

chapter two: blood and regency

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

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

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

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

Bloodlines have three primary characteristics. A scion's *bloodline derivation* (Anduiras (And), Azrai (Az), Basaia (Ba), Brenna (Bre), Masela (Ma), Reynir (Re), or Vorynn (Vor)) specifies the old god whose divine power flows in the veins of his family. A scion's *bloodline strength* (minor, major, great, or true) describes the purity of the scion's family's bloodline. A scion's *bloodline score* describes the power of a specific scion's divine essence. The

manifestations of a bloodline are known as *blood abilities*.

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

Throughout this text the phrase *bloodline* is used for simplicity to describe the game mechanic components of the bloodline. In actuality a bloodline is traced to a specific family. For example the Avan bloodline follows the genetic patterns of that family alone, it is not simply a composite of An, Gr, XX (for actual score). Otherwise game mechanics-wise a scion with the same statistics could claim the Avan bloodline. A bloodline cannot be usurped but it can be destroyed by usurpation. A bloodline can only be transferred via Investiture and it can be inherited by birth. There is more detail on family bloodlines in the familial heritage section later.

Passing the bloodline

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

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

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

Table 2-1: bloodline derivation

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

the only manifestation of bloodline that is present from birth.

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

Bloodline derivation

Contained within the blood of each scion is some tiny fraction of the divine essence that was released when the ancient gods were destroyed at Deismaar. The derivation of the bloodline represents the ancient deity that was the original source of the character's bloodline. The original source or derivation of the divine spark absorbed by each hero at Deismaar was largely based upon the spiritual disposition of the hero or proximity to the expiring gods. Since Deismaar, the derivation of bloodlines is largely dependent upon the crossing of bloodlines in the scion's ancestors. In general, a child possesses the derivation of one of its parents.

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

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

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

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

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

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

Variant: Random bloodline traits

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

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

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

Variant: Feat to become blooded

As a variant, a prerequisite to being blooded is that a character is required to spend his initial feat on the Blooded Scion feat. This requirement is not

applicable to characters that become blooded through usurpation.

New Feat

Blooded Scion [General]

You have the blood of the old gods running through your veins.

Prerequisite: Must be taken at character creation

Benefit: Character is considered a scion and can have a blood score and subsequent blood abilities.

Variant: Taint of Azrai

As a variant, the temptation and draw of Azrai towards evil can manifest itself in the following ways.

Scions with the Azrai bloodline and a blood score of 20 or more must make a *Will* save against a DC of $10 + 1$ for every number above 20 in order to avoid progressing towards the path of Azrai. This save must be made every time the scion's bloodline score increases. A failed save results in the scion's alignment progressing one step towards evil, i.e., a good aligned character becomes a neutrally aligned one and a neutrally aligned one becomes an evilly aligned one.

Scions with a major Azrai bloodline gain the bloodform blood ability at the major level once their bloodline score reaches 50. Scions with a great Azrai bloodline gain the bloodform ability at major level once their bloodline score reaches 40 and the bloodform ability at great level once their bloodline score reaches 75.

Bloodline strength

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

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

Tainted bloodline is what a scion with a minor bloodline having a blood score of less than 20 is often referred to as, since the scion has no

manifestations of the blood. Such trace bloodlines tend to evaporate completely after a generation or two unless they are returned to prominence through the actions of exceptional characters.

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

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

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

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

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

For the DM: Playing a Great or True Bloodline

While the rules would allow every player to play a scion with a Great bloodline this is not wise. Having a Great bloodline entails a lot of responsibility that goes with the power. Scions with Great bloodlines are descendents of great rulers. They are born to rule, even if they are not destined to succeed their parent due to circumstances (birth order, etc.) they are destined to become great rulers in their own right. The land itself tends to call them to an appropriate domain for rulership.

Commoners and minor regents seeking favors and other things that demand their attention often besiege them. Awnshegh and blood-seeking scions often pursue scions with great bloodlines with evil intent. Scions with great bloodlines do not generally spend a lot of time adventuring after their youth except on quests of epic proportions. Their responsibilities tend to draw them elsewhere.

Due to the detail and attention that a great bloodline draws it is very difficult for a non-experienced player to handle the task, especially in a non-domain level based campaign.

PCs should not generally be allowed to have True bloodlines. These are reserved for those present at Deismaar and their direct descendents. It is incumbent on the DM to control access to these powerful bloodlines and it should be a story line necessity to invest a PC with one. The pressure and attention required of a True bloodline is even more than that required of a Great one so even more DM attention is required to handle the specifics.

Great Heritage Template:

“Great Heritage” is a template that can be added to any blooded human or demi-human. While not really a part of the bloodline strength, the Great Heritage template is something that is strongly associated with a character’s bloodline. Some characters are descendents of bloodlines that are nearly legendary. Only such characters may have the Great Heritage template. This template represents the legendary status of the scion's bloodline. These bloodlines are often far stronger than bloodlines that are maintained through careful management of the line's domain alone. Only a few families with great heritage can be found in each cultural region. Only those with major or great bloodline strengths can have the Great Heritage template.

The Great Heritage template can only be added to a scion with the DM’s permission. It is a reflection of the character’s high status and regard in relation to those he/she rules. In order to have the template a scion must either be a descendent of a legendary bloodline or perform acts of sufficient proportion that the scion is elevated to epic proportions (not to be confused with epic level). Tales of his deeds are spread far and wide by the bards. Due to the very public nature of this template a scion cannot hide his presence and must be a highly visible leader. A character who presumes to be the long lost descendant of the Roele bloodline would not automatically have this template, although if it could be proven that he was indeed the legitimate heir then during the public proclamation of this acknowledgement he would gain the template.

Since fame is a fleeting thing it is also possible to lose this template by actions or inaction. If a regent losses a number of significant battles or many of his holdings then the faith of the followers will be lost as will the template.

Benefits: A scion with the Great Heritage template gains +4 to his bloodline score and a +2 to his Leadership score. If the scion ever loses the Great Heritage template he suffers a –8 to his bloodline score and a –4 to his Leadership score. Former legendary characters that have fallen from grace fall farther than do those of lesser status. This template carries no level adjustment.

Variant: Random bloodline Strength

As a variant random determination of bloodline strength per the following table can be used.

Table 2-2:
bloodline strength

d100	Strength
01-65	Minor
66-95	Major
96-100	Great

Playing a Scion

Any player can choose to have his character begin play as a scion. The player must decide at character creation what bloodline strength and derivation he wishes his character to have, or they could be determined randomly. This will determine how many scion class levels the character is able to obtain.

A character may take the levels of scion at any point he chooses in his career; they may be taken early, or delayed until a later point. A character cannot have levels in more than one scion class. If the scion undergoes a derivation change then the character loses scion class levels of the former derivation and replaces them with scion class levels of the new derivation. This could result in a change in the blood abilities the character possesses as well as a change in hit points, saving throw bonuses, BAB, etc.

scion classes

The Scion classes are described below, in a format similar to Savage Species. Only those with major (or higher) bloodline strengths can take levels in the scion class. If a character starts out as a scion, remember to multiply the skill points at first level by four. The scion class is considered a second favored class for scions, and doesn’t count towards the

differences in class levels with regards to experience penalties. In addition to the special abilities listed for each specific scion class all scions receive the following scion class features class.

In order to obtain major level blood abilities a scion must have a level of the applicable scion class. In order to obtain great blood abilities a scion must have two levels of the appropriate scion class.

Class Features

Base Attack/Saving Throw Bonuses: The scion gains bonuses as specified in the applicable table. The following notes are used to distinguish between the type of bonus; Good ^G, Average ^A, Poor ^P.

Class Skills: The scion can designate a certain number of skills as class skills based on the derivation. These skills are always treated as class

skills since they are based on the scion's divine heritage.

Bonus Hit Points: A scion receives bonus hit points each season based on the amount of RP he receives up to a maximum of one-half his blood score, rounded down – minimum of one.

Special Regent Benefits: A scion gains any special bonuses granted regents due to variants used in the game, for example heirlooms and special equipment.

Blood Score Increase: A scion receives a +4 bonus to his bloodline score at 1st level. This bonus increases to +8 at 2nd level.

Leadership Score Increase: A scion receives a +2 bonus to his Leadership score. This bonus increases to +4 at 2nd level.

Scion of Anduiras

Level	Base Attack Bonus ^B	Fort ^G	Ref ^P	Will ^P	Special	Notes
1	+1	+2	+0	+0	Bonus hit points, special regent benefits, +4 to blood score, +2 to Leadership score	Maximum scion class level for a character with a major bloodline
2	+2	+3	+0	+0	+8 to blood score, +4 to Leadership score	Maximum scion class level for a character with a great bloodline

Hit Die: d8

Class Skills: A scion of Anduiras has the following class skills: Lead (Cha), Knowledge (Nobility and royalty) (Int), Ride (Dex) and Warcraft (Int). In addition, a scion of Anduiras can pick any one skill as an additional class skill.

Skill points at 1st level: (2 + Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int modifier

Class Features

Weapon and Armor proficiency: A scion of Anduiras is proficient in the use of all simple weapons, light and medium armor, and shields. In addition, a scion of Anduiras is proficient in one martial melee weapon of his choice.

Scion of Azrai

Level	Base Attack Bonus ^P	Fort	Ref	Will	Special	Notes
1	+0	+0	+0	+0	Bonus hit points, special regent benefits, bonus feat, pick favored save, dark taint, +4 to blood score, +2 to Leadership score	Maximum scion class level for a character with a major bloodline
2	+1	+0	+0	+0	+8 to blood score, +4 to Leadership score	Maximum scion class level for a character with a great bloodline

Hit Die: d6

Class Skills: A scion of Azrai has the following class skills: Bluff (Cha), Gather Information (Cha), Intimidate (Cha), Spellcraft (Int) and Warcraft (Int). In addition, a scion of Azrai can pick any two skills as additional class skills.

Skill points at 1st level: (2 + Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int modifier

Class Features

Weapon and Armor proficiency: A scion of Azrai is proficient in the use of all simple weapons, and light and medium armor.

Bonus Feat: A scion of Azrai gains a bonus feat. This can be any feat for which the scion qualifies.

Dark Taint: A scion of Azrai can follow an evil path more easily than others can. For purposes of the blackguard prestige class, an evil scion of Azrai always counts as having made "peaceful contact with an evil outsider." The same applies to other, similar prerequisites for entry to prestige classes or some feats, involving evil pacts, contact with evil, or committing evil acts.

Pick Favored Save: A scion of Azrai can choose any one save to be his favored save. The bonus for

this save is treated as a Good bonus, +2 at first level and +3 at second level. The other saves are Poor.

Scion of Basaia

Level	Base Attack Bonus ^P	Fort ^G	Ref ^P	Will ^G	Special	Notes
1	+0	+2	+0	+2	Bonus hit points, special regent benefits, +4 to blood score, +2 to Leadership score	Maximum scion class level for a character with a major bloodline
2	+1	+3	+0	+3	+8 to blood score, +4 to Leadership score	Maximum scion class level for a character with a great bloodline

Hit Die: d8

Class Skills: A scion of Basaia has the following class skills: Diplomacy (Cha), Knowledge (any) (Int) and Spot (Wis). In addition, a scion of Basaia can pick any one skill as an additional class skill.

Skill points at 1st level: (2 + Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int modifier

Class Features

Weapon and Armor proficiency: A scion of Basaia is proficient in the use of all simple weapons, light and medium armor, and shields.

Scion of Brenna

Level	Base Attack Bonus ^A	Fort ^P	Ref ^G	Will ^P	Special	Notes
1	+0	+0	+2	+0	Bonus hit points, special regent benefits,+4 to blood score, +2 to Leadership score	Maximum scion class level for a character with a major bloodline
2	+1	+0	+3	+0	+8 to blood score, +4 to Leadership score	Maximum scion class level for a character with a great bloodline

Hit Die: d8

Class Skills: A scion of Brenna has the following class skills: Appraise (Int), Balance (Dex), Bluff (Cha), Sense Motive (Wis) and Tumble (Dex). In addition, a scion of Brenna can pick any two skills as additional class skills.

Skill points at 1st level: (4 + Int modifier) x 4

Skill Points at Each Additional Level: 4 + Int modifier

Class Features

Weapon and Armor proficiency: A scion of Brenna is proficient in the use of all simple weapons and light armor.

Scion of Masela

Level	Base Attack Bonus ^P	Fort ^G	Ref ^G	Will ^P	Special	Notes
1	+0	+2	+2	+0	Bonus hit points, special regent benefits,+4 to blood score, +2 to Leadership score	Maximum scion class level for a character with a major bloodline
2	+1	+3	+3	+0	+8 to blood score, +4 to Leadership score	Maximum scion class level for a character with a great bloodline

Hit Die: d8

Class Skills: A scion of Masela has the following class skills: Balance (Dex), Heal (Wis), Profession (sailor) (Wis), and Swim (Str). In addition, a scion of Masela can pick any one skill as an additional class skill.

Skill points at 1st level: (2 + Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int modifier

Class Features

Weapon and Armor proficiency: A scion of Masela is proficient in the use of all simple weapons, light and medium armor, and shields.

Scion of Revnir

Level	Base Attack Bonus ^P	Fort ^G	Ref ^P	Will ^P	Special	Notes
1	+0	+2	+0	+0	Bonus hit points, special regent benefits,+4 to blood score, +2 to Leadership score	Maximum scion class level for a character with a major bloodline
2	+1	+3	+0	+0	+8 to blood score, +4 to Leadership score	Maximum scion class level for a character with a great bloodline

Hit Die: d10

Class Skills: A scion of Reynir has the following class skills: Handle Animal (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int) and Survival (Wis). In addition, a scion of Reynir can pick any one skill as an additional class skill.

Skill points at 1st level: (2 + Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int modifier

Class Features

Weapon and Armor proficiency: A scion of Reynir is proficient in the use of all simple weapons and shortbows, and light armor.

Scion of Vorynn

Level	Base Attack Bonus ^P	Fort ^P	Ref ^P	Will ^G	Special	Spells/day	Notes
1	+0	+0	+0	+2	Bonus hit points, special regent benefits,+4 to blood score, +2 to Leadership score	2	Maximum scion class level for a character with a major bloodline
2	+1	+0	+0	+3	+8 to blood score, +4 to Leadership score	4	Maximum scion class level for a character with a great bloodline

Hit Die: d6

Class Skills: A scion of Vorynn has the following class skills: Concentration (Con), Knowledge (any) (Int), Spellcraft (Int) and Use Magic Device (Cha). In addition, a scion of Vorynn can pick any one skill as an additional class skill.

Skill points at 1st level: (2 + Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int modifier

Class Features

Weapon and Armor proficiency: A scion of Vorynn is proficient in the use of all simple weapons and light armor.

Spellcasting: Scions of Vorynn instinctively pick up some very minor spellcasting abilities. They can learn two cantrips a sorcerer could know at first level, and they can cast them in any combination two times per day. This increases to four at second level that can be used in any combination four times per day. They cast these cantrips using their scion hit dice as caster level, and bloodline score as their spellcasting ability score. Scions of Vorynn follow all the rules for sorcerers for purposes of using their cantrips.

great bloodline. What this does however is to make essentially no difference between minor and major bloodlines. In order to maintain some sort of balance between the two, it is suggested to use a random method of determining bloodline strength in lieu of allowing players to choose.

- Modify blood abilities to add a domain level effect. This requires some careful DM input and instruction in order to keep them balanced with each other. The following are some guidelines for adding domain level effects to blood abilities:

Minor blood abilities should fall within the following range:

- Usable no more frequently than once per domain turn
- Grant a +2 to a specific domain action

Major blood abilities should fall within the following range:

- Usable multiple times (no more than three times a domain turn)
- Grant a +4 to a specific domain action or a +2 to two actions
- Grant ability to cast up to a 3rd level realm spell

Great blood abilities should fall within the following range:

- Usable multiple times (no more than three times a domain turn)
- Grant a +6 to a specific domain action or a +2 to three actions
- Grant ability to cast up to a 5th level realm spell
- Grant a bonus domain action per domain turn

Behind the curtain: Basis for Scion Class Levels

The relative power level of scion classes was based on a campaign that entails approximately equal amounts of domain and adventure level play. The relative power of scions breaks down for campaigns that are almost exclusively domain or adventure based. The following are suggestions that may be incorporated into a campaign in order to put the relative power levels at a more even keel.

- Reduce the levels of scion classes. That is, eliminate the 2nd level and make the first one

Examples of blood abilities with domain level effects:

Alertness – The scion gains a +2 to any check made to resolve random events that occur.

Healing – At Minor level the scion gains the ability to heal a lost hit point of a single unit, once per battle per domain turn. At Major level the scion gains the ability to heal a number of points of damage equal to his blood score modifier and this can be spread over a number of units or all at once. For example a scion with the healing - Major blood ability has a blood score modifier of 3, he can choose to heal 3 total points 1 point for each of three units, 2 points to one unit and 1 point to another, etc. This ability can be used for one battle a domain turn. At Great level in addition to the Major effects the scion can also cure any condition that a single unit is suffering from. This ability can be used for one battle each month. Regardless of the level of this ability the scion must be present among the unit he is affecting.

Increasing bloodline strength

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

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

When an increase of bloodline strength occurs, the character upgrades their bloodline strength to the next level. The character is now eligible to gain another level of the scion class. Once that class level is taken then any associated benefits are gained, except the character does not gain the bonus to bloodline score that is normally associated with the scion class level – they have had to earn those bonus score points rather than inheriting them, but their future descendants will receive the bonus.

Bloodline score

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

Once the initial ability score is determined this number is then doubled to determine the character's bloodline score. A character's bloodline score is used to determine the number of blood abilities that they possess. Table 2-2 shows the number of minor, major, and great blood abilities associated with a particular bloodline score. The number of minor abilities is denoted Mi, the number of major abilities denoted Ma, and the number of great abilities denoted Gr. The scion must possess a bloodline of sufficient strength (represented by the levels of the scion class) in order to make full use of these abilities. A scion with a bloodline of Brenna (minor, 32), for example, would receive three minor abilities. Their bloodline score would entitle them to one minor ability, one major ability and one great ability but their minor bloodline strength limits their manifestations to minor abilities only.

Variant: Extra ability score for non-blooded character

Instead of assigning six ability scores at character creation for a non-blooded character, determine seven ability scores in the same manner as for starting scion characters and assign the best six to the normal abilities as desired. What this variant does is give non-blooded characters generally higher ability scores than scions. This compares to the experience bonus they received in 2nd edition BIRTHRIGHT.

Table 2-3: Bloodline score

Blood Score	Blood Abilities			Max HP Bonus	
	Mod	Mi	Ma		Gr
3	-4	-	-	-	1
4	-3	-	-	-	2
6	-3	-	-	-	3
8	-2	-	-	-	4
10	-2	-	-	-	5
12	-1	-	-	-	6
14	-1	-	-	-	7
16	0	-	-	-	8
18	0	-	-	-	9
20	+1	1	-	-	10
22	+1	1	-	-	11
24	+2	1	1	-	12

Blood Score	Blood Abilities			Max HP Bonus	
	Mod	Mi	Ma		Gr
26	+2	1	1	-	13
28	+3	1	1	-	14
30	+3	1	1	-	15
32	+4	1	1	1	16
34	+4	1	1	1	17
36	+5	2	1	1	18
38	+5	2	1	1	19
40	+6	2	2	1	20
42	+6	2	2	1	21
44	+7	2	2	1	22
46	+7	2	2	1	23
48	+8	2	2	2	24
50	+8	2	2	2	25
52	+9	3	2	2	26
54	+9	3	2	2	27
56	+10	3	3	2	28
58	+10	3	3	2	29
60	+11	3	3	2	30
62	+11	3	3	2	31
64	+12	3	3	3	32
66	+12	3	3	3	33
68	+13	4	3	3	34
70	+13	4	3	3	35
72	+14	4	4	3	36
74	+14	4	4	3	37
76	+15	4	4	3	38
78	+15	4	4	3	39
80	+16	4	4	4	40
82	+16	4	4	4	41
84	+17	5	4	4	42
86	+17	5	4	4	43
88	+18	5	4	4	44
90	+18	5	4	4	45
92	+19	5	5	4	46
94	+19	5	5	4	47
96	+20	5	5	4	48
98	+20	5	5	4	49
100	+21	6	5	4	50

Information on this table is presented in an abbreviated form. Not all Blood Score values are listed in order to make the table smaller. The bonus hit points are rounded down, minimum of 1. The numbers for the missing Blood Score values are the same as for the previously listed Blood Score value with the exception of the Reserve (which is 2X the Blood Score).

Bloodline score and regency

A character's bloodline *score* is also used to determine the potential strength of the mystical connection that regents have with their domains. No one knows how this bond between ruler and domain occurs, but some scholars believe it is connected to the powers of confidence and belief – in effect the power of the ruler is derived from the fealty of his subjects. Something in the semi-divine blood of a noble scion responds to the allegiance of his followers in much the same way that a true deity gains strength from worshippers. Similarly a regent

that holds source holdings reflects the *faith* that the land has in his ability to care for and preserve it. The mystic power that regents derive from their stewardship is known as divine right, karma, nobility, or (more commonly) *regency*. In game terms, this power is measured in *Regency Points* (RP). Regent characters can spend RP as they rule their realms to subtly manipulate and support their followers in their assigned tasks. This divine gift makes it exceptionally difficult for characters that do not possess a bloodline to rule as effectively as those who do possess this gift. Although many non-blooded noble families are found in Cerilia, the ruling houses of every known contemporary realm are blooded.

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

Familial heritage

Bloodline refers to the family that the scion has gained his birthright from. Bloodlines are inherited in the same way that derivation is received. That is to say that the child has the bloodline of the parent he receives his bloodline derivation from. For example a child is born of two parents, the father, Andras Rhaene, has An, major, 30 and the mother, Dalene Ghiras, has Br, minor 15. The child would normally be born with a bloodline of An, minor 22 and would have the Rhaene bloodline of his father's family. Many familial bloodlines have been lost over the years as the result of producing offspring from parents with greatly differing bloodlines and the resultant dilution of the family's bloodline.

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

Increasing/decreasing bloodline score

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

The remaining method of a scion increasing his bloodline score is through wise rulership. A scion's bloodline score can be permanently increased by one point by spending a number of RP equal to the character's target bloodline score, i.e., his current bloodline score plus one. This increase occurs automatically when a scion's regency reserve exceeds the amount necessary for the increase for two successive domain turns (six months). Such an increase is uncommon (many characters will never realize an increase in bloodline strength). A scion's bloodline cannot increase more than two points per year. A character's bloodline score may decrease if they are forced (or choose to) spend regency points exceeding the points in their current regency reserve. If a scion spends RP beyond their reserve, their bloodline score is permanently reduced by one point. This reduction, however, provides RP equal to the character's previous bloodline score. This process continues as necessary to pay the required RP debt.

usurpation

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

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

For a tainted bloodline (a minor bloodline with a score of 19 or less), the release of a dying scion's divine essence may only produce a slight tingling perceptible only to those in the immediate area of effect. The slaying of a scion of a minor bloodline will produce more noticeable effects: crackling static discharge, gusts of wind, etc. The violent death of a scion with a bloodline of Major strength always results in a storm of crackling energy and violent winds, while the effects associated with the slaying of a scion of a Great bloodline may be visible for miles.

People, animals, and on very rare occasions, even objects in the immediate area of a scion's violent death may absorb a portion of the scion's divine essence. This burst of divine energy can be measured in the form of RP equal to five times the victim's bloodline ability score. The radius of this burst of energy is equal to one foot for every point of power released. For example, a scion with a bloodline score of 20 is slain in combat; the result burst of energy will have a radius of 100 ft. This burst of energy is not affected by the scion's current regency reserve (which normally passes to her invested heir), but from her very body.

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

Each scion within the area of effect absorbs the released RP as follows. Start with the closest scion; in the case of ties, select the scion with the highest bloodline strength and then the highest score. This scion is exposed to the released RP. She absorbs the RP, up to a limit of twice her current bloodline strength. Any unabsorbed RP continues out in a burst that affects the next closest scion.

For example, if a scion with a bloodline score of 12 is slain, he releases a burst of energy equal to 60 RP. Three other scions are within the 60 ft. range of the blast; the closest has a bloodline score of 7, the next closest a score of 14, and the farthest scion has a score of 20. The first scion absorbs his maximum limit (14 RP), increasing his bloodline score by one to 8, and the remaining 46 RP burst continues to the next scion. The second scion also absorbs his maximum limit (28 RP), again increasing his bloodline score by one to 15, and the remaining 18 RP pass to the final scion. The final scion absorbs the remaining energy gaining 18 RP to add to his regency pool. Scions of very powerful bloodlines may gain nothing from slaying scions of very weak bloodlines.

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

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

Bloodtheft

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

A scion that commits bloodtheft is not subject to any maximum limit for absorbing RP (normally twice the receiving scion's bloodline score). Furthermore, this regency is immediately used to raise the scion's bloodline score at the standard cost (one more than the current bloodline score).

Becoming blooded through usurpation

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

The non-blooded character must make a character level check (d20 + character level) against a DC of 20 (15 if the derivation is Azrai). If successful,

the character becomes blooded and gains a bloodline ability score of 5 or one half of the bloodline strength of the victim whichever is lower, with the bloodline strength and derivation of the victim. Newly created scions are not subject to a maximum regency collection – they absorb all available regency in their share of the burst. None of this regency is stored; it is immediately used to raise the new scion's bloodline score at the standard cost (one plus the current bloodline score) up to a maximum of one less than the victim. This process is repeated until all RP are spent (the remainder are discarded).

For example, a scion of Anduiras (major, 16) is slain by a blow through the heart by a non-blooded character. A burst of divine energy with an intensity of 80 RP is released and absorbed in its entirety by the slayer. The non-blooded slayer makes a character level check against DC 20. If the check fails, the 80 RP are forever gone (the RP are not absorbed by the non-blooded character, but instead pass through him and into the land with no permanent effect to character). If the check succeeds, the slayer becomes a scion with a bloodline of Anduiras (major, 12). The bloodline score was calculated as follows. The scion gains a starting score of 5. The absorbed regency increases this total by +5; from 5 to 6 (11 RP spent, 69 remaining), from 6 to 7 (18 RP spent, 62 remaining), from 7 to 8 (26 RP spent, 54 remaining), from 8 to 9 (35 RP spent, 45 remaining), from 9 to 10 (45 RP spent, 35 remaining), from 10 to 11 (56 RP spent, 24 remaining), from 11 to 12 (68 RP spent, 12 remaining). The remaining 12 RP are discarded, and the newly created scion starts with a regency reserve of 0 RP. The newly created scion also has a major bloodline and is eligible to gain a single level of the Anduiras scion class.

blood abilities

Scions of divine bloodlines may possess unusual talents or powers associated with their line. These powers are known as *blood abilities*. Bloodline abilities have three designated strengths (minor, major, or great) and are associated with one or more derivations. The number and strength of the blood abilities that a character possesses is determined by the character's bloodline traits (see Table 2-3: *Bloodline Score*). Bloodline abilities should be chosen from the derivation specific tables, below. Any blood abilities of the appropriate strengths and derivations may be selected, as long as any designated prerequisites are met. A player may choose an ability of lesser strength than they are entitled to, at their preference. For example, if the scion is entitled to have one minor, one major and one great ability he can choose to have all minors, two minors and a great, one minor and two majors,

etc. The tables also provide numbers for the convenience of DMs using the random bloodline traits variant.

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

Bloodline Score.

Hereditary blood abilities

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

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

Table 2-4a: Anduiras blood abilities

Minor	Major	Great	Ability
01-13	01-14	01-15	Animal Affinity
—	15-27	—	Battlewise
14-20	—	—	Bloodmark
—	28-29	16-17	Bloodtrait
21-29	30-38	18-29	Courage
30-33	—	—	Detect Lie
34-38	39-45	30-42	Detect Life
—	46-52	43-48	Divine Aura
—	—	49-50	Divine Wrath*
—	—	51-55	Elemental Control
—	53-59	56-62	Enhanced Sense
39-54	60-68	63-70	Healing
55-64	—	—	Heightened Ability – Charisma
65-74	—	—	Heightened Ability – Strength
75-83	—	—	Iron Will
84-86	69-71	71-73	Long Life
87-93	72-82	74-80	Major Resistance – Charm
—	—	80-85	Major Resistance – Magic
—	83-90	86-91	Protection from Evil
—	—	92-93	Regeneration*
94-00	91-97	94-00	Resistance
—	98-00	—	Unreadable Thoughts

Table 2-4b: Azrai blood abilities

Minor	Major	Great	Ability
01-04	—	—	Alertness
05-12	—	—	Alter Appearance
13-19	01-11	01-06	Animal Affinity
—	12-15	—	Battlewise
—	—	07-09	Berserker's Blood*
—	16-25	10-23	Bloodform
20-29	—	—	Bloodmark
—	26-32	24-30	Charm Aura
30-33	33-42	—	Death Touch
34-39	—	—	Detect Illusion
40-42	43-45	31-36	Detect Life
—	46-47	37-41	Divine Aura
—	48-56	42-49	Enhanced Sense
43-46	—	—	Fear
47-52	—	—	Heightened Ability – Charisma
53-58	—	—	Heightened Ability – Intelligence
—	—	50-51	Invulnerability*
59-63	—	—	Iron Will
64-75	57-69	52-60	Long Life
—	—	61-62	Major Regeneration*
76-82	70-71	63-68	Major Resistance – Charm
83-88	72-73	69-73	Major Resistance – Poison
—	74-75	74-75	Major Resistance – Non-magical Attacks
—	—	76-77	Major Resistance – Magic
—	76-85	—	Persuasion
89-91	—	—	Poison Sense
—	—	78-80	Regeneration*
99-00	86-92	81-85	Resistance
—	—	86-88	Shadow Form
—	—	89-91	Touch of Decay
—	—	92-98	Travel
—	93-95	—	Unreadable Thoughts
—	96-00	99-00	Wither Touch

Table 2-4c: Basaia blood abilities

Minor	Major	Great	Ability
01-06	—	—	Alertness
07-22	01-17	01-11	Animal Affinity
23-30	—	—	Bloodmark
—	18-19	12-13	Bloodtrait
—	20-25	—	Character Reading
—	26-32	14-21	Charm Aura
31-34	—	—	Detect Illusion
35-38	—	—	Detect Lie
39-45	33-39	22-30	Detect Life
—	40-44	31-35	Divine Aura
—	—	36-37	Divine Wrath*
—	—	38-41	Elemental Control
—	45-58	42-50	Enhanced Sense
46-58	59-68	51-56	Healing
59-75	—	—	Heightened Ability – Intelligence
—	—	57	Invulnerability*
76-81	69-75	58-70	Light of Reason
82-84	76-78	71-73	Long Life
85-88	79-84	74-78	Major Resistance – Poison
—	85-88	79-85	Protection from Evil
89-00	89-97	86-94	Resistance
—	—	95-00	Travel
—	98-00	—	Unreadable Thoughts

Table 2-4d: Brenna blood abilities

Minor	Major	Great	Ability
01-06	—	—	Alertness
07-19	—	—	Alter Appearance
20-25	01-12	01-12	Animal Affinity

Minor	Major	Great	Ability
26-33	—	—	Blood History
34-39	—	—	Bloodmark
—	13-14	13-14	Bloodtrait
—	15-20	—	Character Reading
—	21-27	15-25	Charm Aura
40-44	—	—	Detect Illusion
45-55	—	—	Detect Lie
56-65	28-32	26-30	Detect Life
—	33-37	31-40	Divine Aura
—	38-48	—	Enhanced Sense
66-78	—	—	Heightened Ability – Dexterity
—	49-55	41-50	Home Harkening
79-81	56-58	51-53	Long Life
82-87	59-61	54-57	Major Resistance – Charm
88-94	62-66	58-62	Major Resistance – Poison
—	67-70	63-66	Major Resistance – Non-magical Attacks
—	71-86	—	Persuasion
—	87-89	67-71	Protection from Evil
95-00	90-97	72-83	Resistance
—	—	84-87	Shadow Form
—	—	88-00	Travel
—	98-00	—	Unreadable Thoughts

Table 2-4c: Masela blood abilities

Minor	Major	Great	Ability
01-23	01-24	01-22	Animal Affinity
24-34	—	—	Blood History
35-43	—	—	Bloodmark
—	25-26	23-24	Bloodtrait
44-47	—	—	Detect Illusion
48-51	—	—	Detect Lie
52-62	27-37	25-38	Detect Life
63-75	—	—	Direction Sense
—	38-43	39-45	Divine Aura
—	—	46	Divine Wrath*
—	—	47-55	Elemental Control
—	44-58	56-67	Enhanced Sense
76-79	59-61	68-70	Long Life
80-90	62-65	71-73	Major Resistance – Poison
—	66-70	74-77	Major Resistance – Non-magical Attacks
—	71-75	78-83	Protection from Evil
91-00	76-86	84-90	Resistance
—	87-96	—	Sea Song
—	—	92-00	Travel
—	97-00	—	Unreadable Thoughts

Table 2-4f: Reyfir blood abilities

Minor	Major	Great	Ability
01-04	—	—	Alertness
05-19	01-15	01-15	Animal Affinity
20-25	—	—	Bloodmark
—	16-18	16-17	Bloodtrait
26-28	—	—	Detect Illusion
29-34	—	—	Detect Lie
35-38	19-28	18-26	Detect Life
39-44	—	—	Direction Sense
—	29-34	27-30	Divine Aura
—	—	31-37	Elemental Control
—	35-44	—	Enhanced Sense
45-55	45-64	38-55	Forest Walk
56-64	65-74	56-68	Healing
65-75	—	—	Heightened Ability – Constitution
76-80	—	—	Iron Will
81-85	75-78	69-71	Long Life
—	—	72	Major Regeneration*
86-88	79-81	73-77	Major Resistance – Charm

Minor	Major	Great	Ability
89-92	82-85	78-82	Major Resistance – Poison
—	—	83-86	Major Resistance – Magic
93-96	—	—	Poison Sense
—	86-94	87-92	Protection from Evil
—	—	93-95	Regeneration*
97-00	95-98	96-00	Resistance
—	99-00	—	Unreadable Thoughts

Table 2-4g: vorynn blood abilities

Minor	Major	Great	Ability
01-15	—	—	Alter Appearance
16-22	01-15	01-12	Animal Affinity
—	—	13-22	Berserker's Blood
23-30	—	—	Blood History
31-37	—	—	Bloodmark
—	16-17	23-24	Bloodtrait
—	18-28	—	Character Reading
38-43	—	—	Detect Illusion
44-48	—	—	Detect Lie
49-53	29-34	25-34	Detect Life
—	35-50	35-49	Divine Aura
—	51-60	50-54	Enhanced Sense
54-68	—	—	Heightened Ability – Wisdom
—	—	55	Invulnerability*
69-77	61-65	56-61	Long Life
—	—	62-66	Major Resistance – Magic
78-95	66-82	67-80	Mebhaighl Sense
—	83-88	81-85	Protection from Evil
96-00	89-95	86-91	Resistance
—	—	92-00	Travel
—	96-00	—	Unreadable Thoughts

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

Variant: Feat-Like Approach

Instead of using the method previously laid out for acquiring blood abilities instead the scion gains a number of blood abilities based on his blood score equal to the total number listed in table 2-3. Blood abilities can be chosen based on whether or not the scion meets the prerequisite requirements from Table 2-5. If generated randomly then reroll for any blood abilities for which the listed prerequisites can't be made. If a higher order ability is gained, for example healing – minor is enhanced to healing – major, then the character is eligible for an additional blood ability to make up for the one that was improved. The total number of blood abilities possessed by the scion should be maintained consistent with the number from table 2-3.

TABLE 2-5 prerequisites for blood abilities

Ability	Prerequisite
Alertness	Az/Ba/Bre/Re, Bld 20
Alter Appearance	Bre/Vor/Az, Bld 20
Animal Affinity	Any
Minor	Bld 20

Ability	Prerequisite
Major	Animal Affinity (Mi), Bld 24, scion level 1
Great	Animal Affinity (Ma), Bld 32, scion level 2
Battlewise	And/Az, Bld 24, scion level 1
Berserker's Blood	Az/Vor, Bld 40, scion level 2
Bloodform	Az
Major	Bld 24, scion level 1
Great	Bloodform (Ma), Bld 32, scion level 2
Blood History	Bre/Ma/Vor, Bld 20
Bloodmark	Any, Bld 20
Bloodtrait	Any except Az
Major	Bld 32, scion level 1
Great	Bloodtrait (Ma), Bld 36, scion level 2
Character Reading	Ba/Bre/Vor, Bld 24, scion level 1
Charm Aura	Az, Ba, Bre
Major	Bld 28, scion level 1
Great	Charm Aura (Mi), Bld 36, scion level 2
Courage	And
Minor	Bld 20
Major	Courage (Mi), Bld 24, scion level 1
Great	Courage (Ma), Bld 32, scion level 2
Death Touch	Az
Minor	Bld 24
Major	Death Touch (Mi), Bld 28, scion level 1
Detect Lie	Any except Az, Bld 24
Detect Life	Any
Minor	Bld 20
Major	Detect Life (Mi), Bld 24, scion level 1
Great	Detect Life (Ma), Bld 32, scion level 2
Detect Illusion	Any except And, Bld 20
Direction Sense	Ma/Re, Bld 20
Divine Aura	Any
Major	Bld 24, scion level 1
Great	Divine Aura (Ma), Bld 32, scion level 2
Divine Wrath	And/Ba/Ma, Bld 40, Bloodtrait/Great Heritage template, scion level 2
Elemental Control	And/Ba/Ma/Re, Bld 36, scion level 2
Enhanced Sense	Any, Bld 24, scion level 1
Major	Any, Bld 24, scion level 1
Great	And/Az/Ba/Ma/Vor, Bld 32, scion level 2
Fear	Az, Bld 20
Forest Walk	Re
Minor	Bld 20
Major	Forest Walk (Mi), Bld 24, scion level 1
Great	Forest Walk (Ma), Bld 32, scion level 2
Healing	And/Ba/Re
Minor	Bld 20
Major	Healing (Mi), Bld 24, scion level 1
Great	Healing (Ma), Bld 32, scion level 2
Heightened Ability	Any except Ma, Bld 20
Home Harkening	Bre
Major	Bld 24, scion level 1

Ability	Prerequisite
Great	Home Harkening (Ma), Bld 32, scion level 2
Invulnerability	Az/Ba/Vor, Bld 40, Bloodform/Blood trait/Great Heritage template, scion level 2
Iron Will	And/Az/Re, Bld 20
Light of Reason	Ba
Minor	Bld 24
Major	Light of Reason (Mi), Bld 32, scion level 1
Great	Light of Reason (Ma), Bld 36, scion level 2
Long Life	Any
Minor	Bld 20
Major	Long Life (Mi), Bld 24, scion level 1
Great	Long Life (Ma), Bld 32, scion level 2
Major Regeneration	Az/Re, Bld 40, Bloodform/Blood Trait/Great Heritage template, natural regeneration ability, scion level 2
Major Resistance	
Charm (Mi)	And/Az/Bre/Re, Bld 20
Charm (Ma)	Charm (Mi), Bld 24, scion level 1
Charm (Gr)	Charm (Ma), Bld 32, scion level 2
Magic	And/Az/Re/Vor, Bld 32, scion level 2
Non-magical attacks (Ma)	Az/Bre/Ma, Bld 24, scion level 1
Non-magical attacks (Gr)	Non-magical attacks (Ma), Bld 32, scion level 2
Poison (Mi)	Az/Ba/Bre/Ma/Re, Bld 20
Poison (Ma)	Poison (Mi), Bld 24, scion level 1
Poison (Gr)	Poison (Ma), Bld 32, scion level 2
Mebhaighl Sense	Vor
Minor	Bld 20
Major	Mebhaighl Sense (Mi), Bld 24, scion level 1
Great	Mebhaighl Sense (Ma), Bld 32, scion level 2
Persuasion	Az/Bre, Bld 24, scion level 1
Poison Sense	Az/Re, Bld 20
Protection from Evil	Any except Az
Major	Bld 24, scion level 1
Great	Protection from Evil (Ma), Bld 32, scion level 2
Regeneration	And/Az/Re, Bld 40, Bloodform/Blood Trait/Great Heritage template, scion level 2
Resistance	Any
Minor	Bld 20
Major	Resistance (Mi), Bld 24, scion level 1
Great	Resistance (Ma), Bld 32, scion level 2
Sea Song	Ma, Bld 24, scion level 1
Shadow Form	Az/Bre, Bld 36, scion level 2
Touch of Decay	Az, Bld 32, scion level 2
Travel	Any except And and Re, Bld 32, scion level 2
Unreadable Thoughts	Any, Bld 24, scion level 1
Wither Touch	Az
Major	Bld 32, scion level 1
Great	Wither Touch (Ma), Bld 36, scion level 2

Items separated by a slash “/” are choices, i.e., one of the items listed is required. Items separated by commas “,” are all required.

Using blood abilities

Unless specified otherwise in the ability description, all blood abilities are treated as spell-like abilities and have the following properties:

- The base DCs for blood abilities that require saving throws are 12 for minor blood abilities, 15 for major, and 18 for great blood abilities. The scion's bloodline score modifier adjusts this base DC.
- The scion's character level is used in place of caster level for all level-based effects, including duration, range, DC for dispelling, spell penetration checks, etc.
- Blood abilities are subject to spell resistance and to being dispelled. Persistent blood abilities can be suppressed for 1d4 rounds by a successful dispel magic. Blood abilities do not function in areas where magic is suppressed or negated (such as an anti-magic field). Blood abilities cannot be counter-spelled, nor can they be used to counter-spell.
- Blood abilities have no verbal, somatic, or material components, although some of them require touch or interaction to be effective. The user simply activates them mentally. Since blood abilities are not arcane spells they are not affected by wearing armor and shields.
- Blood abilities that require a conscious action to activate have a casting time of 1 standard action and provoke attacks of opportunity.
- Bonuses granted by bloodline abilities are unnamed bonuses and thus stack with all other bonuses.

Variant: Using Charisma modifier for Blood Abilities

In lieu of using the blood score modifier for blood abilities the Charisma modifier may be used. This reflects the inner personal strength of the scion and how well he can harness it to increase the effectiveness of his blood abilities.

Behind the curtain: Blood abilities

The blood abilities listed represent all of the “known” blood abilities in Cerilia. There may be others, but these would be exceptionally rare. The guidelines presented below may help DMs who wish to create new blood abilities unique to their campaign. We recommend that “new” blood abilities be created sparingly, as the abilities listed should be adequate to provide the correct feel for the setting. Blood

abilities should provide a slight increase over the benefits of a typical feat, so the DM adjustment should be made to keep all abilities of the same level at approximately the same level of usefulness.

Minor abilities should fall in the following range:

- A +2 bonus to an ability score
- Up to +2 bonus to attack/damage/saving throws
- Up to +4 (total) bonus to skills (individual or group)
- Cast up to 2nd level spell once per day
- Persistent/Casting 0-Level spells at will
- Feat equivalent (usually a little more powerful than an equivalent feat)

Major abilities should fall in the following range:

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

Great abilities should fall in the following range:

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

Examples of created blood abilities:

Endurance

Level: Minor

Derivations: Anduiras, Basaïa, Masela, Reynir

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

Minor: *Bonus to endurance related checks:* The scion gains a +4 bonus to the following checks and saves: Swim checks to avoid nonlethal damage, Constitution checks to continue running, Constitution checks to avoid nonlethal damage from forced a march. Constitution checks made to hold breath, Constitution checks made to avoid nonlethal damage from starvation or thirst, Fortitude saves made to avoid nonlethal damage from hot or cold environments, Fortitude saves made to resist damage from suffocation. *Resistance to fatigue:* The scion may sleep in light or medium armor without suffering fatigue. The scion is not subject to Strength penalties

associated with being fatigued (they are still subject to the normal –2 penalty to Dexterity). Furthermore, the scion recovers from fatigue in half the normal time – after only 4 hours of complete rest or 8 hours of decreased activity (e.g., no spellcasting, combat or other strenuous activity). The scion is considered to have the Endurance feat as a virtual feat for prerequisites. This blood ability is considered an extra-ordinary ability.

Blood Sense

Level: Minor

Derivations: Azrai, Brenna, Reynir, Vorynn

Scions with this ability can sense the divine blood around them.

Minor: *Sense Presence of blood:* This ability functions like the detect magic spell. The amount of information revealed depends on how long the scion concentrates.

1st round: Presence or absence of scions.

2nd round: Number of scions and the strength (minor, major, great, true) of the most powerful scion.

3rd round: The strength and location of each scion.

This ability is usable once per day.

Locate Bloodsilver

Level: Minor

Derivations: Azrai

Scions with this ability can sense the presence of *Tighmaevril* (Blood Silver).

Minor: *Sense Presence of Tighmaevril:* The scion can sense the presence of *Tighmaevril* within a radius of 50 yards + 10 yards per level. As long as the scion concentrates he can follow the “smell” to its source similar to a *locate object* spell. If the scion takes a round to concentrate he needs to make no check in order to sense the presence of *Tighmaevril*. If the scion makes a Spot check against a DC of 15 he can sense the presence of *Tighmaevril* as a free action. The aroma is similar to that of cinnamon, but most scions with this ability find the smell of *Tighmaevril* unappealing. Anything that masks the presence of an object like an *obscure object* spell prevents this blood ability from allowing the scion to detect the presence of *Tighmaevril*.

Blood ability descriptions

Alertness

Level: Minor

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

The scion possesses an uncanny sense of his surroundings.

Minor: The scion gains an additional move action during surprise rounds in which they would normally gain only a standard action, and a standard action

during surprise rounds in which they would normally gain no action.

This blood ability is considered an extra-ordinary ability.

Alter Appearance

Level: Minor

Derivation(s): Brenna, Vorynn, Azrai

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

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

Animal Affinity

Level: Minor, Major, Great

Derivation(s): All

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

Minor: *Empathic communication:* The scion has an empathic communication with the animal to a range of 60 feet, although the scion must be able to see the animal. This ability is similar to the wizard/sorcerer’s ability to communicate with his familiar. Members of the species will never attack him unless they are magically controlled. The scion gains the wild empathy ability like a druid or ranger (detailed in the *Player’s Handbook*) but only towards his totem animal. If the scion already has the wild empathy ability he gains a +2 bonus to his checks when interacting with his totem animal.

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

Great: In addition to the Minor and Major effects the scion gains the following: *Detect totem animal location:* The scion can detect a single totem animal within a 1-mile radius, as per the spell *Detect Animals or Plants*. The scion learns the location of the nearest animal first, but may continue concentrating to learn the location of other animals. The scion may do this indefinitely at a rate of one animal per round. Animals of the species will give their lives in the service of the scion. *Enhanced communication with*

totem animal: By concentrating for one round (full round action), the scion can see through the animal's eyes using the creature's vision instead of the scion's own, summon it to his location, or relay information to it through mental communication. The scion may only use one of these options at a time. The animal must be within 1-mile of the scion. *Shape change into totem animal*: Once per day, the scion may shape change into the particular animal form for up to two hours, as per the druid's *Wild Shape* ability (detailed in the *Player's Handbook*).

Battlewise

Level: Major

Derivation(s): Anduiras, Azrai

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

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

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

Berserker's Blood

Level: Great

Derivation(s): Azrai, Vorynn

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

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

bystander, the scion must make a Will save (DC 15 + the number of rounds already spent in the fury).

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

Bloodform

Level: Major, Great

Derivation: Azrai

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

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

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

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

Blood History

Level: Minor

Derivation(s): Brenna, Masela, Vorynn

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

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

Knowledge: A scion with this ability has access to stray knowledge about notable people, legendary items, or noteworthy places. The scion may make a Bardic Knowledge check (see the *Player's Handbook*) as if they were a Bard of equal level. A bard with this ability receives a +2 bonus to their normal check. If the scion's ancestors could not possibly have had insight into the problem, then this check automatically fails. This ability also grants a +4 bonus to Knowledge (History).

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

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

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

Bloodmark

Level: Minor

Derivation: All

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

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

The effects of a bloodmark are considered a circumstance bonus and not a spell-like ability.

Bloodtrait

Level: Major, Great

Derivation: Any except Azrai

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

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

Major/Great: A scion may attempt to invoke a significant physical change to their form to enhance any of their other major or minor bloodline abilities. The details of this transformation are covered in Chapter Nine: *Creatures*.

Character Reading

Level: Major

Derivations: Basaia, Brenna, Vorynn

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

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

Charm Aura

Level: Major, Great

Derivations: Azrai, Basaia, Brenna

Description: The scion projects an invisible shroud of power.

Major: When invoked one of the following effects occurs, the scion charms (per the spell *charm animal*) up to six non-hostile creatures or *scares* (per the spell of the same name) up to six hostiles within a 50 foot radius. This power is usable three times per day and will only affect only non-blooded creatures. *Charm aura*, when used in combination with *divine aura*, can extend the range of either *aura* to 100 feet.

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

Courage

Level: Minor, Major, Great

Derivation: Anduiras

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

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

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

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

Death Touch

Level: Minor, Major

Derivation: Azrai

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

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

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

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

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

Detect Lie

Level: Minor

Derivation: Any except Azrai

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

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

Detect Life

Level: Minor, Major, Great

Derivation: All

The scion can sense all life within a particular range.

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

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

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

Detect Illusion

Level: Minor

Derivation: Any except Anduiras

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

Minor: When a scion encounters an illusion or effect, he is immediately allowed a disbelief check (Will Save). Success means the scion instantly perceives the illusion for what it is, even if he is making no particular effort to disbelieve the illusion. If the scion consciously attempts to disbelieve, he does so with a +4 bonus to the saving throw. This ability is effective against any illusion spell that creates a false image or substitutes a false image for reality (i.e., figments and phantasms).

Direction Sense

Level: Minor

Derivations: Masela, Reynir

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

Minor: As long as the scion knows his destination, he has an unerring sense of the direction in which the destination lies. This does not mean that the scion always follows the easiest course when traveling, since the scion could easily encounter impassable terrain and be forced to detour around it. The scion can also retrace his steps with ease. Scions of Reynir's *derivation* have this ability only in wilderness or rural settings, while descendants of Masela's blood cannot get lost at sea. Regardless, the scion also gains a +4 synergy bonus to all Survival checks in the applicable surroundings used to keep from getting lost. The scion always knows where true north lies in relation to himself.

Divine Aura

Level: Major, Great

Derivations: All

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

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

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

Divine Wrath

Level: Great*

Derivations: Anduiras, Basaia, Masela

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

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

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

Elemental Control

Level: Great

Derivations: Anduiras, Basaia, Masela, Reynir

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

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

Enhanced Sense

Level: Major, Great

Derivations: All

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

Major:

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

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

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

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

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

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

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

Great: There is no Great ability for Brenna or Reynir

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

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

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

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

Vorynn: In addition to the Major effects the scion also gains the ability to cast *scrying, greater* once per day.

Fear

Level: Minor

Derivation: Azrai

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

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

Forest Walk

Level: Minor, Major, Great

Derivations: Reynir

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

Minor: The scion may pass through any light, medium, or heavy forests at no penalty to his normal movement rate. The scion moves through the forests as if under the effect of the spell *Pass Without Trace*. All natural tracking abilities, such as Search, Survival (with the Track feat), the sense of smell possessed by hunting hounds, etc., provide no aid in tracking the scion through forests.

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

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

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

Healing

Level: Minor, Major, Great

Derivation: Anduiras, Basaia, Reynir

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

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

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

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

Heightened Ability

Level: Minor

Derivation: All except Masela

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

Minor: A scion with this attribute gains a +2 increase in the applicable ability score. The abilities associated with each derivation are as follows: Anduiras - Charisma or Strength (choose which one or roll for it when this ability is gained); Basaia - Intelligence; Brenna - Dexterity; Reynir - Constitution; Vorynn - Wisdom; Azrai - Charisma or Intelligence (choose which one or roll for it when this ability is gained).

Heightened ability is not a spell like ability it is an increased ability like that from every 4th character level.

Home Harkening

Level: Major, Great

Derivation: Brenna

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

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

Great: In addition to the major effects the regent is enabled to do something about the situation from afar. Presumably, the regent maintains ties with family members, extremely close friends, vassals, and lieutenants within his realm. The regent can, after feeling the disquiet caused by unrest in a

province or holding he controls, project this feeling and his desire for action to one of those people. No two-way communication is possible, but the regent may empathically make his wishes made known in a general way. As a result, the regent can respond to threats in his realm while hundreds or even thousands of miles away.

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

Invulnerability

Level: Great*

Derivations: Azrai, Basaia, Vorynn

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

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

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

Invulnerability is a supernatural ability.

Iron Will

Level: Minor

Derivation: Anduiras, Reynir, Azrai

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

Minor: *Bonus hit points:* The scion gains three bonus hit points. The scion is also considered to have the Toughness feat for any prerequisites that require it (e.g., prestige classes, other feats, etc.) *Heightened Saving Throws:* The scion gains a +1 bonus to Will and Fortitude saving throws.

Light of Reason

Level: Minor, Major, Great

Derivation: Basaia

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

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

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

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

Long Life

Level: Minor, Major, Great

Derivation: All

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

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

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

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

Major Regeneration

Level: Great*

Derivation: Azrai, Reynir

A scion with this ability can regenerate severed limbs, damaged organs and senses, and heal damage much faster than normal or blooded beings. If limbs, organs, or senses are lost, they are restored in weeks (30 days, reduced by one day per Constitution point).

*This ability is available only to those blooded scions that already possess natural regeneration (usually through the *Regeneration* blood ability).

Great: The scion has Regeneration 3 as per the *Monster Manual*. *Major Regeneration* also does not restore hit points or ability points lost due to starvation, thirst, or suffocation. Damage caused by fire, acid or magic is treated as normal damage.

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

Major Regeneration is a supernatural ability.

Major Resistance

Level: Minor, Major, Great

Derivation: All (by specific ability)

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

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

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

Charm (major): Same as the Minor ability but the saving throw bonus is increased to +6. Derivations: Anduiras, Azrai, Brenna, Masela, Reynir.

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

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

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

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

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

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

Major Resistance is a supernatural ability.

Mebhaighl Sense

Level: Minor, Major, Great

Derivation: Vorynn

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

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

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

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

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

Persuasion

Level: Major

Derivation: Azrai, Brenna

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

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

Poison Sense

Level: Minor

Derivations: Azrai, Reynir

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

Minor: The scion gains a continuous *Detect Poison* spell effect. This ability is a natural, involuntary

effort; just as a character would notice that food smelled rotten or wine had soured, he'll notice if it were poisoned. If the scion ingests a poison despite this knowledge, he suffers all normal effects.

Protection from Evil

Level: Major, Great

Derivations: All except Azrai

The scion is defended against the minions of evil.

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

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

Regeneration

Level: Great*

Derivation: Anduiras, Reynir, Azrai

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

Great: The scion has Fast Healing 3 as per the Monster Manual.

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

Regeneration is a supernatural ability.

Resistance

Level: Minor, Major, Great

Derivation: All

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

Minor:

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

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

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

Brenna: The scion gains a +4 bonus to saving throws made against spells that magically restrain and a +4 to checks to escape being restrained. This includes being tied up, webbed and grappled. In the

old legends, no god or mortal could lay a hand on Brenna unless she allowed it.

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

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

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

Major:

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

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

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

Great:

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

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

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

Resistance is a supernatural ability.

Sea Song

Level: Major

Derivation: Masela

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

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

The ability’s area of effect is limited to single bodies of water, not other bodies they might empty into or adjoin. For example, using Sea Song to talk to the water in the Dwarfhome (an inlet on the eastern coast of the Krakennauricht) does no good if the scion seeks news concerning the coastal provinces of

Kiergard, he’d have to talk to the waters of the Dauren Arm instead. The scion may invoke this ability once per week for every three levels of experience he has attained, and ask one question per experience level. The water answers as truthfully as it can, but sometimes errs. In general, the water “knows” more about water related things: whether ships sail on its surface, certain fish swim within it, or whether a storm is brewing.

Shadow Form

Level: Great

Derivations: Brenna, Azrai

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

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

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

In shadow form, the scion can only be detected by spells and abilities that detect thoughts, life, or presences (including *true seeing*), or by suspicious movements in lighted areas. If the scion remains in a shadowed area, add a +15 bonus to his Hide checks. The scion is nearly undetectable in darkness.

While in shadow form, the scion gains damage reduction 10/magic. The scion is immune to blindness, critical hits, damage to ability scores, deafness, disease, drowning, poison, stunning, and all abilities, spells, or attacks that affect the scion’s physiology or respiration.

Touch of Decay

Level: Great

Derivation: Azrai

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

Great: Metal rusts, stone crumbles to sand, and wood rots away to pulp. The scion can use this power once per day and can affect up to 10 cubic feet of material plus 1 cubic foot per level. The effect is nearly instantaneous, and any item touched is instantly rusted, pitted, rotted, or turned to sand and effectively destroyed. The effects are the same as the spell *Rusting Grasp*, except that it affects the

materials listed above (i.e., metal, stone and wood). This ability has the disturbing tendency to manifest accidentally about once per month, possibly destroying items the scion does not wish to ruin.

Travel

Level: Great

Derivations: All except Anduiras and Reynir

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

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

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

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

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

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

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

Unreadable Thoughts

Level: Major

Derivations: All

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

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

Unreadable Thoughts is a supernatural ability.

Wither Touch

Level: Major, Great

Derivation: Azrai

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

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

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