless, for 1d6+3 rounds. The Ghoul selects either ability upon attacking; the Fortitude save DC to avoid either effect is 16.

Evasion (Ex): The Ghoul takes no damage on a successful save against any effect that allows a Reflex save for half damage.

Poison Use (Ex): The Ghoul can use poison with no risk of poisoning himself.

Uncanny Dodge (Ex): The Ghoul has the Uncanny Dodge ability of an 8th-level rogue. He retains his Dexterity bonus against invisible opponents and when caught flat-footed, and he can only be flanked by rogues of at least 12th level.

Carrion Aura (Su): The Ghoul does not reek of death; in fact, from a distance, he does not exude any smell at all, leaving him impossible to detect by scent alone. However, if the Ghoul so wills it, he may, as a free action, create a nauseating stench of death about himself. This affects any creature within 10 feet of the Ghoul, who must make a Fortitude save against

a DC of 15 or be nauseated, unable to take any action at all, except for a single move each round. If a nauseated creature leaves the Ghoul's aura, the effect wears off after 1d4+1 rounds.

Fleshfeeding (Su): The Ghoul feasts upon the recently dead. If he has fed upon a corpse within the last hour, the Ghoul has a +2 enhancement bonus on Str, Dex, and Con, and a +2 morale bonus on all saves. For every round the Ghoul is able to feed upon flesh, he regains 5 hit points, if he has taken any damage. *Stats, where different from above:* 57 hp, AC 19, claws +8, dmg 1d4+4 (+1 dagger) 1d4+3 (claw), fort +6, ref +14, will +5.

Light Sensitivity: The Ghoul suffers a -1 morale penalty to any attack rolls, saving throws and checks while in bright sunlight, or in the radius of a *daylight* spell or similar effect.

Bloodline: The Ghoul's Major Azrai bloodline of 16 grants him the following abilities: Minor – *alter appearance*; Major – *bloodform*. These blood abilities are cast as by an 8th-level sorcerer; the save DC, where appropriate, is 15 for minor abilities and 18 for major abilities.

Spells: The Ghoul casts spells as a 3rd-level assassin. The save DC, where applicable, is 13 + spell level. The Ghoul commonly prepares these spells: *Obscuring mist*, *spider climb*; *pass without trace*.

Possessions: The Ghoul wields a +1 dagger, and he has an *amulet of natural armor* +3. He also carries within his rags vials with several types of poisons, including several doses of black adder venom, large scorpion venom, bloodroot, green-blood oil and medium-size spider venom, and a single dose of deathblade.

The Gorgon**Large Monstrous Humanoid (Awnshegh)**

Hit Dice: 30d10+16d4+552 (916 hp)

Initiative: +5 (Dex, improved initiative)

Speed: 20 ft. (full plate; base speed 30 ft.)

AC: 48 (-1 size, +1 Dex, +15 natural, +10 armor, +10 enhancement, +3 deflection)

Attacks: *Lifender* +59/54/49/44 melee, kick +53 melee

Damage: *Lifender* 2d6+23 (15-20/x2) +2d6 unholy damage, kick 2d6+24 (19-20/x3)

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Gaze, Kick, Weapon Mastery, Spells

Special Qualities: Bloodline, Damage Reduction 35/+4, SR 32, Fire Resistance 20, Immunities

Saves: Fort +42, Ref +29, Will +32

Abilities: Str 43, Dex 13, Con 34, Int 19, Wis 18, Cha 17, Blk 60

Skills: Concentration +24, Craft (armorsmithing) +16, Craft (weaponsmithing) +15, Diplomacy +23, Intimidate +17, Jump +26, Knowledge (history) +18, Knowledge (nobility and royalty) +14, Listen +22, Ride +14, Scry +20, Sense Motive +23, Spellcraft +20, Spot +22, Warcraft +29

Feats: Alertness, Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Endurance, Expertise, Great Cleave, Great Fortitude, Improved Disarm, Improved Bull Rush, Improved Critical (greatsword), Improved Critical (kick),

Improved Initiative, Improved Trip, Improved Unarmed Strike, Iron Will, Leadership, Lightning Reflexes, Mounted Combat, Quick Draw, Power Attack, Scribe Scroll, Skill Focus (warcraft), Spell Focus (evocation), Still Spell, Sunder, Trample

Climate/Terrain: Any land (Gorgon's Crown)

Organization: Solitary (Unique)

Challenge Rating: 28

Treasure: Double standard

Alignment: Always lawful evil

Advancement: –

The Gorgon began life as Raesene, the oldest child of his father, the Lord of the First House of the Andu. From an early age, it seemed clear that he would help to shape the future of Cerilia. However, as a bastard child, the glory and attention went to his two legitimate half-brothers, Haelyn and Roele. Though his outward demeanor never betrayed him, Raesene envied them this attention and coveted it.

Nonetheless, he taught them what he knew of swordplay and horsemanship, and his tutoring gave them an excellent grasp of the fundamentals of warfare – fundamentals that would prepare them well and earn them praise. Raesene did not remain their teacher for long; as a man several years Roele's senior, he hungered to see the world. On his sixteenth birthday he left home to explore Cerilia.

When he returned, battle-hardened and scarred, his father gave him the title "the Black Prince" to reflect the bleakness inside Raesene. Still, Raesene served his father nobly, as well as his brother Roele when the Lord Andu passed away. But none could see what lay in his heart.

Then Azrai came to Cerilia. He studied Raesene and saw the kind of heart that his lieutenant would need, so the two made a pact. While Haelyn and Roele gathered the armies of the Andu, Raesene began his betrayal, drawing aside conspirators to aid him in his plan. As the Andu retreated to Deismaar, Raesene sprang his betrayal. His loyal followers slaughtered thousands of the Andu and their allies then joined the forces of Azrai. The rest, as they say, is history.

Raesene was in the height of the battle with Roele when the gods destroyed themselves atop Deismaar. Raesene absorbed much of Azrai's essence – nearly as much as the Vos Kriesha and Belinik did. Raesene was the first to discover bloodtheft, and later the first of the awnshegh to discover that abominations could grow more powerful through the rule of land.

Not long after Deismaar, he established his kingdom north of Anuire and began his generational harvest of the new bloodlines. He had spent many of the years since Deismaar cultivating and then destroying bloodlines, as well as raising an army to sweep across Anuire. No one could know Raesene's mind, and those who have tried to learn have been destroyed, as are those who try to challenge him.

Though it has been said that the Gorgon (as he came to be called) stole the bloodline of Roele when he slew Michael Roele, this is not known as a fact. Some regents of Anuire have whispered that Michael somehow managed to ward his bloodline from the Gorgon, and perhaps even weakened the Gorgon's bloodline, thus preventing the Gorgon from dominating Anuire.

The Gorgon is most recently known to appear as a stony skinned humanoid with horns atop his massive head. Hooves and goat-like legs adorn his lower half, and giantish strength allows him to carry his heavy frame. Little trace of humanity is revealed in his features; he has become almost entirely a creature of evil.

Combat

The Gorgon is a formidable combatant, one that knows practically no equals in the world. He has bested countless creatures and heroes, and he stands as lord and master of the most powerful kingdom in Cerilia. The Gorgon prefers melee to all other forms of combat, as he practically cannot be defeated at it. If opponents try to assault him from afar, the Gorgon will rely on spells such as *wind wall*, *gust of wind*, and *wall of iron* to prevent such attacks from reaching him or to bring his opponents down. He may also retaliate with *fireballs* or use *teleport* to take the battle to his opponents. If prepared for battle, the Gorgon will likely have *haste*, *blur*, *endurance*, and *see invisibility* already cast. If opponents prove to be formidable magic-users or heavily boosted with magic, the Gorgon may cast *antimagic field* or *greater dispelling* to turn the battle into one that favors him – a brutal melee. The Gorgon is not above sundering the weapons of powerful fighters; if he can destroy any weapons they have capable of harming him, so much the better. If an opponent proves particularly irksome, the Gorgon will cast *maze*, and find a way to deal with that opponent when the spell ends, possibly by using multiple spells or resources, or even his *limited wish*. The Gorgon is almost always accompanied by his most faithful lieutenant and cohort, the Hand of Azrai. She will often have prepared spells to aid her master, including several applications of *heal*. If the Gorgon goes to war, he may ride a steed equivalent to a huge 18 HD nightmare.

Gaze (Su): Any opponent that comes within 30 ft. of the Gorgon and is within his line of sight must make a Fortitude save (DC 58) or die. The Gorgon may disable this gaze attack as a free action or he may use it as a standard action, targeted at any one creature (forcing two saves in a round) to either kill or petrify opponents, at his choice.

Kick (Ex): As a free action, usable only on opponents that flank him or attempt to do so, the Gorgon can use his Kick, causing considerable damage. This is treated as an attack of opportunity when such an opponent moves into position, and the Gorgon may further attack any one flanking opponent on his action. Further, Kick is treated as a special bull rush, possibly driving an opponent that gets hit backwards as if the Gorgon had pushed him as far as possible, without changing the Gorgon's position or making him subject to an attack of opportunity. Against a creature smaller than himself, the Gorgon's bull rush check is +20. On a critical hit, the Gorgon's Kick inflicts three times normal damage.

Weapon Mastery (Ex): The Gorgon is a master of practically every weapon known to exist. He is treated as having proficiency with all simple, martial, and exotic weapons. Further, for all simple and martial weapons, the Gorgon is treated as having the Weapon Focus and Weapon Specialization feats. For exotic weapons, the Gorgon is treated as having the Weapon Focus feat.

Spells: The Gorgon is an accomplished wizard, with an extensive spell library containing nearly every wizard spell known to exist. The Gorgon casts spells as a 16th level wizard (having a total of 4/5/5/5/4/3/3/2 spells per day), and commonly prepares the following spells: *Daze* (x2), *detect magic*, *light*; *charm person*, *enlarge*, *expeditious retreat*, *magic missile*, *obscuring mist*; *blur*, *endurance*, *fog cloud*, *glitterdust*, *see invisibility*; *dispel magic*, *gust of wind*, *haste*, still *see invisibility*, *wind wall*; *bestow curse*, *enervation*, *fire shield*, *scrying*, still *haste*; *sending*, still *fire shield*, *teleport*, *wall of iron*; *antimagic field*, *control weather*, *greater dispelling*; *forcecage*, *prismatic spray*, still *antimagic field*; *maze*, still *limited wish*. The save DCs for these spells, where applicable, is 14 + spell level, or 16 + spell level for evocation spells.

Immunities: The Gorgon is immune to all polymorph and petrification effects, all attacks and effects that inflict energy drain, ability drain, and ability damage, and to all mind-affecting effects. The Gorgon's *scarab of protection* will protect him from up to 12 instant death effects or attacks. The Gorgon's armor will protect him from 75% of all critical hits, reducing them to normal hits instead.

Bloodline: The Gorgon has a formidably powerful bloodline; a True bloodline, derived of Azrai. His score of 60 grants him the following blood abilities: Minor – *Alertness*, *bloodmark*, *detect illusion*, *fear*, *heightened ability (charisma)*, *heightened ability (intelligence)*, *iron will*; Major – *battlewise*, *detect life*, *enhanced sense*, *major resistance (non-magical attacks)*, *persuasion*, *unreadable thoughts*; Great – *bloodform*, *divine aura*, *long life*, *major regeneration*, *regeneration*, *resistance*. The saving throw DCs for these abilities, where applicable, are 37 for minor abilities, 40 for major abilities, and 43 for great abilities. The caster level, where applicable, is 46th.

Equipment: The Gorgon carries the following equipment: *Lifender* – +5 *keen unholy tighmaevril greatsword*, *Kingstopper* – +5 *moderate fortification full plate*, *A Gentle Word* – +5 *ghost touch large steel shield*, *Giant's Stead* – *Belt of giant strength* +8, *Ring of the Chosen of Azrai* – a *Ring of Three Wishes* (two remaining), *Cloak of Resistance* +5, a *Wand of Fireballs* (16th level caster, save DC 19), and a *Scarab of Protection*. The Gorgon's armor is equipped with a special enchanted *iron collar*, protecting him from vorpal attacks. The Gorgon may also possess other items, probably less potent than those listed here, drawn from his vaults and collections of unique items.

Minions of the Gorgon

The Gorgon, as the ruler of one of the most powerful realms of Cerilia, commands a vast army and perhaps greater resources than any other being in the world (short of the gods themselves). He has a vast treasury, containing numerous items of power, enormous amounts of wealth, and much lore lost to the ages bound in long-forgotten tomes. The Gorgon considers these material resources to be only a means to an end, the end being power. The Gorgon is already more powerful than any other mortal creature, yet he craves ever more power. He has a host of fell servants, the three most prominent of which are the Hand of Azrai, a mysterious priestess from the East; Kiras Earthcore, an old dwarf of Mur-Kilad that

commands part of his armies; and Raizhadik the Wyrm, a dragon the Gorgon himself subdued long ago. The Hand serves the Gorgon for mysterious reasons all her own; she views him as perhaps the purest successor to Azrai, even above the new gods, and she draws her strength from her worship of the long-dead god of Evil. Kiras is the master of the Gorgon's armies, a great strategist in his own right who leads the Gorgon's armies with the skill of a warlord with hundreds of years of experience. Kiras has hidden within his heart the desire to one day see the Gorgon deposed for his humiliation in servitude; his desire has gone unfulfilled for a long time. It has been said that the Gorgon once used foul magics to change Kiras's form for disobedience; whatever the truth of it, Kiras remains a dwarf to this day. Raizhadik is the greatest of the Gorgon's minions, not much short of its master in power. The Gorgon long ago subdued Raizhadik in a ferocious battle for control of the Gorgon's Crown. After the battle, the Gorgon chose to spare the dragon and it has served him faithfully since then, more out of fear of its master's power than anything else. It bides its time, hoping to one day outgrow its master in power, and seize lordship of Kal-Saitharak for itself once more. Currently, he is chained with great chains of iron that only the Gorgon himself may break, in the vast caves beneath the fortress of Kal-Saitharak. The Gorgon will only release Raizhadik to serve as a shock weapon with his armies, and he tries to keep his dominion of this dragon a secret. Aside from these three, the Gorgon has many other formidable lieutenants and creatures in his service.

The Hand of Azrai

Human/half-fiend Cleric 16; Lawful Evil; CR 18; Str 16, Dex 12, Con 17, Int 14, Wis 17, Cha 16; hp 120, AC 27 (+10 armor, +5 enhancement, +1 Dex, +1 natural), init +1, att +17/12/7 +2 *unholy mace* melee, dmg 1d8+5+2d6; fort +13, ref +6, will +15; SA Spell-like abilities, spells; SQ Darkvision, poison immunity, resistance 20 to acid, cold, electricity and fire; Feats and skills: Brew Potion, Cleave, Combat Casting, Extra Turning, Iron Will, Power Attack, Scribe Scroll; Bluff +8, Concentration +22, Diplomacy +12, Knowledge (religion) +21, Listen +12, Spellcraft +21;

Spell-like abilities: 3/day – *darkness*, *poison*, *unholy aura*, 1/day – *desecrate*, *unholy blight*, *contagion*, *blasphemy*, *unhallow*, *horrid wilting* – caster level 16th, save DC 13 + spell level; Cleric spells: Caster level 16th, save DC 13 + spell level, 6/6+1/6+1/6+1/4+1/4+1/3+1/3+1/2+1 spells per day – commonly prepares: *Detect magic*, *guidance* (x4), *resistance*; *bane*, *divine favor*, *doom*, *entropic shield*, *sanctuary*, *shield of faith* + *inflict light wounds*; *darkness*, *death knell*, *endurance*, *hold person*, *remove paralysis*, *silence* + *shatter*; *bestow curse*, *dispel magic*, *invisibility purge*, *prayer*, *remove blindness/deafness*, *remove curse* + *magic circle against good*; *dimensional anchor*, *freedom of movement*, *greater magic weapon*, *status* + *unholy blight*; *circle of doom*, *healing circle*, *true seeing*, *wall of stone* + *dispel good*; *greater dispelling*, *heal* (x2) + *harm*; *destruction*, *repulsion*, *summon monster VII* + *disintegrate*; *greater planar ally*, *symbol* + *earthquake*. Equipment: +2 *full plate*, +3 *large steel shield*, +2 *unholy mace*, one scroll of *heal*, two scrolls of *harm*.

Kiras Earthcore

Dwarf Fighter 18; Lawful Evil; CR 18; Str 22, Dex 12, Con 20, Int 11, Wis 10, Cha 6; hp 219, AC 22 (+10 armor, +2 enhancement), init +1, att +28/23/18/13, dmg 1d10+11; fort +18, ref +7, will +6; SA/Q Dwarven Traits; Feats and skills: Cleave, Endurance, Exotic Weapon Proficiency (dwarven waraxe), Great Fortitude, Hardiness, Improved Critical (dwarven waraxe), Power Attack, Toughness (x7), Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe); Intimidate +8, Warcraft +21. Equipment: +3 *dwarven waraxe of wounding*, +1 *full plate*, +1 *large steel shield*, *amulet of health* +4, *gauntlets of ogre power*.

Raizhadik, the Wyrm of Kal-Saitharak

Wyrm Cerilian Dragon; CR 24; see entry for Cerilian dragons.

The Harrow

Large Outsider

Hit Dice: 28d8+224 (448 hp)

Initiative: +0

Speed: 40 ft., fly 90 ft. (clumsy)

AC: 38 (-1 size, +4 deflection, +25 natural)

Attacks: +3 *vorpal huge greataxe* +43/38/33/28 melee or 2 claws +40 melee and gore +35 melee

Damage: +3 *vorpal huge greataxe* 2d8+21 (19-20, x3), claw 2d6+12, gore 2d8+6

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Harrowing, Baleful Gaze, Spell-like Abilities, Corruption

Special Qualities: Damage Reduction 35/+4, Spell Resistance 32, Fire Resistance 20, Immunities, Shadowsight

Saves: Fort +24, Ref +16, Will +17

Abilities: Str 34, Dex 11, Con 27, Int 15, Wis 12, Cha 18

Skills: Bluff +32, Concentration +36, Hide +28, Intimidate +32, Listen +29, Move Silently +28, Sense Motive +29, Spellcraft +30, Spot +29, Warcraft +30

Feats: Cleave, Dodge, Great Cleave, Improved Critical (Greataxe), Mobility, Power Attack, Spring Attack, Weapon Focus (Greataxe)

Climate/Terrain: Any land or underground

Organization: Solitary (Unique)

Challenge Rating: 24

Treasure: Double standard

Alignment: Always lawful evil

Advancement: –

The Harrow was one of Azrai's lieutenants who escaped destruction at Deismaar. Once a fiend of great power, the Harrow was given even greater power by Azrai. The Harrow dutifully followed his master; his task was to keep the followers of his dark master loyal, and to slay those that defied Azrai. Months before the battle of Deismaar, the Harrow was sent by Azrai to bring to the ground a Vos priest of Vorynn, one who sought, with some success, to sway the Vos to the side of good. The Harrow went in search of that long-forgotten priest and fought him. As his life was ending, the priest cast a final spell to imprison both himself and the Harrow in a tomb beneath the mountain where they fought.

The Harrow appears as a great bull-headed man covered in black fur, with gray feathery wings, surrounded by an aura of shadows. The bull-like face of the Harrow appears to have been burnt away, exposing a naked, skeletal visage amidst the mass of black fur and shadows. In a wide area around the Harrow, there is always a chill wind, sometimes carrying the echoes of screams long gone. When standing next to the Harrow, however, there is no wind at all, ever – like the eye of a storm.

Combat

As one of Azrai's closest lieutenants, the Harrow wields more power than perhaps all but a handful of creatures in the world. He was considered by some to be the enforcer of Azrai. The Harrow loves nothing more than to wade into the thick of melee, but when facing powerful opponents he will generally gauge the situation and use whatever power is at his disposal to its fullest.

Harrowing (Su): The Harrow projects an aura beginning 30 feet away to a range of 280 feet. Within this area, there are always strong winds, and even harsher weather conditions may prevail at large. Any creature moving through this area must make a Will save (DC 28) every minute or be shaken (-2 morale penalty on attack rolls, damage rolls and saving throws). A creature that becomes shaken must also make a Will save (DC 28) every minute or be subject to an *insanity* effect, similar to the spell.

Corruption (Su): Once every 1d4 rounds as a standard action the Harrow can target any creature within a 280 feet range with a column of pure shadowstuff, seemingly conjured up from the earth itself, surrounding and embracing the victim. Any creature subject to this effect is subject to the temptation aspect of the *atonement* spell, and may choose to change its alignment to evil immediately. If it does not choose to do so, it immediately suffers 10d6 damage, as its form is torn asunder (Fortitude save DC 28 for half damage).

Baleful Gaze (Su): Any creature that comes within 30 feet of the Harrow becomes subject to his baleful gaze. This gaze has a Will save DC of 28, and any creature that fails its save is subject to a *bestow curse* effect, chosen by the Harrow.

Shadowsight (Su): The Harrow can see into the Shadow World as well as any halfling can. It can continuously *detect magic* and *see invisibility*, as the spells, but treat the effect as a perpetually active supernatural ability instead.

Spell-like abilities: At will – *Control winds*, *darkness*, *dispel good*, *dispel magic*, *fear*, *hold person*, *invisibility*, *shadow conjuration*, *silence*, *unholy blight*; 3/day – *blasphemy*, *control weather*, *insanity*, *shades*; 1/day – *implosion*, *unholy aura*. These are as the spells cast by a 14th-level sorcerer. The save DC, where applicable, is 14+ spell level.

Immunities: The Harrow is immune to all polymorphing, petrification, compulsion, and fear effects. The Harrow is completely immune to any effects caused by spells of the Shadow subschool.

The Ogre

Large Giant (Awnshegh)

Hit Dice: 6d10+6d8+39 (99 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 20 (-1 size, +2 Dex, +3 hide, +2 large shield, +4 natural)
Attacks: +2 *greatsword* +20/15 melee
Damage: +2 *greatsword* 2d6+12
Face/Reach: 5 ft. by 5 ft./10 ft.
Special Attacks: Berserk Rage
Special Qualities: Great Strength, Bloodline, Damage Reduction 2/-
Saves: Fort +12, Ref +6, Will +5
Abilities: Str 26, Dex 14, Con 17, Int 12, Wis 13, Cha 15, Bld 22
Skills: Diplomacy +8, Ride +15, Warcraft +14, Wilderness Lore +7
Feats: Cleave, Great Cleave, Improved Bull Rush, Improved Critical (Greatsword), Leadership, Power Attack, Toughness, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Climate/Terrain: Any land and underground
Organization: Solitary (Unique)
Challenge Rating: 11
Treasure: Standard
Alignment: Always lawful evil
Advancement: –

The Ogre is an awnshegh of recent years and growing power. He was once a man called Droene, a mercenary leader of some skill; he hired out his services to many different realms and traveled across Cerilia seeking gold and glory. All that changed when he was hired by a particularly cruel and ambitious Khinasi lord. Droene realized that his employer would eventually betray him so he decided to turn the tables around and betray his master first. In the time that followed, a horrible awnshegh of some kind attempted to assassinate Droene but Droene survived and stole the creature's bloodline. Soon after, his transformation to awnshegh began. Now the Ogre, Droene stands roughly ten feet tall, weighing about 700 pounds. He appears similar to a normal ogre, overall, but more powerful, and with goat's horns at his temples. His new stature changed him in heart as well as body, and he now seeks a realm to rule and bloodlines to feed his own.

Combat

The Ogre has many years of martial training to rely on. His strength lies in melee, now more than ever. He relies on more than simple brute strength to beat down his opponents and will often lay elaborate traps to improve his odds in combat. He will rely on his remaining followers to aid in executing cunning ambushes, luring scions to their doom.

Berserk Rage (Su): Whenever Droene is hit by a critical hit, wounded to less than 49 hit points, threatened, or taunted or mocked in some way, he must make a Will save (DC 16) or succumb to the Ogre. In this case, he is gripped by madness and rage. He gains a bonus of +4 to his Strength score and +4 to his Constitution score, as well as a +2 bonus on any Will saves. He suffers a -2 penalty to his AC, a -6 penalty to his Intelligence score, and his alignment changes to chaotic evil for the duration of the encounter or eight rounds, whichever comes first. Apart from as noted, this is treated exactly the same as barbarian Rage. Furthermore, Droene appears to grow by about two feet in height, with an overall mass in-

crease of roughly 50% and gains a further +2 enlargement bonus to strength. Droene might be able to willingly succumb to his rage, but he has never been known to do so; he is loathe to become a fell beast, and fears greatly that he will one day lose his wits forever when he succumbs to the Ogre one time too many.

Ogre's stats, where different from above: 123 hp, AC 18, +2 *greatsword* +23/18 melee (dmg 2d6+15), fort save +14, will save +7.

Great Strength (Su): The Ogre's strength is greater than most creatures in the world and in some cases, it is even greater – the Ogre gains a +10 bonus to any Strength checks, opposed Strength checks and grapple checks he makes. On a whim, the Ogre can break down trees and trees, rip apart chains, and crush great rocks.

Bloodline: The Ogre's Great Azrai bloodline of 22 grants him the following blood abilities: Minor – *alertness, heightened ability (charisma)*; Major – *battlewise, bloodform*; Great – *enhanced sense*. These blood abilities are cast as by a 12th-level sorcerer, and has a save DC of 18 for minor, 21 for major and 24 for great abilities, where appropriate.

Possessions: The Ogre wields a +2 *greatsword*, and carries an *amulet of bloodlines* (cast *detect bloodline* 3/day; market value 1200 gp), and two potions of *cure moderate wounds*.

Templates

Awnsheghlien

An awnshegh refers to any creature of the Azrai bloodline that has the bloodform ability. It is also most often used to refer to creatures that actually advance as monsters instead of characters.

Creating an Awnshegh

The awnshegh template can be applied to any creature with the Azrai bloodline and the blood ability *bloodform*. When creating an awnshegh, conceptualize the monster's final form and choose an appropriate type. Creatures with the major *bloodform* ability immediately change their type to match. Creatures with the great *bloodform* ability also acquire a monster ability, subject to the rules that follow. Apply all the traits of the monster type; i.e. undead do not have constitution scores, oozes gain bonus hit points, etc. Awnsheghlien can also be templated creatures of any type or form; the Magian, for instance, uses the lich template.

Any character with the *bloodform* ability may attempt to fight this change; a Fortitude save is allowed to not change type and acquire a monster trait. This Fortitude save must be repeated at every level the character advances, against a DC of 10 + the character's own total character level.

Advancing as an awnshegh

When the transformation begins, a creature is eligible to take monster levels according to the type you've chosen. Monster levels, for this purpose, works like class levels; the benefit for each monster level is summarized below. The experience cost to advance a monster level is the same as for advancing for a

regular character level; i.e. advancing to 10th level costs 45,000 XP, as per Table 32 in the *Players Handbook*. The monster levels are added to class levels for purpose of determining a creature's total character level. After the transformation has been activated, you must make a Will save each time you advance a level (DC 10 + your character level) or advance as a monster, regardless of whatever other choice you would normally make. Also, at each level of advancement as a monster, a character must make a Will save against the same DC, or have his alignment change one step towards evil. The monster feat and ability advancement given below supercedes the standard feat and ability advancement in the *Players Handbook*

Advancing in character level as a creature grants increased Hit Dice, Base Attack Bonus, Saving throws, and Skills appropriate to advancement in Hit Dice for the monster type the awnshegh most resembles. The character gains Feats and ability score increases normally based on total character level plus monster level. This information is available in the *Monster Manual*, but the most relevant information is summarized below.

Table 9-2: monster advancement quick reference

BAB	Effect	Base creature type
Good	+1 x HD	Magical Beast, Monst. Hmnoïd
Average	+3/4 x HD	Aberration, Beast, Construct, Giant, Humanoid, Ooze, Plant, Shapechanger, Vermin
Poor	+1/2 x HD	Fey, Undead

Saves	Effect	Base creature type
Good Fortitude	+2 + 1/2 HD	Beast, Giant, Magical Beast, Plant, Shapechanger, Vermin
Good Reflex	+2 + 1/2 HD	Beast, Fey, Magical Beast, Monst. Hmnoïd, Shapechanger
Good Will	+2 + 1/2 HD	Aberration, Fey, Monst. Hmnoïd, Shapechanger, Undead
Poor	+ 1/3 HD	All saves not listed as good

Hit Dice	Effect	Base creature type
Exceptional	d12, no Con bonus	Undead
Good	d10	Constructs, Magical Beast, Oozes
Average	d8	Aberration, Giant, Humanoid, Monstrous Humanoid, Plant, Shapechanger, Vermin
Poor	d6	Fey

Becoming a monster

The potential scope of possible awnsheghlien abilities is vast. Generally speaking, it is good to compare with the available abilities of monsters or characters of the same level and work from there. Thus, an advancing awnshegh shouldn't generally be able to access abilities not available to spell-casters of the same level, nor class abilities of any significantly higher level. The monster abilities acquired by awnsheghlien should be balanced with the creature's total level in mind, and if a creature advances, the potency of its acquired abilities should generally advance with it by level, staying roughly similar to

abilities available to existing creatures or to spells accessible to spellcasters of a given level.

A scion with a *bloodform* (great) should gain one "monster ability" every level that they advance as a monster. A scion with a *bloodform* (great) should gain three monster abilities every four levels. Generally, the monster abilities accessible to awnsheghlien fall within several broad categories:

Natural abilities and anatomical changes: This includes a change in size (remember to apply all effects of a change in size), natural armor, the acquisition of a set of natural attacks (generally, two to three different attack modes at the most, with damage as appropriate to creature size and type), an increase in speed (generally by 30 feet), or the ability to move in a new way, the acquisition of special sensory abilities, or certain innate resistances. This category also includes a whole range of extraordinary abilities, such as the ability to constrict, swallow whole, fast healing, or energy resistance (generally 30 points, either to a single type, or distributed among several different types of energy).

Supernatural and spell-like abilities: The existing variety of abilities is enormous; in general, an awnshegh can select approximately ten levels of spells as spell-like abilities usable at will, as long as a spellcaster of the same level can access them, or any supernatural ability similar to one possessed by creatures of the same size and type.

Bonuses: An awnshegh can acquire racial bonuses to skills (up to +16, usually divided among several different skills), ability scores (+4 to any one, or +2 to any two), or any two bonus feats as inherent monster traits. An awnshegh can also gain a +5 natural bonus on its AC, increase its effective size by two categories for purposes of its natural weaponry, or increase its reach by 5 feet.

Class abilities: An awnshegh can acquire special class abilities as monster traits. Generally, these shouldn't exceed what is accessible to characters of roughly the awnshegh's level, though this is very dependent on the ability in question. Also, in cases in which an awnshegh does get a class ability, it may be modified or improved in some ways.

Hit dice: Awnsheghlien that have advanced at least one size category can take extra hit dice as a monster trait. These don't count against the awnshegh's advancement for purposes of abilities, feats or ability scores, though they do count for purposes of attack and save bonuses and skills. An awnshegh that advances to medium-size or a smaller size can take 2 HD, one that advances to large size can take 4 HD, one that advances to huge size can take 8 HD, one that advances to gargantuan size can take 16 HD, and one that advances to colossal size can take 32 HD. This counts as an extra ability above and beyond the size increase itself. A given hit dice bonus can be taken multiple times. However, any given hit dice bonus can only be taken starting at the 5th level a character has advanced as a monster, then at most every four levels thereafter.

Also note that it is often possible to split up abilities that are numerically defined in order to create a more organic progression into the full monster abilities. In this way, for instance, a monster can gain a skill bonus of +8 and a 15 ft. speed increase at one level, then add another +8 and 15 ft. at another level, instead of adding the full skill bonus at one level and the full speed bonus at another.

Finally, an awnshegh may also acquire certain negative qualities – light sensitivity, special vulnerabilities, etc. In general, these can be used to offset an extraordinarily powerful ability, or grant the ability to purchase additional monster abilities. In order for either of these to occur, the negative quality should be an actual hindrance to the awnshegh.

For all effects that grant saving throws, the DC should be set at 10 + 1/2 the awnshegh's hit dice + a relevant ability modifier of the awnshegh (often its bloodline). For caster level purposes, also use the awnshegh's total number of hit dice.

Ehrsheghlien

This term refers to any Scion who has the *Bloodtrait* blood ability. Ehrsheghlien follow the same rules as awnsheghlien, except as follows.

Ehrsheghlien are created from any other bloodline except that of Azrai, and they use the *Bloodtrait* blood ability in place of *Bloodform*.

Ehrsheghlien advancement is completely voluntary; one is never forced to make a save when one advances a level.

Ehrsheghlien advancement does not affect a character's alignment; however, in order to advance as an ehrshegh, a character must be within one step of the alignment of the god his bloodline is derived from: Anduiras – lawful neutral; Basaia – lawful neutral; Brenna – chaotic neutral; Masela – neutral good; Reynir – neutral; Vorynn – neutral. Thus, an ehrshegh of Masela can be either lawful good, neutral good, chaotic good, or neutral. If a character changes alignment so that he is no longer within one step of the alignment of his bloodline, he can't advance as an ehrshegh again until his alignment is corrected. A character whose alignment does not exactly match his bloodline is treated as multiclassing into a non-favored class, and may suffer experience penalties.

Shadow World Creature

Numerous creatures call the shadow world home. Most of these creatures have been corrupted by the spreading evil of the Shadow World and have perhaps gained power in the process. Regardless, creatures of the Shadow World tend to be hostile in disposition towards creatures from Aebrynis.

Creating a Shadow World Creature

This template can be applied to any non-undead creature that calls the Shadow World home, hereafter referred to as the "base creature." The most common creatures to which to apply this template are animals, halflings, and fey. The creature's type changes to "fey." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Decrease to d6.

Speed: The shadow world creature retains any movement modes the base creature has, and has a special 30 ft. bonus to movement while in the Shadow World.

Damage: The shadow world creature retains any natural attacks possessed by the base creature.

Special Attacks: A shadow world creature retains all the special attacks of the base creature.

Shadow world creatures with a Charisma score of 8 or higher gain spell-like abilities depending on their hit dice, using their hit dice as caster level:

HD Special abilities

1-4	<i>Minor image</i> 3/day, and <i>chill touch</i> 1/day
5-8	<i>Change self</i> 3/day, and <i>cause fear</i> 1/day
9-12	<i>Gaseous form</i> 3/day, and <i>shadow walk</i> 1/day
13-16	<i>Mirage arcana</i> 1/day, and <i>confusion</i> 1/day
17-20	<i>Dream</i> or <i>nightmare</i> 1/day

Special Qualities: A shadow world creature retains all the special qualities of the base creature. It also gains low-light vision, damage reduction 5/+1, and immunity to charm, fear, sleep, and polymorph effects. A shadow world creature can always *see invisible*, as per the spell.

Abilities: Increase from the base creature as follows: Str +0, Dex +2, Con +0, Int +2, Wis +0, Cha +2.

Skills: A shadow world creature gains a +2 racial bonus on all Hide, Listen, Move Silently, Search and Spot checks. These bonuses stack with existing racial bonuses.

Climate/Terrain: Any land

Organization: Same as the base creature

Challenge Rating: As the base creature +1

Treasure: Same as the base creature

Alignment: Change to "usually neutral evil"

Advancement: Same as the base creature

Shadow World Halfling

Small Fey

Hit Dice: 1d6 (3 hp)

Initiative: +2 (Dex)

Speed: 50 ft.

AC: 16 (+1 size, +2 Dex, +3 studded leather)

Attacks: Longsword +2 melee

Damage: Longsword 1d8-1 and *sleep*

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Halfling traits, Spell-like ability

Special Qualities: Halfling traits, Immunities, See Invisible, Damage Reduction 5/+1

Abilities: Str 8, Dex 15, Con 10, Int 13, Wis 11, Cha 13

Skills: Climb +0, Hide +7, Jump +0, Listen +5, Move Silently +6, Search +2, Spot +2

Feats: Weapon Focus (longsword)

Climate/Terrain: Any land

Organization: Company (2-4), squad (11-20 plus leaders), or band (30-100 plus leaders and animals)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Combat

Halfling traits: +2 racial bonus on Listen, Jump, Climb and Move Silently checks, +1 racial bonus on all saving throws, +2 morale bonus on saves against fear effects, +1 racial attack bonus with thrown weapons, shadow sense (able to detect evil, necromancy and undead on a search check).

Spell-like ability: 3/day – *minor image*; 1/day – *chill touch*. DC 11 + spell level.

Immunities: Immune to charm, fear, sleep, and polymorph effects.

Spectral Scion

Spectral scions are the ghostly remnants of scions slain by violent bloodtheft. They are most common in cases of bloodtheft involving *tighmaevril*, but may also be created in other cases. Spectral scions harbor resentment towards living scions and seek to claim the bloodlines of living scions for their own.

Creating a spectral scion

“Spectral scion” is a template that can be added to any creature with the scion template, hereafter referred to as the base creature. In order to create a spectral scion, first apply the ghost template to a scion then apply the spectral scion template. The spectral scion’s type is undead. The spectral scion uses all of the ghostly scion’s statistics and special abilities except as noted below.

Special Attacks: The spectral scion retains any special attacks that the base creature has. It gains the following special attacks:

Bloodline drain (Su): Any successful attack by the spectral scion upon a living scion inflicts 1d6 points of temporary bloodline damage, unless the scion manages a successful Fortitude save, modified by his Bloodline score instead of Constitution, against a DC of $10 + \frac{1}{2}$ the spectral scion’s HD + the spectral scion’s Charisma modifier. This may cause the temporary loss of specific blood abilities. If a spectral scion drains a character’s bloodline to 0, that character permanently loses his bloodline.

Energy drain (Su): Any creature hit by the spectral scion gains one negative level. The DC to negate this negative level is $10 + \frac{1}{2}$ the spectral scion’s HD + the spectral scion’s Charisma modifier.

Blood abilities (Sp): As the spectral scion drains power from living scions, it gains the ability to empower aspects of its own shattered bloodline. For each point of Bloodline drained, a spectral scion may use any one of its blood abilities once.

Special Qualities: The spectral scion retains any special qualities of the base creature. It gains the following special qualities:

Phantom bloodline (Su): A spectral scion no longer has any bloodline of its own. Only by drawing on the blooded power of the living can the spectral scion regain some of its former power temporarily.

Detect scions (Su): A spectral scion can sense the presence of any scions within a one-mile radius of itself. By concentrating for one round, it can sense the general direction of any scion, starting with strongest (by bloodline score), and learning the direction of successively weaker scions, round by round. If any scion comes within 60 feet of a spectral scion, the spectral scion is always aware of the exact location of that scion, as long as the scion remains within 60 feet. Therefore, the spectral scion is fully aware of the scion and cannot be caught flat-footed, flanked, or in any way lose its Dexterity bonus to that scion.

Successor awareness (Su): The spectral scion is always aware of the direction and distance to its closest and most powerful heir, if that heir is a scion. The spectral scion re-

ceives a -2 morale penalty on any attacks made against that character.

Challenge Rating: As the base creature +1 (remember to add an additional +2 for the ghost template first).

credits

Primary source material

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Expansions

TSR #3103. Cities of the Sun
TSR #3121. The Rjurik Highlands
TSR #3129. Havens of the Great Bay
TSR #3147. Tribes of the Heartless Wastes

Accessories

TSR #3101. Blood Enemies
TSR #3117. The Book of Magecraft
TSR #3125. Legends of the Hero Kings
TSR #3126. The Book of Priestcraft
TSR #3134. Naval Battle Rules

Player's Secret Books

TSR #3104. Roesone Domain Sourcebook
TSR #3105. Endier Domain Sourcebook
TSR #3106. Medoere Domain Sourcebook
TSR #3107. Tuornen Domain Sourcebook
TSR #3108. Ilien Domain Sourcebook
TSR #3109. Talinie Domain Sourcebook
TSR #3111. Ariya Domain Sourcebook
TSR #3119. Binsada Domain Sourcebook
TSR #3120. Baruk-Azhik Domain Sourcebook
TSR #3122. Halskapa Domain Sourcebook
TSR #3123. Khourane Domain Sourcebook
TSR #3124. Tuarhivel Domain Sourcebook
TSR #3127. Stjordvik Domain Sourcebook
TSR #3135. Hognunmark Domain Sourcebook

Adventures

TSR #3102. Sword and Crown
TSR #3110. Warlock of the Stonecrowns
TSR #3118. Sword of Roele
TSR #3142. King of the Giantdowns

Computer games

Sierra. *Birthright: The Gorgon's Alliance*. 1997.

Novels

TSR #3112. The Iron Throne
TSR #3113. Greatheart
TSR #3114. The Hag's Contract
TSR #3115. The Spider's Test
TSR #3116. The Falcon and the Wolf (unpublished)
TSR #3133. War (hardcover)

Magazine Articles (unofficial)

Dragon #218. "Tarazin the Gray"
Dragon #219. (Birthright related art and poster insert)
Dragon #221. Magic of Kings
Dragon #221. Magic of the Land
Dragon #221. Ley of the Land
Dragon #230. Fire on the Five Peaks
Dragon #230. Rogue's Gallery (Rjurik NPCs)
Dragon #232. Weapons of the Waves
Dragon #236. The Ruin of Adlersburg
Dragon #241. Chronicle of Cerilia
Dragon #248. Dragon of Vstaive Peak
Dragon #249. (Birthright related cover art)
Dungeon #59. Seeking Bloodsilver
Polyhedron #108. Races of Cerilia – Part 1
Polyhedron #109. Races of Cerilia – Part 2

Unpublished Material

TSR #3100N. Birthright: Campaign Setting (revised Hardcover book)
TSR #3140. Blood Spawn (published as free download)
TSR #3141. Charge of the Cold Rider
TSR #3136. Shadow Moon
TSR #3137. Book of Regency (published as free download)

Free WotC Downloads

An Introduction to Birthright
<http://www.wizards.com/dnd/files/brintro.rtf>
The Official Playtest Notes
<http://www.wizards.com/dnd/files/brplaytest.rtf>
An Insiders View (PS Books)
<http://www.wizards.com/dnd/files/domain.rtf>
Timeline of the Birthright World
<http://www.wizards.com/dnd/files/BRTIME.rtf>
Birthright Pronunciation Guide
http://www.wizards.com/dnd/files/BR_pr_guide.ZIP
Player's Secrets of Müden
<http://www.wizards.com/dnd/files/Muden.pdf>
Map of Müden <http://www.wizards.com/dnd/images/Muden.gif>
The Book of Regency
<http://www.wizards.com/dnd/files/BookofRegency.pdf>
Player's Secrets of Hognunmark
<http://www.wizards.com/dnd/files/Hognunmark.pdf>
Color maps for PS of Hognunmark
http://www.wizards.com/dnd/files/Hognunmark_Maps.zip
The Falcon and the Wolf
<http://www.wizards.com/dnd/files/FalconWolfspreads.pdf>
The Legacy of Kings (board game)
<http://www.wizards.com/dnd/files/BoardGame.zip>
Blood Spawn <http://www.wizards.com/dnd/files/Blood%20Spawn2.pdf>

glossary

Action round: One month. The time required to perform one domain action. There are three actions rounds in a domain turn. Synonymous with domain round.

Aebrynis: (AY-brin-iss) The world (and plane) of the BIRTHRIGHT campaign setting. Aebrynis's principle continents include Aduria, Cerilia, and Thaele.

Aduria: (ah-DUR-ee-ah) The continent that was the birthplace of human civilization. Aduria is south of Cerilia and was at once time connected to Cerilia by the land bridge of Deismaar. The tribes of the Andu fled from Aduria into Cerilia in the Flight from Shadow, over 2000 years ago.

Andu: One of the five tribes of humans that fled from Aduria during the Flight from Shadow. A vigorous and war-like people, they led the war to claim Cerilia. These people worshiped the god Anduiras and eventually became the Anuireans. Also their language, an archaic form of modern Anuirean.

Anduiras: (AND-ur-ee-ess) One of the old Adurian gods; lord of noble war and patron to the Andu people. Haelyn succeeded him after his destruction at Deismaar.

Anuire: (ann-WEER) The southwestern corner of Cerilia claimed by the Anuirean people and the home of the ancient Anuirean Empire. Anuire is a green and fair land, with broad and fertile river valleys, rolling hills and highlands, and the most favorable weather of Cerilia. Before the Anuirean arrival, most of Anuire was a single ancient forest. Remnants of that forest and its inhabitants remain to this day. Given the richness of their homelands, it's no surprise that the Anuireans dominated the whole of the continent. Now these beautiful lands are home to dozens of rival baronies, duchies, and free cities. The borderlands of old Anuire are largely abandoned in these darker days; goblinoids and bandits prosper there. See also, Imperial City of Anuire.

Anuirean: (ann-WEER-ee-an) The people of Anuire; also the name of their language. Originally a fair-skinned, red-haired people, centuries of contact with other cultures have caused them to lose any defining physical characteristics. Anuire society is feudal and glorifies the arts of organized war. The Anuirean people pay homage to Haelyn.

Army: one or more allied units stationed in the same province.

Anuirean Empire: Following the lead of their first emperor, the Anuirean people dominated the other cultures of Cerilia for over 1,000 years. This empire disintegrated more than 500 years ago, but the Anuirean occupation is considered to have been the golden age of Anuire and it brought a sharing of civilization and technology that is since unmatched. Although members of other cultures recall the empire with less fondness, most existing human cultures were forged through its occupation. The Vos, and to a lesser extent, the Rjurik, resisted Anuirean occupation.

Awnmebhaighl: (awn-meh-VALE) The mystic power of the Shadow World; also known as the seeming. It is unpredictable force that strengthens the power of shadow and illusion.

Awnsheghlien: (aun-SHEY-lin) Literally translated from elvish as "blood of darkness", this term refers to any scion that shows permanent physical changes as a consequence of the taint of Azrai on their spirits. All scions of the Azrai derivation have the potential to begin descent into this transformation. Although physically deformed and spiritually twisted, the physical changes evidence by awnsheghlien are significantly enhanced manifestations of their bloodline and make them powerful foes. Awnsheghlien are always unique, but some have created servants that reflect their masters' names. The Hydra, for example, has spawned scores of multi-headed creatures that share their distant ancestor's physical traits. Any character with the *Bloodform* blood ability.

Azrai: (AS-ray) One of the old Adurian gods; the face of evil and shadow. Azrai was succeeded by Belinik and Kriesha at Deismaar.

Basaia: (ba-SAI-ah) One of the old Adurian gods; queen of the sun and patron to the Basarji people. Avani succeeded her after her destruction at Deismaar.

Basarji: (ba-SAR-gee) The proper name for the Khinasi people. Also the language of these people. The plains and forests of Khinasi are home to a people known to outsiders as the Khinasi, but calling themselves the Basarji. The Basarji are a tall dark-skinned people and are skilled seafarers, merchants, and explorers. They didn't come to Cerilia from the lands to the south, as the Anuireans, Brecht, Rjurik, and Vos did; instead, the Basarji colonized the coasts of Khinasi about fifteen hundred years ago, arriving from mysterious lands beyond the Sea of Dragons. They are thought to be descended from the same stock as the six tribes that entered Cerilia during the Flight from Shadow, for their gods were the same (or at least remarkably similar). The Basarji now worship the god Avani. The Basarji also claim the remnants of the lost Masetian civilization.

The Basarji realms are strong but small, concentrated around a few fortified city-states and ports. Basarji culture is exquisitely advanced, with an articulated code of *sayim*, or face, and respect for art and literature. Their rulers (viziers) are often mages or scholars. Unfortunately, for hundreds of years the Basarji city-states have been embroiled in a tangled net of feuds, duels, and rivalries that have created a highly political society.

Battle magic: Any arcane or divine spell cast with the use of the Battle Mage feat and the aid of a suitably trained unit of military equipped with a war wagon containing the necessary material components require for the rituals.

Beastmen: A term used to refer to any humanoid with beastlike characteristics, most notably gnolls.

Blooded (scion): Any character with a divine bloodline. A scion.

Blood ability: Synonymous with bloodline ability.

Bloodline ability: The manifestations of the scion's divine birthright. Bloodline abilities take the form of various spell-like abilities that are related to the nature of the deity whose essence flows in the scion's veins.

Bloodline derivation: The deity who was the original source of the divine power that is a blooded scion's birthright.

Bloodline ability score: Also referred to as the bloodline score. This is a new ability score specific to the BIRTHRIGHT

campaign setting. Unlike the standard six ability scores, only blooded scion's have a bloodline ability score. A character's bloodline score determines the number of bloodline abilities that a scion manifests and the amount of regency points that they may collect and store.

Bloodline strength: The relative power of a scion's bloodline: minor, major, great, or true. A scion's bloodline strength (in conjunction with their bloodline score) determines the power of their bloodline abilities. A character's bloodline strength is represented by the applicable scion template.

Bloodsilver: See Tighmaevril.

Bloodtheft: The process of slaying a blooded scion and absorbing their divine essence at it is released with their soul's passing. Synonymous with usurpation.

Brecht: (BREHK) The people of Brechtür; also the name of their language, with both a contemporary form used by the common folk (Low Brecht, or simply Brecht) and an archaic form used only by the nobility and scholars (Old or High Brecht). One of the five tribes of humanity that entered Cerilia during the war of shadows. The Brecht are short and stocky with dark hair and eyes. They are a mercantile people and are both pragmatic and fiercely independent. The merchant class is the highest rank in contemporary Brecht society and Brecht guilders hold most of the powers associated with the nobility of other civilized realms. The Brecht worshiped Brenna and now her successor Sera.

Brechtür: (BREHK-tour) Northern Cerilia is divided by an arm of the Thaelasian Sea that runs between the jagged peaks of the Spear-march Range and the ice-crowned Drachenaur Mountains of eastern Cerilia. This great gulf is called the Krakennauricht (KRAH-ken-NOW-rikt), Old Brecht for "Kraken's Reach". Hemmed in by high mountains on both its western and eastern sides, the Kraken's Reach extends to the shores of Kiergard and Massenmarch in central Cerilia.

The rocky shores and narrow fjords of this region are home to the Brecht, a seafaring people who make their living by sealing, whaling, and trading in these icy northern waters. For many centuries the Brechtur states were governed by Anuirean viceroys, when the great southern empire was at the peak of its power. When the Gorgon killed the last of the Roeles, Anuirean influence in this region rapidly waned, and the old Brecht bloodlines resurfaced.

Brechtur doesn't enjoy Anuire's mild climate or rich, prosperous farmlands. Consequently, the Brecht nations and city-states are smaller than the powers of the south. Goblinoids, bandits, and orogs may only be a nuisance in Anuire, but they're a dire threat to the Brecht. Even in "civilized" regions such as Müden or Grevesmuhl, the lands between towns are wilder and more dangerous than they are in the heartlands of old Anuire.

The sea is vital to the city-states that dot the shores of the Krakennauricht. Without fishing, sealing, whaling, and trade, these lands would quickly starve. Winters are hard in northern Brechtur – the straits between Kvigmar and Grabentod ice over, and the miserable weather drives even the boldest ship-captains to port to wait for spring. In summer, Brecht ships venture to the Anuirean ports of the Mhiere Rhuann and the

Straits of Aerele or dare the Leviathan's Reach to call on mysterious eastern ports in the fantastic Dragon Isles.

Caerbhaighlien: (kayr-VA-lin) A naturally occurring powerful source manifestation, freely useable by any true mage.

Cerilia: (se-RIL-ee-ah) The principle continent of the BIRTHRIGHT campaign setting. Cerilia includes the humans lands of Anuire, Brechtür, Khinasi, Rjurik, and Vosgaard, as well as a large number of non-human realms which span at least as much territory as the human realms, combined.

Commoner: An unblooded character. Use of this term can be confusing, as there are blooded characters in every social class. Technically, this term refers to a character that is not of noble birth, but it is often used disparagingly to refer to any unblooded character regardless of their social class.

Deismaar: (DEES-mar) A mountain on the barren isthmus that served as a land-bridge between north-east Aduria and south-west Cerilia. The site of the War of Shadow, in which the old gods were destroyed and the new gods and scions created. The cataclysm destroyed the isthmus entirely; only a few island remain in the sea now known as the Straights of Aerele.

Domain: The social and political powerbase of which the character is head. The sum total of all provinces, holdings, and domain assets that belong to a regent. A domain that includes provinces also referred to as a realm.

Domain asset: Any aspect of a domain (except for provinces and holdings) that is represented in the game. Examples include: trade routes, military units, fortifications, roads and bridges, etc.

Domain round: One month. The time required to perform one domain action. There are three domain rounds in a domain turn. Synonymous with action round.

Domain strength: A measure of the overall power and prestige of a scion's domain. This statistic is calculated as a sum of all holding levels and adjusted by domain assets. The domain maintenance cost for a domain is determined by its strength.

Domain maintenance cost: The seasonal cost (measured in gold bars) required for the upkeep and administration of a domain. This fee is based on domain strength and does not include military maintenance costs, which are tracked separately. Maintenance costs are paid once per domain turn.

Domain turn: Three months, or one season. There are four domain turns per year. Domain income, maintenance costs, and other domain-level game mechanics are resolved by domain turn.

ECL: See Effective Character Level.

Effective Character Level (ECL): An adjustment to a character's class level that more accurately represents their actual power for the purposes of determining appropriate challenge or determining experience awards and level advancement.

Erghsheglien: (er-SHEY-lin) Literally translated from elvish as "blood of light", this term refers to any scion not of Azrai's derivation that shows permanent physical changes as a consequence of a manifestation of their blood abilities. Any character with the *Bloodtrait* blood ability.

Fairie Realm: An out-of-use term for the Shadow World.

Flight from Shadow: A period of time during which five human tribes from Aduria (the Andu, Brecht, Masetians, Rjuven, and Vos) fled from Aduria to escape the attentions of the Adurian emperors led along paths of corruption by Azrai. The tribes crossed the Deismaar isthmus, a land-bridge between Aduria and Cerilia to face the unknown dangers of a new land.

Gheallie Sidhe: (Gay-lil SHE) Literally translated from d-vish as "Hunt of the Elves", this term refers to the hunting of humans or other intruders in elven domains. During the wars between human and elf, groups elven knights roamed Cerilia, slaying all humans they found. Although most elven realms called a halt to the gheallie Sidhe hundreds of years ago, some realms and groups continue the hunt to this day. Human intruders in elven domains are often at great risk.

Goblinoid: A term used to refer to any of the races of goblin-kind, including goblins, hobgoblins, and bugbears. Cerilian goblinoids are all bred of a single race and breed among each other freely.

Gold bar (GB): An abstract measure of domain level resources, including coin, trade goods, favors, services (such as feudal military obligations), or any other potentially valued resource. By default, a gold bar represents assets or services worth roughly 2,000 gold pieces if sold or traded. For ease of play, all significant domain-level costs are measured in gold bars.

Gorgon, The: A powerful awnshegh, and perhaps the single mightiest living power of Cerilia. The Gorgon was once known as the Black Prince Raesene, half-brother to Roele and Haelyn. He led the humans in the wars against the elves, but was seduced by Azrai and supported the dark god as general of the human armies during the War of Shadow. It is commonly believed that Raesene was absorbed enough divine power to ascend as a deity, but that he actively fought against ascension to continue the battle. His claims to the throne of Anuire have long since been cast down due to his treachery, but his emissaries and spies permeate Anuirean lands and he attempts to take Anuire by force regularly.

Greater arcane magic: arcane magic that embraces all schools of magic, such as that wielded by a wizard or sorcerer. Only scions and characters with elven blood can cast greater arcane magic.

Guild: A merchant. Generally used to refer to any character whose principal domain-level interests are guild holdings and trade routes. Guilders can be of any character class, but are most often Nobles, Rogues, Aristocrats, or Experts.

Holding: A domain-level representation of the influence of a regent in a province. There are four types of holdings: Guild, Law, Temple, and Source.

Holding level: A relative measure of the prestige, power, and influence of a holding in a province. The level of a law, temple, or guild holding cannot exceed the province level. The level of a source holding can not exceed the province's magic potential.

Imperial City of Anuire: The greatest city of all Cerilia is old Anuire, the ancient capital of the Anuirean Empire and the heart of modern Anuire. While the Iron Throne still stands empty, the rulers of the wreckage of the Empire still scheme and maneuver for ascendancy in the city. Anuire is a great center for trade and diplomacy, even if it is no longer the cen-

ter of the world. The city itself straddles the mouth of the river Maesil. It is built on both sides of the river, which is more than a mile wide at its mouth. A great sea-wall guards the Maesil's harbor and dozens of Venice-like island neighborhoods divided by narrows and canals. A great rocky tor near the center of the bay is home to the Imperial Palace. Many of the old Imperial bureaucracies and universities still survive in Anuire. It is the cultural center of the lands of Anuire, and many great temples and important schools thrive here. For example, the Royal College of Sorcery is the only known gathering of mages in the Anuirean lands.

Investiture: The process of using divine magic to manipulate the passing of a realm, domain, or bloodline from a regent to their heir. Also, any ceremony that performs a similar function, including those in which the regent is not a voluntary participant.

Karamhul: The language of Cerilian dwarves.

Khinasi: (kin-AS-ee) The southernmost portions of Cerilia. Also the common name of the people of this area. This area stretches from the Harrowmarsh, home of the dreadful Hydra, all the way to the shores of the Dragon Sea. Protected from the bitter winters of Brechtür by high mountains and warm ocean currents, Khinasi enjoys more sun and longer growing seasons than any other region of the land. In fact, large regions of the Khinasi interior are arid steppes that border on desert.

The eastern portion of Khinasi rises into a region of warm forest and low mountains collectively called the Dochandragh, an Elven phrase meaning "Heart's Wonder." It is a beautiful, wild land of frequent rainfalls, hidden lakes, and magnificent cascades.

While Anuire dominated the rest of Cerilia, the Basarji nations united under the leadership of the great mage-king el-Arrasi, maintaining their independence throughout centuries of Anuirean preeminence. The phrase *Khinasi* is a corruption of *khir-afien el-Arrasi*, or 'lands under the protection of el Arrasi.' It became the common name for the Basarji nations in other lands. Today the Khinasi don't even bother to correct visitors anymore.

Landed regent: Any regent whose domain includes at least one province (i.e. a realm).

Lesser arcane magic: a branch of magic which encompasses the schools of divination (knowing), seeming (illusion), healing (conjuration[healing]), and command (enchantment). This branch of magic is practiced by magicians and bards.

Ley line: A mystical conduit for mebhagh that allows the casting of Realm Spells from sites far from the required source.

Manifestation: A physical object or force that acts as the focal point of a source.

Mage: Any practitioner of arcane magic. This usage includes practitioners of both lesser and true arcane magic, and thus refers to bards, magicians, sorcerers, and wizards.

Magic potential: The terrain dependent maximum to the number of source holding levels in a province.

Magician: A BIRTHRIGHT specific class. More generally used to refer to any practitioner of lesser arcane magic, regardless of their actual class. Thus, bards may, in some sense, be considered to be magicians in this context.

Maintenance costs: Costs related to the seasonal upkeep of a domain and its assets. Maintenance costs are paid once per domain turn and include both domain maintenance costs and military maintenance costs.

Masela: (mah-SAY-la) One of the old Adurian gods; lady of the seas and patron to the Masetian people. Nesirie succeeded her after Deismaar.

Masetians: (mah-STEE-shuns) One of the five tribes of humans that entered Cerilia during the Flight from Shadow. They have vanished entirely from Cerilia. They were sailors who followed the goddess of the Masela, braving the stormy seas. The Masetian people suffered grievous losses during the War against Shadow. The remnant that survived was insufficient to maintain their culture and their lands were largely assimilated by the Basarji. The Masetians are mourned by Masela's successor, Nesirie.

Mebhaighl: (meh-VALE) The mystic power of the living earth; earthpower. Mebhaighl is the essence of true magic and is channeled in all greater arcane magic. Arcane realm spells utilize pools of mebhaighl, collected in manifestations known as sources, to greatly increase the scope and power of magical effects.

Military maintenance cost: The seasonal cost (measured in gold bars) required for the upkeep, payroll, and administration of a domain's military forces. This fee does not include domain maintenance costs, which are tracked separately. Maintenance costs are paid once per domain turn.

Morale check: The equivalent to a saving throw for a military unit. A d20 + the unit's morale is compared to a difficulty class of the check to determine success or failure.

Moraskor: A rare composite metal forged by Dwarven master-smiths. Moraskor is the Cerilian equivalent to adamantine.

Navy: one or more naval military units.

Noble: A BIRTHRIGHT specific class. More generally used to refer to any character of the upper social class, regardless of their actual class. Thus, members of any character class may be a noble in this context. Characters of the Noble class are usually have high social ranking, but this may not always be the case, as fortunes often change.

Non-landed regent: Any regent whose domain does not include at least one province (i.e. the regent's domain is not a realm but instead consists exclusively of holdings and domain assets).

Orog: A intelligent, strong, and warlike race of subterranean humanoids whose principle foes are the dwarves.

Province: A distinct area whose borders are defined by proximate geographical features, cultural and political traditions, and its economic infrastructure. A province is often approximately 40 miles in diameter, but exact size is largely dependent on geographical features and population density. Provinces can be claimed by regents as part of their realm.

Province level: A relative measure of the level of civilization of a province.

Realm: A domain that includes at least one province.

Realm magic: Any powerful arcane or divine ritual magic cast by a regent with the aid of a temple (divine) or source (arcane) holding. Realm spells require complex rituals that

require much of the casting regent's attention for a month or more. Casting a realm spell requires the use of a domain action.

Regency: The mystic power that regents derive from their stewardship of a domain. This power, measured in regency points, represents the power of the ruler as derived from the fealty, worship, or fear of his subjects.

Regency Points (RP): An abstract measure of regency.

Regent: A character who rules holdings or provinces. A regent is considered to be landed if their domain includes at least one province.

Reynir: (RAY-nir) One of the old Adurian gods; god of nature and patron to the Rjurik people. Erik succeeded him after Deismaar.

Rhuobhe Manslayer: (ROVE) A powerful eleven awnshagh. Rhuobhe is a prince among the elves and fully embraces the hatred of humanity fueled by Azrai in the War of Shadow. Rhuobhe continues the gheallie Sidhe to this day and may very well have more human blood on his hands than any being existent.

Rjurik: (RYUR-ick) The northwestern region of Cerilia, and the people who live there. Most scholars and cartographers mark the River Ruide as the southern boundary of Rjurik, despite the fact that the Anuirean realm of Dhoesone lies north of the river. The eastern boundary are the slopes of the Spearmarch Ranges of Brechtür. Most of this vast region is cold forest, downs, and mountains, sparsely inhabited.

Rjurik bears the brunt of the fierce Cerilian winter. Both spring and autumn are long, wet, and cold, while the brief summer is over in a matter of weeks. The forests of this region are hardy taiga, or northern pine forest; the mountains remain capped by glaciers the entire year round.

The Rjurik themselves are a hardy race of foresters, hunters, and warriors. Their jarldoms and clan-holds are scattered along the forbidding coasts of the Mhiere Rhuann and the icy Thaelasian passage, although a few small holds can be found as far east as the Krakennauricht. The Rjurik are a free-minded people who place little importance on titles or rulers; a Rjurik jarl reigns by the consent of his folk and can be replaced if they don't like the way he's doing his job. The scions of the Rjurik bloodlines hold to an uneasy truce most of the time. Unlike the endless war and competition of the bloodlines in other lands, the heroes of Rjurik find survival challenge enough.

The Rjurik are suspicious of the Anuirean lands to the south. They view Anuire as a sleeping giant who could wake up hungry any day now. In the past, the southern Rjurik lands were incorporated into the Anuirean Empire despite a series of heroic campaigns to resist Anuire's advance. An even greater concern to the Rjurik lies in the wild forests and foothills in the central part of this area. Large numbers of goblinoids, trolls, and giants inhabit these wild lands, and they frequently attack the Rjurik domains.

Rjuven: (RYU-ven) One of the five tribes of humans that entered Cerilia during the Flight from Shadow. They revered nature and followed Reynir. Also the language of the Rjurik people.

Roele: (ROW-ell) The first emperor of the Anuirean Empire and the name of his family line. The first emperor Roele was brother to Haelyn and half-brother to Raesene (the Gorgon). The last emperor was Michael Roele, who fell facing the Gorgon in single combat.

Route check: A special morale check made by any unit receiving a hit in tactical battle. Failure results in a the unit being routed.

Routed: A unit condition in tactical battle that carries several penalties. Routed units may recover on the battlefield, but will always attempt to return to their reserves if possible. If forced to engage, routed units fight at a penalty.

Royal College of Sorcery: The only known gathering of mages in the Anuirean lands, the Royal College makes its home in the imperial city of Anuire. Its graduates are distinguished by a gold (greater mage) or silver (lesser mage) ring.

Scion (blooded): A character who is blooded. Scions include characters that were present at Deismaar, that were invested with a bloodline (willingly or by bloodtheft), or that are descendents of such characters. The strength and derivation of a scion's bloodline is largely determined by source of the scion's bloodline, usually their parents.

Seeming: A mystic property of the shadow world; awn-mebhaighl.

Shadow World: A plane co-existent with Aebrynis; a parallel world of illusion and darkness in which being both dark and sublime dwell. The plane from which all outsiders and summoning beings are formed and brought. Originally known as the Spirit World or Fairie Realm, this plane was dangerous, but not inherently evil. Shortly after Deismaar, the Spirit World has grown ever darker, possibly due to the actions of the Cold Rider.

Sidhelien: (SHEE-lin) Cerilian elves; also their language.

Source: A natural manifestation of earth power that can be manipulated by a knowledge regent to collect vast pools of mebhaighl to power arcane realm magic.

Spellsong: An ancient elven art that allows the casting of greater arcane magic. Human voices and spirits are unable to use the spell song to its full extent, but bardic spells are based upon the lore which the elves could teach humans and other races.

Spider, The: A powerful Awnshegh, once a goblin prince in the service of Azrai. The Spider inhabits the Spiderfell forest in the heartland of Anuire, and, although reportedly slain on dozens of occasions, has proven to be all but impossible to displace. He is believed to be quite mad, and his goblin marauders often attack realms bordering the Spiderfell without obvious rhyme nor reason.

Spirit World: An out-of-use term for the Shadow World.

Strategic warfare: The movement of military units at the province level and at the war move (one week) time scale.

State religion: The officially recognized church of a realm, most often the church with more holding levels throughout the realm. The clergy of the state religion performs coronations and other investitures within the realm.

Tactical warfare: The movement and engagement of military unit in battle.

Tighmaevril: (TIE-may-ve-RIL) A mystic metal forged by a long forgotten elven master-smith. This metal, in addition to

holding powerful enchantments, has proven to be a conduit for the divine essence and is thus can significantly aid bloodtheft. Synonymous with bloodsilver.

Thaele: (THAYL) The arctic continent of Aebrynis, north of Cerilia.

True arcane magic: synonymous with greater arcane magic.

Tsarevos (Tzar-VAHS): A Vos war chief.

Unblooded: Any character that lacks a divine bloodline. Any character that is not a scion is unblooded.

Unit: A group of warriors with an effective military presents. The number of individuals soldiers in a unit varies depending upon the unit type, but generally ranges from between 50 to 300.

Usurpation: Although technically any act of forcibly taking power, this term most often used in reference to the process of slaying a blooded scion and absorbing their divine essence. This usage is synonymous with bloodtheft.

War of Shadow: The war against Azrai in which the Anuireans, Rjuven, Brecht, Basarji, and Masetian nations faced the combined armies of the Vos, the goblinoids, and the elves on the Deismaar isthmus.

War move: one week. The period of time used for unit movement in strategic warfare.

Varsk: a variety of white-furred giant lizards domesticated and used as mounts by the Vos.

Vorynn: (VOOR-inn) One of the old Adurian gods; lord of the moon and all things arcane. Ruornil succeeded him after his destruction at Deismaar.

Vos: (VAHS) The people of Vosgaard; also their language. Life is difficult and violent in the lands of the Vos. Consequently, they are a fierce people who believe that might makes right. The other human races of Cerilia are inclined to view the Vos as evil barbarians, savages, and marauders, but this isn't an entirely truthful assessment. The Vos have their cities and kingdoms, and there are heroes of noble bearing among them. It's important to remember that by their own standards Vos warriors are acting with honor when they raid and pillage. And while no one will ever accuse a Vos of subterfuge or subtlety, it's also true that a person always knows where he stands with a Vos warrior.

The Vos were one of the five tribes of humanity to enter Cerilia during the Flight from Shadow. At that time they worshipped Vorynn and were a race of diviners and illusionists who sought truth in magic. After being swayed by Azrai, they follow his successors, Belinik and Kriesha.

Vosgaard: (VAHS-guard) The most desolate and remote region of Cerilia; home to the Vos. It lies in the north-eastern reaches of the land, beyond the Drachenaur Mountains and north of the Rhuannadaraight. The cold waters of the Leviathan's Reach form the northern border of Vosgaard, and to the east lie the stormy waters of the Sea of Dragons.

Vosgaard is a land of stark natural beauty, with impassable mountains and glaciers, vast belts of northern taiga, and bitter wind-swept plains. Vosgaard suffers from extremely cold winters and is haunted by monsters of all varieties.

The code of courage and violent tendencies of Vos warriors and rulers have made north-eastern Cerilia a battlefield for the settling of their differences and feuds. The Vos hold "weaker"

cultures in contempt and view the other peoples of Cerilia as potential slaves or enemies, but they absolutely hate each other. Travelers in Vosgaard should go to great lengths to avoid associating themselves with any particular chieftain or baronet – it's dangerous to take sides, even by placing oneself under a chieftain's protection.

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