

chapter seven: Realm magic

Cerilia is a mystical place with ancient ley lines, magical sources, and the spiritual powers of devoted worshippers all available to those who know how to harness them. The power of the magic commanded by a single spellcaster is nothing compared to the power available in a great ancient forest or the heartfelt devotion of hundreds of true believers. Realm magic is a special type of magic that are available *only* to regent spellcasters; without the power provided by a character's regency, a realm spell would fail completely. The spectacular results generated by tapping into these sources of power are *realm spells*.

Realm spells can only be cast from a province in which the regent spellcaster has a temple holding (divine), source holding (arcane), or some other connection to extensive power. By acting as a conduit for this power, the regent spellcaster can achieve results far greater than those that can be achieved through normal spellcraft. The preparations for channeling these great powers are lengthy and involved; a domain action (one full month of effort) is required to cast a realm spell.

Arcane realm magic

Mebhaighl flows stronger in the most essential and wild places of nature. High mountains and ancient forests, for example, offer more magical potential than hills or tundra. Yet no matter what the terrain, when casting realm magic, all wizards access mebhaighl in the same way – through magical holdings known as sources. In simple terms, a source is a place where mebhaighl collects. Though this magical energy exists everywhere, it naturally tends to pool and concentrate in particular locations, much as puddles in the rain. The concentration of mebhaighl is so strong at such sources that their environs are physically marked by a *manifestation* of earthpower. Manifestations take many forms: a craggy, mist shrouded spire of a mountain range immune to the elements, a gem-encrusted geode in the heart of a mountain, a preternaturally still pool of water which produces no ripples and reflects nothing of man's works, or similar preternatural manifestations of power. Whatever its form, a manifestation is likely one of the oldest remnants of nature in a province, or some mystical object largely untouched by ordinary men.

Magic potential

Magic potential is defined by the strength of nature residing there. Small forests, streams, and hillocks collect power, but this power is dwarfed by the raw earthpower available in great rivers, vast woodlands, and mountain ranged unspoiled by the touch of civilization. The despoiling touch of civilization weakens the land's magic, and stretches of Cerilia are nearly magic-dead as the result of generations of settlement, agriculture, and taming.

Each terrain type has a specific magic potential. The sum of a province's level and the level of sources within it cannot normally exceed the magic potential rating of the terrain (see

Table 7-1: Magic potential by terrain). The difference between a province's magic potential and its province level is its *maximum source level*. The maximum source level of a province is listed, delimited by a slash, as part of its domain statistics. Consider the province of Ghoried in Roesone. Ghoried has the plains terrain type, and therefore has a magic potential of 5. Ghoried's province level is 2. Thus, the maximum source level in Ghoried is 3 (the magic potential of 5 - the province level of 2) and the province is listed as Ghoried (2/3).

Table 7-1: Magic potential

Terrain Type	Potential
Desert, Glacier, Hills, Marsh, Moor, Plains, Steppes/Highland, Tundra	5
Forest, Mountain, River	7
Swamp	8
Exceptionally wild, trackless, and untamable regions (such as untouched ancient forest, the highest mountain peaks, etc.)	9
Unusual natural or magical phenomena (such as dragon bones, underground rivers, etc.)	+1 to +2
Cataclysmic magical or military events	-1 to -3

If a province's level increases, its maximum source level immediately decreases in response, possibly causing the loss of one or more regent mage's source holdings. The intricacies of nature are complex – it is impossible for a regent to know which source holdings will be destroyed when province level increases. The DM should determine the ownership of a destroyed source level randomly. For example, assume that two of Ghoried's (2/3) source levels are claimed by High Mage Aelies and that one source level is unclaimed. Therefore, High Mage Aelies claims two-thirds of the magical power in Ghoried. If Ghoried's province level increases, the loss will come from Aelies holdings with two-thirds probability. The DM rolls a d3. On a 1 or a 2, High Mage Aelies loses a source level in Ghoried. On a roll of a 3, the unclaimed source is destroyed.

If province's level decreases, the province will eventually return to a more pristine state and replenish its mebhaighl flow. If the land is returned to an entirely natural state (all buildings razed, etc.) then the effective maximum source level of the province increases by one each spring until it reaches the maximum determined by the new province level. If the land is not returned to an entirely natural state then it takes five times as long for the land to recover. Newly recovered sources are considered unclaimed, regardless of any past claims upon them.

The Sidhelien, by tradition and nature, live in harmony with the supernatural forces of the natural world. Elven civilization does not impede the flow of natural magic nor does it destroy the wellspring of such power; elves build with full knowledge and awareness of the effect of their actions on the flow of mebhaighl. Province levels that represent elven populations living in harmony with the land do not subtract from the level

of sources available within a province. Consider the province of Rhuobhe (2/9). Rhuobhe, one of the most wild and trackless provinces of Cerilia, has a magic potential of 9. Although Rhuobhe has a province level 2, this population level represents a fully elven culture living in harmony with nature. Thus, the province level does not subtract from the available source levels in Rhuobhe, a 2/9 province.

Sources

Each province has innumerable natural areas through which concentrated mebhaighl flows and pools. Only the most powerful of these areas exhibit natural manifestations of earthpower that can be claimed by a blooded mage to perform realm magic. The number of *source manifestations* in a province is roughly equal to the maximum magic potential of the province. Characters may be able to make an educated guess as to whether or not they have located a source manifestation, but only druids, wizards, and sorcerers will immediately recognize a manifestation for what it is – a supernatural manifestation of earth power. Druids and true mages can also determine if a source manifestation has been claimed by a regent and whether or not the source has been used to power a realm spell within the previous three 3 months.

Source manifestations are difficult to find. By their very nature, manifestations are most likely to occur in the most remote and untracked areas of a province. Locating a source manifestation is a difficult and time-consuming process. Even powerful mages wishing to claim a portion of the magical energies of a province often enlist the aid of others in their search – sending apprentices to make initial surveys or sending agents out to ask locals about unusual natural features or tales of supernatural events in the wilderness. A true mage can attempt to locate and claim a source manifestation through the use of the Create Holding domain action to create a source (0). If successful, the mage finds and claims a new source manifestation.

In claiming a manifestation, the mage forces her acceptance as a part of the environment. In the natural area surrounding the manifestation, the wizard is attuned perfectly to the land – wildlife will not flee her approach, and the wizard can stand within the midst of the manifestation without fear of discomfort or harm. This area has a diameter of 1 mile x the level of the source holding squared. This connection remains intact unless the mage's holding is contested.

Through natural and magical means, true mages can then enhance the flow of the province's mebhaighl through their manifestation, claiming more of the province's power for themselves. To strengthen their sources, mages use the Rule Holding domain action. This action represents additional time that the mage spends in the province attuning herself to the land and altering the natural flow of mebhaighl to pool more deeply in the reservoirs available for her use. As a source's holding level increases, its manifestation becomes more potent and distinctive.

Normally, all regent mages in a province claim a unique source manifestation as their own. A mage may only attempt to claim a source (0) in a manifestation already claimed by another mage if the other agrees to allow the action to succeed. If two or more mages claim the same manifestation,

the source levels available to each are separate but the total of the source levels defines the strength of the manifestation. The maximum source level of a province represents the limit for the amount of earth power available in each province. If two or more mage regents claim the province's mebhaighl then they must contest among themselves for the available source levels.

Source manifestations usually do not require protection from ordinary people – few pass nearby. More importantly, the earthpower itself enhances the power of the manifestation and makes it largely immune to harm. Manifestations resist normal wear and damage from the elements (earth, air, fire, and water) including flooding, erosion, lightning, or forest fire. Deliberate violence, however, can harm manifestations and – rarely – even the source itself. Because of the mystical link between regent mages and their sources, they become immediately aware when a claimed manifestation is disturbed. This awareness generally ranges from a feeling of mild discomfort to actual acute physical pain.

Magic-based attacks and determined physical attacks can eventually destroy a manifestation. A source manifestation has spell resistance equal to $20 + 2 \times$ source level. Furthermore, source manifestations have damage resistance (from all sources of harm) equal to $2 \times$ source level. Finally, damaged sources regenerate damage at the rate of 1 hit point per source level / round.

Any normal harm done to a manifestation is temporary. Destruction of a manifestation temporarily disrupts the flow of mebhaighl through the source and prevents the regent mage from tapping the source to use realm magic. The source will produce a new manifestation in less than a month. Only damage to the source through realm level actions (such as contesting the source holding, casting the realm spell *destroy source*, or the massive destruction of a province's woodlands through specific military action) has any lasting effect.

Caerbhaighlien

The manifestations produced by the natural flow of mebhaighl are almost universally level 0 manifestations. Without willful manipulation by a regent mage, most sources do not naturally pool the amounts of mebhaighl necessary for even the least realm spell.

Some naturally occurring source manifestations are so powerful, however, that sometimes even non-mages passing near their manifestations can feel the pull of mebhaighl. These sources, called *caerbhaighlien* (kay-er-VAY-len) by the elves, are both rare and powerful. No mage can claim a caerbhaighlien – it is claimed, incontestably, by nature itself. However, any regent mage in the direct presence of its manifestation can tap its mebhaighl to cast realm spells as they were the caerbhaighlien source's regent. Caerbhaighlien sources draw from the deep essence of the earths' power and do not count against the maximum source levels of the province.

Ley lines

Regent mages who control sources of mebhaighl can command arcane realm magic, the most powerful arcane magic available to human- and elven-kind. In order to cast realm spells, however, a regent mage must draw on the power

of her source holdings. Arcane realm spells require that the caster have a source holding in the province in which the spell is cast. The level of the source holding may limit the realm spells that can be cast by the regent in the province. Ley lines provide a means of accessing a regent's source holdings in other provinces to allow the regent more flexibility in the casting of realm spells.

Ley lines are mystic conduits that allow a true mage to tap the mebhaighl from the source where it collects and transport it to a province in which he wishes to cast a realm spell. A ley line creates a magical link between two provinces. For the purpose of casting realm spells, the caster may use the highest level source that he claims from either of the two connected provinces. If either of the two connected provinces is connected to a ley line, then the caster may use the highest level connected source anywhere in the ley network.

A mage can only forge ley lines from a province in which he holds a source (the initial province), but the mage does not have to have a source in the terminal province to which the ley line connects. Ley lines can be forged over any overland distance. A ley line cannot extend over more than 150 miles of water. A ley line only connects two provinces (the initial and terminal provinces). A ley line that simply passes through a province cannot be used to cast realm spells.

Ley lines, like rivers, curve and meander to accommodate terrain, but for game purposes are assumed to define a straight line between the center of the initial and terminal provinces. The length of a ley line is the number of provinces it touches, not counting the initial province. For example, a ley line between two adjacent provinces has a length of 1.

To construct a ley line, the caster must spend a significant portion of a month in the initial province, and a brief time (one day) in the terminal province. During this day, the mage goes into a trancelike state during which she loses track of her surroundings and is largely defenseless. If disturbed during this period, the mage's forging attempt automatically fails. Powerful regent mages generally travel with quiet guards or trusted friends pledged to protect them during this period of concentrated effort.

When a ley line is forged, all true mage source regents in the provinces through which it passes are aware of the change in the flow of mebhaighl through their realms. These regents are aware of the direction of the mebhaighl flow and are aware of whether the line begins, ends, or simply passes through their province. Source regents in any province through which a ley line travels may use their source levels (and RP) to aid or hinder the forging of the ley line. Once created, however, a ley line cannot be detected or destroyed except through the use of realm spells cast for that purpose.

Once created, a ley line costs nothing to maintain. However, the use of a ley line to perform any realm spell increases the regency point cost of that spell by the number of provinces crossed by the ley network that connects the province to the necessary source.

Ley lines are a non-transferable domain asset. When a regent dies, her ley network is destroyed. Ley lines cannot be used or invested to another caster. The only exception to this rule is the use of the ley lines by the regent's lieutenant as part of a lieutenant domain action.

Casting arcane realm spells

Regent mages primarily use their sources to power arcane realm spells, extraordinary works of spellcraft strong enough to effect entire domains. Because these spells draw upon concentrated mebhaighl, mages can cast them only in provinces where they have sources or ley lines to sources of sufficient potential to power the spell. Arcane realm spells require varying levels of sources to fuel them; more powerful spells require higher-level sources.

When a regent casts a realm spell, he marshals his source's magical energy over the period of a month. During this marshalling, the regent need not be physically present at the source's manifestation but the mage must remain within the province in which the spell is to be cast. During the period of marshalling, the mage spends the majority of each day in deep concentration, summoning the land's mebhaighl towards him, preparing the weave of the spell's final form, and resting. At the end of the marshalling period, the regent mage channels the mebhaighl he has gathered through his body and empowers the spell. Only blooded greater spellcasters are capable of channeling arcane realm magic; a bard, magician, or unblooded mage that attempted to channel such energies would be destroyed spectacularly.

Divine realm magic

Regent priests primarily use their temples to tend to the spiritual well-being of those that follow their deity and to exert political influence to further the dogma of their church. However, the divine energies channeled by a single cleric, no matter how devout, pale beside the potential energies focused by the massed faith of hundreds of faithful worshippers brought to the peak of religious fervor through weeks of ritual, fasting, and prayer.

Casting divine realm spells

When a divine spellcaster casts a realm spell, she marshals her temple's followers in a massive ritual designed to channel massive amounts of divine power. The priest spends the marshalling time traveling throughout a province to speak to the devout and lead rituals, blessings and prayers at each of the various cathedrals, temples, and shrines within the province.

When a regent priest casts a realm spell, he marshals the belief of the faithful over the period of a month. The rituals associated with clerical realm spells tend to be elaborate affairs, requiring costly vestments, rare incenses, and valuable sacrifices. If nothing else, the value of such sacrifices imparts to those witnessing the importance of the cause for which such faith is mustered. During this marshalling, the regent must remain within the province and spend a great deal of the time and effort in the organization and implementation of the many rituals required to invoke divine realm magic. During the month, the priest spends the majority of each day leading worship and ritual services. Near the end of the month-long effort, the priest heads a lavish ritual in which a large number of devout worshippers provide the faith which, through the power of the regent priest's divine bloodline, is channeled into a divine realm spell.

Only blooded divine spell casters are capable of channeling divine realm magic; an unblooded priest lacks the necessary link to the divine required to focus the belief of the masses into the casting of a realm spell. Blooded rangers, paladins, and other minor divine spell casters are capable of casting divine realm spells, but due to the spell level requirements, many realm spells are beyond them. Some divine realm spells may only be available to priests of specific religions.

In order to successfully cast a realm spell of a given level, the regent priest must be able to cast conventional spells of that level. Furthermore, the regent priest must claim a temple holding equal to or greater than that required to cast the spell.

Variant: Using the power of the earth

Druids may cast spells using temple holdings. In addition, however, druids may draw upon the natural power of the earth to empower their spells. Druids are able to cast divine realm spells as if the unclaimed source holdings in the province were temple holdings under their control. The druid must have a temple holding in the province in order to use this ability. Dwarven priests of Moradin may use unclaimed source levels of mountain provinces in exactly the same way as druids.

Realm spells

A spellcasting regent can spend a domain action to cast a mighty enchantment that affects an entire province. Realm spells are a special type of magic that are available only to regent spellcasters. Realm spells can only be used in provinces in which the regent has a temple holding (divine realm magic) or source or ley line (arcane realm magic).

Learning realm spells

Realm spells are difficult to learn and master. Spellcasters can only learn realm spells by expending significant effort. Unlike conventional spells, divine spellcasters do not automatically have access to all divine realm spells. Likewise, arcane spellcasters may not select a realm spell as a "free" learned spell when going up a level. Realm spells must always be researched – they cannot be learned directly from another spellcaster or through simply copying a spellbook.

Researching a Realm spell takes one month per level of the realm spell and requires an expenditure of 1 GB for each month spent. This money goes into fees for rare books, relics, materials, consultants, experimentation, and other miscellaneous expenditures. At the end of that time, the character makes a Spellcraft check (DC 15 + realm spell level). The character may receive a +2 bonus to this roll if they have tutoring or realm spell research notes from another character that has already learned the realm spell. If the roll succeeds, the character learns the new realm spell. If the roll fails, the research fails. The character may attempt to learn the spell again, but must pay the full costs associated with doing so.

Number of realm spells known

All spellcasters have a limit to the number of realm spells that they may know. An arcane spellcaster may learn a number of arcane realm spells equal to the number of ranks that they possess in Knowledge (Arcana). Likewise, a divine spellcaster

may learn a number of divine realm spells equal to the number of ranks that they possess in Knowledge (religion). Realm spells do not count against the "maximum spells known" for sorcerers or other spell casters that have such a limit.

Casting a realm spell

All realms spells are subject to the rules noted in this section unless the exception is explicitly noted in the spell description.

Casting Time

Realm spells are a form of ritual magic. The preparations are lengthy and involved; the spellcaster must spend a domain action (one full month) engaged in the rituals necessary to cast the realm spell. Casting a realm spell leaves the regent spellcaster physically exhausted. The spellcaster is *fatigued* (-2 to Strength, -2 to Dexterity, can't charge or run) for the entire month. A realm spell will automatically fail if the caster leaves the province, engages in any other time consuming activity, or is reduced to less than 25% of his normal hit point total during the casting period.

Level

Like conventional spells, all realm spells have a level. The level of a realm spell is not dependent on class, but may differ between arcane and divine spellcasters. A character may not cast a realm spell unless they are capable of casting conventional spells of that level. For example, a 3rd level wizard regent could cast spells of level Arcane 2. A 3rd level wizard could not cast spells of level Arcane 3 or Divine 1.

Target

A realm spell is always centered on the province in which the ritual magic is cast. Realm spells generally target one or more provinces or characters, military units, or other domain assets within the target province.

The targets of a realm spell must be in the same province as the caster throughout the casting of the spell. Spells that affect military units only affect military units that are stationed in the target province for the entire month. Spells that target characters require that the characters remain within the target province and regularly participate in brief rituals. The target is free to take any normal or domain actions within the province.

Spells that target multiple provinces must include the province in which the spell is cast. Each additional affected province must be adjacent to the initial province or another affected province. Furthermore, the spellcaster must have an appropriate holding of at least level 0 or a ley line connection in order to provide the link to the adjacent province necessary to including it in the spell's effect.

Duration

The effects of a realm spell begin to be felt several days before the ritual's completion. Once the ritual is complete, the effect of a realm spell is generally immediate.

The effects of instantaneous realms spells come and go the instant the spell is complete, though the consequences of the spell might be long lasting. For example, the completion of an *alchemy* realm spell increases the value of a unit of trade goods. Once the spell is complete, the resultant change in value is permanent and can not be dispelled.

Many durations are measured in seasons (a domain turn consisting of 3 action rounds), months (1 action round), or weeks (1 war move). When the time is up, the spell ends and the magic goes away. If the duration line ends with a "(D)," the caster can dismiss the realm spell at will.

Saving throws and Spell resistance

If the spell affects individuals, spell resistance and/or a saving throw may apply. Spell resistance applies normally except that the spell resistance check is not rolled. Over the intensive and lasting period of a realm spell effect, the caster gets an average result. The spell resistance check is made as if the regent spell caster had rolled a "10" on the check. Thus, spell resistance succeeds only for creatures having SR greater than 10 + caster level.

Realm spells that allow saving throws have a DC 10 + realm spell level + the caster's spell-casting attribute. Spells that affect military units may receive unit saving throws (refer to Chapter Six: Warfare).

Special requirements

Some spells require more power than others, and therefore must be supported by stronger holdings. Arcane spell casters can use ley lines to effectively increase their source level in a province for the purpose of spell casting.

In addition, some realm spells may have additional prerequisites, such as the worship of a particular deity, or the ability to turn undead.

RP and GB cost

The materials needed to cast a realm spell are often expensive and hard to find. In addition, casting a realm spell requires the regent caster to tap the power of this domain. Therefore all spells list a cost in regency points (RP) and gold bars (GB) to cast the spell. Note, however, that the caster is not expending regency point to power the spell; in truth, the regency is being spent to channel and control the actual principle power of the ritual, mebhaignh (arcane) or focused faith (divine).

Variant: Regency maximums on spell casting

Like a stream of water, mebhaignh and the power of faith are seemingly endless in supply, but limited in current. Minimum source requirements for spells represent the necessary minimum flows of power that are required to cast a realm spell; difficult realm spells require a strong and constant single source of power. Increasing the power of a spell beyond its minimum effect, however, requires that the caster expend regency in order to channel more arcane/divine power from his domain into the spell.

Using this variant, the maximum amount of power that a caster can add to a realm spell is limited by the power of her domain. Specifically, a regent caster is limited in the amount of regency that she can use to increase the effect of a realm spell. The maximum regency that can be spent on a spell is equal to the total power of the caster's domain holdings of the appropriate type (i.e. the sum of all source holdings in the domain of an arcane spellcaster or the sum of all temple holdings in the domain of a divine spellcaster).

realm spell descriptions

Alchemy

Transmutation

Level: Sor/Wiz 1

Target: Personal

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

Special Requirements: Source (3)

You can invoke a small-scale, permanent transmutation effect to turn lead into gold. Casting this spell transforms enough lead to create 1 GB worth of gold. For every additional 4 RP spent during the casting of this spell, an additional 1 GB worth of gold is transformed. *Special:* The number of GBs worth of gold produced by this spell cannot exceed the level of the source used to empower the ritual. Thus, a wizard casting this spell with a source 3 and spending 12 RP can produce no more than 3 GB worth of gold per casting (for a net profit of 2 GBs as the spell costs 1 GB in components).

Regency Cost: 4 RP / 1 GB created.

Material Components: 1 GB worth of expendable ritual components and base materials.

Battle Armor

Abjuration

Level: Sor/Wiz 4

Target: 1 unit

Duration: 1 week/level (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (4)

The unit upon which the spell is cast is magically protected from harm. The unit receives a +4 bonus to its defense and morale ratings.

Regency Cost: 4 RP.

Material Components: 2 GB worth of expendable ritual components.

Battle Arms

Transmutation

Level: Sor/Wiz 1

Target: 1 unit/level

Duration: 3 months (D)

Saving Throw: Unit [harmless]

Spell Resistance: Yes [harmless]

Special Requirements: Source (2)

This spell adds a +2 bonus to the offensive ratings of the affected units.

Regency Cost: 1 RP/unit.

Material Components: 1 GB/unit worth of expendable ritual components.

Battle Bless

Enchantment (Compulsion)

Level: Clr 1

Target: 1 unit/level

Duration: 2 weeks + 1 week/level

Saving Throw: None

Spell Resistance: No

Special Requirements: Temple (3)

Your blessing fills an army's soldiers with courage. Each affected unit gains a +1 to all its offensive ratings for the duration of the spell.

Regency Cost: 1 RP/unit

Material Components: 1 GB worth of expendable ritual components.

Battle Fury

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr/Drd 2

Target: 1 units/level

Duration: 12 weeks

Saving Throw: Unit negates

Spell Resistance: Yes

Special Requirements: Temple (2)

Whenever engaged in mass combat, the soldiers of the affected units become enraged and fight passionately with little regard for personal safety. Affected units gain a +2 bonus to their melee ratings. The units also gain a +1 to their movement rating and an additional hit. The unit becomes fearless and never fails rout checks. Due to the soldiers' lack of regard for their personal safety, the units receive a -2 penalty to their defense rating. The enraged units must engage opposing units whenever possible. They may only use missile attacks if they are unable to engage an enemy unit in melee.

Regency Cost: 1 RP per unit.

Material Components: 1 GB per unit worth of expendable ritual components.

Battle Seeming

Illusion (Glamer)

Level: Sor/Wiz 5

Target: 1 unit/level

Duration: 1 week/level (D)

Saving Throw: Special

Spell Resistance: Special

Special Requirements: Source (4)

The appearance of an entire army is changed as if through the use of the *change self* spell. The troops resume their normal appearance if slain. Thus, a unit's true nature is revealed if it receives a hit on the battlefield.

Regency Cost: 1 RP/unit.

Material Components: 1 GB worth of expendable ritual components.

Bless Land

Transmutation

Level: Clr/Drd 1

Target: 1 province/2 levels

Duration: One season (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Temple (1)

You can invoke a province-wide *blessing*. The increase in prosperity brought by this blessing temporarily increases the province level by one for the purposes of determining taxation and holding income collection. Furthermore, all temple holdings belong to you are increased by one level for the purposes of determining holding income collection. For

example, a temple (4) in a province (5) would collect regency and gold as if it were a temple (5) in a province (6).

Bless land lasts for one season. Regardless of the month in which it is cast, the spell effect counts during only the *first* collection period occurring after the spell is cast – if the spell duration crosses a domain turn boundary, the regent effectively gets early credit for the remainder of their increased prosperity. If this spell is countered, affected regents earn 1/3 of the total additional income that they would have received for each month in which the spell was active.

Bless land counters and is countered by *blight land*.

Regency Cost: The regency cost of this spell for each province affected by the spell is equal to difference of the target province level's and the caster's temple holdings in that province. A priest that controls a temple (3) in a province (5) and a temple (3) in a province (4) must spend 3 RP to bless both provinces. Each province has a minimum cost of 1 RP.

Material Components: 1 GB worth of incense, oils, sacrifices, and other expendable ritual components.

Blight Land

Transmutation

Level: Clr/Drd 1

Target: 1 province/2 levels

Duration: One season (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Temple (1)

You curse the target province(s) and all of the holdings in it. *Curse Land* temporarily decreases the province level and all holding level within the province by one for the purposes of determining taxation and holding income collection. Your temple holding level is unaffected by the curse. If your temple represents the state religion in a province, the province loses one loyalty grade.

Blight Land lasts for one season. Regardless of which month in which it is cast, the spell effect counts during only the *first* collection period occurring after the spell is cast – if the spell duration crosses a domain turn boundary, the regent effectively gets early credit for the remainder of their decreased prosperity. If this spell is countered, affected regents lose only 1/3 of the total additional total loss that they would have suffered for each month in which the spell was active.

Blight Land counters and is countered by *bless land*.

Regency Cost: The regency cost of this spell for each province affected by the spell is equal to difference of the target province level's and the caster's temple holdings in that province. A priest that controls a temple (3) in a province (5) and a temple (3) in a province (4) must spend 3 RP to bless both provinces. Each province has a minimum cost of 1 RP.

Material Components: 1 GB worth of incense, oils, sacrifices, and other expendable ritual components.

Bloodline Destruction

Transmutation

Level: Clr/Drd 6

Target: 1 scion

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Special Requirements: Temple (1)

This spell allows the caster to permanently sunder the connection between a scion and his bloodline. The subject must be present (usually as a prisoner) during the entire period of the realm spell casting. At the completion of the ritual, the subject of the spell must make a Fortitude save (DC 19). If this spell succeeds, the scion's bloodline and all blood powers vanish permanently. The character loses the scion template, the ability to cast true magic without elven blood, and all other scion advantages/disadvantages. This spell cannot be reversed, but the character is eligible to claim a new bloodline in the same manner as any other unblooded character.

Regency Cost: RP equal to the targeted bloodline score.

Material Components: 10 GB worth of expendable ritual components.

Bloodline Ward

Transmutation

Level: Clr/Drd 4

Target: 1 scion

Duration: 1 week/level

Saving Throw: Special

Spell Resistance: Special

Special Requirements: Temple (1)

This spell allows the caster to forge a connection between the spiritual essence of a willing scion's bloodline and a focus. Due to the protective nature of the magic that creates this channel, attempts to drain or suppress the character's bloodline score are impossible. Any successful attempt to transfer or destroy a character's bloodline causes the divine essence of the bloodline to retreat into the focus (regardless of distance) instead.

This spell can only be cast on a willing scion that is present and touching the object during the final ceremony of the spell. Once the spell is in place, a priest regent can recast this spell to extend the spell's duration. In this case, it is sufficient for either the focus or the regent to be present during the final ceremony.

Bloodtheft is nearly impossible while this spell is in effect. Instead, the dying scion's bloodline is immediately transferred to the focus (regardless of distance). Only bloodtheft with a *Tighmaevril* weapon can successfully penetrate this spell's protection. Bloodline ward also prevents a dying scion's essence from passing to his invested heir – the bloodline instead retreats to the focus.

If the scion's essence should be transferred into the focus, he loses all benefits of their bloodline including blood abilities, bonus hit points due to the scion template, and the ability to perform true magic without elven blood. If the scion survives, he can reclaim their bloodline by taking possession of the focus (ending the spell immediately). Furthermore, a rightfully invested heir can claim the scion's bloodline through the focus through a normal investiture as if the regent was alive, present, and willing to pass his bloodline in full to his heir.

If the focus contains a divine essence and is destroyed (or if the spell ends), the contained bloodline erupts from the focus in a burst of power identical to that released by a slain scion.

Focus: The physical object that serves as the focus for this spell is a gem of no less than 1,000gp value. This gem must be of a type sympathetic to the nature of the target's bloodline derivation: the bloodline of Anduiras manifests in red rubies; Azrai's power pulses within black sapphires; Basaia's energy lies in bright yellow topaz; Brenna's bloodline is embedded in deep orange jacinths; Masela's bloodline sympathizes with blue sapphires; Reynir's essence can be channeled through green emeralds; and Vorynn's power lies in diamonds. This gem is often set in a ring, pendant, sword, or other object.

Regency Cost: 4 RP.

Material Components: 1 GB worth of expendable ritual components.

Bloodline Investiture

Transmutation

Level: Clr/Drd 1

Target: Two willing regents touched

Duration: See text

Saving Throw: None

Spell Resistance: No

Special Requirements: Temple (1)

This spell allows the priest to transfer the bloodline of a willing regent to another character. A bloodline investiture transfers the donating scion's entire bloodline, including strength, derivation, and score, to the designated recipient. The donating scion's regency reserve is not transferred to the recipient. This change is permanent and cannot be reversed unwillingly.

Bloodline investiture is often used to elevate a ruler's heir to the same blood strength that the ruler himself enjoys. However, both characters must be present and willing for the ceremony to be effective.

If the target character is already a scion, then the bloodlines are combined in exactly the same manner as if the character with the stronger bloodline had performed bloodtheft on the character with the weaker bloodline.

A priest regent may cast this realm spell on two regents without completing its final stages. The uncompleted investiture can be completed at any time and only requires a single action to complete. The priest and both targets must be present and willing to finalize the ceremony. Incomplete investitures are a commonly undertaken as part of a Ceremony of Designation or before major battles/threats as they allow the priest to finalize the investiture on the battlefield should the regent take a mortal wound.

Regency Cost: None

Material Components: 1 GB worth of expendable ritual components.

Cure Unit

Evocation

Level: Clr/Drd 4

Target: up to 1 unit/3 levels

Duration: Instantaneous

Saving Throw: Unit (half)

Spell Resistance: Yes

Special Requirements: Temple (1), ability to turn undead.

You channel a massive amount of divine energy that you release in a single burst. For every three levels of the caster,

one battle card unit may be targeted. All targets must in the same province and traveling as a single army or garrisoned in the same location. Normal units affected by this spell heal two hits. Undead units targeted by this spell take two hits. Undead units may make a unit saving throw against a DC 16 to take half-damage.

Unlike most realm spells, the final rituals need not be completed during the month in which this spell is cast. After the casting is complete, the spell's energies are available for the caster to tap during the final war move of the month in which it was cast, or in any of the four war moves of the following month. If, during this time, the spellcaster leaves the province in which the spell was cast, the spell is lost. The final rituals for this spell require that the caster be within visual range of the targeted units. The final rituals that complete the spell require approximately the same amount of time as casting a battle spell and may be completed upon the field of battle.

Regency Cost: 5 RP per unit affected.

Material Components: 1 GB worth of expendable ritual components.

Death Plague

Necromancy

Level: Sor/Wiz 3

Target: up to 1 province/2 levels

Duration: Instantaneous, one province per month (see text) (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

Special Requirements: Source (5)

You create a magical pestilence of epidemic proportions. Residents of affected provinces are exposed to *Slimy Doom* (see the *Dungeon Master's Guide: Diseases*). Any province affected by the death plague suffers massive population loss and loses one province level.

The *death plague* affects one province in the month in which it is cast. In each following month, the plague moves to an adjacent province as directed by the caster. For every two levels of experience past the minimum caster level (5th level for wizards), you affect an additional adjacent province. For the purposes of resolving timing conflicts, the effects of the death plague are instantaneous. Dispelling a *death plague* after it has taken its toll in a province will not bring the dead back to life, but it will prevent the plague from spreading further.

Death plague dispels and counters *bless land*.

Regency Cost: The Regency Cost is equal to the sum of the total levels of all provinces affected. Thus, a 7th level wizard casting the spell starting in a province (4) and spreading to a province (3) must pay 7 RP.

Material Components: 2 GB worth of expendable ritual components.

Demagogue

Enchantment (Compulsion)

Level: Sor/Wiz 2

Target: up to 1 province/2 levels

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

Special Requirements: Source (3)

You influence the loyalty of a province. This pervasive, subtle enchantment plays upon the fears and loyalties of the population of a province, permanently influencing the attitudes of its peoples toward its ruler.

For every two levels of experience past the minimum caster level (3rd level for wizards), you affect an additional province adjacent to the initial province.

Regency Cost: The mage must pay 5 RP for *each* grade of loyalty affected in each province; casting a stable domain into rebellion would be very costly.

Material Components: 1 GB worth of expendable ritual components.

Dispel Realm Magic

Abjuration

Level: Sor/Wiz 1, Clr/Drd 1

Target: 1 province

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (1) or Temple (1)

Powerful magical effects require powerful counters. This spell allows a mage regent to counter the effects of any other realm spell in the same manner that a *greater dispel magic* works against routine spells. A dispelled spell ends as if its duration had expired. Note: The effect of realm spells with instantaneous duration can't be dispelled, because the magic effect is already over before the *dispel realm magic* takes effect. Thus, you can't use *dispel realm magic* to reverse the effects of a *demagogue* any more than you could use a *dispel magic* to reverse the fire damage caused by a fireball. As with normal combat, effective use of readied domain actions and careful consideration of initiative order can be of vital importance in realm-level magical confrontation. *Dispel realm magic* can be cast in one of two ways:

Targeted dispel: One ongoing realm spell is the target of the spell. You must make a realm dispel check against the realm spell. A realm dispel check is 1d20 + 1 per caster level (maximum +20) + RP spent by the caster to support the check. The DC of a realm dispel check is 11 + opposing spell caster's level + the RP cost of the target spell + RP spent by the spell's caster to oppose the check. RP spent to oppose/support the realm spell follow the standard bidding rules for spending RP on domain actions.

For example, the (second) Swamp Mage, a 10th level wizard, targets *dispel realm magic* against a one company *legion of dead* (casting cost 4 RP, 1 GB) summoned by the Sword Mage, a 10th level wizard. Before spending RP, the Swamp Mage's dispel check is 1d20+10 against a DC of 25. The Swamp Mage bids 4 RP to support the check to make the odds of success even. The Sword Mage counters with 5 RP against. The Swamp Mage matches with 5 RP. The Sword Mage, low on regency, decides to stop the bidding. Thus, the final dispel check would be 1d20+19 (10 + 4 + 5) against a DC of (11 + 10 + 4 + 5).

Counterspell: The spell targets an incoming realm spell before it takes effect. If a regent spellcaster readies his domain action (using the hold action), he is allowed to respond to

other domain actions. In this case, a regent mage can use *dispel realm magic* to counter an incoming hostile realm spell, before it takes effect. As with *dispel magic*, this is not a true counterspell. You must make a realm dispel check to counter the other spellcaster's realm spell.

Regency Cost: The regency cost of this spell is determined by the caster during the bidding process (minimum 1 RP). Generally speaking, this spell requires a large amount of regency unless you are significantly more powerful than the caster of the target spell. If the casters are of equal level, for instance, this spell will require RP at least equal to the cost of the spell targeted in order to have a 50% of success (possibly more if the targeted caster bids RP against the dispel).

Material Components: 1 GB worth of expendable ritual components.

Disrupt Mebhaighl

Transmutation

Level: Sor/Wiz 9

Target: 1 province

Duration: 1 month/4 levels

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (7)

By sending an exceptionally powerful surge of raw mebhaighl into the target province the caster disrupts the regular flow of mebhaighl in the province. While this spell is in effect, no one, not even the caster of this spell, can draw upon the magical energy of the province's sources or use any ley lines passing through the province. A disrupted source is treated as a healthy source for all purposes save casting realm spells.

Regency Cost: 5 RP x target source level.

Material Components: 1 GB worth of expendable ritual components.

Honest Dealings

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr/Drd 3

Target: 1 province/2 level

Duration: One season + 1 season/3 level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Special Requirements: Temple (3)

You create a realm-wide *zone of truth* effect that prevents citizens from speaking any lies or engaging in dishonest practices. Agitate and espionage actions cannot succeed and diplomacy actions suffer a -4 penalty. This spell also interferes significantly with the normal rhythm of mercantile business in a realm – customers take no joy trying to "find a good deal", foreign merchants tend to avoid the realm, etc. While this spell is in effect, guild holdings are reduced two levels for collection purposes. Characters are entitled to a Will save (DC 14) each time they attempt to tell a lie or act dishonestly.

Regency Cost: 3 RP per province level.

Material Components: 2 GB worth of expendable ritual components.

Imbue with Blood Ability

Transmutation

Level: Clr/Drd 3

Target: 1 character/level

Duration: 1 week/ level

Saving Throw: Fortitude negates [harmless]

Spell Resistance: Yes [harmless]

Special Requirements: Temple (2)

This spell allows a priest to focus divine energy to temporarily strengthen the divine essence of the target. The target of the spell temporarily gains an enhancement of their bloodline strength. Minor scions become major scions, major scions become great scions. All scions receive a bonus to their bloodline score equal to the caster's level/2.

Unblooded characters temporarily gain the minor scion template and a bloodline score of 8 + the caster's level/2. The derivation of this temporary bloodline is appropriate to the religion of the caster's deity. [Anduiras – Haelyn, Cuiráécen; Reynir – Erik, Laerme; Masela – Nesirie, Cuiráécen; Vorynn – Ruornil, Eloéle; Brenna – Sera, Eloéle; Basaia – Avani, Laerme; Azrai – Kriesha, Belinik.]

The target immediately gains any blood abilities that would normally be associated with their new bloodline strength and score. This enhancement is temporary and ends when the spell's duration expires or at the death of the scion (prior to determining bloodthief).

Regency Cost: 5 RP/character

Material Components: 1 GB/character worth of expendable ritual components.

Interdiction

Transmutation

Level: Clr/Drd 3

Target: 1 regent

Duration: Special

Saving Throw: None

Spell Resistance: No

Special Requirements: Temple (5)

An interdiction is perhaps the most fearsome realm spell of which a priest is capable. Through this realm spell, the priest excommunicates the regent and all of his vassals. Within the interdicted domain, clergy of the interdicting sect are forbidden to perform blessing or ceremonies for the populace, including marriages, last rites, healing, investitures, etc.

In any month the *interdiction* is in effect, every temple holding belonging to the caster must make a contest action against each of the target regent's holdings in the same province. These contest actions do not count as the caster's normal domain action for the month, but the caster must pay the regency cost to maintain the spell. Thus, this spell should be used with great caution, for it can be very damaging to the caster's regency reserve.

Furthermore, the regent may find it difficult to collect province taxes. The province's level, for the purpose of collecting both regency and gold, is reduced by the level of the caster's temple holdings in each province. This represents portions of the populace losing confidence in the sovereign rights of the regent due to the church's interdiction.

This spell ends if the subject of the spell ceases to be an enemy of the faith by performing an appropriate *atonement* or when the target holdings are entirely destroyed. Otherwise, the spell continues contesting the target regent's holdings each month, until the caster withdraws the spell or runs out of

resources to continue it. Once an Interdiction declared a temple is expected to continue the spell (casting this realm spell once each season) until the target regent atones or is utterly removed from power. Relenting on an excommunication may cause a loss of face (and thus regency) for the temple regent.

Regency Cost: RP equal to the total level of the target holdings. This cost is incurred each month the interdiction is in effect.

Material Components: 1 GB per target province/holding affected worth of expendable ritual components.

Legion of Dead

Necromancy [Evil]

Level: Sor/Wiz 5, Clr 3

Target: up to 1 unit of dead plus 1 unit/level above minimum caster level

Duration: 4 weeks + 1 week/level

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (3) or Temple (3)

You raise the buried and unburied bones or bodies of the dead of a province into a legion of undead skeletons and zombies that do your bidding. For every level above the minimum caster level (7th for wizards) you may summon an additional unit.

The legion of dead is mindless and entirely under the control of the caster. The caster must travel with the army at all times or the spell will be broken and the army will collapse. Each unit of the legion consists of enough skeletons and zombies to be roughly equivalent to CR 15. A standard legion consisting of medium-sized skeletons or zombies requires approximately 200 corpses. The magical power required to animate small-sized corpses is less per corpse, thus additional corpses are raised - keeping the relative strength of the unit the same regardless of the nature of the corpses. Each unit in a legion of dead has the following battle card statistics: Melee +8, Defense 22, Hits 3, Morale: N, Hits: 3. Undead legions never fail morale checks, and ignore all Fallback and Rout results except those generated with the support of divine battle spells.

Regency Cost: 4 RP/unit summoned.

Material Components: 1 GB/unit worth of expendable ritual components.

Ley Line Mask

Illusion (Glamer)

Level: Sor/Wiz 2

Target: 1 ley line/level

Duration: 12 months (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (2)

This powerful illusion *misdirects* any attempts to *trace*, *sunder* or otherwise interact with your ley lines. The affected ley lines do not need to be in the same province as the caster, but do need to be connected to the source province. This spell must end or be *dispelled* before your ley lines can be *traced*, *sundered*, or otherwise tampered with.

Regency Cost: 1 RP per line.

Material Components: 1 GB worth of expendable ritual components.

Ley Line Sunder

Evocation

Level: Sor/Wiz 3

Target: 1 ley line in target province

Duration: Instantaneous

Saving Throw: Special

Spell Resistance: No

Special Requirements: Source (4)

This realm spells allows you to temporarily disrupt or permanently destroy a ley line that passes through your domain. The target ley line must initiate, terminate, or pass through the targeted province. The caster attempts to disrupt the target ley line by disturbing the mebhaighl in the area through which the target ley line passes, causing an eddy or break that will destroy the line.

You must make a domain action check against the ley line. A check is 1d20 + 1 per caster level + RP spent by the caster to support the check. The DC is 11 + the sum of the two sources which the ley line connects + RP spent by the target to oppose the check. The RP spent to oppose/support the domain action follow the standard bidding rules for spending RP on domain actions or *dispel realm magic*. If this check fails, the ley line is unaffected by the sundering attempt. If the sunder check succeeds, then the line is disrupted and cannot be used for 3 months. If the check succeeds by 10 or more, the ley line is destroyed (although it can be reforged again with a new forge ley line action).

Regency Cost: RP equal to the sum of the two sources that the ley line connects.

Material Components: 1 GB worth of expendable ritual components.

Ley Line Trace

Divination

Level: Sor/Wiz 1

Target: 1 province

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (1)

This spell enables a wizard to sense disturbances in the natural flow of mebhaighl such as those created by ley lines. This spell informs the caster of the number of ley lines that initiate in the studied province, terminate in the province, or pass through the province. For lines that simply pass through the province, the caster is aware only of the lines' existence and the direction of the flow. If a line both begins and ends in provinces in which the caster has source holdings or ley line connections, she is also aware of which regent controls the ley line. If the line is in use during the casting of the spell, the caster is aware of that fact as well as the source level to which the ley line is attached.

Regency Cost: 1 RP.

Material Components: 1 GB worth of expendable ritual components.

Ley Line Ward

Evocation

Level: Sor/Wiz 2

Target: 1 ley line/level

Duration: 12 months (D)

Saving Throw: Special

Spell Resistance: Special

Special Requirements: Source (3)

You can place arcane traps on your ley lines to discourage others from attempting to *sunder* or otherwise tamper with your ley network. This spell allows the caster to place a very specific form of *contingency* on one or more connected ley lines in their ley network. The caster may choose any one spell that they are capable of casting as the trap. The level of the trap spell cannot exceed the level of the maximum source in the ley network. Furthermore, although you can set triggers on up to one ley line per level, there is only one trap per casting. Multiple traps can be associated with a ley line through the multiple uses of this spell. The affected ley lines do not need to be in the same province as the caster, but do need to be connected to the source province.

Anyone attempting to *deactivate*, *sunder*, or otherwise tamper with your ley line is immediately subjected to the trap. The trap spell effect is resolved normally, as if you had cast the spell upon the victim. You must pay the normal costs associated with the casting of the trap spell.

Regency Cost: 1 RP per line.

Material Components: 1 GB worth of expendable ritual components.

Mass Destruction

Evocation

Level: Sor/Wiz 2

Target: 1 unit/3 levels

Duration: Instantaneous

Saving Throw: Unit (half)

Spell Resistance: Yes

Special Requirements: Source (5)

You summon a single awesome barrage of devastating fire, lightning, ice, force, or acid vapor (caster's choice). For every three levels of the caster, one battle card unit may be targeted. All targets must be in the same province and traveling as a single army or garrisoned in the same location.

Unlike most realm spells, the final rituals need not be completed during the month in which this spell is cast. After the casting is completely, the spell's destructive energies are available for the caster to tap during the final war move of the month in which it was cast, or in any of the four war moves of the following month. If, during this time, the spellcaster leaves the province in which the spell was cast, the spell is lost. The final rituals for this spell require that the caster be within visual range of the targeted units. These final rituals which complete the spell require approximately the same amount of time as casting a battle spell and may be completed on the field of battle.

Each unit affected takes two hits. The unit may make a unit saving throw against a DC 13 to take half-damage. *Mass destruction* usually causes significant coincidental property damage, such as fires, flooding, or other environment damage. This damage is not significant enough to damage a fortification and is generally too minor to cause any permanent damage to any major domain asset.

Regency Cost: 10 RP/unit affected.

Material Components: 5 GB worth of expendable ritual components.

Protection from Realm Magic

Abjuration

Level: Sor/Wiz 1, Clr/Drd 1

Target: 1 province

Duration: 1 month/level (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (1) or Temple (1)

This spell suppresses realm magic for a period of time. The caster creates long lasting warding over a province to protect it from future realm spells. All realm spells cast against the province must immediately make a dispel realm magic check against the area dispel. A realm dispel check is 1d20 + 1 per caster level (maximum +20) + RP spent by the caster during the casting of this spell against a DC of 11 + opposing spell caster's level + the Regency Cost of the targeted spell + RP spent by the spell's caster to oppose the check. The caster may spend any amount of RP he wishes during the casting, but he does not get to bid further RP in the *dispel magic* check as per *dispel realm magic*. Regardless of the results, the protection remains in effect until its duration expires or until dispelled.

The protection has no effect on any realm spell already in progress. Sustained realm spells that affect mobile units (such as *legion of dead* or *bless army*) that move into the area are not also not affected. However, realm spells with repeating instantaneous effects, such as *death plague*, are affected by the protection. *Protection from Realm Magic* does not interfere with routine (non realm) spells.

Regency Cost: The regency cost of this spell is determined by the caster during casting (min 1).

Material Components: 1 GB worth of expendable ritual components.

Raze

Evocation

Level: Sor/Wiz 3

Target: 1 fortification

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (5)

Castles, fortifications, and other buildings can be reduced to rubble by means of this spectacular realm spell. The caster may attempt to simply reduce a fortification in level, or they may attempt to destroy it outright. Unfortified buildings should be treated as having one level of fortification for the purpose of destruction. Although this spell can also be used to destroy cathedrals, warehouses, and other buildings, such destruction does not do any permanent harm to the political power represented by the holdings that these buildings represent. If a significant non-fortified building of a holding is destroyed, the holding is treated as being temporarily one level lower than normal for one season.

Regency Cost: 10 RP per level of fortification damage.

Material Components: Expendable ritual components worth 2 GB per level of fortification damage.

Regent Sight

Divination

Level: Sor/Wiz 2

Target: 1 province

Duration: 3 months

Saving Throw: No

Spell Resistance: No

Special Requirements: Source (1)

This spell allows the caster to continuously pinpoint the location of any regent within the affected province. The movement of regents, due to their connection to their realm, produces small ripples in the mebhaighl. This spell detects these ripples and allows the caster to sense the presence, strength, and general location (within a few miles) of all regents within the affected province. The identities of the regents are not known, but their power (measured by their monthly regency collection) can be roughly determined by the size of the ripple that they produce. Several regents traveling together are indistinguishable from a single powerful regent. As this spell detects changes in the mebhaighl itself, the subjects do not receive any saving throw. Furthermore, the detected regents are completely unaware of the spell.

Regency Cost: 1 RP

Material Components: 1 GB worth of expendable ritual components.

Shadow Block

Abjuration

Level: Sor/Wiz 4, Clr [Ruornil] 4

Target: 1 province/3 levels

Duration: 3 months (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (4) or Temple [Ruornil] (4)

This spell strengthens the barrier between Cerilia and the Shadow World. All spells or effects that involve the Shadow World are blocked. This includes *dimension door*, summoning spells, *shadow walk*, and halflings ability to enter or leave the Shadow World.

Regency Cost: 2 RP/province.

Material Components: 1 GB/province worth of expendable ritual components.

Scry Province

Divination

Level: Sor/Wiz 1, Drd 1

Target: 1 province

Duration: 1 month

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (1)

You can see and hear events throughout the effected province. You may use this spell to gather information about events taking place in the target province. You must succeed at a scry check to do so. The difficulty of the task depends on how well the knowledge that you seek is concealed. This spell has no chance of revealing, for instance, a never discussed secret known to only a single person.

This spell creates many magical sensors that move throughout the province. Any creature with an Intelligence 12

or higher may have moments during which they feel that they are "being watched". Scions and their agents may become uneasy and take steps to increase security. In game terms, the regent or regents whose activities are being scryed may spend RP to oppose the scry check. This is similar to the way in which RP are spent to oppose an espionage action. Regent spellcasters are fully aware of the *scry realm* spell and may spend RP to oppose the scry check even if they are not the target of the scrying.

You may only attempt one goal per *scry province* and must clearly state the intent of your studies before rolling. Also, before rolling, you may spend RP to support your roll and any regent whose interests are compromised by your scrying attempts may spend RP to oppose your roll.

Goal	DC
Gather common rumors and information	5
Catalogue troop position and strength	10
Reveal the domain statistics of a province (loyalty level, regents, holding levels, etc.)	15
Reveal the nature of diplomatic talks taking place between two domains	20
Reveal the specifics of an existing diplomatic agreement between two domains	25+
Reveal battleplans for troop movement during the next war move	25+
Find the location of prisoners, criminal in hiding, etc.	25+
Trace the responsibility for an assassination, corruption, heresy, or other covert intrigue	30+

If you are in possession of an object (an assassin's knife), body part (blood, hair clipping), or other mechanism for providing a physical connection to the location of the information which you search, you may receive a +5 to +10 circumstance bonus to your Scry check. As with the normal *Scry* spell, this realm spell is highly subject to abuse and requires careful DM adjudication.

Regency Cost: This base spell costs 5 RP plus an additional 3 RP for each province of separation. Scrying on an adjacent province, for instance, would cost 8 RP. Additional RP may be spent to affect the scry check.

Material Components: 1 GB worth of expendable ritual components. Furthermore, the regent must have access to a large polished or reflective surface, often a part of the manifestation or an ornate mirror or pool located in their stronghold.

Stronghold

Conjuration (Creation)

Level: Sor/Wiz 3

Target: Personal

Duration: 3 months/level (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (7)

By means of this spell, the wizard brings into being a castle, tower, fortification, or other building of any kind. The building functions as a normal building of its type. The magic

sustaining the stronghold fades at the end of the spell, at which point the stronghold falls into ruin. Additional castings of this spell extend its duration. Such extensions stack without limit.

An existing stronghold can be made self-sustaining by creating a connection between the *stronghold* and the mage's source within the province. This connection is created by either building the stronghold about the source manifestation or through the construction of a special local ley line for that purpose. A stronghold requires a connection to source levels equal to one tenth of the normal construction cost of the building in order to be self-sustaining. These source levels committed to sustaining the stronghold produce no regency for the regent mage and cannot be used to cast realm spells. If the connection between the source and the *stronghold* is severed (if the source holding should become contested or the ley line severed by an enemy mage), the stronghold resumes its remaining normal duration. For example, a mage with the required source (7) uses a ley line to cast *stronghold* in a province in which they claim a source (3). The stronghold constructed is a castle (2), normally costing 20 Gold Bars. The mage permanently allocates 2 source levels to the maintenance of the stronghold. For the purposes of regency collection and spell casting, their source (3) now acts as a source (1).

Regency Cost: The initial regency cost for this spell is equal to the normal base construction cost (in Gold Bars) of the created stronghold. Terrain modifiers or other modifiers to construction cost do not apply to the summoned *stronghold*. For example, assume some building normally costs 30 Gold Bars; this realm spell can create an equivalent building for 30 RP. The regency cost is halved if the realm spell is simply used to increase the duration of an existing *stronghold*.

Material Components: 10 GB worth of expendable ritual components for the initial construction. Casting the spell to simply increase the duration of an existing *stronghold* requires only 1 GB worth of expendable ritual components.

Subversion

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1

Target: Special

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

Special Requirements: Source (1)

By employing a magical campaign of long-distance *charms* and *suggestions*, you can utilize the assets of another regent to perform a domain action. You can use the holdings and agents of another regent to agitate loyalty, contest the holdings of your enemies, or any other normal domain action that the rightful regent of the asset could utilize. You could force the army units in a province to invade an adjacent province (in which you also have a source (1) or ley line) or cause them to occupy the province and perhaps raze the holding of your enemies. In effect, the asset is considered yours (instead of belonging to its true regent) for the purpose of one action.

Subversion is limited to one discrete domain action. If the mage is before the asset's rightful regent in the domain initiative order, then the rightful regent cannot use the asset for his domain action. Likewise, if the rightful regent is before

the mage in the domain initiative order, then the asset cannot also be used to perform a domain action under *subversion*. You can only use the asset to perform an action that you could perform with it if you were its rightful regent (for example, a wizard cannot cast divine realm spells with a *subverted* temple holding). Furthermore, the spell does not allow you to control the asset as an automaton; it is a subtle spell. You cannot cause the asset to act suicidal or follow obviously harmful orders, such as attempting to assassinate the rightful regent, contesting itself, or being invested to another regent. Generally, however, an asset will perform any task that it would ordinarily perform if requested to do so by its rightful regent.

Regency Cost: The regency cost for this spell is dependent on the asset subverted. The cost is equal to three RP per level of the holding subverted. Subverting an army costs 2 RP x the muster cost (in GB) of the units in the subverted army (elite, highly trained units are thus more expensive to subvert). Subverting mercenary units costs only 1 RP x the units' muster cost (in GB).

Material Components: 2 GB worth of expendable ritual components for the initial construction.

Summon Monstrous Unit

Conjuration (Summoning)

Level: Sor/Wiz 2

Target: up to 1 unit/3 levels

Duration: 4 weeks + 1 week/level (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Source (3)

Tapping into the power of the Shadow World, you conjure terrible monsters to come forth and do battle on the world of Cerilia. These monsters are quasi-real seemings – life-like manifestations of the caster's imagination. These magical creations are quasi-real and can not be disbelieved, but can be identified as being summoned creatures with a successful Spot check (DC 20). Any summoned monster that is slain fades into nothingness.

All members of a unit generally fade into nothing whenever a *summoned* unit is disbanded (due to being destroyed or through normal completion of the spell duration). There is a chance, however, that any troops surviving at the completion of the spell fully bridge the gap between the shadow world and Cerilia and become free. When the spell ends, the DM should roll a d20 against a target of 20 minus the maximum source level rating of the province in which the units disband. This roll receives a bonus of +2 in the winter and a penalty of -2 in the summer.

Freed units are not under the caster's control and immediately fall into normal behavior for their monster type. These monsters have normal statistics and can be slain as normal members of their species, but they cannot age or reproduce. They are outsiders and can be returned to the Shadow World by means of a *banish* (and similar spells), *limited wish*, *wish*, or the realm spell *transport*. They cannot be dispelled.

The strength of the summoned units is dependent on the caster's level. The composition of each of the troops in each

unit is chosen by the summoner from the appropriate *summon monster* table (*Player's handbook*, pg. 258).

Regency Cost: 5 RP/unit summoned.

Material Components: 2 GB/unit summoned in expendable ritual components.

Summon Nature's Army

Transmutation

Level: Drd 3

Target: up to 1 unit/3 levels

Duration: 4 weeks + 1 week/level (D)

Saving Throw: None

Spell Resistance: No

Special Requirements: Temple (1), Druid

By calling upon Erik, druids may call forth the power of nature. Normal animals in the region answer the call to defend their homes and fight as directed by the druid. At high levels, the druid has the power to animate the very trees themselves to aid the defense of the province. Units summoned by this realm spell cannot leave the province. A province can muster a number of units equal

The strength of the summoned units is dependent upon the

and all units arrive fresh and eligible to move during any war moves following the action round in which this spell is cast.

It costs an additional 5 RP per unit to use this spell on unwilling units.

Unlike most realm spells, the final rituals need not be completed during the month in which this spell is cast. After the casting is complete, the spell's transportation energies are available for the caster to tap during the final war move of the month in which it was cast, or in any of the four war moves of the following month. If, during this time, the spellcaster leaves the province in which the spell was cast, the spell is lost. The final rituals for this spell require that the caster be within visual range of the targeted units. These final rituals that complete the spell require approximately the same amount of time as casting a battle spell and may, at the caster's wish, be completed upon the field of battle.

Regency Cost: 2 RP for each movement point equivalent used. Thus, a 10th level mage can spend no more than 20 RP. There is an additional cost of 5 RP per involuntary unit.

Material Components: 1 GB worth of expendable ritual components.

table 7-2: summon monstrous unit

Caster lvl	Unit Type	Mv	Mel	Mis	Chg	Def	Hit	Mrl
3-4	Summon Monster II	1	+4	-	+6	12	2	+2
5-6	Summon Monster III	2	+6	-	+8	14	2	+4
7-8	Summon Monster IV	2	+8	-	+10	16	3	+6
9-10	Summon Monster V	2	+10	-	+12	16	3	+8
11+	Summon Monster VI	2	+12	-	+14	16	4	+10

table 7-3: summon nature's army

Potential	Unit Type	Mv	Mel	Mis	Chg	Def	Hit	Morale
0-3	Small animals	2	+4	-	-	12	1	+2
4-5	Large animals	3	+8	-	-	14	2	+4
7+	Forest Legion	0.5	+14	-	-	22	4	(+8)

maximum potential source level of the province.

Regency Cost: 4 RP/unit.

Material Components: 1 GB/unit worth of expendable ritual components.

Transport

Transmutation

Level: Sor/Wiz 4

Target: Special

Duration: Instantaneous

Saving Throw: Unit negates

Spell Resistance: Yes

Special Requirements: Source (5)

You open a massive dimension door through which an entire army may move instantly to a destination province in which you also have a magical source or ley line. You can *transport* units a distance that is equivalent to a number of movement points equal to your level. For example, a 10th level mage can move ten units 1 province, five units 2 provinces, or one unit 10 provinces. Terrain does not affect this magical movement,

Warding

Abjuration

Level: Sor/Wiz 6

Target: 1 province/4 levels

Duration: 3 months + 1 month per level (D)

Saving Throw: Will negates

Spell Resistance: Yes

Special Requirements: Source (5)

You can weave a barrier of impenetrable mists and fog to prevent entry or egress from the affected provinces. A mile-wide *guards and wards* bounds the warded provinces, obscuring all sight and utterly confusing the direction sense (regardless of equipment) of any who attempt to pass through the warding boundary. Small parties may attempt to pass the barrier together by following a designated leader. The leader may navigate the *warding* by making a Will save (DC 19) at a -1 penalty for each party member that he guides.

Life may continue as normal within the warded provinces, but normal interaction with the rest of the world becomes

impossible. All trade routes leaving the warded areas become contested. Military units cannot enter or leave the warded provinces. Diplomacy with the affected nation is next to impossible.

Regency Cost: 5 RP/province warded.

Material Components: 2 GB/province worth of expendable ritual components.

