

BIRTHRIGHT

ARCHETYPES OF AEBRYNIS

This work contains material that is copyright Wizards of the Coast and/or other authors.

Copyright 2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emiele-Boechat 31, 2800 Delemont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

All other contents of this document are done for fun and are not intended to be distributed or reproduced for monetary gain.

This document made with GM Binder. (<https://www.gmbinder.com>)
Created by Marsupialmancer. (<https://marsupialmancer.blogspot.com>)

CLERIC

Divine servants of Cerilia's distant gods find themselves in the precarious position of ministering to a superstitious populace while also serving their temple. To make matters trickier, not all temples of the same god are in good standing with the others; political affiliation and temple intrigue sometimes drive a wedge between adherents of the same faith.

BLOODLINE DOMAIN

The Bloodline domain is available to any deity of Cerilia. Its exact tenets vary from faith to faith, but those who follow this religious doctrine are sought out for their expertise in matters of lineage and inheritance. Some are scholars of the divine bloodlines, and others are holy (or unholy) champions venturing forth to battle blooded foes.

The domain's mandate means that even clerics of opposing faiths and gods will meet to share knowledge and records of the scions they meet in their travels, or catalogue the affairs of powerful blooded entities, the *awnsheghlien* and fabled *ersheghlien*.

BLOODLINE DOMAIN SPELLS

Cleric Level Spells

1st	<i>amanuensis, detect divine blood</i>
3rd	<i>enhance ability, zone of truth</i>
5th	<i>clairvoyance, tongues</i>
7th	<i>death ward, locate creature</i>
9th	<i>blood boil, legend lore</i>

ARCHIVIST OF LINEAGES

Your clerical order is extremely proficient in the histories and relationships of noble bloodlines and keeps a quasi-religious text with them at all times known as the Archive of Lineages. Each cleric maintains their own copy of the Archive, which contains abbreviated family trees and major historical events regarding some of Cerilia's most storied families.

It is the duty of each Archivist to catalogue the affairs of scions they encounter, and expand their copy of the Archive. If the cleric's copy of the Archive is damaged or destroyed, their first priority must be to repair the book or create a new copy to take with them on their journeys. Without it, the cleric cannot prepare any new spells.

BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency in History. You also gain proficiency in heavy armor.

BLOODBANE

At 1st level, you possess the knowledge of how to more effectively engage blooded foes. You gain a +2 bonus to damage rolls with weapon attacks against creatures with a bloodline score. At 6th level, this bonus increases to +4. At 11th level, it increases to +6. At 17th level, it increases to +8.

Additionally, you have advantage on Wisdom (Survival) checks to track blooded individuals, as well as on Intelligence checks to recall information about them. Furthermore, you have advantage on saving throws against effects from a scion's blood abilities.

CHANNEL DIVINITY: BLOOD AUGMENT

When you reach 2nd level, you may use your Channel Divinity to boost the effects of a bloodline's power. As an action, you may choose one target within 60 feet of you that possesses a Bloodline ability score. For 1 minute, that target adds their Bloodline modifier to the result of attack rolls, skill checks, and saving throws. If you are a blooded scion, and your target either lacks a Bloodline score or their Bloodline score is weaker than your own, you may instead apply your own Bloodline modifier in place of the target's modifier.

SHARED GLORY

Starting at 6th level, when either you or an ally within 60 feet uses a blood ability, you and all allies within 60 feet of you gain temporary hit points equal to twice the Bloodline modifier of the individual activating the ability.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

BLOODLINE TRANSFERENCE

Upon reaching 17th level, the cleric gains special powers as they relate to the ebb and flow of bloodlines. By spending at least 1 hour with the corpse of a slain scion that has been dead for no longer than 1 week, the cleric may transfer that scion's Bloodline to a new unblooded recipient. This recipient must be present for the rite, and the departed scion cannot already be divested of their divine blood by another source (such as being slain by a *tighmaevril* weapon).

The recipient immediately gains a Bloodline score of 11 with the same derivation of the slain scion. If the slain scion's Bloodline score was less than 11, the recipient's score is equal to that value. If the dead scion is later returned to life, they will do so without their bloodline! This does not give the recipient stewardship of the scion's holdings or provinces, though the recipient may later attempt to lay claim to them as the "blood heir" of the departed. The ceremony of *investiture* must still be performed to formalize the transference. The cleric may not use this ability more than once per week.

FIGHTER



oldiers and mercenaries across Cerilia belong to the fighter class, and among them can be found schools of combat originating in every known culture. The unique nature of Cerilia's social strata gives rise to certain classifications of warrior that excel in the fields of leadership and battlefield command.

KNIGHT-ERRANT

The knight-errant encompasses any titled warrior with a knowledge of the upper echelons of society. As representatives of their respective regents (or themselves regents) they can take the role of questing knights, warrior-emissaries, or bodyguards to prominent nobles.

ASPIRANT

As a titled warrior, you gain the service of an aspirant, which may carry a regionally-appropriate title such as squire. This individual accompanies you on your travels and is primarily suited to tending your gear and steed, as well as helping you into your armor each day.

Your aspirant is of a race and gender of your choice, and uses the base statistics outlined below; you may modify the aspirant's ability scores based on their race. You replace their proficiency bonus with your own (affecting their attack rolls, skills, and saving throws accordingly), and apply your proficiency bonus to their damage rolls. Their hit point maximum equals their normal maximum or four times your fighter level, whichever is higher. When you gain an ability score increase through level advancement, your aspirant also gains an ability score increase to be distributed to your liking. Your aspirant rolls for initiative like any other creature, but you determine its actions and behavior and can equip them as you desire out of your personal wealth.

If your aspirant is slain in battle, they may be returned to life normally, or you may petition a regent for a new aspirant. After a period of one month traveling with you, this prospective aspirant gains all of the abilities granted through this feature, until that time, they have the base statistics listed below.

Maltreatment of one's aspirant is a dishonorable action which may cause the aspirant to leave the knight-errant's service or be recalled by the aspirant's liege lord if the offense is grave enough. Repeated acts of callousness regarding one's aspirant, such as constantly putting them in harm's way so that the knight-errant can avoid injury or accusation, may prevent the acquisition of a new aspirant for a period of one year or until the knight-errant can atone for their deeds.

ARMOR SPECIALIZATION

At 7th level, choose one type of armor (light, medium, or heavy) with which you are proficient. While wearing armor of this type, you gain a +1 bonus to AC.

MANDATE OF WAR

Upon reaching 10th level, the knight-errant can call for special dispensation to levy troops. When the knight-errant attempts to muster armies as part of a domain action (whether as the regent or as a lieutenant) they halve the Gold Bar cost for mustering non-mercenary units.

When attached to a unit as a commander, the knight-errant grants the unit an additional +1 bonus on battle resolution checks.

The knight-errant also has advantage on initiative checks.

PEOPLE'S CHAMPION

When the knight-errant reaches 15th level, they inspire those around them to greater heights by virtue of their deeds and skill. As a bonus action, the knight-errant may grant proficiency with any one skill in which they are trained to any ally who can see and hear them until the end of the knight-errant's next turn.

Furthermore, the knight-errant gains proficiency in any one saving throw of their choice.

STRENGTH OF ARMS

An 18th level knight-errant lives and dies by the sword in the name of the quest. Whenever the knight-errant of this level successfully strikes an opponent in melee, they gain temporary hit points equal to the better of their Strength or Dexterity modifiers. If the attack is a critical hit, you gain temporary hit points equal to your fighter level.

ASPIRANT

Medium or Small humanoid (any race), any alignment

Armor Class 15 (leather armor, shield)

Hit Points 7 (1d8+2) or four times your fighter level

Speed 30ft. or 25ft. as appropriate for race

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common and any appropriate racial language

Challenge 0 (10 XP)

Actions

Shortsword. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target. *Hit* 5 (1d6 + 2)

ROGUE

While the lords and ladies play at court, the shadows are alive with intrigue. Spies and agents wield gossip as a weapon, and ever does gold grease the gears of politics in Cerilia. Some of these scions of skulduggery are regents in their own right, ruling business empires alongside their political establishment.

However, not all rogues are exemplars of legerdemain and scandal.

UMBRAL WARDEN

This tradition of warrior-rogues has its roots in halfling culture, during the last days they enjoyed before the coming of the Shadow. Using the tenebrous echoes of that spiritual world, umbral wardens flit from shadow to shadow and strike at creatures for whom the darkness is also home.

The umbral warden fights in dim lightning and darkness. It is critical to many of their skills that they pay heed to the lightning conditions in which they do battle – umbral wardens prefer dark environments as a result and suffer no significant peril from such conditions due to their *umbral charm*.

UMBRAL CHARM

When you select this archetype at 3rd level, you come into ownership of an *umbral charm*. This is a relic of the Shadow World, and can take the form of any object easily kept in a pocket or on a chain around one's neck. The object exists partially in one world and partially in the other, serving as the anchor for the warden's powers.

Your *umbral charm* possesses 3 charges that you use to power some of your abilities. The charm regains all of its charges at nightfall each day. While in the Shadow World, your abilities do not consume the charm's charges.

While the charm is on your person, you can see in conditions of complete darkness, both magical and nonmagical, out to 120 feet as though it were dim light. If the charm is either lost or destroyed, you must visit a location where the Shadow World is near to the real world and find a new object of similar value. You can only possess one *umbral charm* at a time.

SHADOW MAGIC

At 3rd level, you may use your action to expend 1 charge from your *umbral charm* and cast one spell from the following list: *see invisibility*, *silent image*. When you reach 6th level, you add the *blink* and *major image* spells to this list. At 9th level, you also gain *hallucinatory terrain* and *phantasmal killer* spells.

SHADEWARP

Beginning at 9th level, when an ally within 60 feet is struck by a melee attack, you may use your reaction and expend 1 charge from your *umbral charm* to cloak them in shadow and illusion to spirit them out of harm's way. The ally gains resistance against the damaging attack and teleports to any location adjacent to you. You may choose to teleport to where the ally once stood, and gain advantage on your next attack roll against the creature that triggered your reaction.

To use this ability, both you and the ally must be standing in conditions of dim light or darkness.

TWILIGHT'S FOE

Upon reaching 13th level, you may expend 1 charge from your *umbral charm* whenever you deal damage with your sneak attack against foes with the aberration, celestial, fey, fiend, or undead types, or creatures whose origin is the Shadow World. The damage inflicted by your sneak attack is always the maximum possible result when empowered in this way.

EMPOWERED CHARM

Also at 13th level, the number of charges in your *umbral charm* increases to 5.

CONFOUNDING DARKNESS

At 17th level, when a creature attacks you while either you or the creature are standing in conditions of dim light or darkness, the attack roll suffers disadvantage. Whenever an attack roll misses you by virtue of this effect, you may use your reaction and expend 1 charge from your *umbral charm* to immediately teleport adjacent to the attacker (if necessary) and make a single attack roll against them, with advantage.

WIZARD

The presence of a court wizard is a sign of prestige and wealth. Due to the inherent restrictions among non-elven arcanists, humans attach a great deal of pomp and ritual to their wizardly pursuits. Among Cerilia's elves, on the other hand, magic comes as easily as any other form of dedicated study, though powerful wizards are still respected for their talents.

MEBHAIGHL SCHOLAR

Cerilia's unique form of magic is the focus of much study in academic circles, due to both its divine origin and peculiar restrictions in who and who cannot utilize it to its fullest. Wizards, in particular, find *mebhaighl* to be fascinating and frustrating in equal measure, and some devote their formidable talents to manipulating it.

INFUSED FOCUS

When you select this tradition at 2nd level, you may create a special arcane focus known as an *infused focus*. This process requires that you be in a province with a Source rating greater than zero and may be done over the course of a long rest. You may only own one *infused focus* at a time.

Some of your tradition's abilities require the use of your *infused focus*. Whenever you prepare spells while in possession of your focus, you may use it to prepare one additional spell that you are normally able to prepare. If you lose or drop your focus after this spell is stored, you cannot cast that spell.

SOURCE-FED DWOEMER

When you reach 6th level, you gain the ability to tap the Source of a province, regardless of whether or not you own a Source holding there. Each whenever you cast a spell while wielding your *infused focus*, you may use a bonus action to add the Source rating of the province in which you stand as a bonus to your spellcasting attack roll, or as a penalty to the saving throw of the victims of your spell.

You may use this feature a number of times equal to your Intelligence modifier. You regain all uses of this feature after completing a long rest.

Should you own a Source holding in the province, you passively add the level of the holding to the result of spellcasting attack rolls, or subtract from the results of saving throws against your spells without needing to expend a use of this feature.

You cannot use this feature on the effects of realm spells.

SOURCE VIGOR

Starting at 10th level, whenever you cast a spell of 1st level or higher, you gain temporary hit points equal to the spell slot used. You must be holding your *infused focus* to gain these hit points.

FOCUSED CONCENTRATION

At 14th level, you may use your *infused focus* to contain the effects of one concentrated spell. When casting a spell that requires concentration, you may use your bonus action to transfer concentration to your focus to maintain the spell. You automatically succeed on concentration checks when suffering damage while concentrating on that spell, but only for as long as your *infused focus* remains occupying one hand. You lose concentration on this spell if you suffer any other condition that causes concentration to fail.

This does not allow you to concentrate on more than one spell at a time. You may use this feature a number of times equal to your Intelligence modifier, and regain all expended uses after completing a long rest.

NEW SPELLS

WIZARD SPELLS

1ST LEVEL

Amanuensis

Detect Divine Blood

SPELL DESCRIPTIONS

AMANUENSIS

1st-level transmutation (ritual)

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a quill with a silver point worth at least 10 gp, plus adequate parchment or paper to complete the copy)

Duration: 1 hour

By means of this spell, you may copy written texts from any non-magical book, parchment, or other written medium. The quill that is the component of this spell animates and rapidly transcribes the text as a perfect copy of the original over the course of the duration, completing one page per minute (up to sixty pages per casting of the spell).

The spell cannot copy diagrams or illustrations, nor can it transcribe magical texts, duplicate spell scrolls, or create *glyphs of warding*. Where such banned items occur, only a blank space will be revealed in the copy.

THE AMANUENSIS SPELL

There are many versions of this spell, homebrewed or otherwise, in various products due to its usefulness. You are welcome to use whichever version suits your group best.

BLOOD BOIL

5th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a small vial of snake venom)

Duration: Concentration, up to 1 minute

This spell, created as a bane to blooded scions and *awnsheghlien* everywhere, ravages the body and cripples the victim's divinely-gifted abilities. Choose a target that you can see within range that is not undead. The target must succeed on a Constitution saving throw or suffer 5d6 points of fire damage and 5d6 points of poison damage as their blood becomes a burning toxin within their veins. If the target is a blooded scion, the damage is increased to 5d8 fire and 5d8 poison.

On the initial round that the damage is suffered, the victim cannot activate any blood abilities or use powers related to their divine heritage. At the end of each of its turns, for as long as you concentrate, the victim can attempt another Constitution saving throw to end the secondary effect.

DETECT DIVINE BLOOD

1st-level divination (ritual)

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

For the duration, you sense the presence and location of individuals possessing a bloodline within 30 feet of you. If you sense a bloodline in this way, you may use your action to pinpoint individuals with a bloodline of any strength, determining its derivation and relative strength (tainted, minor, major, great, true).

The spell can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.



THIS DOCUMENT WAS LOVINGLY CREATED
USING **GM BINDER**.

If you would like to support the GM Binder developers,
consider joining our [Patreon](#) community.