



Birthright Rulebook D&D 5e Conversion

by Morten Helles (morten.helles@gmail.com)

with help and inspiration from the Birthright community at Birthright.net (thanks!)

Introduction

This document converts the Birthright Rulebook to D&D 5e rules. The conversion follows this approach: Stay true to the theme and flavor of the original Birthright and only make changes when there are problems with the playability and functionality of the original rules.

You are assumed to be in possession of the original Birthright Campaign Setting (2e) material, which can be purchased as a PDF at dndclassics.com.

The document has been organized in the same way as the Birthright Rulebook, that is, it has the same sections and therefore has a similar Table of Contents. As such, you can read this document alongside reading the Birthright Rulebook to learn how the rules of each section (if any) can be converted to D&D 5e rules.

Several variants are proposed below. Most of these are recommended as they add more detail or flavor to your Birthright campaign. The DM decides which variants are used.

Part I: Birthright Characters

Character Generation

Character creation follows the rules in the Player's Handbook, except as noted below.

The races generally follow the descriptions in the Birthright Rulebook, although their traits are changed as specified below.

Dragonborn

The dragonborn race does not exist in Cerilia. However, as a variant, a few isolated dragonborn might exist, sharing a mysterious past closely tied to one of Cerilia's few dragons. The sorcerer class (with the draconic bloodline sub-type) seem to be a good fit for these.

Dwarves

A Cerilian dwarf has all the traits of the Dwarf race mentioned in the Player's Handbook, plus the following:

Ability Score Increase. Your Constitution score increases by 2 more. (For a total increase of 4.)

Ability Score Decrease. Your Dexterity score decreases by 2.

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

Favored enemy. You gain a +2 AC bonus against melee attacks made by Orog and Ogres.

High endurance. You calculate your carrying capacity as if your Strength score is 4 higher than it actually is.

Anti-magical. You have advantage on saving throws against arcane spells. Also, you cannot choose a spell-casting class (or sub-type) that employs arcane magic.

As a variant, add also:

Rock Eater. You can eat rocks for food and drink mud for water.

Elves

A Cerilian elf has all the traits of the Elf race mentioned in the Player's Handbook, plus the following:

Ability Score Increase. Your Intelligence increases by 1.

Elf Weapon Training. You have proficiency with the longsword, shortsword, shortbow, and longbow.

Nature's Stride. Moving through natural difficult terrain does not cost you extra movement. A creature trying to track you through natural terrain always does so with disadvantage.

Gnomes

The gnome race does not exist in Cerilia.

Half-Elves

A Cerilian half-elf has all the traits of the Half-Elf race mentioned in the Player's Handbook.

Halflings

A Cerilian halfling has all the traits of the Halfling race mentioned in the Player's Handbook, plus the following:

Shadow World Sense. As an action, you can *detect evil* (but not good), *detect magic* (necromancy only), and sense the presense of undead within 30 feet all at once. Also, you can sense the proximity of the Shadow World.

Enter the Shadow World. Once between long rests, you can enter (and leave) the Shadow World if it is sufficiently close to Cerilia at your location. While in the Shadow World, you must actually move from the point of entry to the point of exit. Due to the hostile and creepy nature of the Shadow World, you'd normally want for your stay there to be as short as possible. Also, time passes differently in the Shadow World, so you might not return when you expect to. For obvious reasons, halflings are reluctant to enter the Shadow World.

Humans

A Cerilian human has all the traits of the Human race mentioned in the Player's Handbook. This means that you as a player has the freedom to decide how well your character matches the stereotype of his human culture. To assist you in your choices, below is an overview of the favored ability score, skills (and tools, if any) and feats for each human culture.

Anuirean

Favored ability score: Wisdom.

Favored skills: Deception, History, Insight, Persuasion.

Favored feats: Great Weapon Master, Heavy Armor Master, Inspiring Leader, Martial Adept, Mounted Combatant.

Brecht

Favored ability score: Dexterity.

Favored skills: Deception, Perception, Persuasion, Slight of Hand.

Favored tools: Navigator's Tools.

Favored feats: Defensive Duelist, Dual Wielder, Linguist, Lucky.

Khinasi

Favored ability score: Intelligence.

Favored skills: Arcana, History, Insight, Medicine, Persuasion.

Favored feats: Linguist, Magic Initiate, Mounted Combatant.

Rjurik

Favored ability score: Constitution.

Favored skills: Nature, Perception, Stealth, Survival.

Favored feats: Alert, Durable, Observant.

Vos

Favored ability score: Strength.

Favored skills: Animal Handling, Intimidation, Perception, Survival.

Favored feats: Durable, Mounted Combatant, Savage Attacker.

Tieflings

The tiefling race does not exist in Cerilia. However, as a variant, a few tieflings might exist, having been brought into the world by some mysterious event tied to the Shadow World or one of the Powers of Darkness.

Character Class

Barbarian

The barbarian character class follows the general rules in the Player's Handbook.

A blooded barbarian can control law holdings like a fighter, although very few barbarians choose to do so because of their chaotic nature. Furthermore, a barbarian gets followers as a fighter does, although these are all lightly armored tribal warriors, possibly mounted.

Only Rjurik and Vos can become barbarians.

Bard

The bard character class follows the general rules in the Player's Handbook. However, bards in Cerilia are limited to spells from the schools of illusion, divination and enchantment. The enchantment spells are elven songs, guarded jealously by the various bard colleges.

Bards cannot become regents.

Only elves, half-elves and humans can become bards. As a variant, elves, half-elves, and blooded humans can cast all spells on the bard spell list; only unblooded humans are restricted to spells from the schools of illusion, divination and enchantment.

Cleric

The cleric character class follows the general rules in the Player's Handbook. In addition, a cleric gains followers as described in the Birthright Rulebook (under "Priest").

A cleric must select a deity and choose one of divine domains associated with that deity. Some deities offer their clerics certain additional powers or limitations. See the "[Gods and Priests](#)" section for more details.

Somewhat confusingly, clerics of Erik (and some clerics of Kriesha) call themselves for druids. However, this is just a self-chosen title; they are still clerics in terms of rules.

Only dwarves, halflings and humans can become clerics. Half-elves can also become clerics but it is very rare, because most half-elves grow up in the land of their elven parent; elves don't have any deities and for sure will not encourage any child of theirs to worship a deity.

Druid

Druids (like rangers) get their magic from nature, not from a deity.

A blooded druid can use source holdings. And a druid gets followers like a cleric does, except these are all 0-level acolytes.

Only elves and halv-elves can become druids. As a variant, humans (in particular Rjurik and Vos) can also become druids, although this should be very rare.

Fighter

The fighter character class follows the general rules in the Player's Handbook. In addition, a fighter gains followers as described in the Birthright Rulebook.

The eldritch knight sub-type does not exist in Cerilia. As a variant, it can be limited to elves and half-elves, and perhaps even to a handful of blooded humans who have managed to find a wizard trainer. From the Birthright canon, it could be a suitable sub-type for specific evocation-oriented fighter/wizards, such as Rhuobhe Manslayer and the Gorgon. Eldritch knights can also control source holdings.

Magician

The magician character class is unique to Birthright. It follows the description in the Birthright Rulebook, but uses the rules described here.

A magician is considered to be a wizard sub-type with the following traits:

Double Specialist. You follow two Arcane Traditions at the same time: School of Illusion and School of Divinitation. You gain the benefit from schools.

Restricted Magic. While you can cast spells of all levels from the schools of divination and illusion, you can only cast spells of 1st and 2nd level from other schools.

As a variant, you can limit the magician character class to only one Arcane Tradition: Illusion or Divination. And then replace Double Specialist with this trait:

School Focus. When you cast spells of your chosen school, the DC of your spell (if any) increases by 1. Also, you have advantage against spells of your chosen school. Finally, you gain one extra spell slot per spell level; this extra spell must be a spell of your chosen school.

Only humans can become magicians.

Monk

The monk has no place in Birthright and therefore does not exist.

As a variant, you can allow a handful of monks. The key is to find a suitable monastery in some remote part of Cerilia (or in the lands beyond the Sea of Dragons) whose monks have learned and mastered the power of Ki. If allowed then limit to blooded humans only. Monks cannot be regents.

Paladin

The paladin character class follows the general rules in the Player's Handbook. In addition, a paladin gains followers as described in the Birthright Rulebook.

A paladin must select a deity. In Cerilia, only the following deities have paladins: Haelyn, Cuiraccen, Niserie, and Avani. Some deities offer their paladins certain additional powers or limitations. See the "[Gods and Priests](#)" section for more details.

The Oath of the Ancients is very rarely taken by any paladin in Cerilia.

Paladins of Cuiraccen generally take the Oath of Vengeance, and rarely the Oath of Devotion.

Paladins of Haelyn generally prefer the Oath of Devotion.

Only humans can become paladins. As a variant, also dwarves can be paladins (of Moradin).

Psionics

Psionics have no place in Birthright and are not recommended. D&D 5e does not cover psionics.

Ranger

The ranger character class follows the general rules in the Player's Handbook. In addition, a ranger gains followers as described in the Birthright Rulebook.

Rangers (like druids) get their magic from nature, not from a deity.

Only elves, half-elves and humans can become rangers.

Rogue

The rogue character class follows the general rules in the Player's Handbook. In addition, a rogue gains followers as described in the Birthright Rulebook (under "Thief").

The arcane trickster sub-type does not exist in Cerilia. As a variant, it can be limited to elves and half-elves, and perhaps even to a handful of blooded humans who have managed to find a wizard trainer. Arcane tricksters cannot control source holdings.

Sorcerer

The sorcerer has no place in Birthright and therefore does not exist.

As a variant, you can allow a handful of sorcerers to exist in Cerilia. The key is to find a suitable explanation for their innate magical ability.

The Dragonic Bloodline sub-type should be unique to one family of elves or humans, if even allowed at all. There are very few dragons in Cerilia, and it is highly unlikely that they will ever have mingled with the lesser races.

The Wild Magic sub-type could be made available to blooded characters in place of a blood ability under certain extraordinary circumstances, such as if that character was born while the Shadow World was in very close proximity to Cerilia. (Or perhaps the character was actually born in the Shadow World.) The Wild Magic sub-type should be limited to scions.

Sorcerers can control source holdings.

Warlock

The warlock has no place in Birthright and therefore does not exist.

As a variant, you can allow a handful of warlocks to exist in Cerilia. The key is to find a suitable Otherworldly Patron that the warlock can pact with.

For the Archfey sub-type, this otherworldly patron could be a very powerful ehrshegh or some ancient (but very powerful being) within the elven lands. It could also be a greater servant of Erik.

For the Fiend sub-type (and perhaps even the Great Old One sub-type), this otherworldly patron could be a very powerful awnshegh (such as the Gorgon or the Raven), one of the tanarii lords also known as the Powers of Darkness, or one of the greater servants of Kriesha or Belenik. It could also be the Cold Rider.

Warlocks can control source holdings.

Only elves, half-elves and blooded humans can become warlocks.

Wizard

The wizard character class follows the general rules in the Player's Handbook. In addition, a wizard gains followers as described in the Birthright Rulebook.

A wizard must choose one Arcane Tradition. According to the Rulebook (page 81), a wizard cannot choose School of Divination or School of Illusion. As a variant, you can allow this.

Only elves, half-elves, and blooded humans can become wizards.

Proficiencies

Any regent character can choose to learn a statecraft skill instead of taking a feat. You can only use a statecraft skill if you have learned it. You apply your proficiency bonus to the skill check of a learned statecraft skill as mentioned below.

Administration is based on Intelligence. All character classes apply their proficiency bonus.

Diplomacy is based on Wisdom. Clerics and paladins apply their proficiency bonus.

Intrigue is based on Wisdom. Rogues apply their proficiency bonus.

Law is based on Intelligence. All character classes apply their proficiency bonus.

Leadership is based on Charisma. All character classes apply their proficiency bonus.

Siegecraft is based on Intelligence. Barbarians, fighters and paladins apply their proficiency bonus.

Strategy is based on Intelligence. Barbarians, fighters and paladins apply their proficiency bonus.

As usual with skills checks, the DM decides on the DC.

Equipment

The weapons, armors and mounts mentioned in the Player's Handbook are available throughout Cerilia, although some of these might be harder to come by in some regions.

The following list replaces Table 7: Weapons Availability in the Birthright Rulebook. If a weapon mentioned in the Player's Handbook is not on the list below then that weapon is available throughout Cerilia. Weapons marked with an asterisk (*) are special to Cerilia and are explained in the [New Weapons and Armor](#) section.

Simple Ranged Weapons

Cross bow, light : An, Br, Kh, Dwarves

Javelin : Kh, Vs, Elves

Martial Melee Weapons

Claymore* : Rj
Cutlass : An, Br, Kh
Flail : An, Br, Vs
Glaive : An, Kr, Kh, Vs
Greataxe : An, Rj, Vs
Greatsword : An, Br
Halberd : An, Kr, Br, Vs
Lance : An, Kh, Vs
Longsword : An, Br, Vs
Main-gauche* : An, Br
Maul : An, Vs
Morningstar : An
Pike : An, Br, Rj
Rapier : An, Br
Sabre* : Kh, Vs
Scimitar : Kh
Trident : Br, Kh
War Pick : An, Dwarves

Martial Ranged Weapons

Blowgun : None
Crossbow, hand : None
Crossbow, heavy : An, Br, Dwarves
Longbow : An, Rj, Elves
Net : Br, Kh

The following list replaces Table 8: Armor and Mount Availability in the Birthright Rulebook. If an armor or mount mentioned in the Player's Handbook is not on the list below then that armor or mount is available throughout Cerilia. Armor or mounts marked with an asterisk (*) are special to Cerilia and are explained in the [New Weapons and Armor](#) section.

Medium Armor

Hide : Rj, Vs
Improved mail* : Kh, Rj
Scale mail : Kh
Breastplate : An
Breastplate and Leather* : An
Half plate : An, Br

Heavy Armor

Ring mail : Br, Rj, Vs
Splint : Kh
Plate : An, Br, Vs, Elves, Dwarves

Mounts

Camel : Kh
Elephant : Kh

Varsk* : Vs
Warhorse : An, Kh

New Weapons and Armor

Claymore is similar to the Greatsword described in the Player's Handbook.

Cutlass is similar to the Rapier described in the Player's Handbook.

Crossbows punch through medium and heavy armor with ease. A target in medium armor is treated as having AC 11 while a target in heavy armor is treated as having AC 12.

Main-gauche is similar to the dagger described in the Player's Handbook, but grants a +1 bonus to the AC to its wielder if held in the off-hand and used only for defense. Costs 3 gp.

Rapier is as described in the Player's Handbook.

Sabre is similar to the Scimitar described in the Player's Handbook.

Breastplate and Leather is similar to Breastplate described in the Player's Handbook but only gives AC 13. It costs 100 gp and weighs 25 lbs.

Half plate is as described in the Player's Handbook.

Improved mail is similar to the Scale mail described in the Player's Handbook.

Varsk

Large beast, unaligned; Armor class 12; Hit points 26 (4d10 + 4); Speed 50 ft.; Str 16 (+3), Dex 13 (+1), Con 12 (+1), Int 2 (-4), Wis 12 (+1), Cha 7 (-2); Senses passive Perception 11; Challenge 1 (200 XP).

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Adapted to Cold. A varsk has resistance to cold and can move over ice and snow as if it was normal terrain.

A varsk costs 250 gp and has a carrying capacity of 360 lbs.

Bloodlines

Bloodline strength

As a variant, scions can have their bloodline score increased or decreased as a result of important events in the adventure or campaign. For major victories, add 1-3 points. For major defeats, subtract 1-3 points. The higher the bloodline score, the more significant the event must be. In other words, it should be harder and harder to increase the bloodline score, and easier and

easier for it to decrease. For example, Prince Avan of Avaniil might see his bloodline score decrease by one point if he loses face in public.

It is worth noting that while having a high bloodline score gives you more power, it is also sure to attract the attention of other (evil-minded) scions, including the awnsheghlien, who'll very much want to kill you and absorb your power. Similarly, your children will be sure targets for bloodtheft.

Derivations of power

As a variant when using Table 11: Bloodline Derivation, you first roll 1d6. On a roll of 1 or 2, your scion will have the main bloodline derivation of his home culture. On a roll 3-6, he rolls on Table 11: Bloodline Derivation as normal.

The bloodlines

The Rulebook says (on page 21), "All members of a family share the same bloodline derivation and strength." However, this is inconsistent with the "Blood and regency" section which says (on page 29), "A blooded child doesn't gain or lose bloodline strength based on the actions of parents or family." It is recommended that the bloodline score is individual and doesn't change as a result of actions of other family members (except perhaps in rare circumstances, as decided by the DM).

Blood abilities

Many blood abilities give a scion powers similar to casting spells. However, these spells are not cast but rather invoked by the scion drawing on his own inner divine might. The scion's Wisdom ability modifier is used as his spell casting ability modifier for those spells.

Alertness. You passive Perception increases by 2.

Alter Appearance. As an action, you can *alter self* (to change appearance only) once between long rests.

Animal Affinity. As a great ability, you can as an action *shapechange* into your totem animal once between long rests.

Bloodmark. The bloodmark gives a +2 bonus to Persuasion and Intimidation skill checks.

Character Reading. You have advantage on Insight skill checks.

Courage. Grants immunity to fear.

Detect Lie. Once between long rests, you have advantage on Insight skills checks when trying to discern whether an individual is lying or not.

Detect Illusion. You have advantage on checks to detect, see through or avoid the effects of illusions.

Divine Aura. You gain the same bonus as Bloodmark (see above). In addition, once between long rests you can as a bonus action enhance your aura. As a major ability, your aura can *enthrall* any unblooded creatures within 30 ft. As a great ability, your aura can either cause *fear* to all enemies within 30 ft., or become a *holy aura*, or both at the same time.

Divine Wrath. When triggered, you gain advantage on all melee attack rolls and saving throws. You score a critical hit on melee attacks on a natural roll of 17-20. Your spell damage is maximized. Your gaze causes *fear* to any who meets it. The divine wrath can be triggered once between long rests, and only when decided by the DM. Its effects last 1d4 minutes or until the battle is over, whatever comes first.

Elemental Control. As an action, you can summon an elemental matching your derivation once every week. It will stay and obey your orders as long as you concentrate, up to 10 minutes. In addition, scions of Anduiras may create a *gust of wind* once every short rest; scions of Basaia have resistance to fire; scions of Reynir may *meld into stone* or *passwall* once between long rests; and scions of Masela may *water walk* once between long rests.

Enhanced Sense. Scions of Anduiras can as an action *detect evil* (but not good) once between short rests; as a major ability they can *detect evil* at will. Scions of Azrai gain darkvision 60 ft. and advantage on Perception checks against creatures hiding in shadow; as a major ability, they gain the Shadow World Sense of halflings. Scions of Basaia have the vision of a hawk and do not gain disadvantage on ranged attacks at long range; as a major ability, they can see in both normal and magical darkness up to 60 ft for up to 10 minutes once between long rests. Scions of Brenna have a +2 bonus to Perception skill checks. (No changes to the abilities for scions of Masela.) Scions of Reynir gain a +2 bonus to Survival and Perception skills checks when outdoors. Scions of Vorynn can do a *divination* once between long rests; as a major ability, a successful Perception skill check might trigger an additional *divination* whenever the scion is heading into unknown danger.

Fear. On a successful touch attack you can cause *fear* to your target. You can do this once between short rests. Additionally, you have advantage on all saving throws against fear.

Healing. As a minor ability, you can *cure wounds* as a 2nd level spell once between short rests. As a major ability, you can *cure wounds* or utter a *mass healing word* as a 4th level spell once between short rests. As a great ability, you can *cure wounds* or *mass cure wounds* as a 6th level spell once between short rests.

Heightened Ability. You can increase your ability score beyond 20 this way. As a variant, you increase the ability score associated with your derivation by 2, regardless of its original score.

Iron Will. You have advantage on Constitution skill checks and increase your hit point maximum by 2. You also gain a +2 bonus on saving throws against mind-controlling spells.

Persuasion. When trying to convince others through clarity and logic, you can make Persuasion skill checks using your Intelligence ability score and with advantage. Also, once between long rests you can as an action effect another creature as if casting a *suggestion* spell.

Poison Sense. You can make a Perception skill check with advantage to detect a poison or other harmful substance with 3 ft. of you. Within 10 ft. you lose the advantage.

Protection from Evil. Works as the paladin's Aura of Protection as described in the Player's Handbook. If the scion is a paladin, increase the aura to 20 ft.

Regeneration. You regenerate 1 hit point at the start of each turn, which equals 10 hit points per minute. You can regenerate burns, scars, broken limbs, blindness, lameness, etc. in 1-10 days (depending on the severity of the damage as decided by the DM). You cannot regenerate lost body parts, although you can reattach a severed part by holding it to the stump during a short rest. When at 0 hit points, you automatically succeed your death saving throws. Your regeneration stops if you die.

Resistance. You have damage resistance (as described in the Player's Handbook on page 197) against damage from certain spells depending on your derivation (see below). In addition, as a minor ability you gain a +2 bonus on saving throws against these spells; as a major ability, this bonus increases to +5; and as a great ability it increases to +10. The damage resistance and saving throw bonus stack up; for example, if a fireball hits a scion of Basaia then he first gets to do a saving throw with the bonus; if the saving throw fails he takes half damage, and if it succeeds he takes only a one-quarter damage. Scions of Anduiras have such resistance against all mind-affecting spells. Scions of Azrai have resistance against all necromancy spells. Scions of Basaia have resistance against all light and fire-based spells. Scions of Brenna have resistance against all restraining spells. Scions of Masela have resistance against all water-based spells; in addition, if a Scion of Masela drowns and then makes a successful saving throw (with the bonus above applied), he gains a permanent *water breathing* ability. Scions of Reynir have resistance against cold-based spells; in addition, in regards to hunger and thirst scions of Reynir have two extra levels of exhaustion (with no negative side-effects) that must be "used up" before the normal levels of exhaustion are used. Scions of Vorynn have resistance against all evocation spells.

Shadow Form. As described.

Regency

As a variant, your Regency Points score can never exceed your bloodline score.

Usurpation (bloodtheft)

As a variant, killing scions of your own family doesn't increase the bloodline score of the killer. (Interestingly, this might also explain why the Gorgon probably did not absorb the bloodline of

Michael Roele, when he killed him. Rather, the Roele bloodline might be waiting somewhere in the Gorgon's Crown for the right person to come and claim it... Campaign hook!)

Tighmaevril

As a variant, you add half of the difference between bloodline scores. For example, if your bloodline score is 30 and you kill another scion with a bloodline score of 40 then you gain 5 bloodscore points, for a new bloodline score of 35. If your bloodline score is higher than the bloodline score of the killed scion then you gain only one point. If the killed scion is the last of his line, you increase your bloodline score by an additional 5 points.

Part III: The Birthright Campaign

Gods and Priests

Neither paladins nor clerics get any deity-specific powers.

Clerics must choose one of the divine domains associated of their chosen deity.

Haelyn

Clerics of Haelyn must choose the Life or War domain. Their alignment must be lawful or good. They gain the following trait:

Anuirean Authority. When interacting with Anuireans, you have advantage on all Persuasion skill checks.

Courageous. You have advantage on saving throws against fear.

Paladins of Haelyn gain the following trait:

Justicar. You have the authority to execute justice as you see fit.

Erik

Clerics of Erik (commonly known as "druids") must choose the Nature domain. Their alignment must be non-evil. They gain the following traits:

Rjurik Authority. When interacting with Rjuriks, you have advantage on all Persuasion skill checks.

Cannot Turn Undead. You cannot use Channel Divinity to Turn Undead.

Druid Proficiencies. You use the armor, weapon and tool proficiencies from the druid class instead.

Druidic. You know Druidic, the secret language of druids.

Cuiraecen

Clerics of Cuiraecen must choose the Tempest or War domain. Their alignment must be non-lawful. They gain the following traits:

Cannot Turn Undead. You cannot use Channel Divinity to Turn Undead.

Embracing the Tempest. You have resistance to lightning and cold.

Paladins of Cuiraecen gain the following traits:

No Spells. You cannot cast priest spells.

Extra Attacks. You can extra attacks like fighters do, e.g. 1 extra attack at 5th level, 2 extra attacks at 11th level, and 3 extra attacks at 20th level.

Reckless Attack. When making a melee attack, you choose to add your proficiency bonus to your damage roll instead of to your attack roll.

Neserie

Clerics of Neserie must choose the Life or Tempest domain. Their alignment must be non-evil. Also, they gain the following traits:

Weapons of the Sea. You also have proficiency with the net and trident.

Affinity to Water. You have access to the following water spells: *alter self* (aquatic adaption only), *water breathing* and *water walk*.

Natural Armor. You can only use natural armor and shields, such as (natural) scale mail, leather armor, or a wooden shield.

Paladins of Neserie must be female. They share the same traits as Neserie's clerics.

Rournil

Clerics of Neserie must choose the Knowledge domain. Their alignment must be any neutral. Also, they gain the following traits:

Wizard Proficiencies. You use the armor and weapon proficiencies from the wizard class instead.

Magician. You gain the spell abilities of a Magician of half your level.

Moon's Favor. The DC of your spells increase by 2 while the moon is in the sky.

Sera

Clerics of Seira must choose the Knowledge or Trickery domain. They can have any alignment.

Cannot Turn Undead. You cannot use Channel Divinity to Turn Undead.

Lucky. You can reroll any ability check or saving throw once between short rests.

Avani

Clerics of Avavi must choose the Knowledge or Light domain. Their align must be non-chaotic.

They gain the following trait:

Fire Resistance. You have resistance to fire.

Keen Eye. You can add your proficiency bonus on saving throws against illusion spells.

Paladins of Avani gain the following trait:

Bonus Feat. You gain the Mage Slayer feat.

Eloele

Clerics of Eloele must choose the Trickery domain. Their alignment must be chaotic. They gain the following traits:

Rogue Proficiencies. You use the armor, weapon and tool proficiencies from the rogue class instead.

Darkvision. You have darkvision up to 60 ft.

Laerme

Clerics of Laerme must choose the Life or Light domain. Their alignment must be good. They gain the following traits:

Fire Resistance. You have resistance to fire.

Charming. After one minute of relaxed conversation, you can positively affect someone's attitude towards you as per the *charm person* spell. You can do this once between short rests.

Kriesha

Clerics of Kriesha must choose the Nature or Tempest domain. Their alignment must be evil.

They gain the following traits:

Vos Authority. When interacting with Vos, you have advantage on all Persuasion skill checks.

Affinity to Cold. You have resistance to cold and have access to the following cold spells: *chill touch*, *cone of cold*, and *wall of ice*.

Among the Vos, clerics of Kriesha must be female.

Belinik

Clerics of Belinik must choose the War domain. Their alignment must be evil. They gain the following traits:

Vos Authority. When interacting with Vos, you have advantage on all Persuasion skill checks.

Terrible Combatant. Whenever you hit an opponent in melee, that opponent must make a Wisdom saving throw against a DC equal to 8 plus your proficiency bonus. On failure the opponent will have disadvantage on melee attacks against you until your next turn. Once the opponent succeeds on a saving throw he becomes immune to this effect until his next long rest.

Coward's Curse. If you ever back down from a battle, you'll lose your proficiency bonus (that is, it will become 0) until you have redeemed yourself.

Moradin

Clerics of Moradin must choose the Life or War domain. Their alignment must be lawful good. They gain the following traits:

Dwarven Authority. When interacting with dwarves, you have advantage on all Persuasion skill checks.

Battle Cry. Your battle cries instill courage in every friendly dwarf within 30 feet of you giving them advantage on saving throws against fear for as long as you are fighting alongside them.

Kartathok

Clerics of Kartathok must choose the Trickery or War domain. Their alignment must be evil. They gain the following traits:

Goblinoid Authority. When interacting with goblinoids, you have advantage on all Persuasion skill checks.

Powers of Darkness

Clerics of the powers of darkness must choose the Death, Trickery, or War domain.

Each power of darkness will grant specific traits to their clerics, as decided upon by the DM.

Adventuring

Skirmishes

Here is an alternative to the skirmish rules in the Birthright Rulebook. It works as follows:

1. You determine the number of units present in the skirmish, and also the number and type of individuals in each unit. All individuals in a unit must be of the same type. For each unit, you'll keep a unit sheet. For example, a two-unit skirmish with 20 knights vs. 30 gnolls, each unit having its own unit sheet.
2. You determine the average number of hit points per individual in each unit. You record that number on the unit sheet. For example, an average knight in the knight unit has 12 hit points and an average gnoll in the gnoll unit has 11 hit points.
3. You determine each unit's hit points. You do this by multiplying the average number of hit points per individual in the unit by the number of individuals in that unit. You record the result on the unit sheet. For example, the knight unit will have a total of $12 * 20 = 240$ hit points, whereas the gnoll unit will have a total of $11 * 30 = 330$ hit points.
4. You determine each unit's %-chance to hit every opposing unit type in the skirmish. You do this by calculating a unit individual's minimum d20 roll required to hit an individual in the target unit and then calculate the %-chance to hit using this formula : $(21 - \text{d20 minimum roll}) * 5\%$. You note the %-chance to hit on the unit sheet. For example, if a knight in the knight unit needs to roll a 10 to hit a gnoll in the gnoll unit then the knight unit's %-chance to hit the gnoll unit is $(21 - 10) * 5\% = 55\%$. Similarly, if a gnoll in the gnoll unit needs to roll a 15 to hit a knight in the knight unit then the gnoll unit's %-chance to hit the knight unit is $(21 - 15) * 5\% = 30\%$.
5. When a unit attacks another unit in battle you do as follows:
 - a. You determine the amount of damage the attacking unit deals to the target unit. You do this by rolling damage for one individual in the unit, then multiply that by the number of individuals in that unit (calculated by dividing the unit's hit points by the average number of hit points per individual in the unit, rounding up), and then multiply that by the unit's %-chance to hit the opposing unit. For example, if a knight's damage is $1d8+1$ against a gnoll then a knight unit (at full strength) will do $1d8+1 * 20 * 55\%$ hit points in damage to a gnoll unit; similarly, if a gnoll's damage is $2d6$ against a knight then a gnoll unit (at full strength) will do $2d6 * 30 * 30\% = 45$ hit points in damage to a knight unit. Note that unit damage will decrease as unit strength (i.e. the number of remaining individuals in the unit) decreases.
 - b. In melee combat, the target unit will fight back. Hence, you'll similarly determine the damage that the target unit will give back to the attacking unit.
 - c. You apply damage to each unit. You do this by subtracting the total damage received by each unit from that unit's hit points. A unit with zero hit points is defeated and can no longer participate in the skirmish.

6. In the first round of battle, you roll initiative for each unit. You do this by rolling initiative for one individual in the unit and then use that to represent the initiative of the entire unit. Units with higher initiative go first. Reroll ties.
7. Each round, a unit can move and then attack.
 - a. A unit can move a distance equal to the speed of the individuals in the unit.
 - b. A unit can attack one other unit, either in melee (if adjacent) or at a range.

After the battle, roll d20 for each damaged unit and multiply the rolled result by 5% to see how big a percentage of the damaged unit's defeated individuals that can be recovered.

A few complications:

- If a unit attacks another unit with surprise then only the attacking unit can apply damage in the first round. That is, the other unit cannot fight back.
- If a unit attacks another unit with advantage then the %-chance to hit for that unit is increased by 25%. However, the %-chance to hit can never be higher than 95%.
- A special character (e.g. a PC) may fight alongside a single unit; if he does so then he deals damage separately to the target unit's hit points.
- If individuals in a unit have multiple attacks per round then you use the average %-chance to hit among all available attacks. However, you roll damage for all attacks and then add them all up when determining unit damage.

You can optionally choose to use these alternative skirmish rules also as a replacement for the warfare rules in the Birthright Rolebook. When doing so, follow these guidelines:

- You should put an upper limit on the number of individuals per unit. A good upper limit is a maximum of 200 Hit Dice (or 1000 hit points) per unit.