



5E conversion

race

The races still consist of dwarf, elf, half-elf, halfling and human. Use the normal Racial Traits and then the Cerilian subraces as shown below. The other subraces should not be used. Humans will use the Variant Human Traits rule based off of their culture; Anuirean, Brecht, Khinasi, Rjurik, or Vos.

While they are not part of the original rules, there should be no problem including gnomes (forest subrace) as a playable race. They are part of the setting, though not specifically as a player race; ask your DM if they are allowed.

It is not recommended allowing half-orcs, tieflings or dragonborn. They were never in the original rules, not even as monsters.

cerilian dwarf

Born to the mountains, and through constantly fighting the orogs, you have become like the stone you live beneath. This hardness has given you a dense body, weighing twice that of a human of the same age despite being under 5'.

Ability Score Increase. Your Strength score increases by 1.

Dense Body. Bludgeoning or crushing attacks that you take from non-magical weapons is reduced by 3.

cerilian elf

Calling yourselves the Sidhelien, you are reclusive and stay within the remaining woodlands of Cerilia. The woods are your home and none can equal you within their leafy folds. As tall as a human, you are slender and graceful, possessing an unearthly beauty.

Ability Score Increase. Your Intelligence score increases by 1.

Nature Walk. You may cast *pass without trace* once a day, but only on yourself.

cerilian half-elf

Despite being born of elf and human parents, you are accepted within elven society. Humans on the other hand are distrustful of any sort of elf, including half-elves.

Use the half-elf as found in the rules. There is no need to make any changes.

cerilian halfling

Originating in the Shadow World, the halflings were forced to flee that realm and now make their homes among the Big Folk. You blend in well with humans, adopting the culture of whoever you are near.

Ability Score Increase. Your Wisdom score increases by 1.

Shadow Magic: You may cast *detect evil or good* once a day. When you reach 5th level, you can cast *dimension door* once per day. Wisdom is your spellcasting ability for these spells.

cerilian human

You are the most populous race in Cerilia, spread throughout every corner of the continent. Five main cultures exist and help define national regions; Anuireans, Brechts, Khinasi, Rjurik and Vos.

Use the Variant Human Traits rule instead of subraces for humans. The only difference is that one of the two ability increases must be from the list below.

Anuirean	+1 Wisdom
Brecht	+1 Dexterity
Khinasi	+1 Intelligence
Rjurik	+1 Constitution
Vos	+1 Strength

character class

The majority of the classes do not need to be altered. However, a few do need some clarifications. Also, the original setting precluded certain races from being specific classes (paladins can only be Anuirean or Khinasi; elves can not be clerics, etc). 5E makes an effort to allow for all race and class combinations. If a DM allows for this, it can be rationalized that such characters are outside the norm for their culture but still allow them; the role-playing aspects springing from such a difference could be interesting as well.

Sorcerers, Warlocks and Wizards can all use realm magic. For those other classes that have access to arcane spells they can use *true magic*, but not realm magic.

bard

5E is an inclusive game that seeks to allow all the combinations of class, race and ability. It is our recommendation that the bard not be limited to the schools of magic they can cast spells from. In addition, we would also recommend that bards be allowed to be regents. However, check with your DM first.

cleric

The Domains of the gods need to be defined. Currently there are only seven Domains, but more can be added as they are added through supplements.

Haelyn: War

Avani: Light

Erik: Nature

Eloele: Trickery

Cuiracacen: Tempest

Laerme: Light

Nesirie: Life

Kriesha: Tempest

Ruornil: Knowledge

Belinik: War

Sera: Trickery

Moradin: Life

magician

The magician was fairly unique to Birthright at the time, but it is easy to implement within the 5E rules. Magicians are the same as wizards with the following changes:

- You can only cast 1st and 2nd level spells from a school of magic other than Divination or Illusion.
- Each time you gain a wizard level, you can add one additional spell to your spellbook (beyond the two you can normally add). However, this spell must be of the Divination or Illusion school of magic.
- When you reach 2nd level instead of choosing an Arcane Tradition you gain both the Divination and Illusion traditions.

monk

There is no real cultural place for a monk to come from. A case could be made for the Khinasi or a secret order dedicated to hand-to-hand martial skills, but monks are not recommended.

warlock

The major thing to consider with a warlock are the Patrons. Patrons, by default, are otherworldly beings. However, the world of Aebrynis is largely cut off from the other planes. There are, however, a couple of possibilities.

The cold rider (warlock patron)

Is your patron one of the Lost, an aspect of Azrai, a liche, a god, an awnshegh, a part of the Shadow World brought to life? You do not know but it whispers to you in the night and you listen, gaining new magics others fear.

Expanded Spell List

Spell Level	Spells
1st	<i>detect evil and good, false life</i>
2nd	<i>blur, gentle repose</i>
3rd	<i>animate dead, feign death</i>
4th	<i>death ward, evard's black tentacles</i>
5th	<i>cone of cold, dispel evil and good</i>

Cold Heart

Starting at 1st level, you become inured to cold. You gain resistance to cold attacks.

Shadowstep

Beginning at 6th level, you take a quick step into the Shadow World when you are about to take harm. After you have been successfully hit, but before damage has been declared, you may use your reaction to quickly teleport into the Shadow World and out again. You take no damage from the successful attack.

Once you use this feature, you can't use it again until you finish a short or long rest.

Undead Army

Starting at 10th level, you are able to summon an army of undead to do your bidding. You can summon one unit of undead minions without paying any Regency or Gold, and you do not need to have the Required Source value. The duration of your unit only lasts until your next long rest.

Once you use this feature, you can't use it again until you finish a long rest.

Into the Shadow World

Starting at 14th level, when you hit a creature with an attack you can use this ability to instantly transport the target through the Shadow World. The creature disappears instantly and hurtles through a cold and bleak landscape.

At the end of your next turn, the target returns to the space it previously occupied or the nearest unoccupied space. The target takes 10d10 psychic damage as it recovers from the horrible experience.

Once you use this feature, you can't use it again until you finish a long rest.

Apocalypse (warlock patron)

While some claim Apocalypse is an awnshegh, it is something more than that. It is a primal force of disease and destruction. Some warlocks have managed to "reach" this entity and tap into it for increased power.

Expanded Spell List

Spell Level	Spells
1st	<i>detect poison and disease, ray of sickness</i>
2nd	<i>blindness/deafness, silence</i>
3rd	<i>bestow curse, stinking cloud</i>
4th	<i>confusion, ice storm</i>
5th	<i>contagion, insect plague</i>

Marked For Death

Starting at 1st level, you start the process of spreading death and decay. When you hit a creature with a successful attack you can inflict a disease upon the creature that does damage equal to your warlock level at the beginning of your turn until the creature dies or a number of turns equal to your warlock level have passed, whichever comes first.

Once you use this feature, you can't use it again until you finish a short or long rest.

Lasting Pain

Beginning at 6th level, your patron bestows upon you the ability to extend your spells upon a victim. When a target makes a successful saving throw vs. one of your spells, the effect does not stop until the end of their next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

Plague of Death

Starting at 10th level, you gain the ability to bring disease and death upon an entire province. Once per Domain Turn you can use this ability to depopulate a province, reducing it by one level. It costs no Regency or Gold and does not need a Required Source. However, the ability can only be used if you are in the

province at some point during that Domain Turn or you have a ley line into that province.

Touch of Death

Starting at 14th level, you can cause a creature to fall apart at the cellular level. When you hit a creature with a successful attack you can inflict a disease upon the creature that does 5d6 poison damage at the beginning of your turn until the creature dies or make a saving throw. The saving throw is a Constitution Save (DC 10 + your level), but the creature must first have a *dispel magic* cast upon (DC 10 + your level) them before they are allowed to make the saving throw.

Once you use this feature, you can't use it again until you finish a long rest.

skills

5E does not have many skills so adding a bunch more will not work as well. There is a new skill called Statesmanship which rolls the Administration, Law and Leadership skills together. There is a new skill called Warfare which rolls the Siegecraft and Strategy skills together. Diplomacy is now used under the Performance skill. Intrigue is now used under the Deception skill.

Statesmanship (Charisma)

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

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

Warfare (Charisma)

This allows for the use of abilities as listed under the Siegecraft and Strategy skills in the Birthright rules.

Blood Abilities

Acquisition of Blood Abilities can be done as normal. The following Abilities do not need any changes: Alertness, Animal Affinity, Battlewise, Blood History, Character Reading, Courage, Detect Illusion. Direction Sense, Divine Wrath, Elemental Control, Fear, Persuasion, Poison Sense, Protection from Evil, Regeneration, Shadow Form, Touch of Decay, Travel, Unreadable. Below are the ones that need new information to fit into 5E:

Alter Appearance

You can change your appearance similar to the *alter self* spell, but only the *change appearance* option. You also do not need to concentrate while using this ability. Once you use this ability, you can't use it again until you finish a short or long rest.

Bloodmark

Gain Advantage on social interactions.

Detect Lie

You are able to cast *detect thoughts*, but are only able to pick up lies. However, the target does not know you probed their minds.

Once you use this ability, you can't use it again until you finish a short or long rest.

Divine Aura

Gain Advantage on social interactions.

The Major and Great Ability remain the same, except once you use this ability, you can't use it again until you finish a long rest.

Enhanced Sense

Anduiras- The *detect evil* spell is now *detect evil and good*.

Azrai- The major ability is *detect evil and good* and *detect magic* (necromancy only).

Reynir- Gain Advantage on Wisdom (Survival) checks.

Basaia, Brenna, Masela, Vorynn- Remains the same.

Healing

The spells listed are replaced with *lesser restoration*, everything else remains the same.

Heightened Ability

Increase the ability score tied to your bloodline by 2. If you have two options you can increase one of them by 2 or both by 1. No ability may be higher than 20.

Iron Will

Gain the Toughness Feat. Gain Advantage on saving throws vs mind-influencing spells.