



D&D 5E CONVERSION DOCUMENT v 2.5

INTRODUCTION

This is an adaptation of the Birthright character rules to the 5th edition of the Dungeons & Dragons game. It is designed to emulate the feel of the Birthright setting.

RACES OF CERILIA

The Birthright campaign only uses five races: the four races from the *D&D Basic Rules* (human, dwarf, elf, halfling) and the half elf race from the *Player's Handbook*, with the following modifications.

HUMANS

As a human character, you must choose a culture. The human cultures of Cerilia are Anuireans, Brechts, Khinasi, Rjuriks, and Vos. These cultures are described in the Birthright core rulebook. Human characters can use either the standard human traits from the *Player's Handbook* and the *Basic Rules*, or the variant human traits described below (this replaces the variant trait in the PHB).

Anuirean

Ability Score Increase. Your Wisdom score increases by 1, and one other ability score of your choice increases by 1.

Skills. You gain proficiency in a skill of your choice.

Feat. You gain one feat.

Languages. You can speak, read, and write Anuirean and one extra language of your choice.

Brecht

Ability Score Increase. Your Dexterity score increases by 1, and one other ability score of your choice increases by 1.

Skills. You gain proficiency in a skill of your choice.

Feat. You gain one feat.

Languages. You can speak, read, and write Low Brecht, High Brecht, and one extra language of your choice.

Khinasi

Ability Score Increase. Your Intelligence score increases by 1, and one other ability score of your choice increases by 1.

Skills. You gain proficiency in a skill of your choice.

Feat. You gain one feat.

Languages. You can speak, read, and write Basarji and one extra language of your choice.

Rjurik

Ability Score Increase. Your Constitution score increases by 1, and one other ability score of your choice increases by 1.

Skills. You gain proficiency in a skill of your choice.

Feat. You gain one feat.

Languages. You can speak, read, and write Rjuven and one extra language of your choice.

Vos

Ability Score Increase. Your Strength score increases by 1, and one other ability score of your choice increases by 1.

Skills. You gain proficiency in a skill of your choice.

Feat. You gain one feat.

Languages. You can speak Vos and one extra language of your choice.

DWARVES

Dwarves in Birthright gain the normal dwarf traits listed in the *Player's Handbook* or *Basic Rules* (+2 Constitution, encumbered speed, darkvision, dwarven resilience, dwarven combat training, tool proficiency, and stonecunning). However, they only have a single choice available for subrace, Karamhul dwarf.

Karamhul Dwarf

As a dwarf of Cerilia, you are at least twice as dense as a typical humanoid of your size, and easily weight up to 300 lbs. Your dense muscular and bone structures make you hard to damage.

Ability Score Increase. Your Strength score increases by 1.

Dense Body. You have damage resistance against bludgeoning damage (i.e. take half damage from bludgeoning weapons; see p. 197 PHB).

Languages. You can speak, read, and write Karamhul and one extra language of your choice.

ELVES

Elves in Birthright gain the normal elf traits listed in the *Player's Handbook* or *Basic Rules* (+2 Dexterity, darkvision, keen senses, fey ancestry, and trance). However, they have only a single choice available for subrace, Sidhelien elf.

Sidhelien Elf

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

Ability Score Increase. Your Intelligence score increases by 1.

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

Nature's Stride. Moving through (non-magical) difficult terrain does not slow you down (i.e. cost you extra movement) and you leave no sign of your presence as if you were under the effects of a *Pass Without Trace* spell. This effect only affects you.

True Magic. You are capable of using True Magic.

Languages. You can speak, read, and write Sidhelien and one other language of your choice.

HALFLINGS

Unknown to most races, halflings did not originate in Cerilia but came from the Spirit World, now known as the Shadow World. Halflings in Birthright gain the normal halfling traits listed in the *Player's Handbook* or *Basic Rules* (+2 Dexterity, small size, lucky, brave, and halfling nimbleness). However, they have only a single choice available for subrace, Cellwair halfling.

Cellwair Halfling

Ability Score Increase. Your Charisma score increases by 1.

Shadow Sense. As an action, you can attune your senses to the shadow world. Until the end of your next turn, you know the location of any fey, fiend, or undead within 60 feet of you that is not behind total cover. Within the same radius, you also detect the presence of any magic effects from the necromantic school.

After you use your shadow sense, you can't use it again until you take a short or long rest.

Shadow Walk. You are able to step partially into the shadow world and then re-emerge into the material world – or vice versa if you are in the shadow world. There are two ways you can use this ability.

- As a bonus action, you can teleport up to 30 feet to a location you can see.
- As a ritual taking 10 minutes, you can pass deeper toward the barrier between worlds and take up to eight companions with you. While between worlds, you can move from the material world to the shadow world, move from the shadow world to the material world, or move to a location within 50 of your current location, passing through the shadows. Each of those transitions takes one hour and you can stay within the shadows for one hour per level.

Once you have used this ability, either for the teleport, or the transition between worlds, you cannot use it again until after you taken a long rest.

Languages. You can speak, read, and write Cellwair and one other language of your choice.

HALF-ELVES

Half-elves in Birthright are exactly as described in the Player's Handbook. As a half-elf, you must choose your human parent's culture, although this does not affect your racial traits except for your languages.

True Magic. You are capable of using True Magic.

Languages. You can speak, read, and write Sidhellen, the language of your human parent, and one other language of your choice.

SCION OR UNBLOODED?

The next choice in character creation is whether to be a blooded scion or an unblooded individual as this may affect your class.

Those with bloodlines gain the following benefits:

- Scions of Anduiras, Reynir, Brenna, Basaia, Masela, Vorynn, or Azrai can become Regents and access the powers of their divine birthrights. The rules regarding derivation, strength, and acquisition of blood abilities work as written in the Birthright Rulebook. The mechanics of specific blood abilities however, are replaced with those later in this document unless stated otherwise in the description.
- If they don't have it already, the character gains the True Magic trait, enabling them to use the full range of Wizard spells (see under Wizard) or become an Eldritch Knight (Fighter sub-class).

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

CLASSES IN CERILIA

Nearly all standard 5th edition D&D classes can be played with minimal modification in a Birthright campaign. There are some exceptions as detailed below.

The *True Magic* trait is required for wizards (except magicians, see below) and eldritch knights; elves and half-elves get this as a racial trait. Other characters only have it if they have a bloodline (either from the beginning of the game, or gained later).

Unlike 2nd edition AD&D, this conversion does not impose class restrictions based on race. If you want to be a halfling magician, dwarf paladin, or elf barbarian, you're more than welcome to do so but also keep in mind that some cultures simply don't have a cultural tradition of certain classes and may have to look outside of their culture for training. For example, an elf cleric would need to seek out a human (or dwarven) cleric and most likely follow a human god – as there are no elven gods.

A note about Regency Limits

D&D 5e makes it significantly easier to multi-class than previous editions, given which it makes less sense to limit regency gains from different holdings to certain classes. Given this Regency Point accumulation for Regents is instead based around having the appropriate skills (and in the case of Temples and Sources, the ability to use appropriate Rituals). This is discussed further below in the section on Domains, Regency and Realm Spells.

Barbarian

Barbarians are as described in the *Player's Handbook*. In addition to their listed skills, they can also choose the Warfare skill. Barbarians are only common amongst the Rjuvik and Vos.

Note about Skills: Barbarians may take proficiency in the new Warfare skill as one of their Skill proficiencies. This is instead of one of the other listed skills.

Bard

Bards are as described in the *Player's Handbook*. Bards do not require the true magic trait to cast those spells on their spell list.

A note about Bard Regents

Bards of higher than 2nd level in Cerilia are sworn by their College to remain neutral when it comes to the world of politics and regency; they are meant to remain above such matters. Given this, any Regent with more than 2-levels of the Bard Class gains only half the level of a holding in Regency Points for those holdings for which they meet the prerequisites for full regency, and no Regency when they meet the prerequisites for half regency, as the people, and the divine power of blood, disapproves of such oath-breaking. Bards still gain full regency from Provinces (see below under the Domain, Regency and Realm Spell rules for more information).

Furthermore, while Bards do not require the true magic trait to cast those spells on their spell list, they cannot normally cast realm spells (even if they are a Regent) even though they have Ritual Magic as a class ability. This is because their ritual spells are Charisma based and from a limited list of known bard spells (note that while bards can add new spells to their list via the Magical Secrets, or Additional Magical Secrets abilities, they cannot choose realm spells as they are not 'true' ritual casters; i.e. they only know a limited selection of spells, and cannot cast other rituals). All realm spells are either Intelligence based (Wizard realm spells) or Wisdom based (Priest realm spells), and are not on the Bard spell list. Given this, if they wish to cast realm spells they need to take the Ritual Magic feat keyed to either Wizard (Int) or Clerical/Druidic (Wis) spell casting. They also require the appropriate kind of holding.

Cleric

Clerics are as described in the *Player's Handbook*.

A cleric must worship one of the Cerilian gods and typically administers to a community. Some gods, such as Erik, also have followers who are druids (see below). In addition to their listed skills, Clerics can also choose the Statecraft and Warfare skills. Clerics do not require the true magic trait to cast spells. Cleric regents with a Temple holding can access Priest Realm spells with their Ritual Casting ability.

Powers of Cerilia

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

Deity (Alignment)	Domains	Champions
<u>Human Deities</u>		
Avani, Goddess of the Sun, Lady of Reason (LN)	Knowledge, Life, Light	Clerics, Paladins (Devotion)
Belinik, Prince of Terror, Lord of Strife (CE)	Death (DMG), Tempest, War	Clerics, 'Fallen' Paladins (Oathbreaker (DMG))
Cuiracacen, God of Battle, Haelyn's Champion (CG)	Tempest, War	Clerics, Paladins (Vengeance)
Eloele, Goddess of Night, Sister of Thieves (CN)	Trickery	Clerics ¹
Erik, Old Father of the Forests, Patron of Rjurik (N)	Life, Nature	Clerics, Druids (Forest) ² , Paladins (Ancients)
Haelyn, Lord of Noble War, Lawmaker, Patron of Anuire (LG)	Life, Light, War	Clerics, Paladins (Devotion)
Kriesha, The Ice Lady, The Winter Witch (LE)	Nature, Tempest	Clerics, Druids (Arctic) ³
Laerme, Goddess of Fire, Beauty, and Art (CG)	Life, Light	Clerics
Nesirie, Goddess of the Sea, Lady of Mourning (NG)	Life, Nature	Clerics ⁴ , Paladins (Devotion) [Female only]
Ruornil, The Moon God, The Silver Prince (N)	Knowledge, Life	Clerics ⁵
Sera, Lady of Fortune, Goddess of Wealth (CN)	Knowledge, Trickery	Clerics
<u>Other Deities & Powers</u>		
Baphomet, Lord of the Minotaurs (CE)	War	Clerics, Warlocks (Fiend)
Kartathok, Lord and Patron of Goblin-kind (LE)	War	Clerics, Warlocks (Fiend)
Kostchtchie, Patron of the Ice Giants (CE)	War	Clerics, Warlocks (Fiend)
Moradin, Dwarf God of Creation (LG)	Knowledge, Life, War	Clerics, Paladins (Devotion)
The Cold Rider (NE)	Death (DMG)	Clerics, Warlocks (The Cold Rider (see below))

¹ Clerics of Eloele often multiclass into the rogue class - typically thieves, although assassins are not unknown.

² Erik has both clerics and druids in his service. Members of the Druid class are typically followers of the Old Ways and are often found in traditionalist sects like the Emerald Spiral (Rjuvik) or the Old Father of Forests (Brechtür). Members of the Cleric class are more frequently members of more modern sects like the Oaken Grove of Erik (Rjuvik) or the Oaken Grove of Aerik (Anuire). Regardless of class, all members of Erik's priesthood are known as Druids.

³ Like Erik, Kreisha has members of the Cleric and Druid class in her service, although clerics are far more common and are the only members of her priesthood who control temples. Druids in her service are generally members of the Winter Wolves who have cut all ties to family and community and act as Kreisha's vengeance.

⁴ While she is the goddess of the sea, Nesirie's champions are typically members of the Cleric or Paladin class rather than Druids. This reflects that she is focused more on those who make use of the sea (so long as they are respectful), rather than the raw elemental nature of the sea itself. It may also reflect her growing role as guardian of the spirits of the dead. Having said that, it is possible that some of her followers may be Druids (Coast), but if so they do not serve in her organised clergy.

⁵ Priests of Rournil commonly multiclass as wizards or, if unblooded, magicians.

Torazan, Deity of the Orog (NE)	War	Clerics, Warlocks (Fiend)
Yeenoghu, Lord of the Gnolls (CE)	War	Clerics, Warlocks (Fiend)

Druid

Druids are largely as described in the *Player's Handbook* with the following changes:

Circle of the Land

These druids follow a specific god dedicated to an aspect of nature. Members of the druid class typically serve their god as guardians of their sacred places, wandering through the wilds, but some – such as druids of the Emerald Spiral of Erik – do administer to their people in the same way as the Clerics of their God.

Druids of the Circle of the Land have the following modifications:

- Lose the Druidic language, but gain access to the Religion skill.
- Have their Circle spells determined by which god they serve:
 - Eric – Forest
 - Kreisha – Arctic

It is possible there are druids of other Circles of the Land (such as Nesirie who's druids, if they existed would be of the Coast Circle) but they are exceedingly rare.

Circle of the Moon

These extremely rare druids serve as fierce guardians of nature as a whole. They avoid civilised areas and are unchanged from the book. Druids of the Moon **are** never regents. It is unclear from where these druids gain their spells, but their connection to the Moon may indicate a connection to Rournil.

Druids do not require the true magic trait to cast spells. .

A note about Druid Regents

Druids do not typically rule domains, leaving these duties to Clerics. If they do control a Temple holding, they can access Priest realm spells with their Ritual Casting ability.

Fighter

Fighters (Warriors) are as described in the *Player's Handbook* and *Basic Rules*. In addition to their listed skills, they can also choose the Statecraft or Warfare skill.

The Eldritch Knight archetype is only available to characters with the true magic trait and is most common among those with elvish blood. An Eldritch Knight cannot cast realms spells as, while they cast True Magic, their abilities are not developed enough.

Note about Skills: Fighters may take proficiency in the new Warfare skill as one of their Skill proficiencies. This is instead of one of the other listed skills.

Monk

Monks, although very rare in Cerilia, are as described in the *Player's Handbook*. The most likely origin for monks is within Khinasi. If you want a monk from anywhere else, speak to your DM.

Paladin

Paladins are as described in the *Player's Handbook*. A paladin must worship one of the Cerilian gods (see Powers of Cerila, under Clerics for which gods have Paladins, and of which types). In addition to their listed skills, they can also choose the Statecraft or Warfare skills. Paladins do not require the true magic trait to cast spells.

Note that the dark paladins of Belinik have access to the evil Oathbreaker archetype, even though they may be loyal to their oaths.

Note about Skills: Paladins may take proficiency in the new Warfare skill as one of their Skill proficiencies. This is instead of one of the other listed skills.

Ranger

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

Note about Skills: Rangers may take proficiency in the new Warfare skill as one of their Skill proficiencies. This is instead of one of the other listed skills.

Rogue

Rogues are as described in the *Player's Handbook*.

Like Eldritch Knights, Arcane Tricksters require the true magic trait to cast spells. Alternatively, and with DM permission, an Arcane Trickster without the true magic trait can swap out the use of Enchantment spells with Divination spells. The spells learned at 8th, 14th, and 20th level must also be Illusion or Divination spells.

Sorcerer

Sorcerers are as described in the *Player's Handbook* but are *extremely* rare and may only be taken with the DM's agreement. As there is only one sort of dragon in Birthright, if the draconic bloodline is selected as the origin of the character's magic, their damage type is Fire. Sorcerers do not require the true magic trait to cast their spells.

A note about Sorcerer Regents and Realm Spells

As they do not have the Ritual Casting class trait, sorcerers cannot use realm magic without taking the relevant Ritual Casting feat (as discussed below). The choice of Intelligence or Wisdom based casting will dictate if they cast realm magic via wizardly means (Intelligence based feat) or priestly means (Wisdom based feat).

Warlock

Warlocks are as described in the *Player's Handbook*. Any pact can be chosen, although the pacts represent deals made with powerful fey creatures, deities, tanari'i lords, or even the Cold Rider himself. Warlocks do not require the true magic trait to cast spells. .

With DM permission, warlocks may also choose the following patron:

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	Detect Evil and Good, False life
2nd	Blur, Gentle Repose
3rd	Animate Dead, Feign Death
4th	Death Ward, Evard's Black Tentacles
5th	Cone of cold, Dispel Evil and Good

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, whether you can use realm magic or not, 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.

A note about Warlock Regents and Realm Spells

As they do not have the Ritual Magic class trait, Warlocks cannot use realm magic without taking the relevant Ritual Casting feat (discussed below), or the Book of Ancient Secrets Invocation. If they gain Ritual Casting via the Book of Ancient Secrets Invocation (as opposed to the Ritual Casting Feat), they may use any realm spell they discover, so long as they have the appropriate holding.

Wizard

Wizards are as described in the *Player's Handbook* with the following change. Wizards without the True Magic trait are considered magicians (see below). Wizard Regents with a Source holding can cast Wizard Realm spells.

Magician

Magicians can only choose from the arcane traditions of the school of divination and the school of illusion and can only learn and prepare 3rd level or higher spells if they are divination or illusion spells. They still have the full number of spell slots available, and can cast 1st or 2nd level spells of any school with their higher level slots.

Magicians gain proficiency with simple weapons, rapiers, and short swords.

BACKGROUNDS, SKILLS AND LANGUAGES

Suggested Backgrounds by Culture

The following backgrounds are most appropriate for characters in a Birthright campaign.

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

New Skills

In addition to the skills in the *Player's Handbook*, the Birthright campaign adds an extra pair of skills to reflect the roles of war and rulership in the world of Cerilia.

Statecraft (Charisma)

You are trained in the leadership of a domain (including administration etc.). On each Domain turn you can do one of the following on a successful check:

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

This replaces Birthright's Administration, Law and Leadership proficiencies.

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

Warfare (Intelligence)

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

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

Availability at character creation: The warfare skill is available as a skill proficiency option for the following classes: *Barbarian*, *Fighter*, *Paladin* and *Ranger*. It is also available to the following backgrounds: *Knight (variant Noble)* and *Soldier*.

Languages

The following languages are spoken in Cerilia. If your race gives you the ability to speak, read, and write Common (which isn't a language of Cerilia), pick one language of your choice instead.

Standard Languages

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

Exotic Languages

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

EQUIPMENT

Nearly all equipment in the original Birthright set is already available in the *Player's Handbook* and *Basic Rules*, and requires no conversion.

Weapons

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

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

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

Armor

These are some simple equivalences for Cerilian armor types:

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

Mounts

The varsk domesticated and ridden by the Vos cost 250 gp. and have the same game statistics as a giant lizards (see the DM's Basic Rules) with resistance against cold damage.

BLOOD ABILITIES

This section contains a breakdown of the blood abilities available to scions. Where a blood ability mimics a spell the scion's Charisma ability modifier is used as his spell casting ability modifier.

Blood Abilities⁶

Alertness (Minor): Your passive Perception increases by 2.

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

Animal Affinity (Minor, Major, Great): As a great ability, you can, as an action, *shapechange* into your totem animal once between long rests. The minor and major abilities are as described in the AD&D 2E Birthright Rulebook.

Battlewise (Major): This ability works as described in the AD&D 2E Birthright Rulebook.

****Berserker Blood (Great):** When you would be reduced to zero hit points, you can make a Constitution saving throw (DC 10) to drop to keep fighting. If the saving throw is successful, you go into a berserk fury gaining the advantages of the Barbarian's Rage Ability (as if you were a Barbarian of your level). You are only able to fight with melee weapons or your bare hands, and when you defeat one opponent, you move onto the next. When you run out of opponents, you must make a Wisdom saving throw (DC 10) or continue attacking the next closest living (or undead) thing, including friends.

You continue to fight until you either:

- Run out of things to attack;
- Are healed to positive hit points; or
- You suffer damage beyond zero equal to your bloodline strength score. Should this occur, you fall into a coma and, if not brought to positive hit points within two rounds, must start making saving throws against death as outlined in the Players Handbook.

If you are brought to positive hit points, you lapse into a deep, but normal, sleep. You must rest for a number of rounds equal to twice the time spent fighting at zero or less hit points. If woken before then, you suffer one level of exhaustion for each round remaining in which you should have been resting (e.g. if you needed to sleep for 6 rounds and are woken after 2, you suffer 4 levels of exhaustion).

Finally, after recovering from the berserker's fury, you must make a final Charisma saving throw (DC 10) to see if you suffered any permanent effects to your bloodline. If you fail, you permanently lose one point of bloodline strength.

Blood History (Minor): This ability works as described in the AD&D 2E Birthright Rulebook.

***Bloodform (Major, Great):** As described in the Blood Enemies sourcebook.

Bloodmark (Minor): If the bloodmark is visible, and when an NPC recognises your bloodmark, you gain Advantage to rolls to influence that NPC through Persuasion or Intimidation. On the downside, you suffer Disadvantage when deliberately trying to hide your identity if their bloodmark is visible.

***Bloodtrait (Major, Great):** As described in the Blood Enemies sourcebook.

Character Reading (Major): You have Advantage on all Insight skill checks. The exception is against those with the Unreadable Thoughts ability who are normally immune. In those circumstances, you lose Advantage but may still roll.

***Charm Aura (Major, Great):** This ability gives you Advantage on Persuasion rolls. In addition, as a Major ability, once between short rests the aura can act as a *Charm Person* effect on up to 6 non-hostile unblooded creatures within 50 feet. As a Great ability, you can also use a *Confusion* effect on unblooded hostiles within 75 feet once between short rests. Those affected save as normal. If you also have Divine Aura, the radius of either effect extends to 100 feet.

Courage (Minor, Major, Great): If a fear-causing effect grants a save, the character is completely immune to that effect. If a fear-causing effect does not allow save, the character may make one, although they suffer Disadvantage to the roll. As a Major ability, this power extends to allies within 10 feet. As a Great ability, all units in the scion's area of the battlefield automatically succeed on morale checks.

***Death Touch (Minor, Major):** Those afflicted by this power are required to make a Constitution save. On a failed save, the afflicted suffers 1d6 damage and becomes poisoned. The poisoned creature takes another 1d6 damage every 24 hours. This damage cannot be healed by any means until the poison is neutralised via a *Protection from Poison* spell or similar effect.

⁶ Unmarked abilities are from the AD&D 2nd Edition Birthright Rulebook. Those marked with an * are from the Blood Enemies sourcebook. Those marked with ** are from the Book of Regency.

As a Major effect, the poison is much more virulent and, if the save is failed, the character takes 1d6 damage every round. On a successful save, the afflicted still suffers the effects of the minor ability.

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

***Detect Life (Minor):** As described in the Blood Enemies sourcebook.

Detect Illusion (Minor): You have Advantage on checks to detect, see through or avoid the effects of illusions.

Direction Sense (Minor): This ability works as described in the AD&D 2E Birthright Rulebook.

Divine Aura (Major, Great): 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 act as a *hypnotic pattern* against non-hostile creatures, or cause *fear* to all enemies, within 30 feet, become a *holy aura*, or all at the same time.

Divine Wrath (Major): When triggered (as described in the AD&D 2E Birthright Rulebook), you gain Advantage on all melee attack rolls and saving throws, and an extra attack every round. Weapons inflict +3 damage and spell damage is maximized. You suffer one less damage per die of damage inflicted, to a minimum of 1. Your gaze also causes *fear* to any who meet 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 (Great): 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 (Minor, Major): Enhanced Senses manifest differently depending upon the scion's bloodline:

- 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 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 continuous Advantage to Perception skill checks.
- Scions of Masela, no change.
- Scions of Reynir gain Advantage on 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 (Major): On a successful touch attack you can cause *fear* to your target, as per the spell (although limited to the single target). You can do this once between short rests. Additionally, you have Advantage on all saving throws against fear.

****Forest Walk (Minor, Major, Great):** You can use this ability to harmonise with the forest, moving through it without affecting it.

- As a Minor ability, you may moving through any forest does not slow you down (i.e. cost you extra movement) and you leave no sign of your presence as if you were under the effects of a *Pass Without Trace* spell. All natural tracking abilities, such as the sense of smell of hunting hounds, are useless.
- As a Major ability, you gain the effects of the minor power and are also resistant to magic forms of tracking while in a forest and gain advantage on any saving throws against magical detection.
- As a Great ability, you enter the edge of any forest and, after walking through it for a number of hours (24 minus one half your level), emerge from the same forest at any point desired. While in the forest, you travel in the normal manner (and can have encounters etc.), but at the moment your walk ends, you instantaneously teleport to your chosen location.

Note that you must decide your destination when you enter the forest. If you change your mind while travelling, you may continue travelling normally to your new destination, or leave and re-enter the forest to activate Forest Walk again.

Those with the Great level of this ability, also gain both the minor and major effects of the Forest Walk power.

Healing (Minor, Major, Great): As a Minor ability, you can use *cure wounds* as a 2nd level spell once between short rests without using a spell slot. 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 (Minor): This ability increases the attribute associated with the scion's bloodline derivation by 2. You can increase your ability score beyond 20 this way.

****Home Harkening (Major, Great):** If you are a regent you have a greater connection to the land and holdings than most other regents. As a Major ability, this power is typically dormant. However, if any of your holdings (or provinces) suffers a challenge or threat (such as a contest domain action, or a monster random event), you immediately feel uncomfortable and needed, no matter where you are. As a Great ability, you may project this feeling, and a desire for action, to a family member, extremely close friend, vassal or lieutenant. No two way communication is possible, but you can make your feelings and desires known in a general way. As a result you can respond to threats to their domains over vast distances.

If you are not a regent, your initial connection is to your homeland but, over time, you can redirect it to any semi-permanent base (taking at least six-months of occupation). While you cannot undertake domain actions (as you are not a regent), you still experience disquiet and, as a great ability, can contact family or close friends.

***Invulnerability (Great):** As described in the Blood Enemies sourcebook.

Iron Will (Minor): You have Advantage on Constitution skill checks and increase your hit point maximum by 2. You also gain Advantage on saving throws against mind controlling spells.

****Light of Reason (Minor, Major, Great):** As a Minor power, you can use the *light* cantrip as an action, with you at the centre of the effect. Like all cantrips, it can be used an unlimited number of times between rests. As a Major ability, Light of Reason functions as the minor power. Additionally you may unleash a brilliant flash of light. Anyone within 30 feet of the flash must make a Constitution save or suffer blindness for a minute. After that minute, the victim may attempt a new Constitution saving throw every round until they succeed and regain their sight. The major ability may only be used once between short rests. As a Great ability, you may generate both the minor and major effects above, but the light emitted is sunlight and will affect susceptible creatures (e.g. vampires) as if the light had come directly from the sun itself.

***Long Life (Minor, Major, Great):** As described in the Blood Enemies sourcebook.

***Major Regeneration (Great):** As described in the Blood Enemies sourcebook, this power is only available to those scions with the Regeneration ability (below). With this additional ability, you can regenerate lost body parts as described in Blood Enemies.

***Major Resistance (Minor, Major, Great):** Like the Resistance ability, this provides resistance to the listed effects (if applicable). In addition, Minor resistance affords Advantage on saving throws; as a Major ability, you may re-roll a failed save once between long rests. As a Great ability you may re-roll on a failed save three times between long rests.

- Resistance to Charm: You gain resistance as per the Andurias bloodline. Available to scions of Azrai, Brenna and Reynir.
- Resistance to Magic: Only available to those of Great bloodline rank and higher, and only available as a Minor ability (Advantage on saving throws), this applies against all magic. It is available to scions of Andurias, Azrai, Brenna and Reynir.
- Resistance to Non-magical Attacks: Unlike other major resistance, this does not prevent attacks from happening but breaks down as follows – minor ability reduces damage by 25%; major ability reduces damage by 50%; great ability reduces damage by 75%. This is available to scions of Azrai, Brenna and Masela.
- Resistance to Poison: You gain resistance to poison as described above. A successful saving throw neutralises the poison completely. This is available to scions of Azrai, Basaia, Brenna, Masela, and Reynir.

****Mebhaighl Sense (Minor, Major, Great):** You are particularly in tune with the natural magic of Cerilia. As a Minor ability, you can sense whenever anyone casts any type of arcane spell within a 100 yard radius. As a Major ability, you have access to the minor power, and can also determine the school of magic that the spell was from (e.g. evocation, divination etc.). As a Great ability, you gain both the minor and major abilities, and can also attune yourself to an area of about 100 yards diameter, and feel whether any spells have been cast in that area and of what school. You can sense back one week per level.

This ability allows you to sense both regular magic and realm spells. If a realm spell has been cast on a province you are in (or to which you attune yourself, as per the great ability), you know the spell has been cast and may (depending upon the strength of the ability), also know the school.

This ability does not allow you to detect the spells of clerics or druids, but does allow you to detect the spells of bards, sorcerers and warlocks. While bards, sorcerers and warlocks gain their ability to use arcane magic from different sources to wizards (and magicians), their spells still manipulate *mebhaighl* and can therefore be detected.

Persuasion (Major): 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 (Minor): You can make a Perception skill check to detect a poison or other harmful substance with 10 ft. of you. If within 3 ft. you gain Advantage.

Protection from Evil (Major): Works as a paladin's Aura of Protection (as described in the Player's Handbook). If the scion is a paladin, increase the aura's radius to 15 ft.

Regeneration (Great): You regenerate 1 hit point per hour. This allows you to regenerate burns, scars, broken limbs, blindness, lameness, etc. at a rate of 1% per day. 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 succeeds on their death saving throws. Regeneration stops if you die.

Resistance (Minor, Major, Great): As a Minor ability you gain resistance (if applicable) and Advantage on saving throws against the type spells appropriate to the scion's bloodline; as a Major ability, in addition to having advantage, you may re-roll a failed save (again with advantage). You can't re-roll a failed save again until after you have taken a long rest. As a Great ability you may choose to re-roll a failed save three times before you need to take a long rest. Where applicable, the damage resistance and saving throw bonuses stack up. For example, if a fireball hits a scion of Basaia then she first gets to make a saving throw with Advantage. If the saving throw fails she only takes half damage, and if it succeeds she takes only one quarter damage.

- Scions of Anduiras have 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 regard 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.

****Sea Song (Major):** You have a particular affinity for water and the sea and when standing on or in a large body of water (i.e. a bay, sea, ocean, lake or large river), you may ask the body of water questions in the same way a Cleric can use the *commune* spell. The questions must pertain to the water itself, or land directly touched by the body of water. After using this ability, you cannot use it again until you have had a long rest.

Shadow Form (Great): This ability works as described in the AD&D 2E Birthright Rulebook.

Touch of Decay (Great): This ability largely works as described in the AD&D 2E Birthright Rulebook, except if used against the weapons or armour of an enemy must succeed in a touch attack roll.

Travel (Great): This ability works as described in the AD&D 2E Birthright Rulebook.

Unreadable Thoughts (Minor): You are immune to (almost) any effect or ability, magical or otherwise, that permits someone else to determine what you are thinking, planning or feeling. If you encounter a scion with the Character Reading ability, the effects of this power cancel that character's Advantage, but that character may still attempt an Insight roll to try and determine motivations, lies etc.

***Wither Touch (Major, Great):** When touched, the victim of the Major version of this ability must make a Constitution saving throw or suffer 1d8 damage, and loses full use of one limb for 1d6 days. The victim's Strength is also reduced by an amount equal to the damage suffered, to a minimum of 2. If the blighted limb is not removed or subject of a *Heal* or *Regeneration* spell (or similar effect) within 2d4 days, the character permanently loses the Strength and ability to fully use the limb.

At Great rank, Whither Touch emaciates an entire creature and initially reduces Strength and hit points by 1d12 points each. The victim must also make a Constitution saving throw every day for 2d4 days. On a failure, they take another 1d12 damage to hit points and Strength. If the victim survives the whole 2d4 days, Strength and hit points are permanently reduced, but the victim takes no more damage. If subject to a *Heal* or *Regeneration* spell (or similar effect) before the end of the 2d4 days, then the damage can be reversed.

Both ranks of *wither touch* can only be used once every eight days.

DOMAINS, REGENCY & REALM SPELLS

Gaining Regency Points

D&D 5e makes it significantly easier to multi-class than previous additions. Furthermore with Feats like Ritual Caster, it is possible for any character to pick up some spell casting. Given that, and the fact that it is difficult to fit some of the newer classes into the regency structure of the original Birthright rules, the class based restriction on regency acquisition has been changed to work off skill proficiencies, and spell casting ability for Temples and Sources, as follows:

Regency Source	Full Regency Points if:	Half Regency Points if:
Province	Invested Regent	N/A: An invested ruler always gains full regency points from a Province
Law Holding	Invested Regent is proficient in either the Statecraft or Warfare skills ⁷	Invested Regent is not proficient in either the Statecraft or Warfare skills
Guild Holding	Invested Regent is proficient in either the Persuasion or Deception skills ⁸	Invested Regent is not proficient in either the Persuasion or Deception skills
Temple Holding	Invested Regent has proficiency in the Religion skill and the ability to use Wisdom based rituals (i.e. religious/divine rituals) ⁹	Invested Regent has proficiency in the Religion skill but cannot use Wisdom based rituals
Source Holding	Invested Regent has proficiency in the Arcana skill and the ability to use Intelligence based rituals (i.e. arcane wizard rituals) ¹⁰	N/A: A regent cannot gain any Regency unless they meet the Full Regency Point requirement

Reminder: Any Regent with more than 2-levels of the Bard Class gains only half the level of a holding in Regency Points for those holdings for which they meet the prerequisites for full regency, and no Regency when they meet the prerequisites for half regency. They still gain full regency from Provinces (see Bards above).

Bonus Actions

Some classes (notably the Priest and Rogue) received bonus free domain actions as part of the A&D 2nd Edition Birthright rules. In these rules however, Regency and holdings have been largely disconnected from class and instead tied to skills. Given this, no classes receive free bonus actions under these rules.

Casting Realm Spells

All realm spells are considered to have the Ritual Tag and are either Intelligence based (i.e. Wizard realm spells) or Wisdom based (i.e. Priest realm spells).

⁷ The skill used to meet the proficiency requirement may help the player in describing the type of Law Holding. For example, a Regent who is proficient in Warfare is more likely to have Law Holdings comprised along military lines; guards, soldiers etc. A Regent skilled in Statecraft on the other hand, might use more political and administrative institutions to administer their holding.

⁸ Again, the skill used to meet the proficiency requirement of a Guild Holding, may help the player in describing the nature of the Guild. One based on Persuasion is likely to be an above-board guild of sales persons, artisans etc., while one based on Deception may delve more into the shady side of the business world - smuggling, a thieves guild etc.

⁹ Note that a Warlock with the Book of Ancient Secrets Invocation may use any realm spells once they are entered into their tome so long as they have an appropriate level holding. Given this, a Warlock with that Invocation gains full regency from Temples so long as they are proficient in Religion.

¹⁰ As noted above, a Warlock with the Book of Ancient Secrets Invocation may use any realm spells once they are entered into their tome so long as they have an appropriate level holding. Given this, a Warlock with that Invocation gains full regency from Sources so long as they are proficient in Arcana.

This means that any character with Ritual Magic (e.g. via a Class Ability or the Ritual Caster feat) may be able to use realm spells **so long as the ability is keyed to the appropriate attribute** (i.e. Wisdom based ability allows you to cast Priest realm spells; Intelligence based, you can cast Wizard Realm Spells). Casting realm spells also requires access to an appropriate level holding; either a Source (Wizard realm spell) or Temple (Priest realm spell).

Note that a Warlock with the Book of Ancient Secrets Invocation may use any realm spells once they are entered into their tome so long as they have an appropriate level holding.

For those characters who access realm spells via the Ritual Casting feat (or the Book of Ancient Secrets), you may cast those spells as if you were a Wizard or Priest equal to your level.

Investiture

Transferring control of a domain **always** requires a character take an Investiture Domain Action (reflecting the time taken for the transfer of temporal power and control). The *Investiture* realm spell however, is not always required.

As noted below, any character or group, blooded or unblooded, can control holdings (and provinces) without being *invested* magically. For example, a thief (or group of thieves) can create a Law holding (representing bandits etc.) and rule it up, make claims against Guild holds, contest other Law holdings in the same area etc., all without being magically *invested* in that holding. These holdings take up 'space' within a domain and can be targeted and contested by other holdings etc. as normal.

Why then do blooded Regents use the *Investiture* spell? The answer is, so they can collect Regency.

Without the use of the *investiture* spell a regent will not be considered the legitimate ruler of a domain by the people and will therefore be unable to collect Regency (if blooded) from their provinces and holdings. There are two exceptions:

- the domain comprises solely Guild and Source holdings (see Book of Priestcraft p.76); and/or
- the domain being transferred is elven in culture (see Book of Priestcraft p.75)

The Investiture domain action is also used to create vassalage agreements and may also require the *Investiture* realm spell if the agreement is between holders of Law, Temples or Provinces. The *investiture* spell is required to transfer Regency and bloodlines etc.

Unblooded Rulers

One thing that has always kind of sat oddly with Birthright is that there is no thought given to unblooded rulers. Now, blooded rulers are clearly meant to be advantaged over unblooded individuals when it comes to ruling; they literally have a divine connection to the Land and the People via their blood. Given this it makes sense that they have largely supplanted unblooded rulers in Cerilia.

The books are clear however, that prior to the death of the old gods at Mt Deismaar (and creation of the bloodlines) there were kingdoms. It therefore follows that there must have been unblooded rulers in the past. Equally, there are other continents where it is unlikely blooded individuals exist, as they were far away from Deismaar and the strength of the bloodlines reduced the future one was from the gods when they died, given which they are likely still unblooded rulers elsewhere in the world.

Reading through some of the Birthright material it also appears that there are Guild Holdings held by consortiums of individuals, rather than answering to a single blooded scion. Given all that I feel it would be good to have rules for non-blooded individuals taking domain actions – e.g. guild masters (Guild Holdings), bandit lords (Law Holdings) etc.

So, how to reflect this mechanically?

Blooded rulers have the ability to collect Regency Points – the limit is the Domain Strength or their Bloodline Strength, whichever is *lower*. Regency Points are the mechanical implementation of their divine right. They are spent to reduce the difficulty of rolls and to oppose other Regents' actions etc. They are also, sometimes, used to activate domain actions.

Looking over the domain rules however, it is a minority of domain actions that actually *require* Regency Points to activate. Those that do require Regency Points however, include such basic actions as Agitate, Contest, Diplomacy, and Create Trade Route. These options need to be available to all rulers, blooded Regents or unblooded upstarts. In order to address this discrepancy, I am therefore implementing the following house rules:

Regency & Gold Bars

With the exception of the following actions: *Investiture*, *casting Realm Spells*, *Forging Leylines* or creating *Source Holdings* (all of which require a *magical* connection to the people (Temples) or land (Sources)), where-ever the rules reference Regency Points, a character, whether blooded or not, can substitute Gold Bars in their place.

This allows unblooded (or blooded) individuals to, for example, contest a holding by spending 2 GB rather than 1 RP and 1 GB. They can also spend money to lower the difficulty of their roll. In other words, unblooded individuals can spend lots of

money to counter their lack of divine right. A blooded individual however gets to spend both money and/or Regency, giving them far more ability to influence and rule effectively.

Note that the *Investiture* spell can be used to forcibly usurp control of a province from an unblooded ruler if the blooded individual has successfully conquered or contested the province or holding (as per the rules on p.56 of the Birthright Rulebook). If an unblooded individual manages to conquer or contest a province or holding belonging to a blooded individual, then it generates no RP or GB, as per the rules on p.52 of the Birthright Rulebook, until either the blooded ruler is killed or *divested*.

OPTIONAL (DMG) & HOUSE RULES

I am considering using the following house rule around healing to keep the flavour of Birthright intact.

Healing

Slower Natural Healing: Characters don't regain all hit points at the end of a long rest. Instead a character can spend hit dice to heal at the end of a long rest, just as with a short rest. Hit dice refresh at the end of a long rest as per the normal rules (i.e. up to a number of dice equal to half the characters total hit dice), and may be spent immediately or held for use during future rests.

Healers Kit Dependency: A character can't spend any Hit Dice after finishing a short rest until someone expends one use of a healer's kit to bandage and treat the character's wounds.

Training for Levels

Given that Birthright games happen over longer timescales (and because there is a Training Domain Action), it would appear to make sense to use the Training for Levels option in the DMG. This requires characters to spend a certain amount of time and money between adventures to level up and gain new class abilities.

At lower levels, advancement is relatively fast (particularly from 1st to 2nd) and training for levels seems inappropriate. Furthermore, the timescales don't really fit with the Domain rules. Given that, I have produced a modified version below and indicated whether training can be combined with Domain Actions:

Level Attained	Training Time	Training Cost	Can be combined with a Domain Action?
2nd	Long Rest	N/A	Yes
3rd-4th	5 days	20 gp/level	Yes; may also be able to be combined with travel or other activities so long as it can be justified and the DM agrees. Some aspects of a class may be accessed immediately (e.g. new spell slots), while others require specific "training time" (e.g. adding new spells to a spell book).
5th-10th	15 days	40 gp/level	Yes; but Domain Actions (other than Training) are undertaken with disadvantage
11th-16th	25 days	60 gp/level	No, at this point a Regent must use the Training Domain Action
17th-20th	35 days	80 gp/level	No, at this point a Regent must use the Training Domain Action