

# chapter eight: outside the lines

There are almost innumerable options in running a BIRTHRIGHT campaign and it would be nigh impossible to try to incorporate all of them into one campaign. You, as the DM, must decide how to set up your version and incorporate the things that you think will make it special and unique. No two DMs will have the same two ways of running a campaign and no one way is the correct one to use. Keep in mind that as a DM it is *your* campaign, do what you think is best and what you think advances the story in the most appropriate way. The only advice is to be consistent. Do not suddenly change the rules on your players. Keep them informed whenever you decide that a rule change is in order and give them enough time to adjust to the new way.

## playing the game

There are many options in deciding how to lay out the campaign and the following are the most common ones. It is possible to combine aspects of several types of campaigns into one; for instance, there could be two high kings with the remaining PCs as a combination of support characters or as other regents ruling specific domains.

### **Collective Rule**

In this type of campaign, the PCs are concentrated in a single realm with overlapping domains. For example, the priest PC is the head of the local temples, the wizard PC is the court wizard, the rogue is the master of the local guilds, etc. This type of campaign allows for primary focus on one geographic area. This makes DM bookkeeping easier. There are ample opportunities for domain play for players and cooperation between the characters. There are also good opportunities for role-playing and adventuring.

### **The High King**

This is a variation on the collective rule concept. One PC holds supreme power as the High King and the other PCs swear fealty to him. This approach has the same advantages as the collective rule campaign. There are more opportunities for individual direction for each regent player, because they are also concerned with their own holdings.

### **It's Lonely at the Top**

Only one PC is a regent and the others are all in supportive roles, lieutenants, advisors, bodyguards, etc. This option is strong in role-playing potential but weak in domain action distribution. Most players will have little to do as far as domain play is concerned.

### **Common Heroes**

No PCs are regents. This type of campaign revolves around adventuring exclusively and there are no opportunities for domain play for players.

### **To Each His Own Throne**

Each PC is the ruler of his own domain. There is ample opportunity for domain play for the players. The DM must keep track of a broader geographical area. There are more limited opportunities for role-playing and adventuring because what may involve one regent may be of little concern to

another. There is less inherent cooperation between players because each is more concerned with their PC's individual domains.

### **Scope**

One of the principle advantages of the BIRTHRIGHT setting is the backdrop that it provides for character adventuring actions. DMs rarely need to resort to motivating an adventure by having the PCs stumble across a system of caves that the PCs explore "because they are there", BIRTHRIGHT characters adventure to protect their domains, in service to their nation, and to increase the prestige of their family name. DMs will find that character's domain actions and their conflicts at the domain level will open up entire lines of plot development and role-playing opportunities.

BIRTHRIGHT DMs have an enormous number of opportunities available to them to maintain the believability of the campaign world. Adventures for low-level characters should generally focus on adventuring opportunities at the province or realm level. Raiders, marauding monsters, local tournaments, and actions in support of conflict with local regents can provide endless sessions. Occasionally, low-level PCs can be swept into adventures that are the domain-level actions of their liege lords, parents, or other allies. At mid-levels, PCs should begin to look outside of their local realms for adventure. The scope of the adventure may tend to focus more on conflicts with other domain regents and threats that face entire realms, rather than just personal holdings. High-level characters will find themselves easily caught up in affairs that threaten to aid or benefit their entire cultural region or in attempting to deal, personally, with the ancient threats of long ensconced awnshegh or other evil powers. The BIRTHRIGHT setting has significant flexibility; characters of all levels should find adventures and challenges aplenty.

### **Playing a scion**

Regents are the leaders of families, organizations, and other institutions that employ a large number of retainers. Regents often have retainers from families who may have served the regent's family or the regent's domain for generations. Even the most competent regent requires the aid of specialists to help her deal with unusual problems or to maintain the reins of her domain while she is otherwise occupied. BIRTHRIGHT has a number of traditions regarding special advantages for regent characters that long-time players may wish to continue to use. These traditions are not absolutely necessary in d20 BIRTHRIGHT but are part of the history of the campaign setting that has made it well loved by many fans. The material in this section is highly recommended variant rules, but will complicate the job of maintaining game balance – particularly between regent characters and non-regent characters. Most long -time fans of BIRTHRIGHT will wish to continue to use these familiar campaign-specific variants. DMs should carefully select which variants they wish to apply in their campaigns.

### **Variant: Heirlooms and special equipment**

Scion characters have access to resources far beyond those of other characters. They are the direct inheritors of the power wielded by an organization or family that may span back across centuries. A scion character automatically gains the maximum possible starting funds for her class. A scion character with a bloodline-based level adjustment (i.e. a major bloodline or stronger) also gains an additional 2,500gp in starting equipment. Furthermore, regent characters may purchase magic items with their starting funds. Such items should be considered heirlooms or gifts and are purchased during character creation at the prices listed in the *Dungeon Master's Guide*. Heirloom items chosen should have appropriate histories to personalize them with the character's history – many such items have a long history with the chosen family and their destruction, sale, or loss might constitute grounds for a minor loss of regency.

### **Variant: Early Leadership**

Regent characters are forced to act as leaders immediately. Regent characters may ignore the normal character level prerequisites for the Leadership feat. Any regent character may take the Leadership feat as early as 1st level.

Scions are born to lead. A scion's leadership score is modified based on the number of scion class levels he has. Furthermore, a regent may add one-tenth of the sum of his province and non-source holding levels in his domain power to his leadership score (this replaces the "strong-hold bonus" and represents the regent's position-based prestige). Scions with obvious powers may also qualify for the +1 "special power" modifier to Leadership. A regent who makes a name for himself as an individual (rather than simply as the head of his domains) may also gain additional bonuses for his personal prestige (as per the standard guidelines in the *Dungeon Master's Guide*

### **Variant: Free bodyguards**

Powerful regents are targets. The regents of most domains have a small number of trusted soldiers to protect the regent's person from day-to-day threats, such as mugging, challenges from someone of a lesser social class, kidnapping, and assassination. Under this variant, even regents without the Leadership feat gain a set of trusted bodyguards (or other retainers) as followers. Retainers are considered followers (as per the Leadership feat) and their number and level are calculated as if the regent character had the Leadership feat. If the regent character has the Leadership feat, these retainers are in addition to any provided by the feat.

The type of retainer gained is dependent on the regent's class. The type of followers that a regent receives depends on her class. Fighter and barbarian regents gain guardsmen as followers. Cleric, druid, and paladin regents gain guardsmen or acolytes. Rogue, bard, noble, or ranger regents gain thugs, informants, spies, or smugglers. Wizard and sorcerer regents gain arcane scribes. All regents may gain commoners. A regent's followers can be any mixture of character types for which her classes qualify her. A regent's default retainers are of the same race as the regent or of the cultural area of her domain or home and their base statistics should be modified by any cultural or racial modifiers.

Additionally, each regent gains one champion. A regent's champion is the captain for her personal guard and is always a

fighter of one level higher than the highest level of follower that the regent's leadership score would normally entitle her to. This champion does not count as one of the regent's normal followers.

*Acolytes* (divine scribes) are members of the Expert NPC class. The acolyte's class skills are; Speak Language, Profession – scribe, Profession – bookkeeper, Craft – calligraphy, Knowledge – religion, Knowledge – nature (for Erik only) Knowledge – nobility and royalty (all other deities)/, Concentration, Decipher Script, Craft – mapmaking and Forgery. Typical starting (1st level character) ability scores are: Str 8, Dex 10, Con 8, Int 14, Wis 12, Cha 8.

*Arcane scribes* are members of the Expert NPC class. The arcane scribe's class skills are; Alchemy, Speak Language, Profession – scribe, Profession – bookkeeper, Craft – calligraphy, Knowledge – Arcana, Concentration, Decipher Script, Craft – bookmaking and Forgery. Typical starting (1st level character) ability scores for arcane scribes before applying any applicable racial modifiers are; Str 8, Dex 10, Con 8, Int 14, Wis 12, Cha 8.

*Champions* are members of the Fighter class and are equipped as elite warriors of their regional area (refer to Table 1-2). Typical starting (1st level character) ability scores for champions before applying any applicable racial modifiers are: Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

*Guardsmen* are members of the Warrior NPC class. Guardsmen are equipped with regionally appropriate weapons (refer to Table: 1-1). Typical starting (1st level character) ability scores are: Str 14, Dex 10, Con 14, Int 7, Wis 6, Cha 10.

*Informants* are experts per the NPC class in the *Dungeon Master's Guide*. The informant's class skills are; Bluff, Diplomacy, Forgery, Gather Information, Sense Motive, Listen, Innuendo, Pick Pocket, Profession – acting and Knowledge – nobility and royalty. Typical starting (1st level character) ability scores are: Str 7, Dex 8, Con 8, Int 10, Wis 12, Cha 14.

*Smugglers* are members of the Expert NPC class. The smuggler's class skills are; Speak Language, Bluff, Profession – sailor, Intuit Direction, Diplomacy, Forgery, Spot, Appraise, Wilderness Lore and Ride. Typical starting (1st level character) ability scores are: Str 10, Dex 14, Con 8, Int 7, Wis 10, Cha 10.

*Spies* are members of the Expert NPC class. The spy's class skills are; Bluff, Decipher Script, Disguise, Forgery, Gather Information, Hide, Move Silently, Listen, Read Lips and Search. Typical starting (1st level character) ability scores for spies before applying any applicable racial modifiers are: Str 8, Dex 12, Con 7, Int 12, Wis 10, Cha 10.

*Thugs* are members of the Warrior NPC class. They are more poorly equipped than professional soldiers. They typically are unarmored or wear light, inexpensive, armor and wield small, easily concealed, weapons. Typical starting (1st level character) ability scores are: Str 14, Dex 10, Con 14, Int 7, Wis 6, Cha 10.

### **Variant: Free lieutenants**

As discussed in Chapter Five: *Ruling a domain*, a regent may use a Ceremony domain action to invest a trusted character with the Lieutenancy of her domain. A regent's lieutenant speaks with the regent's authority and is capable of running a regent's domain for prolonged periods if necessary. Under

this variant, a regent receives a free cohort as if she possessed the Leadership feat. This cohort consists exclusively of one or more non-adventuring lieutenants. This cohort is in addition to any cohort the regent might have from taking the Leadership feat.

Free Lieutenants are designed using the rules for a standard cohort. The Lieutenant's character level is based upon the regent's Leadership score. Lieutenants, like cohorts, usually require a salary. A lieutenant's salary is usually paid from the domain's treasury at the standard rate appropriate to the character's skills as per the *Dungeon Master's Guide*.

### Lieutenants, Cohorts and Followers

Lieutenants follow the same rules and are treated as cohorts per the *Dungeon Master's Guide*. A regent must have the Leadership feat in order to obtain a Lieutenant, unless one of the above variants is being used.

The total number of military cohorts is limited to their muster cost (in GB) being equivalent to the starting level of a cohort per the *Dungeon Master's Guide* as appropriate for the regent's leadership score. The limit to level of a military cohort uses the regent's leadership score instead of his actual level for determining the highest level of cohort available.

### Variant: Experience awards when followers, cohorts, lieutenants and bodyguards are present

The *Dungeon Master's Guide* has specific rules for handling experience awards when these NPCs are present. Basically they do not count towards the division of characters present when awarding experience points. Using this variant all characters present are counted towards the total number when awarding experience points. Cohorts and lieutenants count as characters and followers and bodyguards count as 1/2 a character. The experience points awarded to cohorts, lieutenants, followers and bodyguards would still follow the rules in the *Dungeon Master's Guide* but their presence would reduce what the PCs would otherwise receive. What this does is to make a more reasonable award system since the *Dungeon Master's Guide's* system basically has the NPCs counted when calculating the EL of the party but not when awarding experience so that PCS gain more experience when they are present.

### Regents and bloodline strength

In the BIRTHRIGHT setting, a character of any level can become a regent of a domain of any size. A low-level character may have the responsibility of the domain thrust upon him before he is ready. A high-level character may have small domains forged from the barren wilderness at his own hands or wrested from a long-seated ruler. The power of a regent's bloodline, however, is usually very strongly related to the prestige of his family line and thus, with his noble title. Each culture has its own system of titles and ranks among nobles, but this can provide a rough guideline for relative power of a character's bloodlines.

An	Br	Kh	Rj	Vs
Lord	Baronet		Chief	
Knight	Knight		--	--
Squire	Squire		--	--
Page	Page		--	--

In Anuire, most nobles of the rank of Duke or above are Major or Great scions with the Great Heritage template. The Great Heritage template is also possessed by all of the direct descendants of the rulers of the original 12 duchies; Avaniil, Taeghas, Boeruine, Alامية, Mhoried, Cariele, Elinie, Osoerde, Aerenwe, Dhalaene (part of modern day Ghoere), Ghieste (part of modern day Ghoere), and Diemed. Barons and Counts are usually Major or Minor Scions. Counts usually hold a single province, while a Baron always holds at least two. Nobles of the rank of Lord or below are usually unblooded. Some powerful temple and guild regents have no noble rank at all; but most domain rulers have some circuitous claim to a family of major or minor nobility from whence they derive their bloodline.

To a large extent, the Brecht have adopted Anuirean titles. One major exception is that, in Brechtür, the title Count is roughly equivalent to that of an Anuirean Archduke. This may date back from the days of the Anuirean occupation when foreign lords held the highest positions of authority and local lords (who held the true power in the minds of the people) were limited to the rank of Count. Brecht regents assume any combination of titles in order to try to seem more important, these include; Duke, King, Baron, Baronet, etc. These often have little or no relationship to the strength of the regent's bloodline. Brecht Counts, on the other hand, are often Major or Great scions, and may also have Great Heritage.

Khinasi culture is highly independent. Each city-state is ruled by a King or Queen who often has a unique title. Khinasi Kings are usually Great or Major scions and those who are decedents of El-Arrases are of Great Heritage. Emirs, Sultans, and Lords are usually Major or Minor scions. Due to the high esteem in which true mages are held in the lands of Khinasi, many powerful wizards and sorcerers of very minor bloodlines have achieved positions of significant rank. Most blooded Khinasi are nobles, but only a very few have bloodlines of significant strength.

Rjurik culture is largely clan-based; their titles tend to reflect the individual's standing in his clan. No one individual has ever dominated the whole of Rjurik and the highest rank that the Rjurik recognize is that of King of a realm. Rjurik kingdoms are roughly equivalent to Anuirean duchies. Rjurik kings often have Major or Great bloodlines; very few have Great Heritage. Rjurik Jarls are province rulers, roughly equivalent to Anuirean Counts, and are almost always blooded, albeit often very weakly.

Vos culture is very war-like. Vos rulers are not decided on the basis of birth, but on cunning and skill in both war and in personal combat. Most Vos leaders are blooded through virtue of bloodtheft, thus there is no uniform guarantee of bloodline in the Vos leadership. Many successful Vos Tsarevoses eventually gain significant bloodlines through the usurpation of the bloodlines of their fallen enemies. In the distant past, Basil Zariyatam ruled all of Vosgaard as Tsarevic; although the title is gone, his bloodline is certainly of Great Heritage template. Vos Tsars are roughly equivalent to Anuirean Barons; each holds as many provinces as he can claim. Lesser

Table 8-1: cultural titles

An	Br	Kh	Rj	Vs
Emperor	--	--	--	Tsarevic
Archduke	Count	King	King	Tsar
Duke	King	Emir		
Baron	Duke	Sultan		
Count	Baron	Lord	Jarls	Tsarevos

Vos Tsarevoses usually claim a province or less. Tsarevroses often have minor bloodlines, but many are unblooded.

Each dwarven nation is ruled by a number of Thanes presided over by an Overthane. Most Dwarven Overthanes are blooded, but many Dwarven Thanes are not. As relatively few generations of Dwarves have passed since Deismaar, there are relatively few Dwarven scions, but their bloodlines often run strong.

The Kings and Queens of the elven nations are almost uniformly strong in bloodline. Immortal, many of the Kings and Queens were personally present at Deismaar. Aside from their titular ruler, most Cerilian elves do not have a rigid system of nobility; their leaders are simply first among equals. Thus, there is not necessarily a clear relationship between an elf's rank and his bloodline.

The goblin nations were present in Deismaar in force, and their prolific breeding makes their scions among the most numerous worldwide. Luckily, the same breeding patterns have largely diluted the goblin bloodlines. Although powerful goblin bloodlines exist, most are the product of their bearer's success at usurpation. The most predominate derivation among goblins is Azrai, and members of their race are more likely to become minor awnsheghlien than any other.

### Encounters and experience

Birthright parties are often larger than in traditional "dungeon crawling" campaigns. Often a PC will travel with an extensive entourage of guardsmen and other worthies who might aid him in overcoming any difficulties that he encounters. Calculating the EL for a "standard" encounter, the experience points that should be gained and distributing experience points fairly can be non-trivial.

The encounter level (EL) system presented in the *Dungeon Master's Guide* is based on the assumption that an adventuring party consists of four characters of roughly equal level. This assumption is rarely true in a BIRTHRIGHT campaign. When designing encounters for a PC party, the DM should consider which characters might be involved in the encounter. If a PC's bodyguards are likely to take part, then they should be included in the calculation to determine the party's strength for the purpose of determining the appropriate EL for a challenging encounter.

An effective system for gauging the strength of the PC party is to calculate their EL just as you would if they were a party of NPCs facing your PCs. This is the average level of the party with an additional +1 for every two members more than four. For example a party consisting of 2 3<sup>rd</sup> level, 3 4<sup>th</sup> level and 1 2<sup>nd</sup> level would have an EL of  $4 ((2 \times 3 + 3 \times 4 + 1 \times 2) / 6 + 1)$ .

Another mechanism for awarding XP is to use the Free-Form Experience variant presented in the *Dungeon Master's Guide*. Each PC should receive 75 XP x average party level for an average encounter, 100 XP x character level for a tough encounter (EL + 1), or 150 XP x character level for a very challenging encounter (EL + 2).

### RP as awards

As noted in the domain rules sections, scions may gain regency (in addition to experience point awards) for acts that increase their reputation and prestige.

### Variant: Experience awards for domain actions

Regent characters gain experience for overcoming domain-level threats through domain actions. Experience gained for

routine actions (base DC 14 or less) should be no more than 50 XP x the regent's level. Difficult actions (base DC 15-19) should provide no more than 75 XP x the regent's level. Very difficult actions (base DC 20+) and actions which are significantly opposed by the opposing regents should provide no more than 100 XP x the regent's level.

### Prestige classes

BIRTHRIGHT specific prestige classes will be presented, along with their organizations and cultural history, in the *d20 Atlas of Cerilia*. In addition, some DMs may wish to utilize prestige classes from other sources. In general, the use of prestige classes from other campaign settings is not recommended. The human nationalities and the various bloodlines go a long way toward defining characters without further specialization of prestige classes. If you decide that prestige classes are appropriate for your campaign, we recommend that you pay particular attention to specific racial and cultural limitations and applications.

As always, the use of prestige classes is purely optional and the *BRCS* and *d20 Atlas of Cerilia* will not present them in a manner that would make them mandatory, only optional.

In addition to the continent of Cerilia, the BIRTHRIGHT campaign setting has other lands. Characters with truly unusual classes or prestige classes might exist as unblooded foreigners. Almost any class or race is appropriate for such a character, but they should be rare! The DM should take special care to disallow any character that would distort the flavor of the campaign.

## Non-cerilian settings

If a DM wishes to incorporate the d20 BIRTHRIGHT domain rules into a different campaign setting, several important issues must first be addressed.

### Regents and bloodlines

The domain rules assume that regents carry the blood of the gods. If you wish to use these rules in a campaign world without scions, use twice the character's level as their "bloodline score" to determine maximum collection and regency reserve.

### The value of a gold bar

In a non-BIRTHRIGHT setting, you may select any coinage equivalent to a gold bar, as appropriate. The default value of 2,000gp in coinage should be acceptable for most campaigns. It should be noted, however, that a Gold Bar is not just a measure of monetary assets; it is a combination of many factors that is expressed in a term for use on domain-level spending/value. Typically a GB is a combination of coinage (sp, gp, etc.), valuable assets (gems, artwork, etc.), or owed services and goods (weapons, armor, food stuff, cloth, etc.). The assets represented by a GB may vary based on both culture and time; for example, in the winter months a collected GB probably represents worked goods, not foodstuffs (which might be represented at harvest-time). The Gold Bar is a game abstraction and can be anything the DMs deems reasonable.

Does an Anuirean GB have the same value as an Rjurik one? For the purposes of abstraction, the question is not relevant. A GB collected and spent in Anuire has the same relative purchasing power as a GB collected and spent in

Rjurik. Only when Gold Bars cross culture boundaries does the exact value of the GB become truly relevant. As BIRTHRIGHT is an action-oriented game setting (rather than a cultural simulation), it is recommended that the relative economic status of various cultures be disregarded. In effect, a Gold Bar has exactly the same purchasing power everywhere. DMs who wish to institute rules for inflation, devaluation of coinage, and other economic factors are encouraged to do so, but such detail is beyond the default scope of the setting.

It should also be noted that some BIRTHRIGHT domain purchases in gold bars do always reconcile well with the gold piece value guidelines presented in the *Dungeon Master's Guide* or other official d20 source books. The gold bar values for castles, ships, military units, and other domain assets are based on the established (and well play-tested) domain-level values introduced in the original BIRTHRIGHT setting. Discrepancies could be explained by noting the prices in the official source books may include the value of the land on which the castle/keep is built, plus the cost of creating a significant agricultural area with which to support the castle's inhabitants; such factors are already accounted for in the domain-level rules and thus the perceived prices may differ. It should be taken as read that the price for some assets have a different value in the BIRTHRIGHT setting. Use the values for assets in other campaign settings with care; combining two possibly different scales of asset valuation is potentially unbalancing.

## Magic

The BIRTHRIGHT campaign setting is a highly magical setting, but one in which magic is not an everyday occurrence. True mages are rare figures of mystery. Unlike other popular settings, it is unreasonable for most regents to have powerful wards against intrusion, guards equipped with devices to detect invisible intruders, or to use an assortment of magical protections necessary to bring the use of magic as a solution to every problem into balance. As the DM, *you* must find the balance that is right for your campaign.

A BIRTHRIGHT campaign can be very played successfully as a high-magic, high-availability setting, as is the default for the d20 system. However, some DMs may prefer to consider introducing limitations that help keep magic from becoming too commonplace.

### **Variant: Limited magical transportation**

Most fantasy stories are about the journey there and back again. There are many spells that allow a spellcaster to traverse great distances with little effort. Limiting these spells make the world a "bigger" place and does not unfairly disadvantage non-spell casters in a setting where commercial transportation magic is not available.

For game balance reasons a limitation on magical travel is necessary because of the relatively few beings capable of using such travel. In other settings there are many more opportunities to block these magical methods as well as many more magical items that can be used to deter their use. Imagine how easy it would be to use a *Teleport Without Error* spell to magically appear in an opposing regent's bedchamber and then, while invisible, slay him. Now imagine that happening to your character.

In Cerilia, most magical transportation involves (whether the caster is aware of it or not) the creation of a temporary path through the Shadow World. All spells that involve dimensional or instantaneous travel utilize the Shadow World. Realm transport spells and transportation via blood abilities are powered by the forces of Aebrynis and do not touch the Shadow World unless specifically stated. The same properties of mutable space and time that allow the Shadow World to be used for transportation magics also makes such use unpredictable and dangerous. When such travel is taken, the caster must roll on the following table to determine the consequences of such passage.

**Table 8-2: magical transportation mishaps**

Roll	Effect
01-69	Spell works normally
70-84	Caster arrives 2d20 miles off target
85-94	Caster arrives on target, but arrives 2d20 days late
95-99	Caster arrives off target and late
100	Caster is trapped in the Shadow World

## Magical items and artifacts

Magic is rare in Cerilia, but blood abilities and realm magic make Cerilia's spellcasters some of the most powerful and mysterious to be found in any campaign setting. With the arrival of the ancient human tribes about two thousand years ago, magic derived directly from the divine power began to make itself felt in Cerilia on a large scale. While elves had access to arcane magic and both dwarves and goblins had access to priestly magic long before the humans fled from Aduria, these races were not inclined to marshal magical resources in the way that humans do. Over this grand sweep of history, hundreds of spellcasters have reached levels of power (or sanctity) necessary to enchant objects with realm-shaking magical powers.

Cerilian wizards believe, on the whole, that magic is far too dangerous to trust to in the hands of those that have not earned the right to wield it. Therefore magical items, even minor items such as potions and scrolls, hardly ever turn up for sale in the open market – they are far too rare and dangerous for most owners to part with them willingly.

Magical items in Cerilia are always rare and usually powerful. Most permanent magical devices are unique and most should be considered to be minor artifacts. Magical items are not commodities manufactured by artisans for profit. Nor are magical items created to perform minor tasks, household chores, or other such trivialities. Situations *might* arise in which a spellcaster has created three or four items with the same powers, but such occasions are rare. Also, it is unlikely that any spellcaster has ever tried to copy another magical item (especially the most unusual ones). In other words, only four or five *rings of protection* +2 might exist in all of Cerilia, each created by the same individual for some specific purpose, or each created by a different spellcaster for her own personal use; likewise, probably only one *rod of lordly might* exists on the continent.

While the properties of any particular magical item may closely mirror a standard item described in the *Dungeon*

*Master's Guide*, unusual perks or side effects are fairly common. For example, the DM may decide that a dwarven smith crafted all five rings of protection +2 in existence nine hundred years ago as a gift to the five nephews of the dwarf king of Baruk-Azhik. In addition to their normal protective enchantment, the rings may also tingle or glow whenever orogs are near.

The majority of magical items in Cerilia are forged for a specific individual in order to allow that individual to perform a specific task. Thus almost every magical item has a history and a family, group, or organization that claims permanent ownership of the item. The use of many such items comes with an obligation to uphold the ideals to which the item was dedicated.

With this in mind, a few of Cerilia's magical items are presented here. Unless otherwise noted, assume that each is a unique item. These magical items are unique to the BIRTHRIGHT setting and can be used to provide a more campaign-specific flavor to the magical items encountered by the party.

### Creating magical items

#### Variants - Substitutions for experience points in item creation

Blooded characters can opt to sacrifice their bloodline score in lieu of experience points to cast spells that require the expenditure of experience points or to create magic items. The exchange rate is 750 experience points for every point of bloodline score so sacrificed. This sacrifice can only be used once per item or spell.

#### Variants - Low Magic Campaign

Most areas of Cerilia are low magic, that is the availability and occurrence of magical items is rarer than the norm. Thus, spellcasters and magic treasure are about twice as rare as normal and the sale of magical items is a rarity. Most common people see magic very rarely and spellcasters are revered or feared (particularly arcane spell casters). In the elven nations, the heart of the Khinasi city-states, few areas of Brechtür, the Imperial city of Anuire, and perhaps a few other locations in Cerilia, the availability of magical items approaches that of the typical campaign.

To reflect the relative rarity of magical items and magical paraphernalia in Cerilia, increase the market value by 100% (i.e., double the listed value). For example, a +1 sword in Cerilia, would have a market value of 4,000 gp, while one out of *Dungeon Master's Guide* would have a market value of 2,000 gp for the enhancement bonus. This increase in market value should affect all facets of creation, including an increased expenditure of experience points. This increase in market value is only applicable to the magical portion of the item. For example a +1 longsword would have a market value of 2,315 gp out of *Dungeon Master's Guide* while in Cerilia it would have a market value of 4,315 gp. Another example is the dagger of venom (8,302 gp out of the *Dungeon Master's Guide*) would have a market value of 16,604 gp in Cerilia.

As an additional variant, the market value of potions and scrolls could be allowed to remain the same as they are in the core books, to reflect their limited use.

### Historic origin of found or inherited items

All Cerilian magic items are unique and even the smallest permanent magical item is likely to have some special historic value. Most magical items are passed down through family lines over generations. Many regents will go to significant effort to recover a lost or stolen heirloom of their family's past. Ideally, the DM should have a specific history in mind for each magical item introduced into the game. The following tables are provided to help DMs (as necessary) to quickly determine a backplot for a newly introduced item.

#### Determine age

The antiquity of a magical item can be determined randomly on Table 8-3: *Item antiquity* based on its relative level of power. Minor magical items are more likely to be lost, destroyed, or consumed over the ages, and thus most charged or expendable magical items (including potions, scrolls, and wands) have been lost. Major magical items, on the other hand, are far more likely to be treasured and cared for through the ages. To help qualify the history of an item, a more exact history period can be determined within its age category using Table 8-4: Historic periods and Table 8-5: Racial make. The DM should use discretion with these results. For example, a Dragon would be unlikely to create a +1 dagger. Likewise, giant-made items are likely to be sized appropriately for its creator.

Table 8-3: Item antiquity

Antiquity	Age (years)	Charged	Minor	Medium	Major
Recent	1-100	01-80	01-30	01-20	01-10
Young	100-400	81-94	31-70	21-60	11-30
Old	400-800	95-97	71-90	61-80	31-50
Very old	800-1200	98-99	91-98	81-95	51-70
Ancient	1200 +	100	99-100	96-100	71-100

Table 8-4: Historic periods

Roll	Historic period	Roll	Historic period
<b>d100</b>	<b>Young</b>	<b>d100</b>	<b>Very Old</b>
01-12	Civil wars of Anuire	01-25	Imperial
13-36	Liberation from Anuire	26-100	Other
37-100	Other		
<b>d100</b>	<b>Old</b>	<b>d100</b>	<b>Ancient</b>
01-25	Imperial	01-25	Battle of Deismaar
26-40	Khinasi liberation	26-40	Elven/human wars
41-100	Other	41-45	Elven/goblin wars
		46-100	Other

Table 8-4: Racial origins

Race	Recent	Young	Old	Very old	Ancient
Anuirean	01-13	01-12	01-17	01-17	01-09
Brecht	14-25	13-24	18-28	18-28	10-18
Dragon	-	-	29	29	19-21
Dwarf	26-30	25-30	30-35	30-36	22-30
Giant	-	31	36	37-38	31-33
Gnoll	32	32	37	-	-
Goblin	33-37	33-36	38-40	39-40	34-35
Khinasi	38-49	37-49	41-51	41-51	36-45
Masetian	-	-	-	52	46-56
Orog	50-53	50-53	51-53	53-54	57
Rjurik	54-64	54-64	54-64	55-64	58-66
Sidhelien	65-74	65-75	65-75	65-76	67-79

Race	Recent	Young	Old	Very old	Ancient
Vos	75-85	76-86	76-86	77-86	80-86
Adurian	-	-	-	87	87-93
Azrai/servant	-	-	-	88	94-96
Awnshegh	86-93	87-94	87-94	89-95	-
Divine	94	95	95	96	97-99
Shadow	95-99	96-99	96-99	97-99	-
Other	100	100	100	100	100

## Special Materials

**Tighmaevril:** Over 2,000 years ago, the elven wizard Ghoigwnwd created over a dozen weapons from an experimental metal he named *tighmaevril*. Weapons made of *tighmaevril* have special properties that allow bloodtheft. See Chapter 2 for details on bloodtheft. Scholars believe that most, if not all, *tighmaevril* weapons are currently held by the Gorgon.

The mysteries of forging weapons from *tighmaevril* were known only to Ghoigwnwd. The metal is difficult to work in any manner and the DC to craft any item from it is increased by 10. Only Ghoigwnwd or someone who has studied directly from him has the ability to craft or repair weapons from *tighmaevril*. Ghoigwnwd had no known apprentices and diligently guarded his secrets.

## Potions

**Immunity to Blood Abilities:** This potion grants the imbiber SR 25 to all blood abilities for 1 hour. *Caster Level:* 4th; *Prerequisites:* Brew Potion, spellcaster level 6th+; *Market Price:* (750gp)

**Ley Line Finding:** This potion enables the imbiber to unerringly find the most recently used ley line in a province. It does not reveal the ley line's owner. This potion can allow a source regent to locate a ley line and sunder it (by casting *Ley line sunder*) in a single domain action. *Caster Level:* 4th; *Prerequisites:* Brew Potion, spellcaster level 8th+; *Market Price:* (1000gp)

**Regency:** This potion allows a regent to draw upon his connection to his domain and affect the outcome of events. When consumed the regent gains a +2 enhancement bonus to his standard domain action during the month in which the potion is imbibed. *Caster Level:* 4th; *Prerequisites:* Brew Potion, spellcaster level 6th+; *Market Price:* (1500gp)

**Blood Armor:** This potion causes a scion's bloodline to become a natural defense against attacks. It provides a bonus to armor class by 1 point for every 5 points of bloodline ability score (rounded down); this bonus is similar to the bonuses provided by blood abilities and stacks with other bonuses. If a non-blooded character drinks this potion he receives 2d6 hit points of damage, a Fortitude save versus DC 15 negates. The effect lasts for 1d4 turns. This potion requires a drop of blood from a scion in order to brew. *Caster Level:* 4th; *Prerequisites:* Brew Potion, spellcaster level 7th+; *Market Price:* (550gp)

## Armor and shield special abilities descriptions

The history of Cerilia is one of conflict and war. Magical arms and armor are among the most commonly encountered magical relics.

**Blood Ability:** A shield or suit of armor with this enchantment grants the wearer (if a scion) the use of an additional specific minor blood ability. Only one scion can use this ability within any 24-hour period. *Caster Level:* 15th;

*Prerequisites:* Craft Magic Arms and Armor, major (or better) scion template, drop of blood from a scion with the appropriate blood ability, loss of 1 point of bloodline score; *Market Price:* +2 bonus.

**Blood Protection:** A suit of armor with this enchantment protects the wearer from losing his bloodline through bloodtheft as if protected the *Bloodline Ward* realm spell. The character's bloodline is retained in the armor and can be released only by the touch of one of the slain scion's descendants (who absorbs the bloodline as per a *Bloodline Investiture* realm spell). The presence of the bloodline cannot be detected by common magic and can only be destroyed if the armor is destroyed. A suit of armor with this ability cannot store more than one bloodline at a time. *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, scion, *bloodline ward*; *Market Price:* +3 bonus.

**Bloodline Grounding:** A suit of armor with this enchantment causes its wearer's bloodline to be grounded directly to the land if the scion is slain. Bloodtheft of the slain scion is impossible. Furthermore, there is a chance that the grounding of the scion's bloodline will also weaken the bloodline of the victorious scion. If slain, the armor's wearer and the victorious scion must make opposed bloodline checks. The slain scion gains a +10 bonus to this check. If the armor's wearer succeeds, the victorious scion loses 1 point of bloodline strength, plus an additional point for every 5 points by which the check succeeded. *Caster Level:* 8th; *Prerequisites:* Craft Magic Arms and Armor, *bloodbond*; *Market Price:* +1 bonus.

**Shadow Travel:** A suit of armor with this enchantment allows the wearer to pass to/from the shadow world as if he had the Shadow Walker feat. This ability can be used twice per day. *Caster Level:* 10th; *Prerequisites:* Craft Magic Arms and Armor, drop of blood from a halfling with the Shadow Walker feat, *ethereal jaunt*, *shield or shield of faith*; *Market Price:* +1 bonus.

## Specific armors

**The Armor of Michael Roel:** This finely crafted +2 Full Plate of Bloodline Grounding is rumored to currently be in the trophy room of the Gorgon. As an artifact of the Empire's demise, this suit of armor is priceless; its return would provide a major gain of regency to those who recovered it and provide a +1 bonus to morale to a unit of soldiers personally led by a commander wearing this armor. *Market Price:* Priceless.

**Brecht Fine Leather:** This shiny, black, +1 leather armor is made from seal or sea lion skin and protects its wearer from both weapons and the elements. Brecht Fine Leather is designed for maximum mobility and has a maximum Dex bonus of +8. This suit of armor provides protection Cold Resistance 1, enough to protect the wearer from the worst of the northern Brecht winters, but remains comfortable in the hot summer months of the Basin States.

Suits of Brecht Fine Leather were originally manufactured for navy officers of the Brecht League in 164 MR. While some Brecht armorers still hold the secret of making Brecht fine leather, only a practitioner of true magic can enchant the suits. Several suits are still in use, some remain as a memorial to the Brecht Free League, and many noble houses of Brechtür maintain one or more suits among their prized possessions.

Some suits of Brecht Fine Leather are made from the pelts of white seals. These suits are +2 leather armor and enchanted

to provide SR 20 against cold-related spell effects to its wearer. These suits are far more rare.

**War-Horns of Boerag:** The War-Horns of Boerag were named for the orog war-chief gifted with the initial set. Boerag died in battle against the Vos in what is now Rovninodensk, and the War-Horns have not been seen since. An unknown wizard may have given the War-Horns of Boerag to the orogs of the Sword Rust Tribes. The War-Horns attach to the traditional conic helmet of the orog war chieftain, giving him a fearsome appearance. The bearer gains a gaze attack with a 50 foot range. Any non-orog viewing the war-horns must make a Will save (DC 18) or be *frightened* for 1d10 rounds. Any viewer making a successful save is immune to this effect for 24 hours.

### **Magic weapon special abilities descriptions**

Behind every magical weapon lies a story. Sometimes, only legends or myths surround a weapon, while other times every battle in which the weapon's wielders participated can be traced through history as accurately as the Lord High Castellan tracks the monetary expenditures of his subordinates. Weapons have always been important in Cerilia. Some are symbols of ideals and bloodlines that might have been forgotten or lost for a time, but never destroyed. Even the most pacifistic rulers on Cerilia hearken to stories of mystical weapons and symbols of their ancestry.

**Bane:** Bane weapons in Cerilia are often forged against a specific bloodline derivation. Although Azrai bane weapons are the most predominate, scions of any specific bloodline derivation may be targeted. As per the *Bane* ability in the *Dungeon Master's Guide*.

**Blood Ability:** A weapon with this enchantment grants its scion wielder an additional specific bloodline ability. Only one scion can use this ability within any 24-hour period. *Caster Level:* 15th; *Prerequisites:* Craft Magic Arms and Armor, major (or better) scion template, drop of blood from a scion with the appropriate blood ability, loss of 1 point of bloodline score; *Market Price:* +2 bonus.

**Blood:** A weapon with this enchantment contains a bloodline. This ability has no special effect save in the hands of a scion with the same bloodline derivation as the weapon. In the hands of an appropriate scion, this weapon grants access to all of the bloodline abilities that it possesses. When first created, this item has no bloodline; it absorbs the bloodline (and abilities) of the first scion that it slays. *Caster Level:* 17th; *Prerequisites:* Craft Magic Arms and Armor, *soul gem*, scion; *Market Price:* +3 bonus.

### **Specific weapons**

**Arrow, Deathbolt:** These +1 arrows were created by the elves during the early days of the *gheallie Sidhe*. These shafts contain powerful spells to ensure the deaths of those they struck. Deathbolt arrowheads dissolve instantly inside of any living target, spreading like a cancer to the creature's bones and muscles. Any living creature struck by a deathbolt arrow must make a Fortitude save (DC 17) or die. On a successful save, the target instead takes 3d6 + 9 points of damage.

**Arrow, Straight:** Developed during the Witch Wars of the Vos, straight arrows were used by the northern people to detect magical tricks and traps on the battlefield. When a straight arrow is fired into an illusion (such as hallucinatory

terrain), the illusion is dispelled. Although the arrow can only dispel one illusion, it can be reused if no illusion is present and the arrow can be recovered whole. Greater straight arrows have the ability to *slay* (Fortitude save DC 20) any practitioner of lesser arcane magic.

**Bitterfrost:** A powerful Rovninan priestess of Kriesha named Atashya forged Bitterfrost almost 350 years ago. Legends tell that Atashya left Vosgaard and journeyed far to the north across the frozen seas, wandering the unending ice at the roof of the world for several years, and that Bitterfrost was in her possession when she returned. This weapon has been passed down to servants of Kriesha ever since. In the Vos language, the weapon is called *Turiye'temyzin*.

This infamous weapon is three feet in length and bears a spherical spiked head of lead and iron. Bitterfrost commonly functions as a heavy mace +1. Bitterfrost also has a 50% chance of extinguishing any fire into which its head is thrust. This power extends to a 10-foot radius and includes lasting effects such as *wall of fire*, but excludes instantaneous effects such as *fireball*, *meteor swarm*, and *flame strike*. Bitterfrost has a chaotic evil alignment and anyone who is not both of Vos descent and a worshipper of Kriesha that attempts to wield it gains one negative level. The negative level remains for as long as the mace is in hand and disappears when the mace is no longer wielded.

In the hands of a follower of Kriesha, it gains an additional +2 enhancement bonus and also acts as a Icy Burst weapon (+1d6 points of cold damage on a successful hit, +1d10 on a successful critical.) Its wielder is protected from fire, because the mace absorbs the first 10 points of fire damage each round that the wielder would otherwise suffer.

In the hands of a priestess of Kriesha, Bitterfrost can also transform into a weapon of true ice once per day. In this form, it radiates such intense cold that any creature within 10 feet (including the wielder) suffers 1d6 cold damage each round. Any creature struck by the true ice weapon must make a Fortitude save (DC 23) or be frozen on the spot; suffering double damage from the attack and remaining paralyzed for 1d6 rounds. Bitterfrost can only serve as a true ice weapon for 5 rounds (double if the ambient temperature is below freezing).

*Caster Level:* 18th. *Weight:* 12 lb.

**Calamity:** Calamity is an ash quarterstaff +2. Calamity has the abilities of Rod of Thunder and Lighting, and grants its wielder *non-detection*. Calamity is currently rumored to be in the possession of the mysterious figure known as the Wizard.

Calamity contains two *sielsheghlien* of Vorynn's bloodline. The 1 1/2 inch emperor crown cut diamond is anchored at the top of the staff, while the 1 inch cabochon cut prince diamond is set where the wielder usually grips the staff. These *sielsheghlien* grants Calamity's owner a +15 enhancement bonus to their bloodline score.

**Fang of Kriesha:** This +3 dagger is forged in the shape of a wolf fang. The fang grants its wielder the ability to cast the following spells. 1/day (at 12th level): *Chill Touch*, *Cone of Cold*, *Wall of Ice*. 1/week (at 15th level): *Winter Wolves*. Furthermore, the Fang grants the wielder a spell resistance of SR 15.

**Lance of the Gray Legion:** These +1 heavy lances of Thundering were the signature weapon of an ancient warrior company that fought on the side of Azrai in the War of

Shadow. Forged by Azrai's command, the lances struck terror into the hearts of the evil god's enemies – until the Gray Legion betrayed their master and joined the forces of good. Azrai and his Vos warriors destroyed the Gray Legion at the Battle of Mount Deismaar, and the lances were lost in the cataclysm that soon followed.

**Sword of Roele:** This +2 bastard sword of Blood grants the Anduiras minor bloodline ability *enhanced sense* to any scion of Anduiras that wields it. An artifact of the Empire's demise, this sword is priceless; its return would provide a major gain of regency to those who recovered it and provide a +1 bonus to morale to a unit of soldiers personally led by a commander carrying this sword.

This sword was a gift of the dwarves of Baruk-Azhik, presented to Michele Roele on his ascension to the throne of Anuire. The hilt is decorated with braided gold and silver leading to a carved golden pommel. The two small red garnets set in the hilt where it meets the crosspiece glow when wielded in battle by a scion of the Roele bloodline. The sword was lost (and rumored broken) during Roele's legendary battle with the Gorgon. This sword is rumored to be located in the Gorgon's Hall of Trophies.

**Sword of the Silent Watch:** The Sword of the Silent Watch is a +3 rapier made of a light and supple steel alloy. Furthermore, the rapier vibrates slightly to give silent warning to its wielder when evil approaches. The sword maintains a constant *Detect Evil* at a range of 60feet; the strength of its vibration corresponds to the strength of the detected evil.

This weapon was given to the first Baron of the Stille Wächter ("Silent Watch") in Rheulgard by an elven lord of the Coulladaraight as a binding gift in one of many treaty negotiations between the Brecht people and the elven realm of Coullabhie. The only humans not to come into direct conflict with the elves during the time of the *gheallie Sidhe*, the Brecht established a precedent of peace between elves and men that has lasted for centuries.

The elves have given lesser replicas of the original sword to other human lords. These copies are only +1 weapons; furthermore they do not *detect evil* (as does the original sword), but instead *detect undead*. Some say all the swords of the silent watch contain an enchantment which will cause them to turn in the hands of their wielder if ever used to strike one of elven blood.

**Sword of Vassalage:** The Sword of Vassalage is rumored to have been created by the court wizards of Ryullen Roele, Anuirean Overlord to the southern Rjurik kingdoms during the latter half of the ninth century HC. This +2 bastard sword has a seemingly unique property. Any oath taken on the Sword of Vassalage is binding; breaking an oath sworn on the sword requires a Will (DC 30) save each time the oath is broken. If the save is successful, the oath is broken, but the swearer suffers extreme discomfort and 2d6 points of subdual damage. Only swearing a revocation on the sword can release a sworn oath. Unless the person(s) to whom the oath was sworn is willing to allow this revocation, a Will (DC 30) save is required to revoke an oath.

The original Sword of Vassalage disappeared in the Giantdowns centuries ago. The war that accompanied the retreat of Anuirean armies from Rjurik lands made it impossible to search for the weapon. It is possible that the Sword of Vassalage is the force that makes the Five oaths

sworn by Khinasi mages in the Temple of Rilini binding. Some scholars believe that the Sword of Vassalage is not unique, but one of a set of five original Swords of Vassalage – one for each human culture, but no proof has surfaced to support this conjecture.

**Trident of Oelde:** This +4 trident is forged of silver and blue-steel metal mined beneath the waves of the Bair El-Mehare. The Trident grants its wielder both *free action* and *water breathing*. Once per day, the wielder can cast *monster summoning III* to summon aquatic allies.

One of the last of the doomed Masetian warlords, Oelde made a valiant stand for her people in the waning days of the War of Shadow. The Trident of Oelde may have been the reason for her success. During the Last Siege of el-Pahaere, a coastal fortress of strategic importance during the War of Shadow, Oelde is rumored to have used the trident's power to raise three sunken ships of her fleet along with their undead crews, to fight on her side in the battle. This maneuver so terrified Azrai's minions that an easy victory seemed within Oelde's grasp, but unfortunately, Azrai's forces persevered. Though the Masetians eventually won the hard-fought naval battle that ensued, Oelde and her ship were destroyed and the Trident was lost.

### Ring descriptions

**Bloodstone Ring:** When worn by a scion, a Bloodstone Ring draws power from the land itself to transform part of a scion's bloodline into regency. The wearer can sacrifice one of his bloodline strength points and gain a number of Regency Points equal to four times his new bloodline strength score. Thus, a regent gains as much regency as would be required to raise her bloodline score back to its previous value. Regents (or potential regents) find this ring invaluable. A scion with a Bloodstone Ring could produce enough regency to forge a domain in a short period of time.

These rings first came into being during the fall of the Anuirean Empire. Scions and minor regents, desperate for some way of amassing support against powerful rivals, developed these magical items as a means of translating their bloodlines into actual power. Some say many of the bloodstone rings were flawed (perhaps purposefully) to drain a regent's bloodline strength away slowly, month by month.

**Rings of Ley:** Centuries ago, an elf regent wizard named Lienna Deir created twelve unique rings. These rings were forged to aid the elves in the defense of their arcane holdings from the human interlopers. Some of the rings remain in the hands of elf regents. Others have fallen into human possession or have been lost altogether. Lienna is rumored to survive to this day, seeking out the lost rings in an attempt to return them to the hands of his people. Rings of Ley can only be used by source regents. The rings must attune themselves to their wearers before they can be used, a process that takes approximately one domain round. An individual cannot wear more than one Ring of Ley at a time.

**Ring of Ley Communication:** This band of gold dotted with diamonds and emeralds allows the wearer to communicate telepathically with his lieutenants. The lieutenant must be in a province through which a ley line controlled by the wizard passes. The ring functions once per day and can be used for up to 30 minutes of communication.

**Ring of Ley Detection:** This ring is a simple circle of braided, dry reeds woven together. It allows its wearer to learn

if a ley line has been affected by the realm spells *disrupt mebhaighl*, *ley line sunder*, or *ley line ward*. It functions once per domain turn.

**Ring of Ley Discovery:** This ring is made of pure gold and set with pale green pearls. When activated, the ring directs its wearer to the nearest ley line. The duration of this detection is 72 hours and the ring may be used once per domain turn. Obstacles such as mountains, magical wards, buildings, or even a *ley line mask* realm spell will not prevent the wearer from finding the line.

**Ring of Ley Extension:** This ring is fashioned of hammered bronze and has tiny rosebuds engraved on the inside and outside of the band. This ring allows the wearer to cast a realm spell from a province adjacent to one in which one of his ley lines terminate. He can cast the spell as if he were in the province in which the ley line terminates. The ring may be used once every domain turn. It is rumored that Lienna gifted this band to his spouse.

**Ring of Ley Forging:** This platinum ring is set with an emerald and enables its wearer to use one of his ley lines that passes through a province (normally only ley lines that terminate in a province can be used).

**Ring of Ley Life:** This hammered silver ring set with a heart-shaped emerald will regenerate a wizard's hit points. The ring grants abilities of regeneration at the rate of 1 hit point per hour for every ley line the wizard controls.

**Ring of Ley Lore:** This ring, carved from the blue coral of the Sea of Storms and engraved with the image of a dolphin, can be used by a wizard to determine who controls ley lines. The wearer must be within a province that the ley line passes through and must already know of the ley line's existence. This ring has 10 charges which regenerate at the rate of one per year. The user may expend up to 2 charges per domain turn. The use of 1 charge will reveal the name of the wizard controlling the ley line, the use of 2 charges will reveal the relative strength of the sources to which the ley line is connected: weak (1-2), moderate (3-5), or strong (6+).

**Ring of Ley Shielding:** This ring, carved from darkwood of the Grovnekevic Forest in Vosgaard and set with a tiny tear-shaped diamond, grants the wearer the ability to make up to four of his ley lines immune to tampering by rivals. The wearer designates which ley lines are to be so protected during their forging. The wearer may instead opt to designate two previously forged ley lines for protection instead of new ones. Protected ley lines cannot be deactivated, detected, sundered, or traced. The wearer may revoke this protection at will.

**Ring of Ley Transportation:** This ring has two black opals set into a thick band of silver shot through with streaks of a darker unknown material. It allows its wearer to transport from one source to any other source to which it is connected via a network of ley lines. He will appear at ground level adjacent to one of the sources that the ley line connects. This magical transport does not pass through the Shadow World; it utilizes the *mebhaighl* of the wielder's ley lines.

**Ring of Ley Use:** This plain-looking ring is forged of Tighmaevril and grants its wearer the ability to tap into another's ley line. The wielder may use the ley line (and thus the sources at either end) to cast a realm spell. The ring allows its owner to use the ley line as if he actually controlled them; he can cast realm spells through the borrowed lines. He also gains knowledge of the source levels he has gained access to.

This spell does not protect its wielder from ley line traps or other wardings. This ring can be used once per domain turn. It is rumored that this ring is in the possession of the enigmatic being known only as the Wizard.

**Ring of Ley Vision:** This ostentatious ring has a ruby the size of a grape inset into a bronze band and allows its wearer to see what is transpiring in the area where his ley line runs. By staring into the gem and concentrating on a section of land through which one of his ley lines runs the bearer can see what is transpiring there. The wearer sees things as if it was broad daylight regardless of the actual conditions. The wearer sees things within a 120-yard radius of the spot on which he is concentrating and he can magnify a location or move the center of vision to see surrounding land. The ring may be used once per day for up to an hour.

**Ring of Ley Vitalization:** This ring of two intertwined bands of platinum and gold allows its wearer to not pay costs associated with the use of a ley line. This ability can be used once per domain turn.

**Ring of Reversal:** The Ring of Reversal is activated when one scion attempts to commit bloodtheft on another. The ring reverses the process of bloodtheft, turning the energy back upon the attacker - draining him of his bloodline and perhaps even his life. When a character wearing the Ring of Reversal is struck a death blow by a would-be usurper, the usurper must make a Fortitude Save (DC 20). If this check fails, the usurper is slain. Furthermore, the attacker's bloodline is released and the ring absorbs this regency and uses it to heal the ring-wearer by one hit point per point of regency absorbed. If the wielder is healed to full health, then additional RP are absorbed normally by scions in the area.

The Ring of Reversal is said to have been created by the Sorcerer, a mysterious regent who once ruled lands now controlled by the White Witch. Surrounded by the superstitious Rjurik people, the Sorcerer feared becoming the object of a blood quest. Though the threat of bloodtheft lingers in the minds of all scions, the Sorcerer believed himself to be a prime target, for a successful adventurer would gain not only his bloodline, but also the prestige of having rid the land of a wizard. The Sorcerer's domain is long fallen; no one knows what happened to his Ring. Some say it was stolen over a century ago by a Rjurik adventurer, leaving the Sorcerer more vulnerable to the attack that ended his life.

**Ring of the Serpent:** This ring allows its wielder to poison others with a touch. On a successful unarmed melee touch attack, the ring's victim suffers from the effects of a virulent poison (DC 20, 1d6 Con initial, 2d6 Con secondary). The ring's wearer is immune to the ring's effect.

Produced for the Serpent by an ancient Masetian wizard, the rings of the Serpent have passed from their original wielders and become part of treasure troves throughout Cerilia. The Serpent granted these rings to his favored servants, marking them as Sons of the Serpent forever. It is said that removing a ring of the Serpent (which looks like a serpent's mouth, with fangs hanging over the wearer's knuckle) causes a wearer to suffer the same fate as those successfully attacked by the ring's magical poison - no saving throw is allowed. The Serpent may also have a special link to these rings that provides him with a significant bonus when attempting to *scry* the ring or its wielder.

## Wondrous items descriptions

**Amulet of Inspiration:** This item provides a +4 bonus to all Lead checks, and a +1 bonus to domain resolution checks for the Agitate action. A military unit led by the wielder of this amulet receives a +4 bonus to its morale.

**Banner of the Anuirean Empire:** Human troops under any army led by this banner cannot fail morale checks.

**Book of Laws:** The wielder of this relic may cast a realm spell once per season as a court action (rather than as a standard action). The Book of Laws is the most prized relic of Haelyn in existence and is currently held by the Averline temple of the Orthodox Imperial Temple

**Bounder's Guides:** When the armies of the old gods marched into battle against Azrai, each god's army marched under a separate banner. To avoid direct conflict between followers, the gods created Bounder's Guides, to mark the territory of each camp and protect it from harm.

Each guidepost carries a symbol of the god it represented as well as a few markings to indicate the major foes of that champion. A Will save (DC 14) is required for anyone who is not a member of the favored race of the god to cross the border of an area marked by a Bounder's Guide. The required save is DC 20 for undead creatures or other creatures of shadow.

Surprisingly, many Bounder's Guides survived the Battle of Mount Deismaar, and troops fleeing the cataclysm brought them north, into Cerilia. Single guideposts often found their way into temple hoards as symbols of the new gods. Unfortunately, a regent needs to assemble a complete set of bounder's guides (at least three) to use them effectively.

Bounder's Guides are immune to normal and magical damage, but can be touched (and moved) by anyone able to cross their boundaries.

**Brazier of Banishment:** Basarji wizards created these items to enforce their laws before the Anuirean Occupation. The braziers were destroyed or hidden during the empire's rule and have not reappeared publicly since.

A Brazier of Banishment can only be used by a law or province regent. Each such use requires the expenditure of 1 RP. A single target branded with an iron heated in the activated Brazier is permanently marked as a criminal. While in any province in which the branding regent has a holding, the brand burns hot. The burning brand inflicts one point of subdual damage to the target each day. Furthermore, the burning prevents the target from resting or healing normally.

**Brenna's Favor:** This necklace features six sielsheghlien in an elaborate silver chain. It is dominated by an oval emperor cabochon in the center flanked by two round prince cabochons. Four knight gems of jacinth infused with the power of Brenna; their collective power yields a +25 enhancement bonus to the necklace's possessor's bloodline score.

Brenna's Favor is a family heirloom of the Countess of Danigau. It has been reported missing and is commonly believed to be currently be in the possession of Albrecht Graben, the pirate-king of Grabentod.

**Bridle and Spurs of Awnmaur:** This trio of objects is made with four sielsheghlien of Azrai's bloodline; a pair of ornate platinum spurs and a horse's bridle with matching detail work on the leather and knobs. The original names of the items and that of their creator have been lost through time.

They gained the name "Awnmaur", from the elvish word meaning "dark horseman", from their most famous owner, Rhuobhe Manslayer.

The Bridle of Awnmaur holds two prince gems that shine from the knob-ends of the bridle's bit. The platinum bit and the gem settings are carved in the shape of clouds. The black leather reins are featureless. The Bridle of Awnmaur grants its horse the same abilities as *Horseshoes of a Zephyr*.

The Spurs of Awnmaur are also heavy platinum pieces, shaped and carved in the image of billowing clouds with the clouds ending in sharp spur-points. A black sapphire knight sielshegh is set at the ankle of each spur. A light platinum chain straps the spurs onto any human or elf sized boot. The Spurs of Awnmaur grant their wearer's mount the same abilities as *Horseshoes of Speed*.

When a single rider uses both the Spurs and Bridle of Awnmaur during the day, the above powers are active. At night no mount is needed because the items collectively conjure a phantom steed out of material drawn from the Shadow World. This steed has the abilities of one summoned via the spell *phantom steed* as if cast by a 14th level caster. The phantom steed can be summoned once per night and lasts until the rider dismounts or dawn breaks. When used together the Spurs and Bridle collectively the user gains a +5 enhancement bonus to his bloodline score.

Rhuobhe has not used the items for over a century and it is rumored that they were stolen by agents of either Tuornen or Avaniil.

**Brooch of the regents:** Once per day, this silver brooch allows its wielder to sense the number of other regents in the current province. The brooch also provides a general sense of the direction and distance in which the other regents can be found, but does not provide a specific location or identity.

**Chalice of the Dead:** Once per year, this item can be used to raise an undead unit. This unit serves the Chalice's wielder until the next Eve of the Dead, at which point the unit becomes self-controlled.

**Crown of Anuire:** The Crown of Anuire is rumored to hold an oval emperor sielshegh ruby surrounded by 4 oval prince sielshegh rubies. This crown provides a +30 enhancement bonus to bloodline score.

When Roele began his dream of uniting and bringing peace to all of Cerilia, he ordered the recovered sielshegh of Anduiras set into his new crown. The power of these stones helped grant Roele the power he needed to build the Anuirean Empire.

Rumor holds that the sielshegh gems were stolen hundreds of years ago and replaced with normal rubies. If so, this theft may have precipitated the fall of the empire. The Crown of Anuire is currently held in a secure location by the Imperial Chamberlain of Anuire, in trust for the rightful heir to the Iron Throne.

**Crown of Command:** This crown provides the regent's domain with one extra court action per phase.

**Crystal of Scrying:** This orb reveals the number and type of all military units in one target province. The orb can be used once per domain round.

**Dierdrien's Ring:** The wielder of this ring can create ley lines as a court action (normally a standard action).

**Mantle of the Masetians:** A Masetian wizard created a dozen of these exquisite loose, sleeveless robes centuries ago.

The mantle works for arcane spell casters only, and allows them to cast *whispering wind*, *gust of wind*, and *wind wall* 1/day each as a 9th level wizard.

**Mebhaighl Stones:** The destruction of mount Deismaar disrupted the flow of mebhaighl throughout Cerilia. At the center of the explosion, some of this magic was enhanced by the essence of the old gods and trapped inside the hardening molten rock that was flung far and wide by the explosion.

These mebhaighl stones are mostly smooth, dark, oblong stones about the size of small melons. They weigh anywhere from 4 to 8 lbs and contain the mebhaighl equivalent to a source (1).

A Mebhaighl Stones may be used to cast realm spells as if it were a source (1) or may be added to an existing source to increase its effective level by 1. No more than one stone may be used at time in combination with an existing source. Once used to cast a realm spell the stone loses its stored energy, but by placing it near a source for one year it may be re-energized.

There are thought to be around three dozen of these stones throughout Cerilia. The Royal College of Sorcery in Anuire is known to possess at least one. It is also rumored that the Magian and the Wizard each have one. Several prominent rulers claim to own others, especially in the Khinasi lands, but these may just be boasts to enhance the ruler's prestige.

**Orb of Divine Focus:** This appears to be an unpolished, dull, translucent blue gemstone of unknown material roughly the size of a man's fist. The orb is girded by a silver band which is supported by four short, ornately decorated legs. When its powers are at work, the orb shines with an inner light of breathtaking beauty.

When used as a focus device for casting divine realm spells, this device increases the effective caster level of a divine spellcaster by four. In addition, any regency spent by the spellcaster to enhance the spell has double normal effect. Furthermore, use of the orb allows the caster to increase her effective temple holding by two when casting divine realm spells. Lastly, the orb functions as a *crystal ball*.

No one knows how the orb was made; the first mention of it in historical sources places it in the hands of Archprelate Alieren of the Imperial Temple of Haelyn in 321 HC. It is thought that orb may have been an Adurian artifact from before the Flight from Shadow, but this is impossible to ascertain. Several other orbs with similar properties have been rumored to exist. It is not known whether there are several of these devices, attempts at duplication, or the same device passing in and out of history.

**Quill of Diplomacy:** This enchanted silver quill speeds communication between rulers. When its owner wishes to send a message, he writes a letter with this pen and, when finished, commands the pen to send. The letter is sent to the target as per *sending*.

**Robe of the Masses:** The wearer of this robe gains +4 to all Agitate domain actions.

**Sielshegh Gems:** The most fabulous results of Deismaar's destruction are the sielsheghlien (see-SHAY-len) or "bloodstones". Legend has it that these gemstones, perhaps carried by warriors present at Deismaar, absorbed the essence of the expiring gods even as the god's champions did so.

Sielsheghlien appear as normal gems and do not detect as magical or unusual. However, each sielshegh holds the bloodline of a derivation based upon the type of gemstone.

The bloodline of Anduiras is manifested in red rubies; Azrai in black sapphires; Basaia in bright yellow topaz; Brenna within deep orange jacinths; Masela within blue sapphires; Reynir inside emeralds; and Vorynn's power is manifested within diamonds. No sielshegh of Masela or Reynir are known. Such gemstones, if they exist at all, may lie at the bottom of the Straights of Aerele.

Seilsheghlien appear as normal non-magical gems. If near a scion with the appropriate bloodline derivation for twenty-four hours, they attune to the scion and their effects manifest. Once attuned, a Sielshegh grants its wielder a bonus to her bloodline score.

Sielsheghlien are classified by size: emperor, prince, and knight (largest to smallest). Emperor gems range from 1 to 2 inches in size and grant their bearers a +10 enhancement bonus to their bloodline score. Prince gems range from 1/4 inch to 1 inch in size and grant a +5 enhancement bonus to bloodline score. Knight gems are tiny stones of 1/8 inch to 1/4 inch in size. Knight gems grant a +1 enhancement bonus to bloodline score.

Although the exact number of Sielsheghlien are unknown, it is believed that each derivation has no more than a handful of emperor stones, a dozen prince stones, and a few score knight stones.

**The Sielehr:** The greatest of the known sielsheghlien on Cerilia is the Sielehr (SEEL-ayr), the "Stone of Light". It is a solid mass of uncut, unpolished topaz and is apparently the entire mass of Basaia's sielshegh. Although rough looking on the surface, it is nearly a perfect globe of sielshegh approximately 1 foot in diameter. The Sielehr grants those scions of Basaia who touch the gem a +100 enhancement bonus to their bloodline score. Furthermore, the gem is rumored to have any number of additional properties. It is, very possibly, the single most powerful artifact in Cerilia.

Details of this artifact are sketchy and come from verbal accounts over 1,500 years old and an ancient, fading tapestry in a tiny temple to Avani in the Khinasi domain of Djafra. The tapestry has an image showing Mount Deismaar exploding and throwing a yellow rock high into the sky. The second image renders a Basarji warrior finding the rock in a desert; the warrior and the rock both glow. The third image depicts the warrior blasting an army apart with beams of fire from his hand. The final depiction is that of the glowing orb on the deck of a Basarji ship heading east.

Oral tradition among the Khinasi identifies the warrior as Aram ibn Makik. With the bloodstone's aid, Aram and his followers (the Holy Thirty) were able to slay the entire army of the great oppressor Omar al-Sami in lands now claimed by Zikala. When others tried to claim the Sielehr from Aram, he and the Holy Thirty fled and took a ship to parts unknown. The exact location of the Stone of Light is unknown, but it is considered the holiest artifact of Avani's faithful. It is commonly believed that Aram's descendants protect the Stone of the Sun to this day in a remote and impregnable monastery known as Basaia's seat.

**Staff of Prosperity:** This staff can cast the realm spell *bless land* on one province per year.

**Staff of Transport:** This staff doubles the amount of RP that a regent mage can spend with the *transport* realm spell.

**The Tome of War:** This tome of ancient strategy grants its possessor a +5 bonus to all Warcraft checks.

