INTRODUCTION

This is an adaptation of the Birthright character rules to the 5th edition of the Dungeons & Dragons game. This is only one of several such adaptations being worked on; check out Birthright.net for other conversions. Not everyone is going to agree with my choices, and that’s okay.

The philosophy behind this conversion is to be broadly accepting when it comes to classes, but more limited when allowing races. It’s easier for me to imagine warlocks bartering for dark power from the Cold Rider and monks ruling law holdings than it is to picture dragonborn and tieflings in Cerilia.

Bloodlines are done by choosing a feat and selecting bloodline powers from the list of abilities associated with that feat.

PRIMARY SOURCES

This document assumes that you have access to the following resources:

- D&D 5th Edition Player’s Basic Rules (free PDF download)
- Birthright Campaign Setting ($9.99 pdf download)

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RACES OF CERILIA

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

Each race has a set of standard traits that represent non-blooded characters, and a blooded racial variant that grants one of the seven new scion feats.

HUMANS

As a human character, you must choose a culture. The human cultures of Cerilia are Anuireans, Brechts, Khinasi, Rjuriks, and Vos. These cultures are described in the Birthright core rulebook.

Human characters can use either the standard or variant human traits from the Player’s Handbook and the Basic Rules, or the variant human scion traits described below.

**Variant Human Scion, Anuirean**

- **Ability Score Increase.** Your Wisdom score increases by 1, and one other ability score of your choice increases by 1.
- **Skills.** You gain proficiency in the Insight skill.
- **Tools.** You gain proficiency in one artisan’s tool of your choice.
- **Anuirean Weapon Training.** You gain proficiency with the longsword.
- **Feat.** You gain one feat from the following list: Scion of Anduiras, Scion of Reynir, Scion of Brenna, Scion of Basaia, Scion of Masela, Scion of Vorynn, or Scion of Azrai.
- **True Magic.** You are capable of using true magic.
- **Languages.** You can speak, read, and write Anuirean and one extra language of your choice.

**Variant Human Scion, Brecht**

- **Ability Score Increase.** Your Dexterity score increases by 1, and one other ability score of your choice increases by 1.
- **Skills.** You gain proficiency in the Sleight of Hand skill.
- **Tools.** You gain proficiency in one tool of your choice: carpenter’s tools, cartographer’s tools, navigator’s tools, or vehicles (water).
- **Brecht Weapon Training.** You gain proficiency with the rapier.
- **Feat.** You gain one feat from the following list: Scion of Anduiras, Scion of Reynir, Scion of Brenna, Scion of Basaia, Scion of Masela, Scion of Vorynn, or Scion of Azrai.
- **True Magic.** You are capable of using true magic.
- **Languages.** You can speak, read, and write Low Brecht, High Brecht, and one extra language of your choice.

**Variant Human Scion, Khinasi**

- **Ability Score Increase.** Your Intelligence score increases by 1, and one other ability score of your choice increases by 1.
- **Skills.** You gain proficiency in the Alchemy and History skills.
- **Khinasi Weapon Training.** You gain proficiency with the scimitar.
- **Feat.** You gain one feat from the following list: Scion of Anduiras, Scion of Reynir, Scion of Brenna, Scion of Basaia, Scion of Masela, Scion of Vorynn, or Scion of Azrai.
- **True Magic.** You are capable of using true magic.
- **Languages.** You can speak, read, and write Basarji and one extra language of your choice.

**Variant Human Scion, Rjurik**

- **Ability Score Increase.** Your Constitution score increases by 1, and one other ability score of your choice increases by 1.
- **Skills.** You gain proficiency in the Nature skill.
- **Rjurik Weapon Training.** You gain proficiency with the longbow.
**Feat.** You gain one feat from the following list: Scion of Anduiras, Scion of Reynir, Scion of Brenna, Scion of Basaia, Scion of Masela, Scion of Vorynn, or Scion of Azrai.

**True Magic.** You are capable of using true magic.

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

**VARIANT HUMAN SCION, VOS**

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

**Skills.** You gain proficiency in the Survival skill.

**Vos Weapon Training.** You gain proficiency with the spear, flail, and halberd.

**Feat.** You gain one feat from the following list: Scion of Anduiras, Scion of Reynir, Scion of Brenna, Scion of Basaia, Scion of Masela, Scion of Vorynn, or Scion of Azrai.

**True Magic.** You are capable of using true magic.

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

**DWARVES**

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

**KARAMHUL DWARF**

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

**Ability Score Increase.** Your Strength score increases by 1.

**Dense Body.** You have resistance against bludgeoning damage.

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

**VARIANT DWARF SCION**

Instead of the standard dwarf, you can choose the following racial traits instead.

**Ability Score Increase.** Your Constitution score increases by 2.

**Size.** Your size is Medium.

**Speed.** As per dwarf.

**Darkvision.** As per dwarf.

**Dwarven Resilience.** As per dwarf.

**Dense Body.** You have resistance against bludgeoning damage.

**Feat.** You gain one feat from the following list: Scion of Anduiras, Scion of Reynir, Scion of Brenna, Scion of Basaia, Scion of Masela, Scion of Vorynn, or Scion of Azrai.

**True Magic.** You are capable of using true magic.

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

**ELVES**

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

**SIDHELIEN ELF**

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

**Ability Score Increase.** Your Intelligence score increases by 1.

**Cantrip.** You know one cantrip of your choice from the druid spell list. Intelligence is your spellcasting ability for it.

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

**Nature’s Stride.** Moving through non-magical difficult terrain does not cost you extra movement. A creature trying to track you through natural terrain does so with disadvantage.

**True Magic.** You are capable of using true magic.

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

**VARIANT ELF SCION**

Instead of the standard elf, you can choose the following racial traits instead.

**Ability Score Increase.** Your Dexterity score increases by 1, and your Intelligence score increases by 1.

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** As per elf.

**Trance.** As per elf.

**Nature’s Stride.** As per Sidhelien Elf.

**Feat.** You gain one feat from the following list: Scion of Anduiras, Scion of Reynir, Scion of Brenna, Scion of Basaia, Scion of Masela, Scion of Vorynn, or Scion of Azrai.

**True Magic.** You are capable of using true magic.

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

**HALFLINGS**

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

**CELLWAIR HALFLING**

**Ability Score Increase.** Your Charisma score increases by 1.

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

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

**Shadow Walk.** You are able to step partially into the shadow world and then reemerge into the material world – or vice versa if you are in the shadow world. There are two ways you can use this ability. As a bonus action, you can teleport up to 30 feet to a location you can see. As a ritual taking 10 minutes, you can pass through the shadows. Each of those transitions takes one hour and you can stay within the shadows for one hour per level.

You regain the use of your shadow walk ability after you take a long rest.
Languages. You can speak, read, and write Cellwair and one other language of your choice.

**Variant Halfling Scion**

Instead of the standard halfling, you can choose the following racial traits instead.

**Ability Score Increase.** Your Dexterity score increases by 1, and your Charisma score increases by 1.

**Size.** Your size is Small.

**Speed.** Your base walking speed is 25 feet.

**Shadow Sense.** As per Cellwair halfling.

**Shadow Walk.** As per Cellwair halfling.

**Feat.** You gain one feat from the following list: Scion of Anduiras, Scion of Reynir, Scion of Brenna, Scion of Basaia, Scion of Masela, Scion of Vorynn, or Scion of Azrai.

**True Magic.** You are capable of using true magic.

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

**Half-Elves**

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

**True Magic.** You are capable of using true magic.

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

**Variant Half-Elf Scion**

Instead of the standard half-elf, you can choose the following racial traits instead.

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

**Size.** Your size is Medium.

**Speed.** Your base walking speed is 30 feet.

**Darkvision.** As per half-elf.

**Feat.** You gain one feat from the following list: Scion of Anduiras, Scion of Reynir, Scion of Brenna, Scion of Basaia, Scion of Masela, Scion of Vorynn, or Scion of Azrai.

**True Magic.** You are capable of using true magic.

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

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**Languages**

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

**Standard Languages**

<table>
<thead>
<tr>
<th>Language</th>
<th>Typical Speakers</th>
<th>Script</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anuirean</td>
<td>Anuireans</td>
<td>Sidhelien</td>
</tr>
<tr>
<td>Basarji</td>
<td>Khinasi</td>
<td>Basarji</td>
</tr>
<tr>
<td>Cellwair</td>
<td>Halfling</td>
<td>Halfling</td>
</tr>
<tr>
<td>Karamhul</td>
<td>Dwarves</td>
<td>Karamhul</td>
</tr>
<tr>
<td>Low Brecht</td>
<td>Brechts</td>
<td></td>
</tr>
<tr>
<td>Rjuven</td>
<td>Rjurik</td>
<td></td>
</tr>
<tr>
<td>Sidhelien</td>
<td>Elves</td>
<td></td>
</tr>
<tr>
<td>Vos</td>
<td>Vos</td>
<td></td>
</tr>
</tbody>
</table>

**Exotic Languages**

<table>
<thead>
<tr>
<th>Language</th>
<th>Typical Speakers</th>
<th>Script</th>
</tr>
</thead>
<tbody>
<tr>
<td>Andu</td>
<td>Anuirean scholars</td>
<td>(none)</td>
</tr>
<tr>
<td>Draconic</td>
<td>Dragons</td>
<td>(none)</td>
</tr>
<tr>
<td>Druidic</td>
<td>Non-Erikian druids</td>
<td>(none)</td>
</tr>
<tr>
<td>Giant</td>
<td>Giants</td>
<td>Giant</td>
</tr>
<tr>
<td>Gnoll</td>
<td>Gnolls</td>
<td>(none)</td>
</tr>
<tr>
<td>Goblin</td>
<td>Goblinkoids</td>
<td>Goblin</td>
</tr>
<tr>
<td>High Brecht</td>
<td>Brecht scholars</td>
<td>Karamhul</td>
</tr>
<tr>
<td>Ogrish</td>
<td>Ogres</td>
<td>Giant</td>
</tr>
<tr>
<td>Orog</td>
<td>Orogs</td>
<td>Giant</td>
</tr>
<tr>
<td>Troll</td>
<td>Trolls</td>
<td>Giant</td>
</tr>
</tbody>
</table>

**Skills**

In addition to the skills in the *Player’s Handbook* and *Basic Rules*, the Birthright campaign adds an extra skill to reflect the role of war in the world of Cerilia.

**Intelligence**

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

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

<table>
<thead>
<tr>
<th>Culture</th>
<th>Suggested Backgrounds</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anuirean</td>
<td>Acolyte, Folk Hero, Guild Artisan, Knight (variant Noble), Noble, Sage, Soldier, Urchin</td>
</tr>
<tr>
<td>Brecht</td>
<td>Acolyte, Guild Merchant (variant Guild Artisan), Noble, Sailor, Spy (variant Criminal), Urchin</td>
</tr>
<tr>
<td>Cellwair</td>
<td>Charlatan, Entertainer, Folk Hero, Guild Artisan, Hermit, Spy (variant Criminal), Urchin</td>
</tr>
<tr>
<td>Karamhul</td>
<td>Acolyte, Guild Artisan, Guild Merchant (variant Guild Artisan), Noble, Sage, Soldier</td>
</tr>
<tr>
<td>Khinasi</td>
<td>Acolyte, Entertainer, Folk Hero, Knight (variant Noble), Noble, Sage, Soldier</td>
</tr>
<tr>
<td>Rjurik</td>
<td>Acolyte, Criminal, Folk Hero, Hermit, Noble, Outlander, Spy (variant Criminal)</td>
</tr>
<tr>
<td>Sidhelien</td>
<td>Hermit, Knight (variant Noble), Outlander, Sage, Spy (variant Criminal)</td>
</tr>
<tr>
<td>Vos</td>
<td>Acolyte, Folk Hero, Hermit, Noble, Soldier</td>
</tr>
</tbody>
</table>

**SOLDIER**

Change the Intimidation skill proficiency to Warfare.

**EQUIPMENT**

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

**WEAPONS**

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

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Equivalent</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bastard Sword</td>
<td>Longsword</td>
</tr>
<tr>
<td>Broad sword</td>
<td>Longsword</td>
</tr>
<tr>
<td>Claymore</td>
<td>Greatsword</td>
</tr>
<tr>
<td>Composite long bow</td>
<td>Longbow</td>
</tr>
<tr>
<td>Composite short bow</td>
<td>Shortbow</td>
</tr>
<tr>
<td>Cutlass</td>
<td>Scimitar</td>
</tr>
<tr>
<td>Harpoon</td>
<td>Spear</td>
</tr>
<tr>
<td>Main-gauche</td>
<td>Dagger</td>
</tr>
<tr>
<td>Parisan</td>
<td>Halberd</td>
</tr>
<tr>
<td>Sabre</td>
<td>Longsword</td>
</tr>
<tr>
<td>Two-handed Sword</td>
<td>Greatsword</td>
</tr>
</tbody>
</table>

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

**ARMOR**

These are some simple equivalences for Cerilian armor types:

<table>
<thead>
<tr>
<th>Armor</th>
<th>Equivalent</th>
</tr>
</thead>
<tbody>
<tr>
<td>Banded mail</td>
<td>Splint</td>
</tr>
<tr>
<td>Brigandine</td>
<td>Half Plate</td>
</tr>
<tr>
<td>Bronze Plate Mail</td>
<td>Plate</td>
</tr>
<tr>
<td>Field Plate</td>
<td>Plate</td>
</tr>
<tr>
<td>Full Plate</td>
<td>Plate</td>
</tr>
<tr>
<td>Improved Mail</td>
<td>Splint</td>
</tr>
</tbody>
</table>

**MOUNTS**

The varsks domesticated and ridden by the Vos cost 250 g.p. and have the same game statistics as a giant lizards (see the DM’s *Basic Rules*) with resistance against cold damage.
**Classes in Cerilia**

Nearly all standard 5th edition D&D classes can be played without modification in a Birthright campaign, with exceptions shown below.

The true magic trait is required for wizards and eldritch knights; elves and half-elves get this as a racial treat, and other races gain it by choosing the variant scion races.

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

**Barbarian**

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

**Bard**

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

**Cleric**

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

A cleric must worship one of the Cerilian gods, with the exception of Erik (whose priests are druids). In addition to their listed skills, they can also choose the Warfare skill. Clerics do not require the true magic trait to cast spells.

**Druid**

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

A druid may choose to worship the deity Erik, or simply revere all of nature as a whole. Those who worship Erik gain the Religion skill and lose the ability to speak the Druidic language. Druids do not require the true magic trait to cast spells.

**Fighter**

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

The eldritch knight archetype is only available to characters with the true magic trait.

**Monk**

Monks, although very rare in Cerilia, are as described in the *Player's Handbook*.

**Paladin**

Paladins are as described in the *Player's Handbook*. A paladin must worship one of the Cerilian gods. In addition to their listed skills, they can also choose the Warfare skill. Paladins do not require the true magic trait to cast spells.

**Ranger**

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

**Rogue**

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

Arcane tricksters do not require the true magic trait to cast spells.

**Sorcerer**

Sorcerers are as described in the *Player's Handbook*. Only the wild magic origin is available to Cerilian characters. Sorcerers do not require the true magic trait to cast spells.

**Warlock**

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

**Wizard**

Wizards are as described in the *Player's Handbook* and *Basic Rules*. Wizards in Cerilia cannot choose the arcane traditions of the school of divination and the school of illusion. The full wizard class is only available to characters with the true magic trait.

**Magician**

A wizard without the true magic trait is considered a magician. Magicians can only choose from the arcane traditions of the school of divination and the school of illusion.

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

Magicians gain proficiency with simple weapons, rapiers, and shortswords.
Powers of Cerilia

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

<table>
<thead>
<tr>
<th>Deity</th>
<th>Alignment</th>
<th>Suggested Domains</th>
<th>Champions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Avani, Goddess of the Sun, Lady of Reason</td>
<td>LN</td>
<td>Knowledge, Life, Light</td>
<td>Clerics, Paladins (Devotion)</td>
</tr>
<tr>
<td>Baphomet, Lord of the Minotaurs</td>
<td>CE</td>
<td>War</td>
<td>Clerics, Warlocks (Fiend)</td>
</tr>
<tr>
<td>Belinik, Prince of Terror, Lord of Strife</td>
<td>CE</td>
<td>Nature, War</td>
<td>Clerics, Paladins (Vengeance)</td>
</tr>
<tr>
<td>Cuiraecen, God of Battle, Haelyn’s Champion</td>
<td>CG</td>
<td>Life, Tempest, War</td>
<td>Clerics, Paladins (Vengeance)</td>
</tr>
<tr>
<td>Eolele, Goddess of Night, Sister of Thieves</td>
<td>CN</td>
<td>Life, Trickery</td>
<td>Clerics</td>
</tr>
<tr>
<td>Erik, Old Father of the Forests, Patron of Rjurik</td>
<td>N</td>
<td>Life, Nature</td>
<td>Druids, Paladins (Ancients)</td>
</tr>
<tr>
<td>Haelyn, Lord of Noble War, Lawmaker, Patron of Anuire</td>
<td>LG</td>
<td>Life, Light, War</td>
<td>Clerics, Paladins (Devotion)</td>
</tr>
<tr>
<td>Kartathok, Lord and Patron of Goblin-kind</td>
<td>LE</td>
<td>War</td>
<td>Clerics, Warlocks (Fiend)</td>
</tr>
<tr>
<td>Kostchtchie, Patron of the Ice Giants</td>
<td>CE</td>
<td>War</td>
<td>Clerics, Warlocks (Fiend)</td>
</tr>
<tr>
<td>Laerme, Goddess of Fire, Beauty, and Art</td>
<td>CG</td>
<td>Life, Light</td>
<td>Clerics</td>
</tr>
<tr>
<td>Moradin, Dwarf God of Creation</td>
<td>LG</td>
<td>Knowledge, Life, War</td>
<td>Clerics, Paladins (Devotion)</td>
</tr>
<tr>
<td>Nesirie, Goddess of the Sea, Lady of Mourning</td>
<td>NG</td>
<td>Life, Nature</td>
<td>Clerics, Paladins (Devotion)</td>
</tr>
<tr>
<td>Sera, Lady of Fortune, Goddess of Wealth</td>
<td>CN</td>
<td>Life, Trickery</td>
<td>Clerics</td>
</tr>
<tr>
<td>The Cold Rider</td>
<td>NE</td>
<td>Death</td>
<td>Warlocks (Great Old One)</td>
</tr>
<tr>
<td>Torazan, Deity of the Orots</td>
<td>NE</td>
<td>War</td>
<td>Clerics, Warlocks (Fiend)</td>
</tr>
<tr>
<td>Yeenoghu, Lord of the Gnolls</td>
<td>CE</td>
<td>War</td>
<td>Clerics, Warlocks (Fiend)</td>
</tr>
</tbody>
</table>
**Bloodline Rules**

**Original Birthright**

The original Birthright rules had an interlocking system of ranking bloodline power:

- **Your bloodline strength category** is a determinant of how strong and undiluted your bloodline is. Only the most powerful of Deismaar heroes created the strongest bloodlines, and only some of those remain undiluted to this day. Bloodline strengths are ranked Tainted, Minor, Major, Great, and True.
- Your bloodline strength category determines how many dice you roll for your **bloodline strength score**. Average starting values by bloodline strength category are: Tainted (10), Minor (17), Major (28), and Great (36).
- You also have a **bloodline derivation**; this is one of the seven old gods and determines (through random rolling) which blood abilities are valid options for you.
- **Blood abilities** are ranked as minor, major, and great. Depending on the number of bloodline strength score points you have (but not on the category), you may have anywhere from zero to six abilities as a starting character. Depending on your rolls, you could be a blooded character with no blood abilities, or you could have one minor ability, two major abilities, and three great abilities.
- Your bloodline strength score determines how many **Regency Points** you can spend as a regent during each domain turn, and thus is most important to regents, and not as important to non-regent scions.
- Increases to your bloodline strength score can come from investiture (as they’re passed down from someone else), spending Regency Points (as a regent ruling a domain), or bloodtheft (from murdering other blooded characters).
- If your bloodline strength score increases high enough, you get an additional roll to see if you **gain another blood ability**.

This is a workable system, although it does rely a lot on random chance. It also is geared toward domain-level play, which is not the primary focus of this conversion document.

**This 5e Conversion**

Instead of a definitive point value, this version of the Birthright rules assumes that **birthline strength** is a roleplaying hook, rather than a mechanical subsystem. You can specify that you have a Tainted, Minor, Major, Great, or even True bloodline, but it ultimately won’t make a difference to your game stats, only the way you roleplay your character and other characters react to her.

Your **birthline derivation** is up to you, rather than rolled randomly; it still determines the kinds of blood abilities available to you as options.

The differences between **blood abilities**’ power – Minor, Major, Great – is elided for purposes of play; all are assumed to be roughly equal, although some are more useful than others depending on the nature of each particular Birthright campaign and how that is emphasized.

Blooded characters take a **scion feat** that grants them an automatic bloodmark and two other blood abilities. The feat can be taken multiple times, to represent the growing power of the scion’s personal bloodline.

**Unlocking a New Blood Ability**

Simply taking the feat may not be enough to **activate a new blood ability**; your DM is within her rights to say that you must participate in an investiture or bloodtheft before you can use each ability. This is an optional rule but one which preserves the flavor of the original setting.

**Whither Domain Rules?**

Since this 5th edition conversion is aimed away from domain-level play and instead at adventuring within the world of Cerilia, there are no rules for creating or running domains. The existing 2nd edition rules and the 3rd edition conversions should be sufficient for anyone who is seeking a set of domain-level rules.

**Regency as Roleplaying**

This isn’t to say that characters under these rules can’t wield power as regents – but just that the conversion rules do not cover domain design, domain turns, and so on. It’s acceptable and encouraged to use player character regency as a plot hook within your campaigns, tying characters into the greater tapestry of the world around them.

Just not with heavy rules and mechanics for such.

Likewise, mass battles aren’t supported, but you could use the new Intelligence (Warfare) skill for abstracting the various tasks that characters need to undertake when they’re in a state of war with another domain.
**Scion Feats**

The new feats for the Birthright campaign are all scion feats. You can only have one scion feat, although you may take it multiple times if you wish.

Each scion feat grants you two abilities in addition to a bloodmark. A bloodmark is a visible sign of your special heritage. You also have two additional abilities based on your bloodline, chosen from the following list.

**Animal Affinity (1)**. You can communicate with lions or other large cats. Any lion or other large cat that comes within 60 feet of you must make a Wisdom saving throw or become charmed by you. This ability only works on beasts.

**Animal Sense (2)**. You can cast either the *locate animals or plants* spell or the *beast sense* spell, but it only affects lions or other large cats. You regain the use of this ability when you take a short or long rest.

**Animal Shape (3)**. You can use the druid’s *wild shape* ability to assume the form of a panther. When you are level 8 or higher, you can take on the form of a lion. You regain this ability when you take a long rest.

**Battlewise (4)**. You have advantage on Intelligence (Warfare) checks.

**Courage (5)**. You and your allies within 10 feet of you gain advantage on saving throws against effects that cause the frightened condition.

**Detect Lie (6)**. You have advantage on Wisdom (Insight) checks made to detect falsehoods.

**Divine Aura (7)**. You can cast the *enthrall* spell. You regain the use of this ability when you take a long rest.

**Divine Wrath (8)**. When a critical hit is scored against you or an ally you can see, or when an ally you can see is reduced to 0 hit points, you can use your reaction to enter a state of divine wrath. While in this form you gain advantage on melee attacks and saving throws, and your damaging spells and weapon attacks do additional damage equal to your level. Your divine wrath lasts for one minute or until you lose consciousness. You regain the use of this ability after you take a long rest.

**Elemental Control (9)**. You can cast the *gust of wind* spell. You regain the use of this ability after a short or long rest.

**Elemental Summoning (10)**. You can cast the *summon minor elementals* spell to summon air elementals. You regain the use of this ability after a long rest.

**Enhanced Sense (11)**. You can use the paladin’s *divine sense* ability. You regain the use of this ability after a short or long rest.

**Healing (12)**. You can cast either the *cure wounds* spell or the *lesser restoration* spell. You regain the use of this ability after a long rest.

**Heightened Ability (13-15)**. Increase your Strength score or Charisma score by 1, to a maximum score of 20.

**Iron Will (16)**. You gain advantage on saving throws against being charmed and against exhaustion.

**Protection Aura (17)**. You can cast the *protection from evil and good* spell on yourself. You regain this ability when you take a short or long rest.

**Regeneration (18)**. All of your hit dice are d12s. When you take a long rest, you regain all of your hit dice. You have advantage on death saving throws and recuperation checks.

**Resistance (19)**. You gain advantage on saving throws against effects that cause you to become charmed or frightened.

**Unreadable Thoughts (20)**. Your thoughts cannot be read through magic.

If an ability requires a saving throw or a spell attack roll, your highest ability score is considered your spellcasting score for that ability. You don’t need material components or a spellcasting focus for your spells; your bloodmark serves as your focus.

You can take this feat multiple times; each time you do, you can choose two additional abilities. You cannot choose the same ability more than once.

**Scion of Anduiras**

The bloodline of the god Anduiras flows through your veins. This manifests itself as a bloodmark – a visible sign of your special heritage. You also have two additional abilities based on your bloodline, chosen from the following list.

**Animal Affinity (1)**. You can communicate with lions or other large cats. You gain advantage on saving throws against effects that cause the frightened condition.

**Animal Sense (2)**. You can cast either the *locate animals or plants* spell or the *beast sense* spell, but it only affects lions or other large cats. You gain advantage on Intelligence (Warfare) checks.

**Battlewise (3)**. You have advantage on Intelligence (Warfare) checks.

**Courage (4)**. You and your allies within 10 feet of you gain advantage on saving throws against effects that cause the frightened condition.

**Detect Lie (5)**. You have advantage on Wisdom (Insight) checks made to detect falsehoods.

**Divine Aura (6)**. You can cast the *enthrall* spell. You regain the use of this ability when you take a long rest.

**Divine Wrath (7)**. When a critical hit is scored against you or an ally you can see, or when an ally you can see is reduced to 0 hit points, you can use your reaction to enter a state of divine wrath. While in this form you gain advantage on melee attacks and saving throws, and your damaging spells and weapon attacks do additional damage equal to your level. Your divine wrath lasts for one minute or until you lose consciousness. You regain the use of this ability after you take a long rest.

**Elemental Control (8)**. You can cast the *gust of wind* spell. You regain the use of this ability after a short or long rest.

**Elemental Summoning (9)**. You can cast the *summon minor elementals* spell to summon air elementals. You regain the use of this ability after a long rest.

**Enhanced Sense (10)**. You can use the paladin’s *divine sense* ability. You regain the use of this ability after a short or long rest.

**Healing (11)**. You can cast either the *cure wounds* spell or the *lesser restoration* spell. You regain the use of this ability after a long rest.

**Heightened Ability (12-14)**. Increase your Strength score or Charisma score by 1, to a maximum score of 20.

**Iron Will (15)**. You gain advantage on saving throws against being charmed and against exhaustion.

**Protection Aura (16)**. You can cast the *protection from evil and good* spell on yourself. You regain this ability when you take a short or long rest.

**Regeneration (17)**. All of your hit dice are d12s. When you take a long rest, you regain all of your hit dice. You have advantage on death saving throws and recuperation checks.

**Resistance (18)**. You gain advantage on saving throws against effects that cause you to become charmed or frightened.

**Unreadable Thoughts (19)**. Your thoughts cannot be read through magic.

If an ability requires a saving throw or a spell attack roll, your highest ability score is considered your spellcasting score for that ability. You don’t need material components or a spellcasting focus for your spells; your bloodmark serves as your focus.

You can take this feat multiple times; each time you do, you can choose two additional abilities. You cannot choose the same ability more than once.

**Scion of Azrai**

The bloodline of the god Azrai flows through your veins. This manifests itself as a bloodmark – a visible sign of your special heritage. You also have two additional abilities based on your bloodline, chosen from the following list.

**Alertness (1)**. You cannot be surprised while you are conscious, and other creatures don’t gain advantage on attack rolls against you as a result of being hidden from you.

**Alter Appearance (2)**. You can cast the *disguise self* spell. You regain this ability when you take a long rest.

**Animal Affinity (3)**. You can communicate with snakes. Any snake that comes within 60 feet of you must make a Wisdom saving throw or become charmed by you. This ability only works on beasts.

**Animal Sense (4)**. You can cast either the *locate animals or plants* spell or the *beast sense* spell, but it only affects snakes. You gain advantage on Intelligence (Warfare) checks.

**Animal Shape (5)**. You can use the druid’s *wild shape* ability to assume the form of a constrictor snake or giant poisonous snake. You regain this ability when you take a long rest.

**Battlewise (6)**. You have advantage on Intelligence (Warfare) checks.

**Detect Illusion (7)**. You have advantage on all saving throws against illusions.

**Divine Aura (8)**. You can cast the *enthrall* spell. You regain the use of this ability when you take a long rest.

**Enhanced Sense (9)**. You gain darkvision with a range of 120 feet.

**Fear (10)**. You have advantage on saving throws against effects that cause you to become frightened. As an action, you can cause one creature within 5 feet to make a Wisdom saving throw or become frightened of you. You regain the use of this ability after a long rest.

**Heightened Ability (11)**. Increase your Intelligence score or Charisma score by 1, to a maximum score of 20.

**Iron Will (12)**. You gain advantage on saving throws against being charmed and against exhaustion.

**Persuasion (13)**. You have advantage on Charisma (Persuasion) checks.

**Poison Sense (14)**. You gain advantage on Wisdom (Perception) checks.
checks to notice poisons. You can cast the detect poison and disease spell. You regain this ability when you take a long rest.

**Regeneration (15).** All of your hit dice are d12s. When you take a long rest, you regain all of your hit dice. You have advantage on death saving throws and recuperation checks.

**Resistance (16).** You have resistance against necrotic damage.

**Shadow Form (17).** As a bonus action you can change into a shadow form as long as you maintain concentration, up to a maximum of ten minutes. While in this form, you cannot attack, cast spells, or interact with objects. You have resistance against all damage, you have advantage on Dexterity (Stealth) checks, and you are not affected by difficult terrain. You regain this ability when you take a long rest.

**Touch of Decay (18).** You can cast the disintegrate spell against a non-living, non-magical object within 5 feet. You regain the use of this ability when you take a long rest.

**Travel (19).** You can cast the teleport spell as a ten-minute ritual. You can only cast this between dusk and dawn, you must be in dim light or darkness, and your destination must be in dim light or darkness. You regain this ability when you take a long rest, but you cannot use it more than once per week. When you are level 5 or higher you can use this ability twice per week, three times per week at level 11 or higher, and four times per week at level 17 or higher.

**Unreadable Thoughts (20).** Your thoughts cannot be read through magic. If an ability requires a saving throw or a spell attack roll, your highest ability score is considered your spellcasting score for that ability. You don’t need material components or a spellcasting focus for your spells; your bloodmark serves as your focus.

You can take this feat multiple times; each time you do, you can choose two additional abilities. You cannot choose the same ability more than once. You cannot take this feat if you have any other Scion feats.

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**Scion of Basaia**

The bloodline of the god Basaia flows through your veins. This manifests itself as a bloodmark – a visible sign of your special heritage. You also have two additional abilities based on your bloodline, chosen from the following list.

**Alertness (1).** You cannot be surprised while you are conscious, and other creatures don’t gain advantage on attack rolls against you as a result of being hidden from you.

**Animal Affinity (2).** You can communicate with eagles, hawks, falcons, and other raptors. Any eagle or other raptor that comes within 60 feet of you must make a Wisdom saving throw or become charmed by you. This ability only works on beasts.

**Animal Sense (3).** You can cast either the locate animals or plants or the beast sense spell, but it only affects eagles, hawks, falcons, and other raptors. You regain the use of this ability when you take a short or long rest.

**Animal Shape (4).** You can use the druid’s wild shape ability to assume the form of an eagle. When you are level 8 or higher, you can take the form of a giant eagle. You regain this ability when you take a long rest.

**Character Reading (5).** You can cast the detect thoughts spell. You regain this ability when you take a short or long rest.

**Detect Lie (6).** You have advantage on Wisdom (Insight) checks made to detect falsehoods.

**Detect Illusion (7).** You have advantage on all saving throws against illusions.

**Divine Aura (8).** You can cast the enthrall spell. You regain the use of this ability when you take a long rest.

**Divine Wrath (9).** When a critical hit is scored against you or an ally you can see, or when an ally you can see is reduced to 0 hit points, you can use your reaction to enter a state of divine wrath. While in this form you gain advantage on melee attacks and saving throws, and your damaging spells and weapon attacks do additional damage equal to your level. Your divine wrath lasts for one minute or until you lose consciousness. You regain the use of this ability after you take a long rest.

**Elemental Control (10).** You can cast the burning hands spell. You regain the use of this ability after a long rest.

**Elemental Summoning (11).** You can cast the summon minor elementals spell to summon fire elementals. You regain the use of this ability after a long rest.

**Enhanced Sense (12).** You gain advantage on Wisdom (Perception) checks that rely on sight. You do not gain disadvantage on ranged attacks due to long range.

**Healing (13).** You can cast either the cure wounds spell or the lesser restoration spell. You regain the use of this ability after a long rest.

**Heightened Ability (14-16).** Increase your Intelligence score by 1, to a maximum score of 20.

**Protection Aura (17).** You can cast the protection from evil and good spell on yourself. You regain this ability when you take a short or long rest.

**Resistance (18).** You have resistance against fire and radiant damage.

**Travel (19).** You can cast the teleport spell as a ten-minute ritual. You must step into a fire of your size or larger, and your destination point must also be a similarly sized fire. You are immune to harm from this fire, but if you bring anyone with you, they take 3d10 fire damage. You regain this ability when you take a long rest, but you cannot use it more than once per week. When you are level 5 or higher you can use this ability twice per week, three times per week at level 11 or higher, and four times per week at level 17 or higher.

**Unreadable Thoughts (20).** Your thoughts cannot be read through magic.

If an ability requires a saving throw or a spell attack roll, your highest ability score is considered your spellcasting score for that ability. You don’t need material components or a spellcasting focus for your spells; your bloodmark serves as your focus.

You can take this feat multiple times; each time you do, you can choose two additional abilities. You cannot choose the same ability more than once. You cannot take this feat if you have any other Scion feats.

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**Scion of Brenna**

The bloodline of the god Breanna flows through your veins. This manifests itself as a bloodmark – a visible sign of your special heritage. This manifests itself as a bloodmark – a visible sign of your special heritage. You also have two additional abilities based on your bloodline, chosen from the following list.

**Alertness (1).** You cannot be surprised while you are conscious, and other creatures don’t gain advantage on attack rolls against you as a result of being hidden from you.

**Alter Appearance (2).** You can cast the disguise self spell. You regain this ability when you take a long rest.

**Animal Affinity (3).** You can communicate with cats. Any cat that comes within 60 feet of you must make a Wisdom saving throw or become charmed by you. This ability only works on beasts.

**Animal Sense (4).** You can cast either the locate animals or plants or the beast sense spell, but it only affects cats. You regain
the use of this ability when you take a short or long rest.

Animal Shape (5). You can use the druid’s wild shape ability to assume the form of a cat. You regain this ability when you take a long rest.

Blood History (6). You gain advantage on Intelligence (History) checks related to your own bloodline. You can cast the legend lore spell, but only about topics related to your own bloodline. You regain the use of this ability when you take a long rest.

Character Reading (7). You can cast the detect thoughts spell. You regain this ability when you take a short or long rest.

Detect Lie (8). You have advantage on Wisdom (Insight) checks made to detect falsehoods.

Detect Illusion (9). You have advantage on all saving throws against illusions.

Enhanced Sense (10). You gain darkvision with a range of 30 feet; if you already have darkvision, increase its range by 30 feet. You have advantage on Wisdom (Perception) checks that rely on smell.

Heightened Ability (11-14). Increase your Dexterity score by 1, to a maximum score of 20.

Persuasion (15). You have advantage on Charisma (Persuasion) checks.

Protection Aura (16). You can cast the protection from evil and good spell on yourself. You regain this ability when you take a short or long rest.

Resistance (17). You have advantage on saving throws against effects which cause the paralyzed and restrained conditions. You have advantage on Dexterity (Acrobatics) checks to escape from being grappled.

Shadow Form (18). As bonus action you can change into a shadow form as long as you maintain concentration, up to a maximum of ten minutes. While in this form, you cannot attack, cast spells, or interact with objects. You have resistance against all damage, you have advantage on Dexterity (Stealth) checks, and you are not affected by difficult terrain. You regain this ability when you take a long rest.

Travel (19). You can cast the teleport spell as a ten-minute ritual. You must stand on a road, and your destination point must be on the same road or reachable by connected roads from your origin point. You regain this ability when you take a long rest, but you cannot use it more than once per week. When you are level 5 or higher you can use this ability twice per week, three times per week at level 11 or higher, and four times per week at level 17 or higher.

Unreadable Thoughts (20). Your thoughts cannot be read through magic. If an ability requires a saving throw or a spell attack roll, your highest ability score is considered your spellcasting score for that ability. You don’t need material components or a spellcasting focus for your spells; your bloodmark serves as your focus.

You can take this feat multiple times; each time you do, you can choose two additional abilities. You cannot choose the same ability more than once. You cannot take this feat if you have any other Scion feats.

SCION OF MASELA

The bloodline of the god Masela flows through your veins. This manifests itself as a bloodmark – a visible sign of your special heritage. This manifests itself as a bloodmark – a visible sign of your special heritage. You also have two additional abilities based on your bloodline, chosen from the following list.

Animal Affinity (1). You can communicate with dolphins and other whales. Any dolphin or other whale that comes within 60 feet of you must make a Wisdom saving throw or become charmed by you. This ability only works on beasts.

Animal Sense (2). You can cast either the locate animals or plants or the beast sense spell, but it only affects dolphins and other whales. You regain the use of this ability when you take a short or long rest.

Animal Shape (3). You can use the druid’s wild shape ability to assume the form of a dolphin. You regain this ability when you take a long rest.

Blood History (4-5). You gain advantage on Intelligence (History) checks related to your own bloodline. You can cast the legend lore spell, but only about topics related to your own bloodline. You regain the use of this ability when you take a long rest.

Detect Lie (6). You have advantage on Wisdom (Insight) checks made to detect falsehoods.

Detect Illusion (7). You have advantage on all saving throws against illusions.

Direction Sense (8-9). You always know which way is north. You gain advantage on Wisdom (Survival) checks to avoid getting lost while at sea.

Divine Aura (10). You can cast the enthrall spell. You regain the use of this ability when you take a long rest.

Divine Wrath (11). When a critical hit is scored against you or an ally you can see, or when an ally you can see is reduced to 0 hit points, you can use your reaction to enter a state of divine wrath. While in this form you gain advantage on melee attacks and saving throws, and your damaging spells and weapon attacks do additional damage equal to your level. Your divine wrath lasts for one minute or until you lose consciousness. You regain the use of this ability after you take a long rest.

Elemental Control (12-13). You can cast the water walk spell on yourself. You regain the use of this ability after a long rest.

Elemental Summoning (14). You can cast the summon minor elementals spell to summon water elementals. You regain the use of this ability after a long rest.

Enhanced Sense (15). You are not affected by light or heavy obscurement caused by weather effects including magical effects such as fog cloud, and cannot be deafened by weather effects.

Protection Aura (16). You can cast the protection from evil and good spell on yourself. You regain this ability when you take a short or long rest.

Resistance (17-18). You can breathe water in addition to breathing air.

Travel (19). You can cast the teleport spell as a ten-minute ritual. You must be touching a large body of water, and your destination point must be in or adjacent to the same body of water. You regain this ability when you take a long rest, but you cannot use it more than once per week. When you are level 5 or higher you can use this ability twice per week, three times per week at level 11 or higher, and four times per week at level 17 or higher.

Unreadable Thoughts (20). Your thoughts cannot be read through magic. If an ability requires a saving throw or a spell attack roll, your highest ability score is considered your spellcasting score for that ability. You don’t need material components or a spellcasting focus for your spells; your bloodmark serves as your focus.

You can take this feat multiple times; each time you do, you can choose two additional abilities. You cannot choose the same ability more than once. You cannot take this feat if you have any other Scion feats.
SCION OF REYNIR

The bloodline of the god Reynir flows through your veins. This manifests itself as a bloodmark – a visible sign of your special heritage. This manifests itself as a bloodmark – a visible sign of your special heritage. You also have two additional abilities based on your bloodline, chosen from the following list.

Alertness (1). You cannot be surprised while you are conscious, and other creatures don’t gain advantage on attack rolls against you as a result of being hidden from you.

Animal Affinity (2). You can communicate with wolves. Any wolf that comes within 60 feet of you must make a Wisdom saving throw or become charmed by you. This ability only works on beasts.

Animal Sense (3). You can cast either the locate animals or plants or the beast sense spell, but it only affects wolves. You regain the use of this ability when you take a short or long rest.

Animal Shape (4). You can use the druid’s wild shape ability to assume the form of a wolf. When you are level 8 or higher, you can take the form of a dire wolf. You regain this ability when you take a long rest.

Detect Lie (5). You have advantage on Wisdom (Insight) checks made to detect falsehoods.

Detect Illusion (6). You have advantage on all saving throws against illusions.

Direction Sense (7). You always know which way is north. You gain advantage on Wisdom (Survival) checks to avoid getting lost while in the wilderness.

Divine Aura (8). You can cast the enthrall spell. You regain the use of this ability when you take a long rest.

Elemental Control (9). You can cast the meld into stone spell on yourself. You regain the use of this ability after a long rest.

Elemental Summoning (10). You can cast the summon minor elementals spell to summon earth elementals. You regain the use of this ability after a long rest.

Enhanced Sense (11). While you are the wilderness, you have advantage on Wisdom (Perception) checks and Wisdom (Survival) checks made to follow tracks.

Healing (12). You can cast either the cure wounds spell or the lesser restoration spell. You regain the use of this ability after a long rest.

Heightened Ability (13-14). Increase your Constitution score by 1, to a maximum score of 20.

Iron Will (15). You gain advantage on saving throws against being charmed and against exhaustion.

Poison Sense (16). You gain advantage on Wisdom (Perception) checks to notice poisons. You can cast the detect poison and disease spell. You regain this ability when you take a long rest.

Protection Aura (17). You can cast the protection from evil and good spell on yourself. You regain this ability when you take a short or long rest.

Regeneration (18). All of your hit dice become d12s. When you take a long rest, you regain all of your hit dice. You have advantage on death saving throws and recuperation checks.

Resistance (19). You have resistance against cold damage.

Unreadable Thoughts (20). Your thoughts cannot be read through magic.

If an ability requires a saving throw or a spell attack roll, your highest ability score is considered your spellcasting score for that ability. You don’t need material components or a spellcasting focus for your spells; your bloodmark serves as your focus.

You can take this feat multiple times; each time you do, you can choose two additional abilities. You cannot choose the same ability more than once. You cannot take this feat if you have any other Scion feats.

SCION OF VORYN

The bloodline of the god Vorynn flows through your veins. This manifests itself as a bloodmark – a visible sign of your special heritage. This manifests itself as a bloodmark – a visible sign of your special heritage. You also have two additional abilities based on your bloodline, chosen from the following list.

Alter Appearance (1). You can cast the disguise self spell. You regain this ability when you take a long rest.

Animal Affinity (2). You can communicate with owls. Any owl that comes within 60 feet of you must make a Wisdom saving throw or become charmed by you. This ability only works on beasts.

Animal Sense (3). You can cast either the locate animals or plants or the beast sense spell, but it only affects owls. You regain the use of this ability when you take a short or long rest.

Animal Shape (4). You can use the druid’s wild shape ability to assume the form of an owl or giant owl. You regain this ability when you take a long rest.

Blood History (5-6). You gain advantage on Intelligence (History) checks related to your own bloodline. You can cast the legend lore spell, but only about topics related to your own bloodline. You regain the use of this ability when you take a long rest.

Character Reading (7). You can cast the detect thoughts spell. You regain this ability when you take a short or long rest.

Detect Lie (8). You have advantage on Wisdom (Insight) checks made to detect falsehoods.

Detect Illusion (9). You have advantage on all saving throws against illusions.

Divine Aura (10). You can cast the enthrall spell. You regain the use of this ability when you take a long rest.

Elemental Summoning (11). You can summon earth elementals. You regain the use of this ability after a long rest.

Heightened Sense (11-12). You can cast the augury spell. You regain the use of this ability when you take a long rest.

Healing (13). Increase your Wisdom score by 1, to a maximum score of 20.

Protection Aura (16). You can cast the protection from evil and good spell on yourself. You regain this ability when you take a short or long rest.

Resistence (17-18). You have resistance to acid, cold, fire, lightning, and thunder damage.

Travel (19). You can cast the teleport spell as a ten-minute ritual. You must finish this ritual within ten minutes of moonrise or moonset to complete the casting of the spell. You regain this ability when you take a long rest, but you cannot use it more than once per week. When you are level 5 or higher you can use this ability twice per week, three times per week at level 11 or higher, and four times per week at level 17 or higher.

Unreadable Thoughts (20). Your thoughts cannot be read through magic.

If an ability requires a saving throw or a spell attack roll, your highest ability score is considered your spellcasting score for that ability. You don’t need material components or a spellcasting focus for your spells; your bloodmark serves as your focus.

You can take this feat multiple times; each time you do, you can choose two additional abilities. You cannot choose the same ability more than once. You cannot take this feat if you have any other Scion feats.