

# chapter three: magic

Cerilian magic is based on commanding the vital energies of life, belief, and the living earth itself. The continent possesses great expanses of territory where enchantment lies soft as a child's whisper as well as deep canyons where arcane energy thunders strong and vibrant through the earth. Most people of Cerilia look upon these energies with awe and respect – mixed with fear, superstition, and confusion. Only a very few individuals understand the continent's mystical forces, their intricacies and nuances, their place in nature. Fewer still can command these forces – channel them into flashing bursts of energy that fill the night sky, form them into crackling bolts of lightning that fell monsters, or fashion them into invisible barriers that keep foes at bay.

## fundamentals of cerilian magic

The world of Aebrynis teems with magical earthpower. This force, referred to by the elves as *mebhaighl* (meh-VALE), is the very essence of the living earth. Although many can sense it, few know how to access it. Mages with both the talent and the knowledge can create wonders and terrors with the power the land provides them. Cerilian spellcasters recognize several types of magic that differ in the amount of knowledge and control over *mebhaighl* that their practitioners must exercise. These types of Cerilian magic include: divine magic, greater (or true) arcane magic, lesser arcane magic, and realm magic.

**Divine magic** is the magic wielded by Cerilia's rangers, druids, paladins, and clerics. The ability to channel divine energy is provided by the caster's strength of will and through the channeled might of greater powers. All clerics, druids, and paladins receive their spells from a patron deity. Rangers are unique among divine spellcasters in that they do not act as a conduit for the power of a deity, but instead, channel the subtle powers of nature without the aid of a patron deity.

**Greater (true) arcane magic** is the magic wielded by Cerilia's sorcerers and wizards. The casting of true magic in Cerilia requires the harnessing, mastering, and channeling of *mebhaighl*. The ability to harness and shape this immense magical essence is a matter of heredity - true mages must be born with the stuff of magic in their veins. This ability is exceedingly rare; only those of elven descent or blooded scions (whose ancestors were touched by the gods) have any hope of mastering the forces of greater magic. True mages are uncommon and many are figures of mystery and destiny.

**Lesser arcane magic** is the magic wielded by Cerilia's bards and magicians. Unable (or unwilling) to tap the great energies of the land fully, these arcane spellcasters specialize in the application of the less extravagant powers of the world. Their arcane lore is not based on the channeling of immense natural powers, but rather on the refinement and evocation of a more precise and subtle lore. Any person of sufficient intelligence and training can comprehend lesser magic. Although lesser mages are not capable of evoking balls of roaring fire or turning someone into a toadstool, the subtlety of their art allows them to perform delicate acts of magic for which the immense powers of true magic are not always well suited. Most notably, lesser magicians are capable healers, an effect deemed impossible for practitioners of the true magic.

The practice of lesser magic consists principally of the arts of knowing (divination), seeming (illusion), commanding (enchantment), summoning (conjunction [summoning]), and healing (conjunction [healing]). Most lesser mages employ their magics with great care to bring health, wonder, and guidance without inspiring superstitious dread.

**Realm magic** exceeds the capability of any mortal spellcaster who doesn't have a regent's supernatural connection to the land or its people. 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. The most powerful ritual spells are known as realm magic. Realm spells create exhaustive and extensive greater magics woven from the power of the land itself. Spellcasters can achieve spectacular results by tapping into this power, but only greater spellcasters who control source holdings (such as wizard or sorcerer regents) or temple holdings (such as cleric or druid regents) can do so without destroying themselves.

### **Variant: Limited lesser magic**

At the DMs option, lesser magic may be limited to the arts of knowing (divination), seeming (illusion), and commanding (enchantment). This variant is more faithful to the role of lesser magic in 2nd edition BIRTHRIGHT. This variant should be used with extreme caution, however, as it modifies (limits) the Bard spell list, a fundamental point of class balance in the d20 Dungeons and Dragons.

### **The Shadow World**

The sages say that long ago, perhaps before humanity existed, the world changed according to its own rules, without rhyme or reason. A lake might form where a mountain had been, white glaciers moved over deserts, and rivers flowed through the sky. This was a time before the gods, yet ultimately resulted in their creation. The gods, it is believed, were formed out of the land, and their natures bound them to it. Not wishing their natures to change without warning, as did the land, they began to enforce their will upon the world. Mountains, rivers, shores, and seas all took shape and stayed constant, bent to the will of the young gods. A rift was formed between the elements of permanence and transience, creating two worlds where once there was one.

The world of men the gods named *Aebrynis*. In *Aebrynis*, the laws of nature and magic both apply: a rock falls when it is dropped, fire burns until it has nothing left to consume, and the mystical energy of a spell discharges according to the rules of magic. The other world is called the Shadow World, a realm of fairy enchantment separate from, but parallel to, *Aebrynis*. Whereas *Aebrynis* remains constant, only transforming in response to the actions of its inhabitants over long periods, the Shadow World is mutable and ever-changing. In the Shadow World, the laws of nature are suborned by an even greater force: *Awnmebhaighl* (also known as the *Seeming*). An unpredictable force, the *Seeming* cannot be truly explained, as every rule set to quantify it

appears full of exceptions and contradictions. The Shadow World is seeped in the awnmebhaighl in much the same way that Aebrynis is seeped in mebhaighl. Awnmebhaighl strengthens the power of shadow and illusion and it has the power of *true illusion*.

Since the battle of Deismaar and the destruction of the old gods, the Shadow World has taken an even darker turn. The taint of Azrai has taken deep root in the Shadow World and it has become a world of cold, eternal twilight. The horrors of mankind's darkest fears now walk the Shadow World. Even during midday, most (if not all) of the Shadow World is cloaked in the darkest of winter nights. The Shadow World has become a place of fear and grave danger and now, more than fifteen hundred years later, only a scant number of people know more than a few tales of the Shadow World and its inhabitants. Common folk everywhere tell terrifying stories of a Shadowy Lord whose taint now seeps through the Shadow World. He's known by many names throughout the land – the Rjurik call him the Night Walker, the Anuireans name him the Cold Rider, while the Khinasi know him as the Darkling. In any event, the borders between the Shadow World and Cerilia have been growing weaker in recent years, and strange things have been happening in the frontier-lands and wild places. The halflings are said to have originated in the Shadow World, fleeing to Aebrynis in response to this terrible danger.

The Seeming or “true illusion” World dominates existence in the Shadow World. While the Shadow World remains a parallel to Aebrynis, the laws of nature do not always apply there. There, illusions live and shadows walk of their own volition. Powered by the magic of the Seeming, things unreal come to life. Passage between the two worlds is possible, but it is difficult as the rift (or veil) keeps the two worlds apart. Passage between the worlds is possible through the use of magic, but can sometimes be managed without the use of magic in areas where the barriers between the worlds are thin. Some halflings retain the ability to still pass freely between the two worlds, but most are loathe to do so for even they now find the ever-changing Shadow World dangerous and difficult to navigate. The Shadow World confounds all mortal senses. Even the most knowledgeable guides and learned loremasters do not fully understand the workings of this mysterious realm.

Those who have crossed over to the Shadow World report that it resembles a dark and distorted version of Cerilia itself. There are mountains and rivers where similar features exist in the daylight world, but the land is cold and empty. The veil between the worlds seems to be most weak in areas where the two worlds most closely parallel each other. Thus the Shadow World is nearest to Aebrynis in places touched by darkness. A musty old barrow may hold nothing but moldering bones in Cerilia, but if one were to enter the same barrow in the Shadow World – or even on a night when the Shadow World was near – he might find wights, specters, or worse. In the depths of winter, on the darkest nights of the year, and in places far from the habitation of mankind, it is possible for the Shadow World to be so near that one may pass into it unknowing.

Long ago, the mages of Aebrynis learned how to draw upon the power of the Seeming to manifest their will in the real world. Even lesser mages are capable of the minor enchantments necessary to pierce the veil between the worlds enough to draw forth small quantities of awnmebhaighl that

can be shaped to the caster's will. The most powerful illusion magics, such as *shadow evocation*, *shadow conjuration*, and *shades*, draw upon the “true illusion” of the Seeming to create quasi-real effects. Likewise, summoning spells such as *summon monster* draw upon the power of the Seeming to create short-lived but reasonably life-like manifestations of the caster's imagination. Summoning spells cast in areas where the worlds are close may sometimes be more effective than normal, but such casting introduces the risk of attracting the attention of horrors able to cross the weakened boundary.

The effects of most necromantic magics powered by mebhaighl are weak and short-lived, for the power of the living earth is generally in opposition with necromantic effects. Most powerful necromantic magics therefore draw upon the more mutable power of the seeming. The forces that create and sustain permanent undead are always seeped in the power of the Shadow World. Thus, the barrier between Aebrynis and the Shadow World is always weaker when undead are present.

The properties of the Shadow World make it ideal for transportation magic as well. Time flows differently in the Shadow World, and dimensional magics such as *dimension door* or *dimension walk* use this property by creating a short-lived passage through the Shadow World. Wizards should be very careful of over-using these spells; more than one mage has vanished and never returned from the Shadow World for its very land can warp itself in ways that trick and test those who bring the creative powers of their fears and desires into that mutable realm.

It is believed that, prior to Deismaar and the emergence of the practice of true magic by humans, the most powerful lesser human mages were capable of channeling awnmebhaighl through sources in much the same way that regent mages channel mebhaighl through sources today. If true, that lore remains a closely guarded secret known to only a select few.

## Arcane magic

All arcane magic in Cerilia magic originates in the land itself. When arcane spell casters perform magecraft – whether simple cantrips or mighty realm spells – they marshal the wild power of the untamed wilderness and unspoiled plains to empower their mystical effects. The elves name this the magical energy that inhabits every rock, tree, and stream of Cerilia; *mebhaighl* (meh-VALE), but commoners often refer to this force as earthpower.

Sages speculate that mebhaighl ran mighty in the years before humans came to the continent, as the young land had little civilization imposing demands upon it. Elves say the arcane potency of nature crackled with vibrancy and force that could be felt by those walking the ground. Although human occupation has since caused mebhaighl to weaken, it is too essential a force to ever fade completely.

It is the manipulation of mebhaighl that empowers magecraft. Whether it is a subtle charm to determine the sex of an unborn child or a raw channeling of the mebhaighl to create balls of fire and storms of ice, all arcane lore is empowered through the shaping of the earth's vital energy. Lesser mages train extensively to master the subtlest manipulations of this energy. The lore of true mages, on the other hand, focuses on channeling vast amounts of mebhaighl to awesome and often

violent effect. Thus, while both the lore of the lesser mage and the greater mage bend the same forces to achieve their ends, they are each capable of feats that the other is not. The lore of lesser mages is based in the subtle manipulation of mebhaighl. Lesser mages are masters of the arts of knowing (divination), seeming (illusion), commanding (enchantment), and healing (conjunction [healing]).

## Magic and society

It is said among some that mages differ by the spells that they study, the methods that they use to invoke their lore, the goals that that set for themselves, and the company that they keep. Surpassing their many differences, however, Cerilia's wizards all share a common bond; they thirst for knowledge of the arcane, and they embrace magecraft with their hearts and minds. But above all, mages define themselves by where they come from – who they are and what land they call home. Specialist wizards of each race usually practice in the schools favored by their culture; generalists select the majority of their spells from these schools. Some schools of magic are in disfavor for a particular region and thus training in spells of disfavored schools is difficult to come by. Mages practicing the magic of shunned schools are often themselves shunned by other mages and ostracized by their people.

Acceptance of magic and those who practice it varies widely from culture to culture. Except for the elves, who view magic as a natural part of daily life, most races believe sorcery to be an essentially *unnatural* activity. Because most commoners regard spellcasters with suspicion, human sorcerers tend to keep either their abilities or themselves out of the public eye. Even "court wizards" seldom perform any but the most minor magics (illusions and divinations) at court.

### Anuireans

Most Anuirean mages come from the ranks of the nobility. Free of the responsibilities of scratching out a living, members of the noble and gentry classes have the time and money necessary to devote arduous hours to the study of magic. Most Anuirean mages dabble in the mystical arts as magicians. Even among scions, who have the potential to wield true magic, few take their studies seriously enough to become wizards or sorcerers.

Like most Anuireans, Anuirean wizards tend to cultivate an interest in politics. It is not unusual for a powerful wizard to use his abilities in support of his kin – when asked. Most Anuirean wizards respect those who make a living off the land or through crafts. Anuirean commoners respect the nobility, and extend this regard to any wizards who practice *noblese oblige*. Though peasants might fear a spellcaster's power, given sufficient encouragement they can come to trust him.

Anuirean mages, living in a region ravaged by civil war, sometimes believe they own a debt to the land. Anuirean mages realize the toll that civilization imposes upon nature and are taught to turn their skills towards restoring the land in areas that bear the harshest scars.

Many Anuirean mages receive their training at the Royal College of Sorcery in the Imperial City of Anuire. Others, particularly those from titled families, study under private tutors. Only rarely will a less well-to-do family apprentice a child to a local mage.

Anuirean mages favor the schools of evocation and divination and magics capable of determining the course of large-scale military and political conflict. Though their feeling for the land is second only to the elves, it is a distant second – Anuirean wizards love powerful evocations spells (though they try to use them sparingly). Anuireans mages tend to disfavor the school of illusion, as illusions tend to bring attention and suspicion without providing any lasting benefit. Anuirean mages shun spells from the school of enchantment, viewing them as dishonorable.

### Brecht

Brecht mages, rare among their people, treat their understanding of magic as an asset to be exploited and controlled for their benefit. Brecht mages reflect the nature of Brechtür's mercantile society: Magic is a resource to be developed and exploited, usually as a complement to other resources. Magic is a more common part of the Brechtür's economy than it is in other lands. Although there are more wizards in Anuire or Khinasi, nowhere is it easier for a common spellcaster to earn a living plying his trade. Magic guilds exist; divination spells can be had for hire on the docks and streets of Brecht cities; illusions and magical talismans are available for purchase; and shipping fleets keep mages on retainer.

True magic, however, is rare – and even lesser magic is rarer than it seems. Fakers, charlatans, and tricksters thrive in Brechtür, and failed spellcasters peddle inferior products to the unwary and ignorant. Brecht wizards live in the world of practice, not theory. Magic guilds are businesses, and wizards are rare commodities. Many of the lesser magical items found throughout Cerilia are fashioned by Brecht wizards.

Brecht mages favor divinations and enchantments (although they have laws against charming potential customers). Brecht mages dislike illusions and alterations, as irresponsible practitioners can use spells of these schools to disrupt trade. Brecht mages shun no school as inherently evil or wrong. A cosmopolitan people, the Brecht prefer to be generalists, because any type of spell might be valuable in the right circumstances.

### Dwarves

Cerilian dwarves almost never use arcane magic directly. Living within the hearts of the mountains, they are both aware of, and greatly moved by, the powerful rhythms of the earth and the flow of her blood (mebhaighl). They have no fear of magic, and, in truth, constant exposure to the earth's power has rendered the dwarven people largely resistant to spells and spell-like effects. Perhaps due to this resistance, Dwarven mages of any sort are rare. The rare Dwarven mage is held in no more, nor any less regard, than any skilled craftsmen.

Dwarves are not prolific breeders and relatively few dwarves were present at the cataclysm of Deismaar. There are very few blooded dwarves, and thus only a handful of dwarves that have even the potential to master the lore of greater magic. If there are any Dwarves capable of casting Realm magic, they have kept their existence a well-kept secret. Even so, the dwarven people have secrets of which they keep to themselves, for powerful dwarven artifacts from before the cataclysm reveal that the Dwarven craftsmen imbued items with greater magics well before Dwarven scions allowed them the practice of arcane magic as performed by other races.

Dwarven mages favor alterations, abjurations, and spells that allow them to modify nature to suit their needs and protect their homes. Dwarven mages shun necromancy and illusion spells, and disfavor spells with ephemeral effects.

### **Elves**

The first to have embraced magic, the elves remember a time when they alone understood the secrets of mebhaighl. Magic is as familiar and non-threatening to them as windmills and waterwheels are to humans. While all Sidhelien have within them the potential to wield true magic, only a few experience a calling to become a mage. Thus, while magic is familiar to the Sidhelien, even among them it is not commonplace. Sidhelien mages hold positions of respect and influence in their communities equal to that afforded any well-trained and learned teacher, leader, or artist. Elven spells are sung, not chanted, and the beauty of their spells has been known to bring listeners to tears.

Elves favor the schools of enchantment and illusion as these magics cause the least disruption to the natural flow of mebhaighl. Elves are particularly fond of spells that bring them closer to nature. Sidhelien spellcasters favor spells that allow them to vanquish foes or accomplish a feat without risking any damage to nature.

Elves disfavor the schools of evocation and conjuration, particularly distaining spells that create an overt force of mebhaighl into the environment. This disfavor does not extend to transmutations spells, which are considered to be a bending – not a breaking – of natural laws.

Elves shun the school of necromancy absolutely. An elf who even dabbles in death magics faces the censure of his peers and risks ostracism from the community. Elves practice great caution when casting spells that could harm nature. Elves have been known to hunt down spellcasters, including other elves, who have ruined nature with their carelessness.

### **Half-elves**

Torn between worlds, half-elves often study magic with their elf brethren but expand their studies to include human magic, or vice-versa. The impatient human blood mixed with the keen insight of the Sidhelien often causes half-elves to be more willing to entertain other views than members of either of their parent's races. Half-elves should use the favored, disfavored, and shunned schools of the race from which their beliefs and philosophies on magic are adopted. However, half-elves are far more likely to seek out knowledge disfavored or shunned by their culture. Quite often, half-elves cross-train in many schools of magic merely to satisfy their curiosity of their own magical heritage and to understand how Cerilia's arcane forces adapt differently to humans and elves.

### **Goblins**

Goblin mages are short-tempered, avaricious, and violent. Very few goblins have the necessary dedication and patience necessary to learn the lore of the magician or wizard. Most goblin mages, therefore are weak scions that pursue the more informal arcane arts of sorcerer. Goblins favor evocations and other spells with brutal, unsubtle results delivered from long range. Goblins disfavor enchantments, as they view intimidation on the basis of overwhelming strength a more reliable form of coercion. Goblins shun no form of magic,

they will take advantage of any lore which they unearth, however dangerous.

### **Halflings**

Halflings are, if nothing else, a highly adaptable people. Halflings usually adopt the philosophies and magical customs of the Big Folk around them. However, halflings do not generally fear magic; indeed, they are fascinated by it. Regardless of the attitudes of the region, halflings favor spells from the school of illusions, especially shadow magics or other magics. All halflings shun necromantic magic, as they avoid all things which bear the taint of the evil that corrupted their homeland.

### **Khinasi**

Khinasi mages, revered and admired by their fellow citizens, practice magic openly in their city-states. These tall, dark people have no fear of magic and things arcane. In fact, commoners, laborers, and nobles alike consider the study of magic to be the highest calling. Promising fledgling wizards often receive donations from businessman and tradesmen to encourage successful study. In some city-states the ability to cast spells of even moderate power can earn a wizard a minor noble title. Khinasi mages are more often sorcerers than wizards.

Being a true mage in Khinasi society carries some responsibility and protocol. Any Khinasi spellcaster able to command true magic is legally bound to make the dangerous journey to the temple of Rilni (Ruornil) in southeastern Khinasi and swear the Five Oaths of Service.

- To obey the commands of the lawful ruler of the state.
- To preserve and protect all knowledge.
- Never to raise a hand against another mage sworn to the oaths, except as commanded by the liege in lawful war.
- Never to use magic to raise or communicate with the dead.
- To destroy any wielder of true magic who does not abide by these oaths.

An ancient and awesome power binds any mage taking the Five Oaths irrevocably. Once bound, mages find it impossible to violate the oaths, even if they want to do so.

In theory, Khinasi mages revere all magics – except necromancy – and believe that all magical lore is equally worthwhile. In practice, however, Khinasi wizards pride themselves on power and tend to distance themselves from spells that can be cast by a lesser magician. Khinasi sorcerers favor conjuration spells and other spells with impressive, highly visible results. Khinasi sorcerers disfavor divination. Khinasi sorcerers shun illusion and necromancy.

### **Rjurik**

Rjurik mages, distrusted even by their kinfolk, sometimes envy the respect and acceptance enjoyed by druids. The Rjurik people fear magic and, by extension, those who command it. Wizards of this race, therefore, tend to live apart from other people and need to be largely self-sufficient. Only among those who do not know of their abilities can they move freely without drawing nervous looks.

Rjurik mages have a hard life among skeptical people and a harsh land. Their kinsmen consider the magic of druids wholesome and valuable, while arcane magic is automatically suspect. Rjurik mages favor spells from the schools of

alteration, conjuration, and abjuration. Rjurik mages are noted for researching spells related to the weather. The wise Rjurik wizard learns, and teaches spells that appear natural. Rjurik mages shun spells from the school of evocation. Overt spell effects, such as those produced by evocations, call too much attention to the caster.

## Vos

Vos magic-wielders, mysterious to their own people and considered barbaric by others, are feared by all. The majority of Vos regard spellcasters with superstition. They avoid wizards and magicians, and sometimes even exile them from their tribe (if they think they can do so safely). The Vos treat their wizards with more animosity than the Rjurik do, and Vos wizards need to be entirely self-reliant.

Many Vos believe arcane magic angers the grim Vos gods and risk bringing their disfavor upon the people. They say to cast arcane magic is an insult to both the priests and the gods. Wizards, they are taught, do not enjoy the blessings of the gods and much be watched carefully.

Although most Vos leaders openly shun mages, very few will order a wizard's death, as they fear the retribution of Lirovka (Ruornil), the successor to Vorynn, the god of magic worshiped long ago by their ancestors. Privately, however, many Vos leaders seek the power to be gained from the quiet service of an allied mage against rival tribes or other dangers of Vosgaard.

Vos mages favor spells from the schools of evocation, abjuration, and necromancy. Vos wizards are feared and sometimes hunted by their own people. Thus, they must be able to survive on their own terms – using strength to frighten foes away and protect themselves from harm. Vos mages have also learned that necromantic magics inspire the fear necessary to encourage others to leave them alone. Vos mages shun spells from the school of enchantment. Although such spells could help them improve their standing in society, they are taught that magical persuasion and coercion are tools of the weak.

## Spell research

Cerilian mages spend a significant portion of their time engaged in arcane research. Bards must learn new songs, sorcerers must devise new invocations, and magicians and wizards must pour over dusty tomes seeking the keys to ever greater mastery over arcane powers. Most arcane spell casting classes automatically increase the number of spells that they know when they advance in level under the assumption of "standard" daily research. In addition, wizards, magicians, and clerics of Ruornil can increase the number of spells contained in their spellbooks through periods of dedicated research. Unfortunately, spellcasters that do not prepare their spells cannot increase their number of Spells Known through research.

### Researching spells with aid

Spell research is significantly easier if aid is available in the form of an existing spell in a spell book or scroll. Wizards, magicians, and clerics of Ruornil all follow the rules for adding spells to a wizard's spellbook presented in the *Player's Handbook* (page 155). This mage must have a copy of the spell (in another spellcaster's spellbook or on a scroll), study the work for one day, and make a spellcraft check (DC 15 +

spell level) to determine if they are able to grasp the spell. The mage may gain a +2 circumstance bonus to this check if they have a tutor capable of casting the spell. Tutors generally charge a fee equal to twice what it would normally cost to have the NPC cast that spell for the character (See NPC Spellcasting in the *Dungeon Master's Guide*, page 149). If the check succeeds, then the mage is capable of casting the spell, but requires an additional day plus one day per level of the spell (and 100gp/day in expenses) to complete the research and add the spell into their spell book.

### Researching spells without aid.

By tradition, mages in Cerilia do not share spells with each other, save for the few minor spells that pass from master to apprentice. It is generally believed that a wizard who does not craft her own spells lacks an appreciation for the dangerous power that she commands. Cerilian mages have learned that power given without cost is too freely misused. A mage without appreciation for the forces that they command is a danger to wizards and non-wizards alike.

Adding a spell to one's spellbook without help from a scroll, spellbook, or tutor is significantly more time consuming. Such research requires access to a well-stocked library, one week per level of the spell, and expenses of 1,000gp/week. At the end of that time, the character makes a Spellcraft roll check (DC 15 + spell level). If that roll succeeds, the mage learns the new spell. If the roll fails, the character must go through the research process again if she wants to keep trying. Many Cerilian mages spend much of their time and income on such research.

## Divine magic

Proficiency in all fields of arcane magic is based upon the caster's understanding of the flow of mebhaighl and the development of practical or intuitive techniques to tap into this power and bend it towards the caster's end. Divine magic is rooted in faith. Proficiency in divine magic is based upon the caster's ability to focus and channel the energies of divine beings. Faith is the lens that allows mortal souls to access and direct this power.

When preparing spells each day, a Cerilian priest enters an enlightened state where the power of their faith allows them to tap into the spiritual force of their patron deity. Through simple rituals, the priest internalizes this divine force in the form of prepared spells of their choosing. The priest who transgresses against the beliefs and obligations of their faith may have a crisis of faith. Such a crisis is self-fulfilling, for self-doubt can interfere with the cleric's ability to channel the divine energy of their patron deity. *Atonements*, spiritual quests, and similar trials do not placate the gods so much as serve as a trial that allows the penitent party to restore their faith.

With a few notable exceptions, Cerilian gods do not directly interfere with the mortal world. Cerilian gods neither grant nor deny specific spells to their followers on the basis of the god's opinion of their behavior. Likewise, the gods do not communicate their wishes directly to their followers – it is the role of man to strive towards spiritual perfection without the direct intervention of the gods. At best, the gods communicate to their servants indirectly, through dreams and omens.

## Clerics

Cerilian clerics function as described in the *Player's Handbook*, with a few notable exceptions. Cerilian clerics never serve just a cause, philosophy, or abstract source of divine power. Every cleric in a BIRTHRIGHT campaign serves a specific divine power. It is simply impossible for a cleric to wield divine magic without a patron deity. A cleric may have only one patron deity at a time, but it is possible for a cleric to have a change of heart that causes them to change patron deities.

Given that most Cerilian deities are patrons of entire cultures, their religions are far broader in scope than their alignments or portfolios indicate. For example, Haelyn, the lawful good God of Justice and Noble war is the patron of the Anuirean people. Among the Anuireans, his name is invoked not only during matters of justice and war, but also during births, investitures, marriages, deaths, and nearly every other significant event in an Anuirean's life. Nesirie's blessing may be invoked to ensure an easy birth or a safe voyage, Erik called upon to aid a failing crop, or Sera called upon to bless a commercial exchange, but in Anuire, such requests almost universally call upon Haelyn as well.

Given the broad scope of their worship, Cerilian clerics are not required to be within "one step" of their deity's alignment (as is usually required as per the *Player's Handbook*, page 29). Instead, Cerilian clerics must share one alignment aspect with their patron. Thus Haelyn, who is lawful good, has clerics whose alignments include Lawful Good, Lawful Neutral, Lawful Evil, Neutral Good, or Chaotic Good. Cerilian deities are not concerned with alignment, per se, so much as strength of faith and adherence to their values.

This wide range of alignments complicates the politics of the churches of most Cerilian deities. Most Cerilian deities have multiple sects, usually with irreconcilable viewpoints. Schisms among each church have been at the heart of some of the bloodiest periods of Cerilian history. The gods do not seem to overtly favor one aspect of their church over another. If the gods do indeed have a preference for the values of one sect over another, their vow to remain aloof from the affairs of mankind forces them to allow man to decide how to best worship each deity. So long as a cleric believe that the actions that he undertakes is in accordance with a reasonable interpretation of the god's portfolio, then the power of their belief will allow them to draw upon the divine energy of that aspect. In terms of the granting of spells, Haelyn shows no preference to a lawful good priest of a sect that values courage, honor, and chivalry over a lawful evil priest of a sect that values strict and unflinching adherence to a set of uncompromising laws. Cerilian deities do not demand perfection; they demand only faithful pursuit of at least one aspect of their portfolio.

Elves cannot advance as clerics except under the most unusual of circumstances. The elves can call upon the forces inherent in wood and water, field and air, but have never worshiped deities. They are aware that the gods of Deismaar existed and that new gods were created, but they do not pay homage to them. Particularly after their deception and betrayal by Azrai, the elves have been adamant in their refusal to worship human gods. To the elves, spiritual development is the responsibility of the individual and not based upon the judgment of external powers.

## Druids

Like clerics, Cerilian druids receive their spells through their faith in a patron deity. In Cerilia, all druids are priests of Erik, the god of nature and the hunt. Although all druids are priests of Erik, not all priests of Erik are druids. Erik also accepts clerical followers and the schism between the style of worship favored by the nomadic druids and the city-bound clerics of Erik is particularly vast.

The powerful natural magic of the druid is based in the same lore as that of the ranger, but is greatly magnified through also channeling of divine power of Erik. Thus elves, who are adamant in their refusal to worship human gods, cannot advance as druids except under the most unusual of circumstances.

## Paladins

Cerilian clerics function as described in the *Player's Handbook*, with the exceptions noted in the class description in Chapter One. Cerilian paladins never serve just a cause, philosophy, or abstract source of divine power. Every paladin in a BIRTHRIGHT campaign serves a specific divine power. It is simply impossible for a paladin to wield divine magic without a divine connection to a patron deity. Only four Cerilian deities accept Paladins: Avani, Cuiraećen, Haelyn, and Nesirie. A paladin may have only one patron deity at a time, but it is possible for a paladin to have a change of heart that causes them to change patron deities. Some Cerilian paladins are allowed to multiclass without loosing the privilege of later continuing their advancement as paladins. These favored multi-classes are presented in the description of each deity.

## Rangers

The divine powers of the ranger class differ significantly from the spell casting abilities of clerics. Rangers are bound very closely to nature, able to become practically one with it, and are able to tap into the very wellsprings of the earth to power their spells. The source of such a ranger's abilities is not a deity, but the divine essence of the earth itself.

In order to prepare their spells, rangers must meditate in a natural setting. Their fundamental understanding of nature and each living things role within nature is the faith that provides rangers the focus necessary to channel the energy used to prepare their spells. Rangers draw their power from the divine essence of the earth itself, the heart spring of power that is the source of mebhaighl. Rangers do not shape or harness mebhaighl, but their powers are rooted in the same source.

Elves have a profound link with nature that makes them particularly fine rangers. The forces of the earth itself, however powerful, lack the contained focus of the divine powers accessed by clerics. Thus, ranger spells are significantly different from (and often much weaker than) clerical spells.

## Resurrection

Resurrection is a rare occurrence in Cerilia. Although it is certainly possible to *Raise Dead*, most clerics are loath to do so. Firstly, death is assumed to be the providence of the gods. Only in the most unusual circumstances (and for the greater good) would most clerics choose to interfere with the will of

the gods and rip a soul from its place of earned reward or punishment.

Secondly, when a scion dies, the vital energy of their bloodline is released at the moment of their death and absorbed by those nearby. A resurrected character's bloodline is gone forever. They have no bloodline score and are not a scion. They can certainly attempt to gain a new bloodline through investiture or bloodtheft, but their original bloodline can never be restored.

Lastly, when a regent dies, their domain passes to their heir (or becomes uncontrolled if they have no designated heir). The resurrected character is no longer a regent. Another now claims the gold and regency of the domain that they once held. History has shown that resurrecting a scion often leads to tragic events as the resurrected party is tempted to engage in bloodtheft to reclaim a birthright they feel is rightfully theirs. In order to reclaim their domain, a resurrected regent would need to somehow obtain a bloodline and re-invest their old realm from its current regent (their heir).

The potential for internecine war is not taken lightly in Cerilia (particularly in Anuire) and thus most churches (including the church of Haelyn) have dire prohibitions against the resurrection of regent characters. Likewise many churches forbid the use of resurrection magic on philosophical grounds. Most sects of Erik and Belinik, for example, perceive death as part of the natural order, albeit from different perspectives.

## creating magic items

Magical items are relatively uncommon in Cerilia. Although magical items can be created using the standard rules presented in the *Player's Handbook*, most Cerilian wizards prefer not to spend their vital essence (XP) and fortunes (gp) in the creation of miscellaneous disposable magical items. Cerilian artificers tend not to waste their efforts on the creation of minor devices. The magical devices that *do* exist in Cerilia are generally quite powerful, and rarely have a market value below 4000gp.

### **Variant: Regency-based magical item creation**

Under this variant, regent artificers can use the power of their realm magic to empower magical items. Through the power of month long rituals, a regent spell caster may use regency pints rather than experience points as the vital energy required to creating a magical item. Regency point spent in this manner are equivalent to 10 XP each. The use of these rituals, however, adds 32 days (one Cerilian month) to each item's creation time.

## spells of cerilia

### **Cleric domains**

In addition to the domains described in the *Player's Handbook*, various deities of Cerilia permit clerics to choose from the additional domains presented here. These new domains follow all the rules presented for domains in the description of the cleric class in the *Player's Handbook*. A cleric can choose any two domains listed for the deity (See Chapter Four: *Deities*).

In the descriptions that follow, granted powers and spell lists are given for domains that are presented or modified in this book. If a domain description here lacks an entry for granted powers and spells, refer to the *Player's Handbook* for that information. In the listings of domain spells, an asterisk (\*) preceding a spell name signifies a new domain or spell described in this book.

### **Animal Domain**

**Deities:** Erik.

### **Chaos Domain**

**Deities:** Belinik, Cuiracén, Eloéle, Laerme, Sera.

### **\*Charm Domain**

**Deities:** Laerme.

**Granted Power:** You can boost your Charisma by 4 points once per day. Activating this power is a free action. The Charisma increase lasts 1 minute.

### **Charm Domain Spells**

1 Charm Person	6 Geas/Quest
2 Calm Emotions	7 Insanity
3 Suggestion	8 Demand
4 Emotion	9 Dominate Monster
5 Charm Monster	

### **Death Domain**

**Deities:** Cold Rider.

### **Destruction Domain**

**Deities:** Kartathok.

### **Earth Domain**

**Deities:** Erik, Moradin, Torazan.

### **Evil Domain**

**Deities:** Belinik, Cold Rider, Kartathok, Kriesha, Torazan.

### **\*Fire Domain**

**Deities:** Laerme.

**Granted Power:** You gain Fire Resistance 5.

### **Fire Domain Spells**

1 Burning Hands	6 Flame Strike
2 Produce Flame	7 Fire Storm
3 *Fireform	8 Incendiary Cloud
4 Wall of Fire	9 Elemental Swarm (Fire only)
5 Fire Shield	

### **Good Domain**

**Deities:** Cuiracén, Haelyn, Laerme, Moradin, Nesirie.

### **Healing Domain**

**Deities:** Nesirie.

### **Illusion Domain**

**Deities:** Eloéle.

### **\*Justice Domain**

**Deity:** Haelyn.

**Granted Powers:** Sense Motive is a Class Skill. You get +2 bonus to Sense Motive checks.

### **Justice Domain Spells**

- |                   |                      |
|-------------------|----------------------|
| 1 Detect Evil     | 6 Forbiddance        |
| 2 Hold Person     | 7 Geas/Quest         |
| 3 Discern Lies    | 8 Shield of Law      |
| 4 Mark of Justice | 9 Storm of Vengeance |
| 5 Atonement       |                      |

### Knowledge Domain

**Deities:** Avani, Ruornil.

### Law Domain

**Deities:** Avani, Haelyn, Kartathok, Kriesha, Moradin, Torazan.

### Luck Domain

**Deities:** Sera.

### Magic Domain

**Deities:** Avani, Ruornil.

### \*Moon Domain

The moon is the symbol of light in the shadow. Ruornil grants his followers the ability to confront the shadow world and those who derive their power from it.

**Deity:** Ruornil.

**Granted Power:** The difficulty class of a saving throw against any of your spells increases by +2 DC when the moon is in the sky and clearly visible.

#### Moon Domain Spells

- |                  |               |
|------------------|---------------|
| 1 Detect Undead  | 6 Shadow Walk |
| 2 *Moonbeam      | 7 Sunbeam     |
| 3 Halt Undead    | 8 Sunburst    |
| 4 Dimension Door | 9 Gate        |
| 5 Shadow Portal  |               |

### \*Night Domain

**Deity:** Eloéle

**Granted Power:** Hide, Move Silently and Spot are Class Skills.

#### Shadows Domain Spells

- |                         |                     |
|-------------------------|---------------------|
| 1 Darkvision            | 6 Mislead           |
| 2 Darkness              | 7 Mass Invisibility |
| 3 *Night's Embrace      | 8 Mind Blank        |
| 4 Improved Invisibility | 9 *Deepest Night    |
| 5 *Gift of Eloéle       |                     |

### \*Nobility Domain

**Deity:** Haelyn.

**Granted Power:** You have the spell-like ability to inspire allies, giving them a +1 morale bonus to saving throws against fear and charm and a +1 morale bonus to attack rolls and weapon damage rolls. Allies must be able to hear you speak for 1 round. Using this ability is a standard action. It lasts a number of rounds equal to your Charisma bonus, and may be used once per day. This bonus increases to +2 at 5th level and +3 at 10th level.

#### Nobility Domain Spells

- |                   |                      |
|-------------------|----------------------|
| 1 Divine Favor    | 6 Geas/Quest         |
| 2 Enthral         | 7 Repulsion          |
| 3 Magic Vestment  | 8 Demand             |
| 4 Discern Lies    | 9 Storm of Vengeance |
| 5 Greater Command |                      |

### Plant Domain

**Deities:** Erik

### Protection Domain

**Deities:** Nesirie, Moradin.

### \*Reason Domain

**Deity:** Avani.

**Granted Power:** You get a +2 bonus on all rolls to disbelieve illusions. Once per day, you may apply a +2 bonus on any one Int check or Int-based skill check.

#### Reason Domain Spells

- |                   |                     |
|-------------------|---------------------|
| 1 Detect Chaos    | 6 True Seeing       |
| 2 Calm Emotions   | 7 Vision            |
| 3 Detect Thoughts | 8 *Purity of Reason |
| 4 Tongues         | 9 Foresight         |
| 5 Greater Command |                     |

### \*Sea Domain

**Deity:** Nesirie.

**Granted Power:** You have the supernatural ability to breath water as if under the effect of a *water breathing* spell, for up to 10 rounds per level each day. This effect can operate multiple times per day (up to the total daily limit of rounds).

#### Ocean Domain Spells

- |                  |                        |
|------------------|------------------------|
| 1 Obscuring Mist | 6 *Transport via Water |
| 2 Fog Cloud      | 7 Control Weather      |
| 3 Water Walk     | 8 Whirlwind            |
| 4 Control Water  | 9 Storm of Vengeance   |
| 5 Control Winds  |                        |

### \*Spell Domain

**Deity:** Ruornil.

**Granted Power:** You get a +2 bonus to Knowledge (Arcana) and Spellcraft checks.

#### Spell Domain Spells

- |                   |                   |
|-------------------|-------------------|
| 1 *Ruornil's Gift | 6 *Ruornil's Gift |
| 2 *Ruornil's Gift | 7 *Ruornil's Gift |
| 3 *Ruornil's Gift | 8 *Ruornil's Gift |
| 4 *Ruornil's Gift | 9 *Ruornil's Gift |
| 5 *Ruornil's Gift |                   |

### Strength Domain

**Deity:** Belinik, Cuiraećen, Kartathok.

### \*Storm Domain

**Deity:** Cuiraećen.

**Granted Power:** You gain Electrical Resistance 5.

#### Storms Domain Spells

- |                  |                      |
|------------------|----------------------|
| 1 Obscuring Mist | 6 Control Winds      |
| 2 Wind Wall      | 7 Control Weather    |
| 3 Call Lightning | 8 Whirlwind          |
| 4 Sleet Storm    | 9 Storm of Vengeance |
| 5 Ice Storm      |                      |

### \*Suffering Domain

**Deity:** Kriesha.

**Granted Power:** You may use a pain touch once per day. Make a melee touch attack against a living creature, which sustains a -2 profane penalty to Strength and Dexterity for 1 minute. This spell-like ability does not affect creatures immune to critical hits.

## Suffering Domain Spells

- |                             |                         |
|-----------------------------|-------------------------|
| 1 Doom                      | 6 Harm                  |
| 2 Bane                      | 7 Eyebite (sicken only) |
| 3 Bestow Curse              | 8 Symbol (pain only)    |
| 4 Emotion (fear, hate only) |                         |
| 5 Enervation                | 9 Wail of the Banshee   |

## Sun Domain

**Deity:** Avani.

## \*Terror Domain

**Deity:** Belinik

**Granted Power:** You get Skill Focus (Intimidate). Intimidate is a Class Skill.

## Terror Domain Spells

- |                       |                       |
|-----------------------|-----------------------|
| 1 Cause Fear          | 6 Nightmare           |
| 2 Scare               | 7 Eyebite (fear only) |
| 3 Emotion (fear only) | 8 Symbol (fear only)  |
| 4 Fear                | 9 Weird               |
| 5 Phantasmal Killer   |                       |

## Trade Domain

**Deity:** Sera.

**Granted Power:** You may *detect thoughts* once per day as a spell-like ability. This is a free action that affects one target and has a duration of 1 min. times your Charisma bonus.

## Trade Domain Spells

- |                         |                      |
|-------------------------|----------------------|
| 1 *Khi. Trader's Tongue | 6 True Seeing        |
| 2 Message               | 7 Mord. Mag. Mansion |
| 3 Eagle's Splendor      | 8 Mind Blank         |
| 4 Sending               | 9 Discern Location   |
| 5 Fabricate             |                      |

## Travel Domain

**Deity:** Sera

## Trickery Domain

**Deity:** Eloéle

## War Domain

**Deity:** Belinik, Cuiraećen, Haelyn, Torazan.

## \*Wilderness Domain

**Deity:** Erik

**Granted Powers:** You get the Track feat. Wilderness Lore is a Class Skill.

## Wilderness Domain Spells

- |                       |                   |
|-----------------------|-------------------|
| 1 Pass without Trace  | 6 Find the Path   |
| 2 Tree Shape          | 7 Liveoak         |
| 3 Speak with Animals  | 8 Control Weather |
| 4 Speak with Plants   | 9 Shapechange     |
| 5 Commune with Nature |                   |

## \*Winter Domain

**Deity:** Kriesha.

**Granted Power:** You get Cold Resistance 5.

## Winter Domain Spells

- |                   |                        |
|-------------------|------------------------|
| 1 Hand of Ice     | 6 Oti. Freezing Sphere |
| 2 Resist Elements | 7 Control Weather      |
| 3 Sleet Storm     | 8 *Winter Wolves       |
| 4 Ice Storm       | 9 *Fury of Winter      |
| 5 Cone of Cold    |                        |

## Magician spells

Arcane divination, illusion, and universal spells that do not allow replication of the effects of other schools of magic generally belong on the magician spell list. Such spells should be magician spells of the same level at which they appear on the sorcerer/wizard spell list. Enchantment spells should be added only if similar to an existing magician spell.

Spells on the bards spell list should generally be on the magician spell list unless the spell relates specifically to a bard's special abilities, music, or other sonic effects (such as shape sound, sound burst, or shout). Magicians cast these spells at the appropriate wizard spell level (if the spell is on the wizard spell list), the cleric spell level (if the spell is on the cleric spell list but not the wizard list), or the bard spell level (otherwise).

The magician spell list below includes spells from the *Player's Handbook* and the new spells presented in this campaign sourcebook. If your campaign allows spells from other sourcebooks, use these guidelines to determine if spells from other sourcebooks should be considered magician spells.

## 0-level Magician Spells (Cantrips)

**Dancing Lights.** Figment torches or other lights.

**Daze.** Creature loses next action.

**Detect Magic.** Detects spells and magic items within 60 ft.

**Flare.** Dazzles one creature (-1 attack).

**Ghost Sound.** Figment sounds.

**Light.** Object shines like a torch.

**Mage Hand.** 5-pound telekinesis.

**Mending.** Makes minor repairs on an object.

**Open/Close.** Opens or closes small or light things.

**Prestidigitation.** Performs minor tricks.

**Read Magic.** Read scrolls and spellbooks.

**Resistance.** Subject gains +1 on saving throws.

## 1st-level Magician Spells

**Alarm.** Wards an area for 2 hours/level.

**Cause Fear.** One creature flees for 1d4 rounds.

**Change Self.** Changes your appearance.

**Charm Person.** Makes one person your friend.

**Color Spray.** Knocks unconscious, blinds, or stuns 1d6 weak creatures.

**Comprehend Languages.** Understand all spoken and written languages.

**Cure Light Wounds.** Cures 1d8 +1/level damage (max +5).

**Detect Secret Doors.** Reveals hidden doors within 60 ft.

**Detect Undead.** Reveals undead within 60 ft.

**Erase.** Mundane or magical writing vanishes.

**Expeditious Retreat.** Doubles your speed.

**Feather Fall.** Objects or creatures fall slowly.

**Grease.** Makes 10-ft. square or one object slippery.

**Hypnotism.** Fascinates 2d4 HD of creatures.

**Identify.** Determines single feature of magic item.

**\*Khinasi Trader's Tongue** (Illusion). Subject gets +5 on diplomacy checks involving financial negotiations.

**\*Know Bloodline** (Divination). Determines target's bloodline strength and derivation.

**\*Know Origin** (Divination). Determines target's origin or home.

**Mage Armor.** Gives subject +4 armor bonus.

**Magic Weapon.** Weapon gains +1 bonus.  
**Message.** Whispered conversation at distance.  
**Nystul's Magical Aura.** Grants object false magic aura.  
**Nystul's Undetectable Aura.** Masks magic item's aura.  
**Protection from Chaos/Evil/Good/Law.** +2 AC and saves, counter mind control, hedge out elementals and outsiders.  
**\*Sidheliel Bow** (Transmutation). Bow gains +1 to hit.  
**Silent Image.** Creates minor illusion of your design.  
**Sleep.** Put 2d4 HD of creatures into comatose slumber.  
**\*Starry Sky** (Divination). You gain +5 circumstance bonus to Intuit Direction.  
**Summon Monster I.** Calls outsider to fight for you.  
**Unseen Servant.** Creates invisible force that obeys your commands.  
**Ventriloquism.** Throws voice for 1 min./level.

### 2nd-level Magician Spells

**Animal Trance.** Fascinates 2d6 HD of animals.  
**Blindness/Deafness.** Makes subject blind or deaf.  
**Blur.** Attacks miss subject 20% of the time.  
**Bull's Strength.** Subject gains 1d4+1 Str for 1 hr./level.  
**Cat's Grace.** Subject gains 1d4+1 Dex for 1 hr./level.  
**Continual Flame.** Makes a permanent, heatless torch.  
**Cure Moderate Wounds.** Cures 2d8 +1/level damage (max +10).  
**Darkness.** 20-ft. radius of supernatural darkness.  
**Daylight.** 60-ft. radius of bright light.  
**Detect Eleven Influence:** Determine if elves have been in, near, or have magically influenced an area.  
**Delay Poison.** Stops poison from harming subject for 1 hour/level.  
**Detect Thoughts.** Allows "listening" to surface thoughts.  
**Enthrall.** Captivates all within 100 ft. + 10 ft./level.  
**\*First Strike** (Transmutation). Allies gain +4 bonus to initiative.  
**Glitterdust.** Blinds creatures, outlines invisible creatures.  
**Hold Person.** Holds one person helpless for 1 round/level.  
**Hypnotic Pattern.** Fascinates 2d4+1 HD/level of creatures.  
**Invisibility.** Subject is invisible for 10 min./level or until it attacks.  
**Leomund's Trap.** Makes item seem trapped.  
**Levitate.** Subject moves up and down at your direction.  
**Locate Object.** Senses direction toward object (specific or type).  
**Magic Mouth.** Speaks once when triggered.  
**\*Mask Bloodline** (Illusion). Obscures the target's divine heritage.  
**Minor Image.** As silent image, plus some sound.  
**Mirror Image.** Creates decoy duplicates of you (1d4 +1/three levels, max 8).  
**Misdirection.** Misleads divinations for one creature or object.  
**\*Misfortune** (Enchantment). Target suffers a -1 morale penalty.  
**Obscure Object.** Masks object against divination.  
**Pyrotechnics.** Turns fire into blinding light or choking smoke.  
**Scare.** Panics creatures up to 5 HD (15-ft. radius).  
**See Invisibility.** Reveals invisible creatures or objects.  
**Summon Monster II.** Calls outsider to fight for you.  
**Summon Swarm.** Summons swarm of small crawling or flying creatures.

**Tasha's Hideous Laughter.** Subject loses actions for 1d3 rounds.  
**Undetectable Alignment.** Conceals alignment for 24 hours.  
**Whispering Wind.** Sends a short message one mile/level.  
**Zone of Truth.** Subjects within range cannot lie.

### 3rd-level Magician Spells

**Blink.** You randomly vanish and reappear for 1 round/level.  
**Clairaudience/Clairvoyance.** Hear or see at a distance for 1 min./level.  
**Cure Serious Wounds.** Cures 3d8 +1/level damage (max +15).  
**Dispel Magic.** Cancels magical spells and effects.  
**Displacement.** Attacks miss subject 50%.  
**Gaseous Form.** Subject becomes insubstantial and can fly slowly.  
**Greater Magic Weapon.** +1 bonus/three levels (max +5).  
**Gust of Wind.** Blows away or knocks down smaller creatures.  
**Haste.** Extra partial action and +4 AC.  
**Illusory Script.** Only intended reader can decipher.  
**Invisibility Sphere.** Makes everyone within 10 ft. invisible.  
**Keen Edge.** Doubles normal weapon's threat range.  
**Leomund's Tiny Hut.** Creates shelter for 10 creatures.  
**Magic Circle against Chaos/Evil/Good/ Law.** As protection spells, but 10-ft. radius and 10 min./level.  
**\*Mass Magic Weapons** (Transmutation). Provides a deferred +1 magic bonus to one weapon/level.  
**Major Image.** As silent image, plus sound, smell and thermal effects.  
**Phantom Steed.** Magical horse appears for 1 hour/level.  
**Remove Disease.** Cures all diseases affecting subject.  
**Sepia Snake Sigil.** Creates text symbol that immobilizes reader.  
**Slow.** One subject/level takes only partial actions, -2 AC, -2 melee rolls.  
**Suggestion.** Compels subject to follow stated course of action.  
**Summon Monster III.** Calls outsider to fight for you.  
**Tongues.** Speak any language.  
**Wind Wall.** Deflects arrows, smaller creatures, and gases.

### 4th-level Magician Spells

**Arcane Eye.** Invisible floating eye moves 30 ft./round.  
**Bestow Curse.** -6 to an ability; -4 on attacks, saves, and checks; or 50% chance of losing each action.  
**Charm Monster.** Makes monster believe it is your ally.  
**Confusion.** Makes subject behave oddly for 1 round/level.  
**Cure Critical Wounds.** Cures 4d8 +1/level damage (max +20).  
**Detect Scrying.** Alerts you of magical eavesdropping.  
**Dimension Door.** Teleports you and up to 500 lb.  
**Emotion.** Arouses strong emotion in subject.  
**Fear.** Subjects within cone flee for 1 round/level.  
**Hallucinatory Terrain.** Makes one type of terrain appear like another (field into forest, etc.).  
**Improved Invisibility.** As invisibility, but subject can attack and stay invisible.  
**Illusory Wall.** Wall, floor, or ceiling looks real, but anything can pass through.  
**Leomund's Secure Shelter.** Creates sturdy cottage.  
**Lesser Geas.** Commands subject of 7 HD or less.

**Locate Creature.** Indicates direction to familiar creature.  
**Neutralize Poison.** Detoxifies venom in or on subject.  
**Phantasmal Killer.** Fearsome illusion kills subject or deals 3d6 damage.  
**Rainbow Pattern.** Lights prevent 24 HD of creatures from attacking or moving away.  
**Remove Curse.** Frees object or person from curse.  
**Scrying.** Spies on subject from a distance.  
**Shadow Conjunction.** Mimics conjuring below 4th level.  
**\*Shadow Portal (Divination).** You can sense portals to the shadow world.  
**Summon Monster IV.** Calls outsider to fight for you.

#### 5th-level Magician Spells

**Break Enchantment.** Frees subjects from enchantments, alterations, curses, and petrification.  
**Contact Other Plane.** Ask question of extraplanar entity.  
**\*Disguise Bloodline (Illusion).** Change apparent bloodline derivation and strength.  
**Dismissal.** Forces a creature to return to native plane.  
**Dominate Person.** Controls humanoid telepathically.  
**Dream.** Sends message to anyone sleeping.  
**False Vision.** Fools scrying with an illusion.  
**Greater Shadow Conjunction.** As shadow conjunction, but up to 4th level and 40% real.  
**Healing Circle.** Cures 1d8 +1/level damage in all directions.  
**Hold Monster.** As hold person, but any creature.  
**Mind Fog.** Subjects in fog get -10 Wis, Will checks.  
**Mirage Arcana.** As hallucinatory terrain, plus structures.  
**Modify Memory.** Changes 5 minutes of subject's memories.  
**Nightmare.** Sends vision dealing 1d10 damage, fatigue.  
**Permanency.** Makes certain spells permanent; costs XP.  
**Persistent Image.** As major image, but no concentration required.  
**Prying Eyes.** 1d4 floating eyes +1/level scout for you.  
**Rary's Telepathic Bond.** Link lets allies communicate.  
**Seeming.** Changes appearance of one person/two levels.  
**Shadow Evocation.** Mimics evocation less than 5th level.  
**Summon Monster V.** Calls outsider to fight for you.

#### 6th-level Magician Spells

**Analyze Dweomer.** Reveals magical aspects of subject.  
**Control Water.** Raises, lowers, or parts bodies of water.  
**Control Weather.** Changes weather in local area.  
**Eyebite.** Charm, fear, sicken or sleep one subject.  
**Find the Path.** Shows the most direct way to a location.  
**Geas/Quest.** As lesser geas, plus it affects any creature.  
**Greater Dispelling.** As dispel magic, but +20 on check.  
**Greater Shadow Evocation.** As shadow evocation, but up to 5th level.  
**Legend Lore.** Learn tales about a person, place, or thing.  
**Mass Haste.** As haste, affects one/level subjects.  
**Mass Suggestion.** As suggestion, plus one/level subjects.  
**Mislead.** Turns you invisible and creates illusory double.  
**Permanent Image.** Includes sight, sound, and smell.  
**Programmed Image.** As major image, plus triggered by event.  
**Project Image.** Illusory double can talk and cast spells.  
**Repulsion.** Creatures can't approach you.  
**Shades.** As shadow conjunction, but up to 5th level and 60% real.  
**Summon Monster VI.** Calls outsider to fight for you.

**True Seeing.** See all things as they really are.  
**Veil.** Changes appearance of group of creatures.

#### 7th-level Magician Spells

**Greater Scrying.** As scrying, but faster and longer.  
**Insanity.** Subject suffers continuous confusion.  
**Mass Invisibility.** As invisibility, but affects all in range.  
**Plane Shift.** Up to eight subjects travel to another plane.  
**Shadow Walk.** Step into shadow to travel rapidly.  
**Summon Monster VII.** Calls outsider to fight for you.  
**Vision.** As legend lore, but quicker and strenuous.

#### 8th-level Magician Spells

**Antipathy.** Object or location affected by spell repels certain creatures.  
**Binding.** Array of techniques to imprison a creature.  
**Discern Location.** Exact location of creature or object.  
**Mass Charm.** As charm monster, but all within 30 ft.  
**Screen.** Illusion hides area from vision, scrying.  
**Summon Monster VII.** Calls outsider to fight for you.  
**Symbol.** Triggered runes have array of effects.  
**Sympathy.** Object or location attracts certain creatures.

#### 9th-level Magician Spells

**Dominate Monster.** As dominate person, but any creature.  
**Foresight.** "Sixth sense" warns of impending danger.  
**Summon Monster IX.** Calls outsider to fight for you.  
**Weird.** As phantasmal killer, but affects all within 30 ft.

## spell descriptions

The spells presented here follow all the rules presented in Chapter Eleven: *Spells of the Player's Handbook*.

### Bloodbond

Necromancy  
**Level:** Clr 1, Drd 1, Pld 1  
**Components:** V, S, F, DF  
**Casting Time:** 10 minutes  
**Range:** Touch  
**Target:** Two living creature touched  
**Duration:** 1 minute/level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes  
 You link the health of the two targets. Any damage taken by either character is divided evenly between them (odd points are taken by the character actually struck). If either target succeeds on their saving throw, the spell fails. The bond is broken if either character dies. *Material Component:* a length of red silk.

### Circle of Secrets

Illusion (Glamer)  
**Level:** Clr 3, Drd 3  
**Components:** V, S, DF  
**Casting Time:** 1 full round  
**Range:** Touch  
**Target:** Casters and one additional person for every two priests aiding the spell.  
**Duration:** Concentration  
**Saving Throw:** None (harmless) or Will negates  
**Spell Resistance:** Yes (harmless)

You may combine with other priests of your faith to make your allies undetectable. Only you need to cast the spell, but you must have a least one assistant priest of your faith in order for this spell to succeed. You may have up to one assistant per level. The priest and assistants must sit or stand in a circle while grasping hands. In addition to you and your assistants, this spell affects anyone inside the circle of joined hands formed by the priest and his assistants. Those affected by the spell appear to all senses to be part of the environment for as long as the priest and his assistants concentrate and remain still. Furthermore, all participants are affected by *non-detection* for the duration of the spell.

### Deepest Night

Evocation [Darkness]

**Level:** Night 9

**Components:** V, S, XP (see text)

**Casting Time:** 1 action

**Range:** Two miles

**Area:** Two mile-radius circle, centered on you

**Duration:** 10 minutes/level or 1 minute/level (see text)

**Saving Throw:** None

**Spell Resistance:** No

You make the night deeper, or you can even plunge a daylight area into temporary night. This spell creates a darkness that gradually thickens over one minute, darkening the areas and subduing all natural senses save those of the caster.

For the duration of the spell, all creatures in the area suffer a -10 penalty to Spot and Listen checks. The area counts as near total darkness, and provides nine-tenths cover (40% miss chance). These effects are felt by all creatures within the area (except for the caster) regardless of their normal sensory acuity; normal vision, darkvision, scent, blindsight, tremorsense, or any other sensory ability is affected equally.

All sources of light, including magical effects of less than 5th level, are magically dimmed, and provide illumination equivalent to dim candlelight (5 ft. radius).

If this spell is cast during the daytime, its duration is reduced to 1 minute/level. *XP Cost:* 500 XP if cast during the daylight.

### Detect Elven Influence

Divination

**Level:** Brd 2, Clr 1, Drd 1, Mag 2, Sor/Wiz 2

**Components:** V, M, F/DF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10. ft./level)

**Area:** Quarter circle emanating from you to the extreme of the range.

**Duration:** Concentration, up to 10 minutes/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can detect whether elves have influenced an area in the recent past (one month per level). "Influenced" can mean anything from passing through to leveling the area with magical energy. The amount of information revealed depends on how long you study a particular area or subject:

*1st round:* Presence or absence of elven influence

*2nd round:* Number of individual influences identified in the area and the strength of the strongest aura present.

*3rd round:* The strength and location of each influence. If an aura is outside your line of sight, you determine its direction, but not its exact location.

<b>Influence</b>	<b>Influence Strength</b>
Elf passed through area	# / 10
Elf rested or waited	# / 5
Elf in battle	# / 2
Elf cast spell	Caster level / 2

<b>Influence Strength</b>	<b>Aura Strength</b>
Lingering	Dim
1 or less	Faint
2-4	Moderate
5-10	Strong
11+	Overwhelming

How long the aura lingers depends on its original strength:

<b>Original Strength</b>	<b>Duration</b>
Faint	1d6 x 10 minutes
Moderate	1d6 hours
Strong	1d6 days
Overwhelming	1d6 months

Note: Each round you can detect in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. *Arcane Focus:* An object once touched or owned by an elf or half-elf.

### Disguise Bloodline

Illusion (Glamer)

**Level:** Mag 5, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature or object touched

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You can cause a creature to appear to have the physical characteristics of any bloodline derivation and strength. All physical characteristics (such as bloodmarks, etc) are cloaked as if by *change self*. Furthermore, the target gains a +4 to saving throws against bloodline-oriented divinations. Observers gain an immediate check to disbelief if the subject uses any visible blood abilities.

### Enhance Blood Ability

Transmutation

**Level:** Clr 2, Drd 2, Sor/Wiz 3

**Components:** V, S, F/DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** One blooded scion

**Duration:** 1 minute/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

This spell enables the target to temporarily tap the essence of their bloodline. The target must possess a blood ability that can be improved one power level (minor to major, or major to

great). The caster must know the bloodline derivation and blood ability to be affected. The ability is improved one power level for the duration of the spell. When the spell expires, all of the affected character's blood abilities decrease by one power level (major to minor, minor to none) for 24 hours. *Arcane Focus*: Two similar objects – one large, one small.

### False Tracks

Transmutation

**Level:** Drd 1, Rgr 1, Sor/Wiz 2

**Components:** V, ####/DF

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature/level touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You leave the tracks of a native animal, rather than your own. This spell provides a +5 condition modifier (for “tracked party hides trail”) to DC of tracking those affected by the spell. If the caster of the spell attempts to track the targeted creatures, however, the modifier is reversed (-5 DC to the track check) – making it easier for the caster to track the affected individuals. *Arcane Component*: A handful of ashes.

### Fireform

Transmutation

**Level:** Sor/Wiz 3, Fire 3

**Components:** V, ####

**Casting Time:** 1 round

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level (D)

This spell enables you to conceal your body and possessions into a non-magical fire of campfire-size or larger. While in *fireform*, you can see and hear normally, are immune to normal fire damage, and gain damage reduction 20/+1. You can see and hear normally, but cannot talk, move, attack, or cast spells with verbal, somatic, material, or focus components. (Note that this does not rule out certain spells that the subject may have prepared using the metamagic feats Silent Spell and Still Spell). As with *Gaseous Form*, you lose all supernatural abilities while in fireform. If the fire source is extinguished, you take 5d6 damage and are immediately expelled. *Material component*: A mixture of salt, sulfur, and crushed peppercorns tossed into the fire source.

### First Strike

Transmutation

**Level:** Brd 2, Mag 2, Sor/Wiz 2

**Components:** V, ####

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5ft./2 levels)

**Target:** One ally/level

**Duration:** 1 min/level

**Saving Throw:** Fortitude negates (harmless)

**Spell Resistance:** Yes (harmless)

The affected creatures move and act more quickly than normal. Those affected gain a +4 enhancement bonus to their initiative. Any creature moving out of range from the caster after the spell is cast loses the effect. *Material Component*: A handful of purified sand.

### Fury of Winter

Evocation [Cold]

**Level:** Winter 9

**Components:** V, S, DF

**Casting Time:** 1 full round

**Range:** 2 miles or Medium (100 ft. + 10 ft./level) (see text)

**Area:** Two mile-area circle, centered on you, or Cone (see text)

**Duration:** 4d12 days or 3 rounds (see text)

**Saving Throw:** See text

**Spell Resistance:** No or Yes (see text)

*Fury of winter* is a multipurpose spell. You can cast either of the following versions:

**Blizzard:** You change the weather in the local area. This works exactly as a *control weather* spell, except that the duration is measured in 4d12 days (not hours), the casting time is only one-full round, and you can only create a blizzard effect.

**Breath of Winter:** You create an effect similar to a *cone of cold* spell, with a medium range and a 3 round duration. In the first round of the spell, it will inflict 1d8 points of cold damage per caster level (maximum 20d8) to any creature caught in the cone. Half of this damage is divine in nature and not subject to regular cold resistance. A Reflex save is permitted for half damage. In the second round of this spell, the wind intensifies to tornado-level winds, blowing away large or smaller creatures, knocking down huge creatures, and checking gargantuan and colossal creatures. In all cases, creatures are moved away from the spellcaster. This effect persists through the third round of the spell. In the third round after casting this spell, any creature remaining within the area must make a Fortitude save or be frozen stiff, unable to move or take any actions requiring movement or somatic gestures. A frozen creature is permitted a Strength check against a DC of 20 to break free every round; otherwise, creatures remain frozen for 1d6+1 rounds.

### Gift of Eloéle

Evocation

**Level:** Night 5

**Components:** S, DF

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

You call upon a portion of Eloéle's power, imbuing yourself with the essence of night. You gain an enhancement bonus to Dexterity and a competence bonus to Hide and Move Silently checks equal to your caster level. Furthermore, you gain the ability to make one sneak attack during the spell's duration as if a rogue of your caster level. Multi-class cleric/rogues sum their levels when determining sneak attack bonus.

### Hand of Ice

Transmutation [Cold]

**Level:** Winter 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature or Object Touched

**Duration:** Until discharged

**Saving Throw:** Fortitude partial (see text)

**Spell Resistance:** Yes (object)

This spell magically imbues your hand with the cold fury of winter. Your successful melee touch attack deals 1d8 points of cold damage +1 point per caster level. Due to the intense cold, a touched victim must make a Fortitude save or only be able to take a partial action on her next turn.

### Improved Armor

Conjuration

**Level:** Sor/Wiz 4

**Components:** V, S, F

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes (harmless)

The target of the spell is enveloped in a faintly glowing magical field of energy. The field grants the subject a +3 deflection bonus to Armor Class plus an additional +1 for every three caster levels (maximum bonus +8). *Focus:* A cube of polished steel.

### Khinasi Trader's Tongue

Illusion (Glamer)

**Level:** Brd 1, Mag 1, Sor/Wiz 1, Trade 1

**Components:** V, M

**Casting Time:** 1 action

**Range:** 10 ft.

**Duration:** 5 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** No

You have an unfair advantage when haggling. Whenever you quote a price during a financial negotiation, an affected target hears, instead, the exact amount of money (or goods) that they are willing to accept or pay for a particular item. You receive a +5 bonus on skill checks for any financial negotiation, barter, transaction, contract, or sale. *Material component:* a vial of snake oil.

### Know Bloodline

Divination

**Level:** Brd 1, Clr 1, Drd 1, Mag 1, Sor/Wiz 1

**Components:** V, M, F/DF

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One creature

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** No

You learn the bloodline strength (minor, major, or great) and derivation of the target. Because stronger bloodlines are easier to identify the target's Bloodline bonus acts as a penalty to their saving throw (visa-versa, if the target has a bloodline penalty, it acts as a bonus to their saving throw). *Arcane Focus:* An iron rod and a collection of minor gemstones (5 gp each) representing the different bloodlines. The gem that corresponds to the target's bloodline will shatter when the spell is complete.

### Know Origin

Divination

**Level:** Brd 1, Mag 1, Sor/Wiz 1

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature or object

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** No

You can determine the area of Cerilia from which the target originated (or whether the target derives from outside Cerilia). The spell provides a general idea (within 25 miles, about the size of a province) of where the object was created or person was born. The spell may instead be cast to determine the place in which the target has spent the most time. Subsequent castings will reveal places where the target has spent increasingly less time.

### Mask Bloodline

Illusion (Glamer)

**Level:** Mag 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature or object touched

**Duration:** 20 minutes/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

You can hide the derivation and strength of a bloodline from others. All physical characteristics (such as bloodmarks, etc) are cloaked as if by *change self*. Furthermore, the target gains a +4 to saving throws against bloodline-oriented divinations. Observers gain an immediate check to disbelieve if the subject uses any visible blood abilities.

### Mass Magic Weapons

Transmutation

**Level:** Mag 3, Sor/Wiz 3

**Components:** V, ####, F

**Casting Time:** 1 action

**Range:** Touch

**Target:** One weapon/level touched

**Duration:** 1 round/level (see text)

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

This spell gives a number of weapons a +1 enhancement bonus to attack and damage rolls. The duration of this spell does not begin at the time of casting. Instead, the duration begins once the first time the weapon is used in combat. This spell lays dormant for up to one hour/level, after which time it dissipates. *Material Component:* A stone arrowhead. *Focus:* The weapons.

### Mass Mounts

Conjuration (Summoning)

**Level:** Sor/Wiz 3

**Components:** V, ####

**Casting Time:** 1 full round

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Effect:** One mount/level

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

You summon a number of normal riding animals to serve as mounts for you and your allies. The summoned mounts can be any type of mount (of the caster's choice) used in the area of the summons; ponies, light horses, heavy horses, mules, camels, and varsk (tundra only) are the most likely mounts to appear. The mounts are normal animals of their type and should be considered to be broken for riding, but are not trained for war. The mounts come with a bit and bridle and a riding saddle. *Material component:* a bit of hair from the type of mount to be summoned.

**Misfortune**

Enchantment (Compulsion) [Fear, Mind-Affecting]

**Level:** Brd 2, Mag 2, Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5ft./2 levels)

**Target:** One living creature

**Duration:** 1 week/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This curse fills a single creature with a feeling of horrible dread and causes him to weaken and lose confidence. The target suffers a -1 morale penalty to attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws.

**Moonbeam**

Evocation

**Level:** Clr 2, Drd 1, Moon 2

**Components:** V, S, F

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Target:** One undead creature

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell renders an undead creature immobile. If the spell is successful, it renders the target immobile for the duration of the spell (similar to the effects of *hold person* on a living target). *Focus:* A reflective moon or sun-shaped talisman.

**Night's Embrace**

Transmutation [Darkness]

**Level:** Night 3

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

You are embraced by the shadows of the night. While this spell is in effect, you are shadowy and insubstantial. You gain the ability to hide in plain sight (as per the Shadowdancer prestige class in the *Dungeon Master's Guide*) and have no movement penalty when moving silently. In dimly light areas, you always have one-half concealment (yielding a 20% miss chance).

**Purity of Reason**

Abjuration [Mind-Affecting]

**Level:** Reason 8

**Components:** V, S, DF

**Casting Time:** 1 action

**Range:** Medium (100 ft. + 10 ft./level)

**Area:** Emanation, centered on you

**Duration:** 1 minute

**Saving Throw:** None

**Spell Resistance:** Yes

This spell creates an emanation of shimmering yellow light extending from you out to the maximum range of the spell. The illuminated area acts as a limited *antimagic field* that suppresses illusion, enchantment, and mind-affecting spells or spell-like effects. Any emotion-affecting effects, such as a barbarian's rage or a bard's music, are also suppressed. For the duration of the effect, all creatures within the area can understand each other as if a *tongues* spell had been cast upon them. The area is also considered to be a *zone of truth*. Finally, all creatures in the areas are affected as if under the effects of a *sanctuary* spell.

**Ruornil's Gift**

Transmutation

**Level:** Spell 1, 2, 3, 4, 5, 6, 7, 8, 9

**Components:** V, S, F (and possibly M/DF, F, and XP)

**Casting Time:** 15 minutes

**Range:** Personal

**Target:** You

**Duration:** Instantaneous

This spell allows clerics of Ruornil to read and prepare a magician spell of one level lower than the spell slot used to memorize Ruornil's Gift. For example, Ruornil's gift, memorized as a 1st level domain spell, could be used to cast a 0-level magician spell. During the spell's 15 minute casting time, you can scan your spellbook (see below) and choose one spell to read and prepare. Once you choose and prepare an arcane spell, you retain it in your mind. The prepared spell occupies the appropriate domain spell slot (this spell is only available as a domain spell) until it is cast.

When you cast the magician spell, it works just as though cast as an arcane spell by a magician of your cleric level except that your Wisdom score sets the save DC (if applicable). The spell is subject to an Arcane Spell Failure. Your holy symbol substitutes for any non-costly material component. If the spell has a focus or costly material component (one to which a gold piece value is assigned), you must provide it. If the spell has an XP component, you must pay the experience point cost.

*Focus:* You are subject to the same restrictions as a wizard or magician in preparing arcane spells with this spell. To prepare an arcane spell, you must have learned the spell and have a copy of the spell in your spellbook (which is identical to a magician's spellbook in all respects). You may add spells to your spell books using the same rules as a magician or wizard (*Player's Handbook*, pg. 155), but you do not gain "automatic" spells to place in your spellbook when you advance in level.

**Shadow Portal**

Divination

**Level:** Drd 4, Mag 4, Sor/Wiz 4

**Components:** V

**Casting Time:** 1 action

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Concentration, up to 1 min/level (D)

**Saving Throw:** None

**Spell Resistance:** No

You can sense the presence of temporary or permanent portals to the shadow world. You gain the Shadow Guide and Shadow Walker feats (see Chapter One: *Characters*) for the duration of the spell. Also, you are automatically aware of any permanent portals in range.

### Sidhelien Bow

Transmutation

**Level:** Mag 1, Rng 1, Sor/Wiz 1

**Components:** V, S, F

**Casting Time:** 1 action

**Range:** Touch

**Target:** Bow touched

**Duration:** 1 hour/level or until discharged

**Saving Throw:** Will negates (harmless, object)

**Spell Resistance:** Yes (harmless, object)

This spell gives a +1 enhancement bonus to attack rolls to a longbow or shortbow. The spell is discharged once the spell has affected 1 shot per caster level. If you are an elf, the weapon also provides a +1 enhancement bonus to damage.

*Focus:* The bow.

### Starry Sky

Divination

**Level:** Mag 1, Sor/Wiz 1

**Components:** V, S, F

**Casting Time:** 20 minutes

**Range:** Close

**Area:** Circle, with a radius of 5 ft.

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

You cause a display of the correct positions of the stars in the sky to be projected on the ceiling (or air) above you. This knowledge provides a +10 circumstance bonus to Inuit Direction and a +5 bonus to all navigation checks made with Profession (Sailor) to all within the area of effect. *Focus:* An unblemished silver mirror.

### Suppress Blood Ability

Transmutation

**Level:** Clr 3, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One scion

**Duration:** 10 minutes/level

**Saving Throw:** Fortitude negates (see text)

**Spell Resistance:** Yes

This spell temporarily removes an individual's ability to access one of their blood abilities. The caster of the spell must know the derivation of the target and the ability to be suppressed. This difficulty of this spell is, in part, determined by the relative strength of the caster and victim's bloodline scores. Thus, the caster's bloodline modifier is added to the save DC of this spell. Similarly, the target's Bloodline bonus acts as an additional bonus to their fortitude save. *Material component:* A small piece of a totem animal associated with the target's bloodline derivation.

### Suppress Bloodline

Transmutation

**Level:** Clr 6, Sor/Wiz 6

**Components:** V, S, M

**Casting Time:** 1 full round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One scion

**Duration:** 10 minutes/level

**Saving Throw:** Fortitude negates (see text)

**Spell Resistance:** Yes

This spell temporarily removes an individual's ability to access all of their blood abilities (except for the permanent physical changes caused by a *bloodform*). The caster of the spell must know the derivation of the target. The victim receives a bonus to the save equal to one-tenth of their bloodline score. *Material component:* Many small pieces of a totem animal associated with the target's bloodline derivation.

### Transport via Water

Transmutation

**Level:** Sea 6

**Components:** V, S

**Casting Time:** 1 round

**Range:** Personal

**Target:** You

**Duration:** 10 minutes + 1 minute/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell allows you to move quickly from one body of water to a connected body of water. You must immerse yourself in a body of water during the casting of the spell. You and up to 100 lbs of equipment are transported safely at a rate of 1 mile per minute through open water for the duration of the spell. Underwater, you are largely unaware of surface surroundings, but you are aware of the distance that you have traveled and can stop reliably at any known destination in range.

### Winter Wolves

Conjuration [Evil, Cold]

**Level:** Winter 8

**Components:** V, S, DF

**Casting Time:** 1 full round

**Range:** Short (25 ft. + 5 ft./2 levels)

**Effect:** 2d4+2 summoned winter wolves

**Duration:** 10 minutes/level

**Saving Throw:** None

**Spell Resistance:** No

This spell summons a pack of winter wolves to assist you. They can appear anywhere within range of the spell. The winter wolves summoned are lawful evil in alignment and are highly obedient. They will perform any task the cleric sets before them to the best of their ability, and they will even act independently to achieve the cleric's goals if he commands them to. The winter wolves summoned by this spell cannot be commanded by anyone else, and are immune to charm, domination, and other similar enchantments.

