

chapter one: characters

ability scores

The ability scores of BIRTHRIGHT characters are generated as detailed in the *Player's Handbook*. When creating a character for BIRTHRIGHT, generate and assign six standard ability scores using any of the systems for elite characters presented in the *Dungeon Master's Guide*. See Chapter 2, *Blood and Regency*, for rules on using a 7th ability score at character creation.

Random ability score generation is the assumed default for d20 BIRTHRIGHT. Alternatively, your DM may choose to allow the tougher campaign point buy (28 points) or a modified elite array (15, 14, 13, 12, 11, 10, 8).

character race

Cerilia is home to many humanoid races, ranging from fierce orogs and goblinoids to graceful, deadly elves. The BIRTHRIGHT campaign allows players to choose from nine character races: dwarves, elves, half-elves, halflings, and five distinct human cultures (Anuirean, Brecht, Khinasi, Rjurik, and Vos). Each of the Cerilian races differs from the equivalent race presented in the *Player's Handbook*. Standard racial abilities that are not specifically listed below should not be applied to their Cerilian equivalent.

Humans, Cerilian

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

Racial Abilities: Cerilian humans have the following racial traits:

- No racial ability adjustments.
- Medium-size; base speed of 30 feet.
- Bonus feat. At first level, human characters receive an extra feat. Non-elite characters may only take a feat common in their culture (as listed in Table 1-8: Common feats by culture). Elite characters (such as player characters) may take any feat for which they are eligible.
- Culture background skill and bonus skill points. Human characters receive 4 bonus skill points at first level, and an additional 1 bonus skill point at each subsequent level. The bonus skill points received at first level may only be spent on cultural background skills. Each culture has an associated list of four skills commonly acquired by people from that cultural background. These skills are always considered class skills for the character, regardless of class.

- Bonus Languages: Any regional human dialect (Anuirean, Basarji, Low Brecht, High Brecht, Rjuven, or Vos).
- Favored Class: Any (highest level class is favored).

Anuirean

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

Anuirean society is semi-feudal, founded on a class of free farmers and craftsmen; slavery is an offense to the Anuireans. Regents are usually titled nobles. Anuireans respect nobility, and look to their leaders to protect them from the savages who surround the states of the old empire. Commoners strongly identify with their lords, and the dealings and alliances of the noble families is a topic of constant discussion throughout Anuirean lands.

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

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

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

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

Anuirean cultural traits: The Anuireans are a stubborn, proud, and warlike people who respect social order and take great pains to maintain a demeanor appropriate to their rank and duties. Reserved and formal, Anuireans are sensitive to even slight changes in body language and mannerisms. Furthermore, the dealings and alliances of noble

families are favored topics of continuous discussion throughout Anuirean lands.

Cultural background skills: Bluff, Diplomacy, Sense Motive and Knowledge (Nobility and Royalty).

Bonus to saving throws: Anuireans receive a +1 to Will saves.

Automatic Language: Anuirean.

Brecht

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

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

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

Brechtür leaders are typically of the rogue class, though they call themselves merchants. Their patron deity is Sera (called Sarimie by the Anuireans), goddess of fortune and commerce, and so the Brecht base their lives on living up to her ideals. Therefore, the merchant class is the highest rank one can gain in Brechtür society, and many sailors give their lives trying to achieve it. Money, not nobility or knowledge, is the driving force behind Brecht society.

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

Brecht lands are surrounded by mountains on one side and the sea on the other. They have been beaten once by a land-bound army, they're determined not to let it happen again. The passes through the mountains are now well guarded, and the Brecht see themselves

as unbeatable at sea. Combine this with their skill at commerce, and they become somewhat full of themselves, viewing their position as unassailable.

In a historical context, Brechtür can be viewed as an amalgamation of the Dutch and the trade oriented Hanseatic Period of the Germanic cultures. Brechtür has a relatively advanced medieval technology similar to that of the early Renaissance cultures.

Brecht cultural traits: The Brecht society revolves around wealth and the sea. The Brecht believe in free enterprise, sharp wits, and nimble fingers. The Brecht are a fiery and quick-witted people and often act before others have had time to consider a matter thoroughly.

Cultural background skills: Balance, Craft (any one), Diplomacy and Profession (Any one).

Bonus to saving throws: Brecht receive a +1 to Reflex saves.

Automatic Language: Low Brecht.

Khinasi

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

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

The Khinasi make much of their living by trade. While the Brecht tend to trade to the north and west, as well as to the Vos and Rjurik, the Khinasi practice their commerce with the Anuireans and their ancestors across the Sea of Dragons. Unlike the Brecht, the Khinasi assimilate the aspects of other cultures they find valuable, while still maintaining a core of being that is Basarji in origin.

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

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

In a historical context, Khinasi can be viewed as being closest to the early Arabian cultures. The Khinasi have the most advanced educational system in Cerilia and their technology is similar to that of the Renaissance cultures.

Khinasi cultural traits: The Khinasi people are well-educated traders and merchants that know that an individual's decorum, hospitality, and conduct are far more important than gross wealth. Unlike other cultures, the Khinasi have no fear of magic; to them it is considered the noblest of callings.

Cultural background skills: Diplomacy, Knowledge (any one), Ride and Spellcraft.

Bonus to saving throws: Khinasi receive a +1 to Will saves.

Automatic Language: Basarji.

Rjurik

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

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

Living in the wind-swept land north of Anuire, the Rjurik make their living by hunting across the hills and moors of their territory. The Rjurik rely on individuality to see them through, yet they also place a strong bond on the clan. They are nomads in the summer, but return to their halls at first snowfall, there to keep the cold at bay with feasts and roaring fires in the mammoth hearths. They venture out into the cold in hunting parties, replenishing their larders as necessary. Because of the harshness of the landscape and the ever-present danger of monsters, the Rjurik almost never travel alone.

Though the Rjurik have jarls to lead them, and can demand the jarls step down if they fail to do a good job, the true rulers of the people are the druids in

their groves. They bend the Rjurik opinions, and conduct the rites that keep the Rjurik mighty. The jarls seek out the druids in the oaks and taiga, searching for words of wisdom to guide their people.

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

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

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

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

Rjurik cultural traits: The Rjurik are a wild and hardy people. They are taught from an early age a deep reverence and respect for Cerilia's wilds and are notable foresters.

Cultural background skills: Hide, Move Silently, Spot and Survival.

Bonus to saving throws: Rjurik receive a +1 to Fortitude saves.

Automatic Language: Rjuven

Vos

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

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

The Vos are by far the most brutal and misunderstood of the humans. They live in the area of Cerilia known to geographers as Vosgaard, but to its neighbors as the Land of Darkness, the Brutal Lands, or the Lands of Midnight Sun. It's populated heavily by humanoids and monsters. The gods of the Vos are harsh and evil, and the Vos themselves have a reputation for being nearly as cruel as the humanoids they hunt.

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

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

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

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

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

In a historical context, the Vos are most similar to the ancient Mongols or Huns. Vos technology is the least advanced of the human cultures and can be viewed as roughly equivalent to the technologies of the Dark Age cultures. There is no written version to

the Vos language and only those that speak another language are literate.

Vos cultural traits: The Vos are a strong and warlike people with a rigid code of face and honor. The Vos know what it means to fight for survival – both against their foes, and the bitter cold of their homeland.

Cultural background skills: Handle Animal, Intimidate, Spot and Survival.

Bonus to saving throws: Vos receive a +1 to Fortitude saves.

Automatic Language: Vos.

Dwarves, Cerilian

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

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

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

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

Dwarves learn the arts of war at an early age, for they see their duty as containing the orogs in the caverns under the mountains. The orogs have, strangely, grown ever more mighty in their years of confinement, and the dwarves have had become that much better to deal with the orogish menace. It is

partly for this reason that they prefer not to deal with outsiders - visitors distract the sentries.

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

Racial Abilities: Cerilian dwarves have the following racial traits:

- +2 Constitution, -2 Dexterity.
- Medium-size (4' to 4'6" tall); base speed of 20 feet. However, dwarves can move this speed even when wearing medium or heavy armor or when carrying a medium or heavy load.
- Darkvision: Dwarves can see in the dark up to 60 feet. Although they can function without light, Cerilian dwarves prefer illumination, and require it to perform most fine tasks.
- Stonecunning: +2 racial bonus to notice unusual stonework; automatically attempt to search when within 10 feet of unusual stonework, trapfinding (as rogue) for stonework traps only. A dwarf can also sense their approximate depth underground.
- Weapon Familiarity: Dwarves may treat dwarven waraxes and dwarven urgroshes as martial weapons rather than exotic weapons.
- Stability: Dwarves gain a +4 bonus on ability checks to resist bull rush and trip when standing on firm ground.
- +2 racial bonus on saves vs. poison, spells, and spell-like effects.
- +2 dodge bonus to AC against orogs and ogres.
- +2 racial bonus to appraise and craft checks related to stone and metal objects.
- Increased Density: A dwarf's dense body provides DR 5/slashing or piercing. Dwarves suffer a -4 penalty to swim and tumble checks. Because Cerilian dwarves are denser than the *Player's Handbook* dwarf, when using the random method of determining height and weight per the *Player's Handbook*, add 80 lbs to the base weight for both male and female dwarves.
- Automatic Language: Karamhul (KARA-mool). Bonus Languages: Sidhelien, Orog, Ogrish, or any regional human dialect (Anuirean, Basarji, Low Brecht, High Brecht, Rjuven, or Vos).
- Favored Class: Fighter.

Variant: Adjusting damage reduction

In lieu of DR 5/slashing or piercing, dwarves receive DR 1+Con bonus/slashing or piercing. What this

does is provide a sliding scale that has harder dwarves having greater resistance to damage.

Elves, Cerilian (Sidhelien)

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

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

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

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

The elves of Cerilia are not the run-of-the-mill elves that most might expect. These elves, though civilized enough that their music can bring tears to the eyes of even the roughest forester, also have a core of savagery that permeates their being. Having lived with the brutal humanoids for thousands of years, the elves have had to learn to deal harshly with those who oppose them. Besides, they've watched everything they built over the past millennia come crashing down around them with the arrival of the humans such a short time (about two elven generations) ago.

As such, they harbor deep hatred in their collective breast for those who've dispossessed them. This extends to humans or humanoids, or whoever stands

in the way of the elven dominion. However, there are elves who take a more rational view to the whole thing, seeing the humans as the next step and a needed catalyst for change. These elves look to the humans for ways to improve the elven kingdoms, to teach the elves the realities of living in modern Cerilia.

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

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

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

The elves are aware that gods exist, but they do not pay homage to them. Particularly after their deception and betrayal by Azrai, the elves have been adamant in their refusal to worship human gods. To the elves, spiritual development is the responsibility of the individual. The path that an elf takes is a decision that only he or she can make. So strong is this belief that if an elf chooses to worship one of the human gods, so be it. The only restriction placed upon such rare individuals is that they not discuss their religious ideologies within elven realms.

Racial Abilities: Cerilian elves have the following racial traits:

- +2 Dexterity, +2 Charisma, -2 Strength, -2 Constitution.
- Medium-size (5'6" to 6" tall); base speed of 30 feet.
- Immunity to magic sleep spells and a +2 racial saving throw bonus against enchantment effects.
- Low-light Vision: An elf can see twice as far as a human in starlight, torchlight, or other conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

- +2 racial bonus on Listen, Search, and Spot checks. [Cerilian elves do not gain the automatic search check within 5' that standard *Player's Handbook* elves receive.]
- Infamous reputation: Elves are infamous for pursuing campaigns against entire races, including dwarves, gnolls, goblins, and even humans in many regions (including most of Anuire). Elves receive a -4 racial penalty to Diplomacy, a -4 racial penalty to Gather Information, and a +4 racial bonus to Intimidate in areas where they have an infamous reputation.
- Weapon Proficiency: Cerilian Elves receive Marital Weapon Proficiency with longsword, shortbow, and longbow.
- Timeless: Gifted with near immortality, elves do not suffer the ravages of time and are thus immune to aging attacks and normal (but not supernatural) disease. An adult elf's age has no effect on her physical or mental ability scores. Because of this, modify the random starting age and aging effects' tables in the *Player's Handbook* to remove mention of starting age or aging (years have no meaning to an ageless race) effects for Cerilian elves. Elves do not need sleep, but they can become physically exhausted. Instead of sleep an elf meditates in a deep trance for 4 hours a day. An elf resting in this fashion gains the same benefit as that a human does for 8 hours of sleep.
- Nature Stride: Elves may move through natural thorns, overgrown areas, heavy snow, soft sand, a treacherous mountain or similar natural terrain at their normal movement rate and without suffering damage or penalty.
- Alignment Restriction: Unpredictable and fey, Cerilian elves must follow a non-lawful alignment.
- Automatic Language: Sidhelien. Bonus Languages: Any.
- Favored Class: Any one arcane spell casting class.

Variant: Elven nature magic affinity

Due to their affinity with nature elves (and half-elves when raised by elves) can add the following spells to any arcane casting spell list they have: **0-Level:** *Create Water*; **1st-Level:** *Calm Animals*, *Charm Animal*, *Detect Snares and Pits*, *Entangle*, *Goodberry*, *Hide from Animals*, *Longstrider*, *Magic Fang*, *Magic Stone*, *Pass without Trace*, *Shillelagh*; **2nd-Level:** *Animal Messenger*, *Barkskin*, *Hold Animal*, *Reduce Animal*, *Soften Earth and Stone*, *Tree Shape*, *Warp Wood*, *Wood Shape*; **3rd-Level:** *Diminish Plants*, *Dominate Animal*, *Magic Fang*, *Greater*, *Meld into Stone*, *Plant Growth*, *Quench*, *Snare*, *Spike Growth*, *Wind Walk*; **4th-Level:** *Air Walk*, *Antiplant Shell*, *Command Plants*, *Giant*

Vermin, Spike Stones; 5th-Level: Awaken, Commune with Nature, Control Winds, Tree Stride, Wall of Thorns; 6th-Level: Ironwood, Liveoak, Repel Wood, Spellstaff, Stone Tell, Transport via Plants; 7th-Level: Animate Plants, Changestaff, Transmute Metal to Wood, Wind Walk; 8th-Level: Animal Shapes, Control Plants, Repel Metal or Stone; 9th-Level: Shambler.

This does not provide any bonus spells it only adds more options to arcane spellcasting classes for elves. The spells are added to the appropriate spell list at the spell level indicated.

Half-Elves, Cerilian

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

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

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

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

- +2 Dexterity, -2 Constitution.
- Medium-size, base speed of 30 feet.
- Immunity to magic sleep spells and a +2 racial saving throw bonus against enchantment spells or effects.
- Low-light Vision: A half-elf can see twice as far as a human in starlight, torchlight, or other conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- +2 racial saving throw bonus against disease and aging attacks.
- +1 racial bonus on Listen, Search, and Spot checks.
- Infamous reputation: Elves are infamous for pursuing campaigns against entire races, including gnolls, goblins, and even humans in many regions (including most of Anuire). Half-elves receive a -2 racial penalty to Diplomacy, a

-2 racial penalty to Gather Information, and a +2 racial bonus to Intimidate in areas where they have an infamous reputation.

- Elven Blood: A half-elf can be considered an elf for many purposes, including the casting of true magic.
- [Cerilian half-elves do not gain the +2 bonus to Diplomacy and Gather Information received by *Player's Handbook* half-elves.]
- Automatic Language: Sidhelien or the language of their human parent. Bonus Languages: Sidhelien, or any regional human dialect (Anuirean, Basarji, Low Brecht, High Brecht, Rjuven, or Vos).
- Favored Class: Any.

Halflings, Cerilian

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

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

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

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

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

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

Racial Abilities: Cerilian halflings have the following racial traits:

- +2 Dexterity, -2 Strength.
- Small-sized (3'6" to 4' tall), base speed of 20 feet. As Small creatures, halflings gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying capacities are three-quarters those of Medium-size characters.
- +2 racial bonus on Listen, Climb, Jump, and Move Silently checks.
- +2 morale bonus on saving throws vs. fear.
- +1 racial attack bonus with thrown weapons and slings.
- Shadow Sense: Halflings possess the ability to attune their vision to the shadow world. This provides them with a limited ability to sense undead, necromantic magic, powerful evil, and areas where the veil between Aebrynis and the Shadow World is thin. These abilities function just like the spells *Detect Undead*, *Detect Evil* and *Detect Magic* (necromancy only) and are usable at will. Exceptional halflings can take advantage of this ability and learn to enter and exit the shadow world [refer to the Shadow Walker, Shadow Guide, and Improved Shadow Guide Feats].
- [Cerilian halflings do not gain the +1 racial bonus to all saving throw gained by *Player's Handbook* Halflings.]
- Automatic Language: Any, based on region. Bonus Languages: Any regional human dialect (Anuirean, Basarji, Low Brecht, High Brecht, Rjuven, or Vos).
- Favored Class: Rogue.

character classes

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

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

Barbarian

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

Preferred Class Races/Cultures: Most barbarians are humans, half-elves, orog, or goblinoid-kin. Most human barbarians inhabit areas deemed to be inhabitable by their more cultured brethren. The largest concentration of human barbarians is found in the depths of the heartless wastes of Vosgaard. Humans and half-elf barbarians can also be easily found in the Rjurik highlands and elsewhere in the north. Goblinoid barbarians are pervasive in every

region claimed as a goblinoid kingdom. Most other societies have developed far beyond barbarism, yet rumors of outcasts and lost tribes that have regressed into barbarism cannot be completely discounted.

Bard

Cerilian bards are students of the ancient elven art of *spell song*. The first human bards were taught the secrets of the spell song by elves sent to the human tribes (shortly after their arrival in Cerilia) to teach and learn from their new neighbors. The disciples of these elves founded colleges to teach, study, and improve the use of this lore. These colleges exist today primarily as political associations, each with their own policies, goals, and (sometimes hidden) agendas. Due to the efforts of these colleges, most human cultures revere bards as healers, historians, heralds, messengers, advisers, and tutors. Most, but not all, human bards are members of one of these colleges. By tradition, members of bardic colleges are free to come and go from human lands as they please. Colleges insure this freedom through threat of college interdict - a ruler that interferes with this freedom may find that no bard will visit his land, depriving his populace of news, entertainment, and bardic lore.

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

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

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

Preferred Class Races/Cultures: Although Cerilian bards can be found throughout the continent, most Bards are elves, half-elves, or humans. Bardic

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

Cleric

Cerilian clerics function as described in the *Player's Handbook*, except that no clerics serve just a cause, philosophy, or abstract source of divine power. Every cleric in a BIRTHRIGHT campaign serves a specific divine power. It is simply impossible for a person to wield greater divine magic without a patron deity. Clerics may have only one patron deity at a time, but it is possible for a cleric to have a change of heart that causes a change of patron deities. Elves cannot advance as clerics except under the most unusual of circumstances.

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

Druid

In Cerilia, druids are priests of Erik, the god of nature and the hunt. Like clerics, Cerilian druids receive their spells from a patron deity – the god Erik. The powerful natural magic of the druid is based in the same lore as that of the ranger, but is greatly magnified through the channeling of divine power of the druid's patron deity.

Although elves have a profound link with nature that makes them particularly fine rangers, the powers of a druid are beyond their ken. The elves are adamant in their refusal to worship human gods

(including Erik) and thus cannot advance as druids except under the most unusual of circumstances.

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

Preferred Class Races/Cultures: Most Rjurik consider the druidic faith of Erik to be the only religion worth following, and scattered circles of druids dwell within the forests of Anuire and Vosgaard. Among the Rjurik, druids are considered priests, judges, arbiters, sages, and teachers all in one. Although druids are especially prominent in the Rjurik lands, they can be found in lesser numbers throughout the rest of Cerilia.

Fighter

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

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

Monk

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

Paladin

Cerilian paladins must be devoted to a specific patron deity, chosen at the start of their career as paladins. No paladin may serve just a cause, philosophy, or other abstract source of divine power. Only the gods Haelyn, Avani, Cuiraécen, Nesirie, and Moradin accept paladins into their service. All paladins must serve one of these five deities. Paladins are recognized as knights throughout Cerilia, and bear the responsibilities for behaving as such. Except as specified below, paladins are as written in the *Player's Handbook*.

Paladins of Avani must be Lawful Neutral in alignment.

Code of Conduct: Paladins of Avani follow a Code of Conduct and they lose all class abilities if they ever fail to defend places of learning or to protect Avani's people against those who would use magic against them. They also must respect legitimate authority and not act chaotically or without fore thought. All paladins of Avani know the Five Oaths of Service that the Khinasi require to be taken by all capable of casting true magic. They maintain and keep to these oaths as a point of honor, even though they do not undergo the same rituals that

those taking them do. They are frequently used as hunters of those who refuse to take them but don't hold other nationalities to the same standards since they are considered less civilized and knowing than are the Khinasi. These are the basic codes of conduct for Paladins of Avani, individual sects have varying interpretations of them and any paladin belonging to one will adjust his code of conduct to reflect that interpretation.

They substitute Smite Chaos for Smite Evil as a class ability that works exactly the same except that it applies to chaotic creatures vice evil ones.

Paladins of Avani may freely multiclass as a magician or wizard but not both, without losing their ability to advance as a paladin.

Paladins of Cuiraécen must be Chaotic Good.

Code of Conduct: Paladins of Cuiraécen follow a Code of Conduct and they lose all class abilities if they ever willingly commit a cowardly act, oppress a weak person or fail to defend a helpless one. Additionally, a paladin's code requires that she act with valor (not retreat from a fair fight, not using poison, and so forth), help those in need (provided they do not use the help for evil ends), and punish those who harm or threaten innocents. These are the basic codes of conduct for Paladins of Cuiraécen, individual sects have varying interpretations of them and any paladin belonging to one will adjust his code of conduct to reflect that interpretation.

Paladins of Cuiraécen may freely multiclass as a fighter without losing their ability to advance as a paladin and most multi-class in a balanced fashion

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

Paladins of Haelyn may freely multiclass as a fighter or noble but not both, without losing their ability to advance as a paladin.

Paladins of Moradin consist only of dwarves.

Paladins of Moradin may freely multiclass as fighters or experts, but not both, without losing their ability to advance as a paladin.

Paladins of Nesirie must be neutral good in alignment and are always female.

Code of Conduct: Paladins of Nesirie follow a code of conduct and they lose all class if they ever willingly commit an evil act or fail to show compassion to those in need. Additionally a paladin's code requires her to defend the weak and to always try to find a diplomatic solution to any situation.

These are the basic codes of conduct for Paladins of Nesirie, individual sects have varying interpretations of them and any paladin belonging to one will adjust his code of conduct to reflect that interpretation.

follow Haelyn or Avani. Dwarven paladins serve Moradin. Paladins from other cultures are exceptionally rare.

Table 1-2A: paladin of Avani

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1 st	2 nd	3 rd	4 th
1 st	+1	+0	+0	+2	Aura of lawfulness, divine health				
2 nd	+2	+0	+0	+3	Detect magic, divine grace, smite chaos 1/day	0			
3 rd	+3	+1	+1	+3	Aura of courage, lay on hands, turn undead	0			
4 th	+4	+1	+1	+4		1			
5 th	+5	+1	+1	+4	Special mount	2	0		
6 th	+6/+1	+2	+2	+5	smite chaos 2/day, remove disease 1/week	2	1		
7 th	+7/+2	+2	+2	+5		2	1		
8 th	+8/+3	+2	+2	+6		2	2	0	
9 th	+9/+4	+3	+3	+6	Remove disease 2/week	2	2	1	
10 th	+10/+5	+3	+3	+7		2	2	1	
11 th	+11/+6/+1	+3	+3	+7	Smite chaos 3/day	2	2	2	0
12 th	+12/+7/+2	+4	+4	+8	Remove disease 3/week	2	2	2	1
13 th	+13/+8/+3	+4	+4	+8		2	2	2	1
14 th	+14/+9/+4	+4	+4	+9		2	2	2	2
15 th	+15/+10/+5	+5	+5	+9	Remove disease 4/week	3	2	2	2
16 th	+16/+11/+6/+1	+5	+5	+10	Smite chaos 4/day	3	3	2	2
17 th	+17/+12/+7/+2	+5	+5	+10		3	3	3	2
18 th	+18/+13/+8/+3	+6	+6	+11	Remove disease 5/week	3	3	3	3
19 th	+19/+14/+9/+4	+6	+6	+11		4	3	3	3
20 th	+20/+15/+10/+5	+6	+6	+12		4	4	3	3

“Heal the injured, comfort the lost, and negotiate peace among all men” is the credo of Nesirie. While her priests usually make their temples near the water, her paladins travel freely to care for those in need and are often called upon to negotiate or at least oversee peace treaties.

Paladins of Nesirie may freely multiclass as clerics without losing their ability to advance as a paladin.

Preferred Class Races/Cultures: Most paladins are Anuirean or Khinasi humans. Anuirean paladins serve Haelyn, Cuiraécen, or Nesirie. Khinasi paladins

Preferred Race/Culture: See above.

Game Rule Information

Paladins of Avani have the following game statistics:

Alignment: Lawful Neutral.

Hit Die: d10.

Class Skills

The Paladin of Avani’s class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (all skills taken individually) (Int), Lead (Cha), Ride (Dex), Spellcraft (Int), Use Magic Device (Cha) and Warcraft (Int).

Skill Points at 1st Level: (2 + Int bonus) x 4.

Variant: Paladins as new classes: As a variant, Cerilian paladins use the following classes instead of the *Player’s Handbook* paladin. Using this variant a character cannot multiclass without losing the ability to advance as a paladin. A character can never have more than one paladin class. Otherwise they follow the same rules for paladins listed above. Class special abilities that are the same as those of the *Player’s Handbook* paladin are not described instead see the *Player’s Handbook* paladin for details on the special abilities.

Skill Points at Each Additional Level: 2 + Int bonus.

Class Features

The following are class features of the Paladin of Avani.

Weapon and Armor Proficiency: Paladins of Avani are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Aura of Lawfulness (Ex): The power of the paladin's aura of lawfulness (see the *detect law* spell) is equal to her paladin level, just like the aura of a cleric of a *lawful* deity.

Detect Magic (Sp): At 2nd level the Paladin of Avani can use *detect magic* at will, as the spell.

Smite Chaos (Su): Starting at 2nd level a paladin of Avani can smite chaos which functions the same as the smite evil ability for a paladin in the *Player's Handbook* except that it works against *chaotic* creatures. At sixth level, and every fifth level thereafter, the paladin can smite chaos one additional time per day up to a limit of four times per day at 16th level.

Turn Undead (Su): When a paladin of Avani reaches 3rd level, she gains the supernatural ability to turn undead. This ability functions exactly like the *Player's Handbook* ability. She turns undead as a cleric of two levels lower would. Unlike neutral clerics who get to determine whether to turn or rebuke undead, a paladin of Avani can only turn undead since they are seen as an abomination.

Spells: Beginning at 2nd level, a Paladin of Avani gains the ability to cast a small number of divine spells just as does the *Player's Handbook* paladin.

At 1st level a Paladin of Avani has no caster level. Starting at 2nd level, a Paladin of Avani's caster level is one-half her class level.

The Paladin of Avani's spell list is: **1st-level:** Bless, Comprehend Languages, Cure Light Wounds, Divine Favor, Endure Elements, Light, Magic Weapon, Protection from Chaos, Read Magic, Resistance; **2nd-level:** Burning Hands, Eagle's Splendor, Flame Blade, Fox's Cunning, Identify, Owl's Wisdom, Remove Paralysis, Resist Energy, Shield Other; **3rd-level:** Flaming Sphere, Continual Flame, Cure Moderate Wounds, Daylight, Dispel Magic, Heal Mount, Magic Circle Against Chaos, Magic Weapon, Greater, Prayer, Remove Curse, Scorching Ray, Pyrotechnics; **4th-level:** Arcane Sight, Break Enchantment, Cure Serious Wounds, Dispel Chaos, Flame Arrow, Mark of Justice, Spell Immunity, Tongues.

Code of Conduct: See above.

table 1-28: paladin of cuiraécen

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Detect evil, divine grace, lay on hands, divine health, smite evil 1/day
2 nd	+2	+3	+0	+0	Aura of courage
3 rd	+3	+3	+1	+1	Remove disease
4 th	+4	+4	+1	+1	Bonus feat
5 th	+5	+4	+1	+1	Special mount, smite evil 2/day
6 th	+6/+1	+5	+2	+2	Remove disease 2/week
7 th	+7/+2	+5	+2	+2	
8 th	+8/+3	+6	+2	+2	Bonus feat
9 th	+9/+4	+6	+3	+3	Remove disease 3/week
10 th	+10/+5	+7	+3	+3	Smite evil 3/day
11 th	+11/+6/+1	+7	+3	+3	
12 th	+12/+7/+2	+8	+4	+4	Bonus feat, remove disease 4/week
13 th	+13/+8/+3	+8	+4	+4	
14 th	+14/+9/+4	+9	+4	+4	
15 th	+15/+10/+5	+9	+5	+5	Remove disease 5/week, smite evil 4/day
16 th	+16/+11/+6/+1	+10	+5	+5	Bonus feat
17 th	+17/+12/+7/+2	+10	+5	+5	
18 th	+18/+13/+8/+3	+11	+6	+6	Remove disease 6/week
19 th	+19/+14/+9/+4	+11	+6	+6	
20 th	+20/+15/+10/+5	+12	+6	+6	Bonus feat, smite evil 5/day

Preferred Race/Culture: See above.

Game Rule Information

Paladins of Cuiraécen have the following game statistics:

Alignment: Chaotic Good.

Hit Die: d10.

Class Skills

The Paladin of Cuiraécen's class skills (and the key ability for each skill) are Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (religion) (Int), Knowledge (nobility and royalty), Lead (Cha), Perform (Oratory) (Cha), Profession (Wis), Ride (Dex) and Warcraft (Int).

Skill Points at 1st Level: (2 + Int bonus) x 4.

Skill Points at Each Additional Level: 2 + Int bonus.

Class Features

The following are class features of the Paladins of Cuiraécen.

Weapon and Armor Proficiency: Paladins of Cuiraécen are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields. Note that armor check

penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Bonus feat: Paladins of Cuiraécen can choose a bonus feat from the fighter's list, including specialization and its feat chain. A Paladin of Cuiraécen gains bonus feats at 4th, 8th, 12th, 16th and 20th level.

Code of Conduct: See above.

table 1-2c: paladin of nesirie

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day					
						0	1 st	2 nd	3 rd	4 th	5 th 6 th
1 st	+0	+0	+0	+2	Aura of good, detect evil, smite evil 1/day	1					
2 nd	+1	+0	+0	+3	Divine grace, lay on hands, water affinity	1	0				
3 rd	+2	+1	+1	+3	Aura of courage, divine health	1	1				
4 th	+3	+1	+1	+4	Turn undead	2	1				
5 th	+3	+1	+1	+4	Smite evil 2/day	2	2	0			
6 th	+4	+2	+2	+5	Remove disease 1/week	2	2	1			
7 th	+5	+2	+2	+5		2	2	1			
8 th	+6/+1	+2	+2	+6		2	2	2	0		
9 th	+6/+1	+3	+3	+6	Remove disease 2/week	2	2	2	1		
10 th	+7/+2	+3	+3	+7	Freedom of movement, smite evil 3/day	2	2	2	1		
11 th	+8/+3	+3	+3	+7		2	2	2	2	0	
12 th	+9/+4	+4	+4	+8	Remove disease 3/week	2	2	2	2	1	
13 th	+9/+4	+4	+4	+8		2	2	2	2	1	
14 th	+10/+5	+4	+4	+9		3	2	2	2	2	0
15 th	+11/+6/+1	+5	+5	+9	Remove disease 4/week, smite evil 4/day	3	3	2	2	2	1
16 th	+12/+7/+2	+5	+5	+10		3	3	3	2	2	1
17 th	+12/+7/+2	+5	+5	+10		3	3	3	3	2	0
18 th	+13/+8/+3	+6	+6	+11	Remove disease 5/week	3	3	3	3	3	2
19 th	+14/+9/+4	+6	+6	+11		3	3	3	3	3	2
20 th	+15/+10/+5	+6	+6	+12	Smite evil 5/day	3	3	3	3	3	3

Game Rule Information

Paladins of Nesirie have the following game statistics:

Alignment: Neutral Good.

Special: Always female

Hit Die: d8.

Class Skills

The paladin's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Lead (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Speak Language, Swim (Str), and Use Rope (Dex)

Skill Points at 1st Level: (2 + Int bonus) x 4.

Skill Points at Each Additional Level: 2 + Int bonus.

Class Features

The following are class features of the Paladin of Nesirie.

Weapon and Armor Proficiency: Paladins of Nesirie are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pockets, and Tumble. Also, Swim checks suffer a –1 penalty for every 5 pounds of armor and equipment carried.

Water Affinity (Su): At 2nd level for 10 rounds per day/level, the paladin can either breathe water per the spell *water breathing* or *walk on water* per the spell in any combination. This does not need to be done at one time and can be broken up as the paladin wishes as long as the total amount of time is not exceeded in a single day.

Freedom of Movement (Su): At 10th level the Paladin of Nesirie gains the ability to act freely when in water as if under the *freedom of movement* spell. This freedom can be done for a total of 10 minutes/level/day and does not need to be used at one time.

Spells: A Paladin of Nesirie has the ability to cast a small number of divine spells just as does the *Player's Handbook* paladin.

A Paladin of Nesirie's caster level is equal to her class level.

The Paladin of Nesirie's spell list is: **0-level:** Create Water, Cure Minor Wounds, Detect Poison, Know Direction, Purify Food and Drink; **1st-level:** Bless, Bless Water, Comprehend Languages, Cure Light Wounds, Obscuring Mist, Sanctuary, Shield of Faith; **2nd-level:** Whispering Wind, Aid, Augury, Calm Emotions, Cure Moderate Wounds, Delay Poison, Shield Other, Fog Cloud; **3rd -level:** Create Food and Water, Cure Serious Wounds, Helping Hand, Locate Object, Prayer, Remove Blindness/Deafness, Remove Curse, Remove Disease, Water Breathing, Water Walk; **4th-level:** Control Water, Cure Critical Wounds, Freedom of Movement, Locate Creature, Neutralize Poison, Restoration, Solid Fog, Tongues; **5th-level:** Atonement, Commune, Cure Light Wounds, Mass, Control Winds; **6th-level:** Cure Moderate Wounds, Mass, Find the Path, Heal, Heroes' Feast, Legend Lore, Transport via Water*.

Code of Conduct: See above.

paladins of haelyn follow the rules for the paladin in the *Player's Handbook*.

paladins of moradin follow the rules for the paladin in the *Player's Handbook* except that at 5th level instead of gaining a special mount they gain the ability to summon a small earth elemental for a number of rounds per day equal to his charisma modifier, minimum of 1. This is a spell-like ability and the amount of time may be broken up over any combination as long as the maximum time is not exceeded in a day.

Ranger

Rangers are common in the untamed wilds and desolate areas of Cerilia. Given their tendencies to avoid crowds, rangers tend to make poor regents and are only rarely found in positions of political or economic power.

Rangers are bound very closely to nature, able to become practically one with it, and are able to tap into the very wellsprings of the earth to power their spells. Unlike Cerilian clerics and druids, Cerilian rangers do not receive their spells from a patron

deity. The limited spellcasting abilities of Cerilian rangers are rooted in their understanding of nature and the channeling of mebhagh through their force of will alone.

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

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

Behind the Curtain: Where do Cerilian rangers get the power to cast divine spells? As the default, Cerilian rangers gain the ability to cast divine spells directly from nature and not the blessing of any deity. An alternative would be to have non-elven rangers gain the ability to cast divine spells from Erik, the god of nature. Cerilian elves would still gain this power directly from nature itself since they are not attuned to the gods.

Variant: Non spellcasting rangers: As a variant, Cerilian rangers do not have the ability to cast divine spells as listed in the *Player's Handbook* instead they gain the following ability: At 3rd, 6th, 9th and 12th level the ranger can choose a favored terrain. The ranger gains a +2 bonus to Hide, Knowledge (Nature), Listen, Move Silently, Spot and Survival checks when in this favored terrain. Instead of gaining a new favored terrain the ranger can gain an additional +2 bonus to skills in a previously chosen favored terrain. Allowable terrain types include: Glacier/Tundra, Desert, Forest, Mountains, Hills, Plains, Coastal, Subterranean, Jungle and Swamp/Scrub.

Rogue

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

Preferred Class Races/Cultures: Like fighters, rogues are found in every culture and in every race.

However, the skills that a rogue finds most valuable tend to be significantly different from culture to culture. The skills possessed by an individual rogue are almost always a unique blend crafted by the circumstances of his life, but there are some skills for rogues of a given race or culture are particularly noted.

Table 1-3: Rogue skills

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

Sorcerer, Wizard

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

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

Preferred Class Races/Cultures: Although rare, true mages come from across the width and breadth of Cerilia. However, they are exceedingly rare; outside of the elven realms there are perhaps no more than six or seven score true mages in all of Cerilia. Sorcerers and wizards are common among the elves. Inherently in touch with the magic of the earth, all

elves have the potential, if not necessarily the inclination, to pursue the study of greater magic. Many elves dabble in the arts of the sorcerer, accessing magic through their undisciplined passion rather than pursuing a lifetime of onerous study. Elves that have the discipline to pursue the rigorous studies of the Wizard, however, often rise to great power in the centuries they have available to perfect their lore. The Elven culture repudiates the arcane spells in the schools of necromancy and conjuration - most elven wizards forswear these schools of study and become specialists.

Among other races, the awareness necessary to harness true magic is found only among the blooded scions; their semi-divinity grants them the potential, if not the lore, to command the forces of true magic. Practitioners of magic are shunned throughout many human realms and thus opportunities for apprenticeships are scarce. Most human mages hail from the lands of the Khinasi where magic is considered an honored practice and universities dedicated to the pursuit of knowledge are not uncommon. The Rjurik and Vos people disdain (and fear) practitioners of true magic; true mages are even more rare (and secretive) in these regions.

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

New character classes

Magician

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

Most magicians employ their magics with great care to bring health, wonder, and guidance without inspiring superstitious dread. Regular folk consider them eccentric and mysterious, and they do recognize the difference between a seer who can predict the sex of an unborn child or help find lost items and a wizard regent capable of summoning undead legions and turning them into a toadstool. Most rulers will go to great efforts to retain the permanent services of a

skilled court magician, as magicians provide many of the benefits of that a court wizard provides, and very few of the drawbacks.

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

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

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

Religion: Magicians tend to revere Ruornil and Avani.

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

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

Preferred Race/Culture: Most magicians are human or goblinoid. The Brecht know the value of magic and treat it as a commodity; although they have no colleges to teach emerging magicians. Magicians are also highly regarded among the Khinasi, where the pursuit of magic is considered one of the highest callings. Magicians are more common in Khinasi lands than in any other realm, it is rare to find a realm without a court seer. Human magicians from Anuire are generally respected and valued by their people. Rjurik and Vos magicians exist, but their people view them with suspicion and mistrust. Elven magicians are rare – most elves wishing to pursue the arts of the lesser path advance as bards. Dwarf and halfling magicians are less common than human magicians, but are valued highly by their people.

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

Magicians are also fair combatants, though they tend to prefer support positions over front-line fighting.

Game Rule Information

Magicians have the following game statistics:

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

Alignment: Any.

Hit Die: d6.

Class Skills

The magician's class skills (and the key ability for each skill) are Administrate (Int), Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Knowledge (all skills, taken individually) (Int), Perform (Stage Magic) (Cha), Profession (Wis), Sleight of Hand (Dex), Sense Motive (Wis), Speak Language (N/A), Spellcraft (Int), Use Magic Device (Cha).

Table 1-4: The magician

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day						
						0	1st	2nd	3rd	4th	5th	6th
1 st	+0	+0	+0	+2	Spontaneous Cantrips	3	0	—	—	—	—	—
2 nd	+1	+0	+0	+3	Magician Special Ability	4	1	—	—	—	—	—
3 rd	+2	+1	+1	+3		4	1	0	—	—	—	—
4 th	+3	+1	+1	+4	Path Specialty: School Specialty +1	4	2	1	—	—	—	—
5 th	+3	+1	+1	+4		4	2	1	0	—	—	—
6 th	+4	+2	+2	+5	Magician Special Ability	4	3	2	1	—	—	—
7 th	+5	+2	+2	+5		4	3	2	1	0	—	—
8 th	+6/+1	+2	+2	+6	Path Specialty: Spontaneous Casting	5	3	3	2	1	—	—
9 th	+6/+1	+3	+3	+6		5	4	3	2	1	—	—
10 th	+7/+2	+3	+3	+7	Magician Special Ability	5	4	3	3	2	0	—
11 th	+8/+3	+3	+3	+7		5	4	4	3	2	1	—
12 th	+9/+4	+4	+4	+8	Path Specialty: School Specialty +2	5	4	4	3	3	1	—
13 th	+9/+4	+4	+4	+8		5	5	4	4	3	2	0
14 th	+10/+5	+4	+4	+9	Magician Special Ability	6	5	4	4	3	2	1
15 th	+11/+6/+1	+5	+5	+9		6	5	5	4	4	3	2
16 th	+12/+7/+2	+5	+5	+10	Path Specialty: Spell Power +2	6	5	5	4	4	3	3
17 th	+12/+7/+2	+5	+5	+10		6	5	5	5	4	4	3
18 th	+13/+8/+3	+6	+6	+11	Magician Special Ability	6	5	5	5	4	4	4
19 th	+14/+9/+4	+6	+6	+11		6	5	5	5	5	5	4
20 th	+15/+10/+5	+6	+6	+12	Path Specialty: School Specialty +3	6	5	5	5	5	5	5

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

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

Class Features

The following are class features of the magician.

Weapon and Armor Proficiency: Magicians cannot depend on magic alone to earn a living or to defend them from danger. Magicians take time to learn the basics of combat and to wear armor if they must. Magicians are skilled with all simple weapons and the short sword. They are proficient with light armor but not with any type of shield. A magician can cast magician spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a magician wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (most do).

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

additional spells for her spell book is exactly the same as for a wizard.

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

When Table 1-4 indicates that the magician gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Intelligence score for that spell level.

Spell Mastery: Magicians may take the feat Spell Mastery.

Spontaneous Cantrips: Magicians are masters of minor magics and can channel stored energy into 0-level spells that they haven't prepared ahead of time. As a standard action, a magician can “lose” any prepared spell in order to cast any 0-level spell known. If the magician wishes to use any metamagic feats to modify the 0-level spell, the prepared spell expended must be of the appropriate level or higher. The casting time is a full round action if the normal casting time is a standard action and for spells with longer casting times the spontaneous spell takes an additional full round action to cast.

Magician Special Ability: At 2nd level, and every 4 levels thereafter, the magician gains a special class ability chosen from the list below:

Bonus Feat: The magician may select choose a bonus feat from the following list (all prerequisites must be met normally): Brew Potion, Combat Casting, Craft Wand, Craft Wondrous Item, Diligent, Eschew Materials, Metamagic (any), Scribe Scroll, Skill Focus, Spell Focus (Divination), Greater Spell Focus (Divination), Spell Focus (Illusion), Greater Spell Focus (Illusion), Spell Mastery, Spell Penetration, and Greater Spell Penetration.

Helpful: A magician who takes this ability has learned to be extremely helpful when adding her expertise to a group effort. When the magician Aids Another with a skill, she adds a +4 bonus to the acting character's skill check. When the magician Aids Another with a skill, she adds a +4 bonus to the acting character's skill check in lieu of the normal +2. This ability may be taken more than once, each time adding an additional +2 bonus to the Aid Another action.

Lorewise: The magician's years of study and research have made her a walking library of esoteric facts, stories, and rumors. The magician gains the Lore ability (identical to the bardic version), rolling 1d20 and adding the magician's class level and Intelligence modifier to the result. 5 or more ranks in a relevant Knowledge skill may also add a +2 bonus to the check result.

Skill Mastery: The magician chooses a number of class skills equal to 3 + Int modifier. Thereafter the magician may take 10 when using any of these skills, even when conditions or distractions would otherwise not allow it.

Versatile: Magicians tend to be very adaptable characters, often picking up unusual skills while traveling, studying, and adventuring. Each time this ability is taken, the magician may choose to add any 2 skills to his list of magician class skills.

Path Specialty: School Specialty +1

As the Magician advances in his understanding and mastery of the lesser path of arcane magic, he develops an affinity for one of the two main schools of his art. At 4th level the Magician must choose either Divination or Illusion as his specialty school of magic. Thereafter, every path specialty gained applies only to the character's chosen specialty school. Every 4 levels after 4th, the Magician gains an additional ability that applies *only* to the chosen specialty school. At 4th level, there are two immediate benefits.

Spell Potency: The magician gains a +1 bonus to the DC of any spells of he casts from his chosen specialty school. This stacks with Spell Focus and Greater Spell Focus.

Arcane Insight: The magician gains a +1 insight bonus to saving throws against spells of his specialty school.

Path Specialty: Spontaneous Casting

At 8th level the Magician gains the ability to spontaneously cast spells of his chosen specialty school. The magician may sacrifice a prepared spell to cast any known Divination or Illusion spell (as appropriate) of equal or lesser spell level. The casting time is a full round action if the normal casting time is a standard action and for spells with longer casting times the spontaneous spell takes an additional full round action to cast.

Path Specialty: School Specialty +2

At 12th level the magician's Spell Potency and Arcane Insight bonuses increase to +2 in her chosen specialty school.

Path Specialty: Spell Power +2

At 16th level the magician adds +2 to the caster level of any spells cast from his chosen specialty school. This ability stacks with [Greater] Spell Penetration when overcoming a target's spell resistance.

Path Specialty: School Specialty +3

At 20th level the magician's Spell Potency and Arcane Insight bonuses increase to +3 in her chosen specialty school.

Starting Gear: 4d4 x 10 gp worth of equipment.

Human Magician Starting Package

Armor: Studded Leather +3 AC, speed 30 ft, 20 lb.

Weapons: Morningstar (1d8, crit. x2, 6 lb., medium-size, bludgeoning and piercing).

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

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

Skill	Ranks	Ability
Craft (Alchemy)	4	Int
Diplomacy	4	Cha
Gather Information	4	Cha
Knowledge (Arcana)	4	Int
Spellcraft	4	Int
Concentration	4	Con
Use Magic Device	4	Cha
Heal	4	Wis
Perform (Stage Magic)	4	Cha
Knowledge (Shadow World)	4	Int
Knowledge (History)	4	Int
Knowledge (Nature)	4	Int
Knowledge (Religion)	4	Int
Knowledge (Law)	4	Int

Feat: Spell Focus (Illusion)

Bonus Feat (Human): Point Blank Shot

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, traveler's outfit, scholar's outfit, spell component pouch, and spellbook. Quiver with 20 bolts.

Gold: 4d4 gp.

Noble

Raised among the comforts and constraints of civilization, nobles are usually educated, wealthy individuals born into a high rank in society. Nobles are concerned with a wide range of societal activities, including the use of arms, the administration of laws, mercantile enterprise, and other highly skilled trades.

The noble class is the PC class counterpart to the NPC Aristocrat class presented in the *Dungeon Master's Guide*. Just as the warrior class represents experience, but not the sophisticated training in fighting possessed by Fighters, the aristocrat class represents experience, but not sophisticated training in the art of command. Courtiers, functionaries, and minor diplomats are members of the NPC aristocrat class. The Noble class represents characters with sophisticated training in the art of command and in the garnering and managing of political influence. The noble class should generally be reserved for the ruling regents of long dynasties and their family members.

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

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

Noble is a class that a character is born into and hence a character must start out with the class in order to gain the benefits of it. The single exception

is the scion class, which a character can take prior to having a class level in noble. The character must take a level of noble as his first non-scion class if he is to claim being derived from nobility to the extent that he gains the class features. After taking a level in noble the character is free to take levels in other classes and return to advance in noble following the normal rules for multiclassing.

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

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

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

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

Game Rule Information

Nobles have the following game statistics:

Abilities: Charisma is especially important for nobles because it improves their social skills and

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

Alignment: Any

Class Hit Die: d8

Class Skills

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

Skill Points at 1st Level: $(6 + \text{Int bonus}) \times 4$.

Skill Points at Each Additional Level: $6 + \text{Int bonus}$.

Class Features

The following are class features of the noble.

Weapon and Armor Proficiency: The noble is proficient in the use of all simple and martial weapons, light armor, and shields. The noble is also proficient in the elite regional arms and armor of his nation (see Table 1-1). Note that armor check penalties for armor heavier than leather apply to all applicable skills.

Starting Gear: 6d8 x 10 gp worth of equipment

Favored Region (Ex): At 1st level, a noble may select a regional area (such as the Southern Coast, Western Coast, Heartlands, Northern Marches, or Eastern Marches of Anuire). Due to his extensive experience with the people, customs, and attitudes of the nobles and training in techniques for manipulating the nobility of this region, the noble gains a +2 bonus on Bluff, Diplomacy, Gather Information, Intimidate, Knowledge (Nobility and Royalty), and Sense Motive checks when using these skills in relation to regents and members of the upper class of this region.

At 5th level and every five levels thereafter (10th, 15th, and 20th), the noble may select an additional favored region. In addition, at each such interval the bonus in any one favored region (including the one just selected, if desired) increases by 2.

Resources (Ex): A noble gains the ability to requisition resources and information by drawing on their reputation, personal wealth, and the promise of future favors. To successfully use their influence to gain access to resources, the noble rolls 1d20 and adds his noble level and his Charisma modifier to determine the resources check result. The DM sets

the check's DC. Simple favors have a DC 10, while expensive or illegal favors have a DC of 25 or higher.

A noble can only throw around so much influence before exhausting their goodwill. At 2nd level, a noble can requisition resources a number of times per domain turn equal to his Charisma modifier plus one (minimum once per turn). At 6th, 11th, and 16th level the noble gains the ability to make an additional resources check per Domain turn. A failed check doesn't expend any of the noble's influence, but the noble cannot attempt to access the same resource or contact that turn, and suffers a cumulative -2 penalty to every subsequent attempt made to gain the same benefit from other sources. The DM should carefully monitor the use of this ability to ensure that it isn't abused.

Resources are comprised of physical holdings that generate income, individuals and organizations in which the noble has influence. The income that can be accessed is equal to $(100 \text{ gp} \times \text{noble level})$ per domain turn per economic resource. Accessing these monetary assets is considered a simple favor if performed when the noble is physically present in his home province. The difficulty of this action is increased when the noble is farther away. These assets should be carefully documented between the player and DM.

Behind the Curtain: How to handle a noble's contacts. A noble's resources are all physical resources. The contacts are individuals and it is important to have them identified in order to prevent this from being reduced to simple die roll. By using this philosophy a failed resource check can actually be an indication of trouble brewing on the horizon. For example one of the noble's contacts is an administrator in Prince Avan's court, who happens to 'owe' the noble a favor. When the noble taps this resource to find out whether or not Prince Avan is attempting to muster up his troops, by checking correspondences or supplies, the resource check fails. It would be up to the DM to decide if this failure is a result of no information being available, or if in fact the noble's contact has been compromised leading to future political ramifications. Regardless of how this is handled the individuality of the contacts should be emphasized.

Born to Lead (Ex): At 3rd level, the noble's inherent ability to lead starts to shine through. The noble gains the ability to attract followers and cohorts as if he had the leadership feat.

Coordinate (Ex): At 4th level, the noble gains the ability to guide the cooperation of other characters by making a Charisma check (DC 10 + the number of characters commanded). If successful, this increases the bonus granted by cooperation (i.e., aid another) by +2. This bonus increases to +4 at 12th level.

Inspiring Leader (Ex): When a noble appears on the field and presents himself as a leader, it inspires

himself and his followers, soldiers, hirelings, or other loyal subjects who can see and hear him. At 4th level, the noble and those that look to him for guidance (such as his employees, followers, or sworn subjects) gain a +1 morale bonus to attack and weapon damage rolls, Will saving throws against fear and mind-influencing enchantments (such as charm person), and to all skill checks made.

Presenting himself is a free action but entails standing tall and proud along with shouting (or forcefully giving) directions, and the bonuses last a number of rounds equal to the noble's Charisma modifier. This ability may be used a number of times per day equal to the noble's Charisma modifier.

Bonus Feat: At 5th level the noble gains a bonus feat from the following list. He gains an additional bonus feat from this list at every 5th level following (i.e., 10th, 15th and 20th levels). He must meet all of the required prerequisites for any feat selected.

Noble bonus feats: Great Leader*, Master Administrator*, Master Diplomat*, Master of the Arcane*, Master Merchant*, Military Genius*, Negotiator, Persuasive, Regent Focus*, Regional Arms Focus*, Regional Rogue Training*, Self Sufficient, Skill Focus, Spymaster*, Weapon Focus, Wilderness Savant*, or any regional feat from his homeland since they are commonly available.

Inspire Loyalty (Ex): Beginning at 8th level, the noble can use oratory to inspire long lasting confidence in his loyal followers. To inspire loyalty, the noble must speak for at least one round and make a Diplomacy check with a DC equal to 10 +1 per five allies to be inspired (including the noble). An ally inspired gains a +1 morale bonus to attacks and damage, a +1 morale bonus on Will saving throws against fear and mind-influencing enchantments, and a +1 bonus to all skill checks. The effect begins with the conclusion of the noble's oratory, and lasts for 1 minute per round the noble spent inspiring the allies, to a maximum of 1 hour for 60 rounds of

inspirational speech. This ability is an enhancement of the noble's Inspiring Leader ability; each use of Inspire Loyalty counts as one use of the Inspiring Leader ability. Both abilities may be used in any combination a total number of times per day equal to the noble's Charisma modifier.

The confidence inspired by the noble increases as the noble attains levels. For every five levels after 8th, the bonus increase by +1, to a maximum of +3 at 18th level.

Application of this ability to units in battle is slightly different. At 8th level a noble can grant a +1 morale bonus to attacks, damage and morale saving throws to a unit he personally commands (i.e., the unit he is physically present in) with a successful Lead check against a DC of 20. The DM can apply circumstance bonuses to this check depending on the nature of the battle, for instance in a war against a traditional enemy a circumstance bonus of +2 to +4 would not be inappropriate. The bonus to attack and damage applies to the first attack made by the unit so affected while the morale saving throw bonus applies as long as the noble is present on the field of battle (i.e., not in the reserve). At 13th level the noble can inspire all units located on the same area of the battle field granting them the same +1 morale bonus. At 18th level the noble can inspire all of his troops that start the battle located on the battlefield but not in the reserve with the same +1 morale bonus with a successful Lead check against DC 20 + 3 for every additional unit being targeted.

Presence (Ex): Beginning at 9th level, the noble has mastered the art of manipulation and command. For the purposes of noble class special abilities, skill checks, charisma checks, and leadership score, treat him as having a Charisma score 2 points higher than it actually is. This bonus increases by 2 points at 14th level and 19th level.

Table 1-5: the noble

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	1st favored region
2 nd	+1	+0	+0	+3	Resources x1
3 rd	+2	+1	+1	+3	Born to lead
4 th	+3	+1	+1	+4	Coordinate +2, inspiring leader
5 th	+3	+1	+1	+4	2nd favored region, bonus feat
6 th	+4	+2	+2	+5	Resources x2
7 th	+5	+2	+2	+5	
8 th	+6/+1	+2	+2	+6	Inspire loyalty +1
9 th	+6/+1	+3	+3	+6	Presence +2
10 th	+7/+2	+3	+3	+7	3rd favored region, bonus feat
11 th	+8/+3	+3	+3	+7	Resources x3
12 th	+9/+4	+4	+4	+8	Coordinate +4
13 th	+9/+4	+4	+4	+8	Inspire Loyalty +2
14 th	+10/+5	+4	+4	+9	Presence +4
15 th	+11/+6/+1	+5	+5	+9	4th favored region, bonus feat
16 th	+12/+7/+2	+5	+5	+10	Resources x4
17 th	+12/+7/+2	+5	+5	+10	
18 th	+13/+8/+3	+6	+6	+11	Inspire loyalty +3
19 th	+14/+9/+4	+6	+6	+11	Presence +6
20 th	+15/+10/+5	+6	+6	+12	5th favored region, bonus feat

Human Noble Starting Package

Armor: Chainshirt +4 AC, large steel shield +2 AC, armor check penalty -4, speed 30 ft., 40 lb.

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

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

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

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

Feats: Regional Weapon Focus, Persuasive.

Gear: Signet Ring, Courtier's outfit. Quiver with 20 arrows.

Gold: 4d8 gp.

skills

Characters in the typical BIRTHRIGHT campaign will have many more opportunities to use profession, craft, knowledge, and social skills than characters in

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

Table 1-6: new skills

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

C Class skill; cc Cross-class skill.

Administrate (Wis) [New]

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

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

Reducing domain maintenance: You may use Administrate to cut down the maintenance costs for your domain by 25% (round down). This requires a successful check each domain turn against a DC of 10 + the base maintenance cost in GB. Larger domains are harder to administrate effectively.

Reducing domain action cost: You may use Administrate to attempt to reduce the GB cost for any standard domain action costing 2 GB or more. The DC for this check is 20 minus the planned GB cost of the domain action; the larger the budget, the easier to find places to "cut corners". If the check is successful, the cost of the action is reduced by 1 GB. If the check fails, no money is saved; furthermore, if the skill check fails by 10 or more then the domain action check receives a -2 circumstance penalty due to the mismanagement.

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

Retry: In most cases, retries are not allowed.

Diplomacy (Cha) [Modified]

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

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

Gather Information (Cha, Int) [Modified]

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

In addition to the description noted in the *Player's Handbook*, the outcome of a resolution of an Intrigue random event is automatically increased by one level on a successful check vs. DC 15. This skill may not

be used to initiate an intrigue, although the knowledge collected may be used offensively through the use of an Espionage domain action.

Knowledge Skills

The areas of Knowledge skills introduced in the *Player's Handbook* can be used with minor modification. Knowledge (Planes) should be considered extremely esoteric and discouraged or disallowed. Knowledge (appropriate region/local) (details below) and Knowledge (Nobility and Royalty) are particularly useful in this campaign setting. Two new areas of knowledge, Bloodlore and Shadow World, should be made available. Knowledge (Bloodlore) deals with blood abilities, the abilities and strengths associated with particular family lines or derivations, and methods for investing and destroying bloodline energy. for investing and destroying bloodline energy. Knowledge (Shadow World) is the equivalent of Knowledge (Nature) only pertaining to the Shadow World. Knowledge (Nature) gives no benefit in the Shadow World except when issues of a co-existence come to play.

Knowledge (Regional)

This skill applies to a large cultural area, such as the Southern Coast, the Heartlands or the Western Marches. You have detailed knowledge of the workings of a specific region, goods and services, major cities and population centers, how individual provinces interact or relate with other provinces in the region, etc. While you may know the titles and hierarchy of the governmental structure you don't know about the individuals occupying the positions of authority that falls under Knowledge (Nobility and Royalty).

Special: 5 or more ranks in Knowledge (Regional) bestows a +2 bonus to both Knowledge (Local) if it is within the region and to Gather Information within the region.

Knowledge (Local)

This skill applies to a single specific province, such as the Imperial City, Ilien, Abbatur or Brosien. Use of this skill provides information in greater detail than Knowledge (Regional) but only in relation to a single province. Specific layout of the towns and cities within the province, the best way to travel between towns and cities, etc., are the types of things that this skill is useful for.

Special: 5 or more ranks in Knowledge (Local) bestows a +2 bonus to Gather Information checks within the province in question.

Lead (Cha) [New]

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

a class skill (including Aristocrats, Bards, Nobles, and Rogues).

Your skill allows you to sway public opinion with your inspiring rhetoric. You may attempt to perform agitate as a free action (that is, it does not take up a character, court or domain action, but is performed in conjuncture with another action) by making a small number of speeches and inspiring the masses. You do not need to have a holding in the province (or provinces) in which you perform the agitate action, but you must be physically present.

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

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

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

Profession Skills

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

Speak Languages

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

Warcraft (Int) [New]

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

as an untrained skill and is a class skill for Fighters and Paladins.

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

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

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

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

Skill Synergy

Like skills presented in the *Player's Handbook* several new or modified skills have work well together or in conjunction with other actions (like Domain Actions). Presented here is a table of these bonuses due to synergy. These are in addition to those specified in the *Player's Handbook*.

table 1-7: skills with synergy bonuses

5 or more ranks in the following skill	Gives a +2 bonus to . . .
Diplomacy	Lead
Knowledge (Bloodlore)	Knowledge (Arcana) and Spellcraft checks made in relation to the use of blood abilities
Knowledge (Local)	Gather Information checks within the province in question
Knowledge (Regional)	Knowledge (Local) and Gather Information within the region.
Knowledge (Shadow World)	Survival checks made in the Shadow World

feats

The feats in this section supplement the feats in the *Player's Handbook* and follow all the rules in that book for determining how many may be chosen and how often a character may do so. Feats with a noted culture are only available to characters that have had extensive exposure to the noted culture. These cultural notations are not cultural background feats; cultural background feats are listed in the section on *Races*.

Common feats, by region

Each cultural area has an associated list of feats that are the most common acquired by the common people from that cultural background.

Table 1-8: common feats

Anuire	Armor Proficiency (Any), Iron Will, Mounted Combat, Negotiator, Persuasive, Cultural Arms Training
Brechtür	Acrobatic, Agile, Deft Hands, Negotiator, Nimble Fingers, Cultural Arms Training, Two-weapon style
Khinasi	Deceitful, Diligent, Magical Aptitude, Mounted Combat, Skill Focus, Cultural Arms Training
Rjurik	Alertness, Endurance, Self Sufficient, Stealthy, Track, Cultural Arms Training
Vos	Athletic, Endurance, Great Fortitude, Self Sufficient, Toughness, Cultural Arms Training

Restricted cultural feats

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

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

Half-elves may select cultural feats from the elven list or from one human list of their choice; i.e., from the culture of their human parent, whichever location best typifies the character's background (i.e., raised in elven or human culture). Halflings may select feats from one human list of their choice; i.e., from the region in which they have spent most of their time.

Cultural feats: Conqueror (Anuire, Vos), Discipline (Anuire, Dwarf), Dwarven Artisan (Dwarf), Elven Artisan (Elf), Forestdweller (Rjurik, Elf), Hardiness (Rjurik, Vos, Dwarf), Highlander (Rjurik, Vos), Inscribe War Tattoo (Vos), Master Diplomat (Anuire, Brechtür, Khinasi), Master Merchant (Brechtür, Khinasi), *Mounted Archery* (Khinasi, Elf), Northerner (Rjurik, Vos), Plainsrider (Khinasi), Seafarer (Brechtür, Khinasi), *Spirited Charge* (Anuire), *Two Weapon Defense* (Brechtür)

Table 1-9: birthright feats

General Feats	Prerequisites
Arcane Sanctum	Scion level 1+, Arcane spell caster
Battle Caster	Spellcaster level 5th+, Warcraft skill
Blood Focus	Scion level 1
Bloodline Prodigy	Scion level 2
Conqueror ¹	-
Cultural Arms Training ¹	Base attack bonus +1 or higher, Proficient with cultural

General Feats	Prerequisites
Cultural Arms Focus ¹	weapons/armor Base attack bonus +1 or higher, Cultural Arms Training, (see text)
Cultural Elite Arms Training ¹	Base attack bonus +3 or higher, Cultural Arms Training, (see text)
Cultural Rogue Training	One rank in all listed cultural rogue skills.
Discipline	-
Divine Sanctum	Scion Level 1, Divine spell caster
Dwarven Artisan	Craft skill 9 ranks
Elven Artisan	Craft skill 9 ranks
Forestdweller	-
Great Leader ¹	Lead 9 ranks
Hardiness	Con 13+
Highlander	-
Leadership	Character level 6+
Master Administrator	Administrate 9 ranks
Master Diplomat	Diplomacy 9 ranks
Master Merchant	Profession (Merchant) 9 ranks
Master of the Arcane	Knowledge (arcana) 9 ranks
Military Genius ¹	Int 13+
Northerner	-
Plainsrider	Ride skill
Regent Focus	-
Seafarer	Profession (sailor) skill
Shadow Magic	Spellcaster 1+
Spymaster	Gather Information 9 ranks
Wilderness Savant	Knowledge (nature) 9 ranks

Divine Feats	Prerequisites
Daily Blessing	Ability to turn/rebuke undead, ability to cast <i>Bless</i> , Cha 13+.

Item Creation Feats	Prerequisites
Inscribe War Tattoo	Wis 13+, Craft (Tattoo) skill, capable of casting 2 nd level divine spells

Racial Feats	Prerequisites
Elven Voice	Elf, Perform (singing), Cha 13+
Spellsong Mastery	Elven Voice, Still spell,
Shadow Walker	Halfling, Wis 13+
Shadow Guide	Shadow Walker
Imp. Shadow Guide	Shadow Guide

¹ Fighters may select this feat as one of their bonus fighter feats.

New feat descriptions

Arcane Sanctum [General]

Your magical power is enhanced at a specific location.

Prerequisites: Scion level 1, Arcane spell caster

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

Battle Caster [General]

You are capable of casting battle spells in tactical combat.

Prerequisites: Capable of casting 3rd level spells, Warcraft skill

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

Blood Focus [General]

Your blood abilities are hard to resist.

Prerequisite: Scion level 1

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

Bloodline Prodigy [General]

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

Prerequisite: Scion level 1

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

Conqueror [General]

Conquest is in your blood.

Regions: Anuire, Vos

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

Cultural Arms Focus [General]

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

Region: Any

Prerequisite: Base attack bonus +3 or higher, proficiency with the common standard and elite weapons of your chosen culture.

Benefit: You gain Weapon Focus with one of the common weapons of a standard or elite warrior of the selected region. Whenever your base attack bonus increases, you have the option of changing your Weapon Focus to a different common weapon of your culture.

Normal: The weapon selected for Weapon Focus can never be changed.

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

Cultural Arms Training [General]

You've learned the common weapons of a cultural region. Choose one. (see Table 1-1: Cultural warrior arms, armor, and feats). Choose one culture.

Region: Any

Benefit: You are proficient with the standard common weapons and armor of your region

Normal: You must purchase martial weapon proficiency for each individual martial weapon, simple weapon proficiency for all simple weapons or

have that weapon on your class' starting weapon proficiency list.

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

Cultural Elite Arms Training [General]

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

Region: Any

Prerequisite: Base attack bonus +1 or higher, Proficiency with the standard common weapons of your chosen culture.

Benefit: You are proficient with the elite arms and armor of the selected culture.

Normal: You must purchase martial weapon proficiency for each individual martial weapon, simple weapon proficiency for all simple weapons or have that weapon on your class' starting weapon proficiency list

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

Cultural Rogue Training [General]

You have been trained in the common skills of a rogue of a culture (see Table 1-3: Cultural rogue skills). Choose one culture.

Region: Any

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

Benefit: You gain +1 to the common rogue skills of the culture.

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

Daily Blessing [Divine]

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

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

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

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

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

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

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

Belinik (Vos): Target gains a +1 bonus to all constitution based checks, a +1 bonus on all Intimidate checks, and 1 temporary bonus hit point.

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

Haelyn (Anuirean): Target receives a morale bonus of +1 to saving throws against fear, hold, and mind-affecting magic and a +1 sacred bonus to their next attack roll.

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

Sera (Brecht): Target receives a +2 luck bonus to a single roll of your choice or may instead impose a –2 luck penalty to a single roll made by an opponent against you. The use of this luck (or unluck) must be declared before rolling the die.

Discipline [General]

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

Regions: Anuire, Dwarf

Benefits: You gain a +1 bonus on all Fortitude and Will saves.

Divine Sanctum [General]

Your magical power is enhanced at a specific location.

Prerequisites: Scion level 1, Divine spell caster

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

Dwarven Artisan [General]

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

Region: Dwarf

Prerequisite: Craft 9 ranks

Benefit: Each time you take this feat, choose a craft skill in which you have 9 or more ranks. You can craft superior masterwork items using the chosen skill. The masterwork component of such an item costs three times the regular masterwork component. A superior masterwork item has the regular benefits of a masterwork item, plus the following:

Armor or shield: Adds a +1 enhancement bonus to AC. This enhancement bonus doesn't stack with any enhancement bonus provided by magical armor or shields.

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

Weapon: Adds +1 enhancement bonus to damage. This enhancement bonus doesn't stack with the enhancement bonus provided by a magical weapon.

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

Elven Artisan [General]

You are skilled in the art of making magic items.

Region: Elf

Prerequisite: Craft 9 ranks

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

Special: Elves do not generally share knowledge of their smithing techniques with members of other races.

Elven Voice [Racial]

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

Prerequisite: Elf, Perform (Singing) 1 rank, Cha 13+

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

Forestdweller [General]

You are at home in the great forests of Cerilia.

Regions: Elf, Rjurik

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

Great Leader [General]

You are a great leader.

Prerequisites: Lead 9 ranks

Benefits: You gain a +2 bonus on all Lead checks, and on domain-level actions that gain a bonus from the Lead skill. These include Agitate, Coronation,

Investiture, and Create, Contest, and Rule Law Holdings. You gain a +2 bonus to your leadership score.

Hardiness [General]

You are of a hardier breed than most.

Prerequisites: Con 13+

Regions: Dwarf, Rjurik, Vos

Benefits: The character gains a number of additional hit points equal to his Constitution bonus. Each time he selects one of the following feats, he gains 1 bonus hit point: Endurance, Great Fortitude, Toughness or Discipline.

Highlander [General]

You come from the highlands of Rjurik.

Regions: Rjurik

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

Improved Shadow Guide [Racial]

You can lead others into the shadow world.

Prerequisites: Shadow Guide

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

Inscribe War Tattoo [Item Creation]

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

Region: Vos.

Prerequisites: Wis 13+, Craft (tattoo) 1 rank, Capable of casting 2nd level divine spells.

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

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

Example use: A cleric of Kriesha uses this feat to inscribe a protective tattoo upon a warrior charged with a sacred task. She wishes the tattoo to provide a +1 natural armor bonus to the warrior. The cost of a non-limit slot magical item that provides such a bonus is 1 (the bonus squared) x 2,000gp x 2 (no space limitation) = 4,000gp. If the priestess meets all

of the requirements for item's creation, it will cost the priestess or the warrior 160 XP, raw materials worth 2,000gp in materials, and requires a successful craft (tattoo) against DC 19.

Leadership [General] [Modified]

In addition to the benefits listed in the *Dungeon Masters Guide*, BIRTHRIGHT characters may use this feat to attract military units as cohorts. A military cohort counts against the total cohort level to which the character is normally entitled. In order to attract a military cohort, a character must have a base attack bonus of +6 or higher. If a military cohort is selected, the character may muster an army consisting of units whose total muster value in GB does not exceed their cohort level (see the *Dungeon Master's Guide*).

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

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

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

Master Administrator [General]

You are a master of administration.

Prerequisites: Administrate 9 ranks

Benefits: You gain a +2 bonus to Administrate checks, and a +2 bonus to Create, Contest, and Rule Province domain actions. The DC for reducing domain maintenance is DC 10 + 1/2 domain maintenance.

Normal: The DC for reducing seasonal maintenance by 25% is DC 10 + domain maintenance.

Master Diplomat [General]

You are a master of diplomacy.

Regions: Anuire, Brechtür, Khinasi

Prerequisites: Diplomacy 9 ranks

Benefits: You gain a +2 bonus to Diplomacy skill checks, and to all Diplomacy-based domain actions. These include Diplomacy, Create Trade Route,

Contest Trade Route, and Create, Contest, and Rule Temple Holdings.

Master Merchant [General]

You are a master of trade and merchandise.

Regions: Brechtür, Khinasi

Prerequisites: Profession (Merchant) 9 ranks

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

Master of the Arcane

[General]

You're known for your vast knowledge of matters arcane.

Prerequisites: Knowledge (arcana) 9 ranks

Benefits: You gain a +2 bonus to Knowledge (Arcana) and Spellcraft checks, and a +2 bonus to the Create Ley Line domain action. In addition the maximum number of arcane Realm Spells you can know is increased by 2.

Normal: The maximum number of arcane Realm Spells that you can know is equal to your ranks in Knowledge (arcana).

Military Genius [General]

You are renowned for your innovative army management.

Prerequisite: Int 13+

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

Northerner [General]

You are accustomed to the cold winters of the north.

Regions: Rjurik, Vos

Benefits: You gain a +1 bonus on all Fortitude saves and an additional +4 bonus on all Fortitude saves to resist subdual damage from cold and exposure. You only get fatigued by nonlethal damage from exposure to cold weather if that nonlethal damage equals at least one quarter of your current hit points.

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

Plainsrider [General]

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

Region: Khinasi

Prerequisite: Ride 1 rank

Benefits: You gain a +2 bonus on all Wild Empathy, Handle Animal, Heal, and Ride checks related to horses.

Regent Focus [General]

You are particularly skilled with one aspect of domain interaction.

Benefit: Select one domain-level action. You gain a +4 bonus with one domain action check made for that action per domain round.

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

Seafarer [General]

You are a seasoned sailor.

Regions: Brecht, Khinasi

Prerequisite: Profession (sailor) 1 rank

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

Shadow Guide [Racial]

You can lead others into the shadow world.

Prerequisites: Shadow Walker

Benefit: You may bring other creatures with you when Shadow Walking. You may bring additional travelers equal to your character level plus your wisdom modifier. This feat is a supernatural ability.

Shadow Magic [General]

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

Prerequisite: Spellcaster level 1+

Benefits: Add +1 to the Difficulty Class for all saving throws against all Illusion and Necromantic spells you cast. Add an additional +2 to the Difficulty Class for all saving throws against Illusion (Shadow) spells you cast. Subtract 1 from the Difficulty Class for all saving throws against spells that are not Illusion or Necromantic.

Shadow Walker [Racial]

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

Prerequisite: Halfling, Wis 13+

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

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

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

Modifiers	DC
Civilized area	+5
Abandoned/Forsaken area	-5
Summer	+5
Winter	-5

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

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

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

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

Spellsong Mastery [Metamagic, Racial]

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

Prerequisites: Elven Voice, Still Spell

Benefits: You may cast any arcane spell that can be cast as a still spell without using somatic components by increasing the verbal components. Thus, spellsongs are not subject to arcane spell failure. Spells cast using spellsong are cast at their normal spell level but take more time to cast. If the spell's normal casting time is 1 action, casting the spell as a spellsong requires 1 full round casting time. For spells with a longer casting time, it takes an extra full-round action to cast the spell. Non-spontaneous casters must prepare a spell as a spell song version in order to cast it in this manner. At the time of casting though the caster may change his mind and instead cast the spell as a normal version. That is it has somatic components but doesn't have a longer casting time. Spontaneous spellcasters follow the normal rules for casting meta-magic versions of their spells. Spells cast in this manner may not be cast as Quicken spells.

Spymaster [General]

You are a master of gaining and using knowledge concerning policies and actions around you.

Prerequisites: Gather Information 9 ranks

Benefits: You gain a +2 bonus to Gather Information and Knowledge (Regional) skill checks, a +2 bonus to Espionage domain actions and a +2 to domain initiative rolls.

Wilderness Savant [General]

You are a master of the wilderness. Your knowledge of flora, fauna, rock and stream puts many druids to shame.

Prerequisites: Knowledge (Nature) 9 ranks

Benefits: You gain a +2 bonus to Knowledge (Nature) and Survival checks, and a +2 bonus to Create, Contest, and Rule Source Holdings.

Equipment

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

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

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

The cultures considered in the tables below (and their abbreviations) are Anuire (An), Brechtür (Br), Khinasi (Kh), Rjurik (Rj), Dwarf (Dw), Elf, and Gb (Goblinoid). Some cultures have equipment which is functionally similar to a standard item listed in the *Player's Handbook*, but have local names. The cultural names are listed in italics, along with the

culture(s) that refer to the item by the listed variant name. Some characteristic Cerilian weapons are not presented in the *Player's Handbook*. These items are listed in the following section.

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

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

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

Warspear, Vos : A long pine haft topped by a barbed metal head, the Vos war spear looks, to the

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

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

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

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

Equipment availability by race/culture

Table 1-10: new weapons

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

* See the description of this item for special rules.

Table 1-11: melee weapon availability

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

Table 1-13: armor availability

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

Table 1-12: ranged weapon availability

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

Table 1-14: mount availability

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

table 1-15: item availability

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

table 1-16: material availability

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

