

Advanced
Dungeons & Dragons®

BIRTHRIGHT™

ACCESSORY

The Book of Magecraft



DUNGEONS & DRAGONS

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the world of the cerilian wizard

Cerilia is a land touched by magic—from the air breathed by peasants and regents to each grain of sand jostled by crashing waves. The continent possesses great expanses of territory where enchantment lies soft as a child's whisper; deep canyons where arcane energy thunders strong and vibrant through the earth.

Most of Cerilia's people look upon these energies with awe and respect—mixed with fear, superstition, and confusion. A few individuals, however, understand the continent's mystical forces, their intricacies and nuances, their place in nature. And 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, fashion them into invisible barriers that keep foes at bay.

These wielders of magic are Cerilia's wizards: adventurers, advisers, and kings. They are rulers whose spells have the power to affect the destinies of thousands; they are simple magicians who cast illusions to delight crowds. They are humans, half-elves, and elves who use magecraft to shape their world.

how to use this book

The *Book of Magecraft* is designed for players of wizard characters in the BIRTHRIGHT® campaign setting. These pages describe the secrets of sources and ley lines, strategies for building and maintaining a magical domain, spells and magical items specific to the continent of Cerilia, artifacts of Deismaar, and new realm spells and battle spells to help player characters (PCs) conquer the world. This book also explains how the status and philosophies of wizards vary from race to race, details the unique magician character class, describes near-mythical creatures rumored to grant boons to wizards who find them, and discusses the study of magic in Cerilia.

In short, this book offers a wealth of information to help players understand the mysteries of Cerilian magecraft and develop powerful

characters who wield both magic and influence.

These pages also provide players and Dungeon Masters (DMs) with advice for adapting magic-related material from other products to the BIRTHRIGHT setting, to help make those spells, items, and concepts true to the unique magical atmosphere of Cerilia. And this book summarizes some essential magic information from the BIRTHRIGHT boxed set, providing players and DMs with a single, comprehensive source of information about Cerilian magic.

introduction

Although the information presented here can be adapted to any campaign world, players or their DMs should have the BIRTHRIGHT boxed set to get the most out of *The Book of Magecraft*. They should also have the AD&D® game core rules: the *DUNGEON MASTER® Guide* (abbreviated *DMG* throughout this book) and *Player's Handbook* (abbreviated *PHB*). Keep in mind that the information presented here is optional—individual DMs may decide at their discretion whether to introduce any of this material into their own campaigns.

abbreviations and notations

Throughout this book, references are made to province levels and magical holdings (sources). For a full discussion of provinces and holdings, refer to the BIRTHRIGHT Rulebook. However, a quick review of notations associated with holdings is in order.

The relative strength of holdings is denoted by levels: the higher the level, the stronger the holding. Holding levels are noted in parentheses: a source (3), for example. Province levels and magic potential are also noted in parentheses following the province name. Thus the notation "Abbatuor (3/4)" indicates that Abbatuor's province level (the maximum level for a law, guild, or temple holding) is 3, while its magic potential (the maximum possible level for a source) is 4.

Note that because this book is designed for players as well as DMs, most NPC alignments have not been given. The DM is free to assign alignments at his discretion.

fundamentals of cerilian magic

Spellcasters are rare in Cerilia. Though the land teems with magical energy called *mebhaighl* (meh-VALE), few know how to access it. And fewer still understand how to control it.

There are three types of magic in Cerilia—lesser magic, true magic, and realm magic. Each has different uses and is important in its own right. They differ in the amount of knowledge about and control over *mebhaighl* that their practitioners must exercise.

Lesser magic is the most easily mastered of the three. Magical energy encompasses Cerilia so thoroughly that even unblooded individuals can access a little of it if they possess sufficient intelligence and devote some time to the study of the arcane arts. Lesser magic comprises the schools of illusion and divination; its students are considered specialists in both these schools. Masters of lesser magic can also cast 1st- and 2nd-level spells from all other schools of magic.

Spellcasters capable of wielding only lesser magic are known as magicians or seers. They use their illusionary abilities to delight, deceive, and delude: their divination spells to learn, confirm, discover, and predict. Though unable to command true magic, magicians can become very powerful in their own right through advancement in these two schools.

Although any character capable of wielding true magic can also command lesser magic, only humans can become magicians. Further, humans need not be blooded to do so. For more information about this unique character class, see the "Magicians and Seers" chapter of this book.

True magic requires great knowledge of the continent's mystical forces—so much, in fact, that fewer than 150 spellcasters in all Cerilia can wield true magic. Further, a true



wizard must have a bit of arcane energy beating in his heart—in the form of elven ancestry or a Deismaar bloodline. Only elves, half-elves, and blooded humans can command true magic. Unfortunately, many awnsheghlien who were once

members of these races have retained their spell-casting abilities in their new, corrupted forms.

True magic comprises the schools of wizardry that are beyond the grasp of mere magicians (abjuration, alteration, conjuration/summoning, enchantment/charm, invocation/evocation, and necromancy). Its command requires a deeper understanding of *mebhaighl* than that which magicians can attain. While practitioners of lesser magic simply know about the existence of *mebhaighl* and have found a few ways to manipulate it, true wizards actually comprehend its nature. Those capable of wielding true magic must study diligently and seek instruction from accomplished true wizards to become masters of high sorcery.

Wizards of true magic can cast spells from the schools of illusion and divination but cannot specialize in them. They may, however, specialize in any other school, or elect to become generalists.

Realm magic demands not only an understanding of *mebhaighl* but a symbiotic connection with the land it permeates. As such, realm magic is the most potent of all sorcery and can be commanded by only regent wizards who control one or more magical holdings. These rare spellcasters summon the magical energy of the land, air, and sea, channel it through themselves, and release it back into the world in the form of awe-inspiring spells that can raze castles, summon undead legions, and close off lands to outsiders.

Realm magic is so complex that it requires one month to cast and demands intense concentration and effort. Refer to the "Sources," "Ley Lines," and "Realm Spells" chapters of this book for further discussions of realm magic.

It is said among Cerilians that wizards differ by the schools of magic they study, the goals they set for themselves, and the company they keep. But above all, wizards define themselves by where they come from—who they are and what land they call home.

Elves, the first to have embraced magic, remember a time when they alone understood the secrets of mebhaighl.

Half-elves, torn between worlds, often study magic with their elf brethren but expand their studies to include human magic as well.

Anuirean wizards, living in a region ravaged by civil war, sometimes believe they owe a debt to the land.

Brecht mages, rare among their people, treat their understanding of magic as an asset to be exploited and controlled for their benefit.

Khinasi sorcerers, revered and admired by their fellow citizens, practice magic openly in their city-states.

Rjurik spellcasters, distrusted by their kinfolk, sometimes envy the respect and acceptance enjoyed by druids.

Vos magic-wielders, mysterious to their own people and considered barbaric by others, are feared by all.

Surpassing their many differences, however, Cerilia's wizards all share a common bond: They thirst for knowledge of the arcane, and they embrace sorcery with their hearts and minds.

Each race in Cerilia has its own attitudes toward and philosophies of magic. Cultures vary widely in their acceptance of spellcasters, their beliefs and assumptions about magic and those who practice it, and their opinions about different schools of magic. Values, tradition, and experience all contribute to a culture's magic ideology.

This chapter explains each spellcasting race's cultural attitude toward magic, from how the common folk view wizards to how the wizards view their craft. Each section also describes cultural biases regarding the various schools of magic. Specialist wizards of the race usually practice in the "favored" schools; generalists select the majority of their spells from these same schools. "Unlikely" schools are those not favored by the race, though a few of the more useful spells of these schools can be found in higher-level wizards' spellbooks. Beginning wizards seldom know many spells from their races' unlikely schools, and specialist wizards of these schools are rare

the faces of magic

indeed. Wizards practicing the magic of "shunned" schools are often themselves shunned by other spellcasters and ostracized by their people; many times they are looked upon as aberrations or evildoers. This does not mean PCs and NPCs who use spells from these schools do not exist—it just means they are rare and generally considered suspicious.

elves

Nearly as old as the continent itself, Cerilia's elves live in perfect harmony with nature. These immortal beings, who call themselves the Sidhelien (SHEE-lin), understand better than any other race the mysteries of mebhaighl.

The elven creation story teaches that the Sidhelien were formed from the union of Cerilia's four elements: earth, air, fire, and water. Children of nature, they embrace all that is of the natural world—including magic. The elves learned early how to harness mebhaighl and use it as one of the land's energy resources. Magic is as familiar and nonthreatening to them as windmills and waterwheels are to humans.

Although all Sidhelien have within themselves the potential to wield true magic, only a few experience a "calling" to become wizards. Still fewer possess the loodlines that allow them to cast realm magic. So while magic is familiar to the Sidhelien, it is not commonplace.

Sidhelien wizards, as beings who command mebhaighl, hold positions of respect and influence in elf communities. They serve a role in society, just as *taelinri* (teachers), philosophers, artists, political leaders, military commanders, and others do. In times of peace they use their spells for the betterment of the community; in times of war they wield their magic in its defense.



Elves prefer subtlety over brute force and thus favor magic schools and spells that bring them closer to nature. As a result, they repudiate necromancy: Any elf who casts death magic faces the censure of his peers and risks ostracism from the community.

Elves seldom cast spells of the conjuration/summoning school because such magic conflicts with their belief in the free will of all beings. They also tend to shun magic of the invocation/evocation school, because it is an overt forcing of *mebhaighl* into the environment. Elves consider alteration a bending—not a breaking—of natural laws, and therefore consider magic of that school acceptable.

Favored school(s): enchantment/charm, illusion.

Unlikely school(s): conjuration/summoning, invocation/evocation.

Shunned school(s): necromancy.

When elves cast magic, they use a technique known as *spellsong*—a melodic chant that, combined with the normal musical quality of elven voices, sounds like soft singing. It is said that the sound of *spellsong* can move listeners to tears.

Elves practice caution when casting spells that could harm nature. Accidentally burning a section of the wilderness through a carelessly cast fireball or lightning bolt would cause great mental anguish to both the caster and the Sidhelien community. Indeed, elf wizards have been known to hunt down spellcasters, including other elves, who have ruined a wooded glen through negligence. Sidhelien wizards believe there is always another path, another spell that can vanquish a foe or accomplish a feat without damaging nature. Enchantment/charm spells, they have learned, affect other races quite well.

Although the Sidhelien never sleep, their wizards require a daily period of meditation and study. Spellcasters seek solitude during this time, often returning to a favorite location in which to memorize their spells and attune themselves to Cerilia's arcane forces.

half-elves

The ability to command magic comes more easily to elves than to any other race on Cerilia, and the Sidhelien have learned to guard their secrets carefully. Though over the centuries elf wizards have occasionally shared their arts with half-elves and—even more rarely—with humans, most elves view withholding magical knowledge as a matter of national defense. Elves regard humans with suspicion, distrust, and disdain. When conducting research or developing new skills, elves will always seek the counsel of other elves before turning to spellcasters of different races. Under pressing need, however, the pursuit of magic could take a wizard anywhere.

Eamonnal Sleierdigh represents a typical Sidhelien wizard:

Eamonnal Sleierdigh

4th-level elf wizard

AC 6; MV 12; hp 11; THAC0 19; #AT 1; Dmg: 1d6+1 (*staff+1*); S 13, D 16, C 12, I 17, W 12, Ch 15. Bloodline: Reynir, major, 32; Blood abilities: animal affinity (major), regeneration, resistance (minor).

Special equipment: *bracers of defense AC 8, carved oak staff +1.*

Spells: *affect normal fires, charm person, Sidhelien bow, ray of enfeeblement, scare.*

Proficiencies: Staff, Direction Sense, Reading/Writing Anuirean, Reading/Writing Elvish, Rope Use, Spellcraft.

Description: Eamonnal stands nearly 6 feet tall, weighs 158 lbs., and has long brown hair that hangs loose about his shoulders. He makes his home in Tuarhievel, where the elves must keep up their guard constantly lest the Gorgon turn his baleful gaze their way or the humans to the south grow too ambitious. Fiercely proud of his Sidhelien ancestry, Eamonnal undertook the study of magic to help his people defend their land and ways of life from those who would conquer the Aelvinnwode. His keen eyesight and quick reflexes have already earned Eamonnal the notice of Prince Phileraene, who has offered the young spellcaster a minor position in his court.

Wizards of split ancestry tend to lead split lives. Most half-elves are raised by their elf parents, and so tend to adopt the beliefs and philosophies of the Sidhelien. Yet the human blood coursing through their veins leaves them willing to entertain other views.

Because the Sidhelien regard half-elves as their own kind and welcome them into their communities, most half-elf wizards study under Sidhelien sorcerers. They study elven spells (though they cannot master *spellsong*) and elven secrets of true magic. They learn to reject necromancy, to recognize the free will of all creatures, and to respect nature.

Such wizards, after studying among elves, avoid casting death magic, spells of summoning, and invocations that would injure the land. However, half-elves generally will not shun their peers or hunt down someone who let loose a *fireball* in the forest. Their human half recognizes that sometimes such spells are needed to defend oneself and one's people.

Favored school(s): enchantment/charm.

Unlikely school(s): none.

Shunned school(s): necromancy.

Quite often, half-elves cross-train in many schools of magic merely as a point of curiosity. Occasionally, half-elf wizards will seek human teachers to broaden their magical knowledge and gain new perspectives. Further, many spend long hours studying the magical items and tomes of both humans and elves to better understand their own magical heritage and how Cerilia's arcane forces adapt differently to humans and elves. These wizards wish to synthesize the best of two cultures: one that reveres nature, and one that encourages ambition and growth.

A small but increasing number of half-elf

wizards believe that this blend of human and elven magical skills and philosophies is itself a unique magic which heralds the rise of a distinct half-elven culture. One mage, a Khinasi half-elf named Terilith, has become a leading figure in this movement. The child of two half-elves, he considers half-elves a race unto themselves. Terilith has attracted a number of young half-elf spellcasters who wish to serve him as apprentices. Among them is Ibrahim Ilaha, who offers an example of a half-elf wizard:

Ibrahim Ilaha

2nd-level half-elf wizard

AC 5; MV 12; hp 18; THACO 20; #AT 1; Dmg 1d4 (dagger). S 10, D 18, C 16, I 14, W 14, Ch 12. Bloodline: Masela, minor, 17; Blood ability: enhanced sense (minor).

Special equipment: *ring of protection +1*, ivory-handled dagger (given to him by his human great-grandfather). The handle is carved in the shape of a tree trunk, and is set with a piece of onyx. The dagger is more than 300 years old.

Spells: *sleep, mount.*

Proficiencies: Dagger, Etiquette, Reading/Writing Basarji, Reading/Writing Sidhelien.

Description: Ibrahim is 48 years old, stands nearly 5 feet 8 inches tall, weighs 155 lbs., and has light brown hair that he keeps short and carefully trimmed. He favors the green and brown clothes of the Sidhelien, though he often has them tailored to fit closer to Khinasi style.

Born of an Innishiere elf wizardess who fell in love with a Khinasi nobleman, Ibrahim embraced both Khinasi and Sidhelien cultures and read as much as he could about the histories of elves and humans. Ibrahim is more readily accepted among the Sidhelien than among humans, and he suspects that

were his father not a nobleman some

of the Khinasi citizens would treat him worse than they already do. He fervently hopes elves will

become more accepting of humans, and that humans will accept half-elves as openly as the elves do. To that end, he plans to devote his life to improving relations between the races.

human wizards and magicians

As one of the rare individuals in Cerilia who can command mebhaighl, a spellcaster of any race inspires awe and sometimes fear in those who do not understand the magical arts. But among humans in particular, acceptance of magic and those who practice it varies widely from culture to culture. Unlike the elves, who view magic as a natural part of daily life, most humans believe sorcery to be an essentially unnatural activity.

Some of the human races—especially the Basarji and Masetians—were familiar with magic long before arriving in Cerilia. Upon emigrating to the new continent, their spellcasters discovered a land rich in magical energy. Over the centuries they learned to channel Cerilia's mebhaighl to work more elaborate enchantments than they were previously able to cast.

Other human races were first exposed to magic when they encountered the Sidhelien. Some humans who carried the potential to wield magic felt a spark ignite within them upon observing Sidhelien wizards; they watched and imitated the elves until they taught themselves rudimentary spellcasting. A few rare, extraordinarily handsome individuals found acceptance among the elves and studied under Sidhelien sorcerers before increasing human encroachment in elven forests irreparably sundered relations between the races.

Whether human knowledge of magic has benefitted most from human minds that seek to push boundaries or from human hearts forever driven to accomplish more, no one can say with certainty. Regardless, humans have shown a passion for enchantments and an aptitude for spellcasting that rivals that of the elves.

Each human race in Cerilia now has spellcasters of its own, though wielders of true magic remain rare. Because most commoners regard spellcasters with suspicion, human sorcerers tend to keep either their abilities or themselves out of the public eye. They study magic and prepare plans with only a few

trusted individuals aware of their actions. Even "court wizards" seldom appear at court. Only landed regent wizards can be located with relative ease—and that is because most of a domain's populace knows where to find its ruler.

Human spellcasters dress according to their personalities, tastes, and cultures. Many rarely wear anything that gives their profession away, choosing instead to look like scholars or rogues. Occasionally a powerful wizard will dress the part his reputation has earned him. Those who wildly embrace a lifestyle filled with magic, particularly magicians who earn their livings entertaining crowds, often dress in a manner designed to draw attention to themselves—dazzling robes, elaborate cloaks, and jewelry worthy of their station.

Most of the magical items unique to Cerilia were fashioned by human wizards. Humans are more likely than elves to have residences suitable for conducting the research necessary to enchant such items—stone towers and chambers sturdy enough to absorb the considerable energies released. Humans also tend to take on more apprentices than do elves, assistants who aid in their research.

Unblooded humans who can never know the pleasures of casting true magic or realm magic can satisfy their taste for the arcane as magicians and seers. For more information about this character class, see the "Magicians and Seers" chapter of this book.

anuireans

Most Anuirean wizards come from the ranks of the nobility—younger sons of younger sons, carrying strong bloodlines but weak claims to title and fortune. 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.

Some noble scions take their studies seriously enough to become wizards. Others, though they may have the ability to wield true magic, prefer to merely dabble in the mystical arts as magicians. When commoners don the mantle of sorcery, they too become magicians.

More than mages of any other human race, Anuirean wizards tend to cultivate an interest in politics. As aristocrats, many have relatives in contention for the Iron Throne or control of

smaller duchies and earldoms. It is not unusual for a powerful wizard to use his abilities and influence in support of his kin.

Other spellcasters take greater interest in politics on the local level, where free farmers and craftsmen have strong voices in the operations of communities and the handling of village issues and concerns. These wizards and magicians are sympathetic to the common folk and use their spells to aid them—when asked.

Most Anuirean wizards respect those who make a living off the land or through crafts. Some of them purchase potion vials from specific glassblowers, robes and cloaks from favorite seamstresses and tailors, food from particular farmers and herders. Anuirean commoners tend to admire (or at least respect) the nobility, and extend this regard to wizards who practice *noblesse oblige*. Though peasants might fear a spellcaster's power, given sufficient encouragement they can come to trust him.

As beings in touch with Cerilia's *mebhaighl*, Anuirean wizards realize the toll that civilization imposes on nature. They also recognize that the civil wars which followed the Empire's fall inflicted further damage on the land. And so in times of peace, some wizards turn their skills toward restoring the land in areas that bear the harshest scars.

Though their feeling for the land is second only to that of elf spellcasters, it is a distant second—Anuirean wizards love powerful invocation/evocation spells (though they try to use them sparingly). They like greater divinations as well, though they disdain enchantment/charm magic as dishonorable.

Favored school(s): greater divination, invocation/evocation.

Unlikely school(s): illusion, necromancy.

Shunned school(s): enchantment/charm.

Anuirean wizards and magicians likely have at least one of the following nonweapon proficiencies, taught to them as they grew up and before they grew into magic:



Animal Training, Dancing, Etiquette, Heraldry, Hunting, Local History, Modern Languages, Reading/Writing, and Riding (land-based). They have learned to carry over some of this knowledge to their magical profession: Education in several languages enables a wizard to read the magical writings of many races; etiquette aids him at court functions.

Many Anuirean wizards receive their magical training at the Royal College of Sorcery in the Imperial City of Anuire. Others, particularly those from titled families, study under private tutors—wizards hired on retainer. Aspiring spellcasters from less well-to-do families apprentice themselves to local mages of note.

Anuirean society values family, and its wizards generally share this view. It is not uncommon for an Anuirean spellcaster to marry. Many spellcasters school at least one of their children in the arts of magic.

Richard Garthrad serves as an example of an Anuirean wizard:

Richard Garthrad

2nd-level Anuirean wizard

AC 10; MV 12; hp 8; THAC0 20; #AT 1; Dmg 1d6 (staff). S 17, D 14, C 18, I 15, W 12, Ch 10. Bloodline: Anduiras, minor, 17; Blood ability: resistance (minor).

Special equipment: black riding horse, a gift from Richard's father.

Spells: *magic missile, shield.*

Proficiencies: Staff, Heraldry, Reading/Writing Anuirean, Reading/Writing Basarji.

Description: Richard stands 5 feet, 11 inches tall and weighs 172 lbs., with dark green eyes and reddish-brown hair. At a young age, Richard discovered an aptitude for magic. He suspects he inherited his thirst for the arcane from his father, a noble who dabbled in magic as a youth before inheriting a minor title in the court of Avanil upon the unexpected death of his elder brother.

When Richard turned 16, his father sent him to study at the Royal College of Sorcery in the Imperial City of Anuire. Richard has been there three years now, studying diligently in hopes of becoming a wizard powerful enough to aid his father's liege lord—Darien Avan—in his claim to the Iron Throne.

brechts

Brecht wizards reflect the nature of Brechtür's mercantile society. Most prosperous Brecht realms thrive on trade with other realms all over Cerilia. As a result, Brecht magicians and wizards often learn spells and magical practices from a variety of sources, but the role of magic and its wielders in Brecht society is nearly always the same: Magic is a resource to be developed and exploited, usually as a complement to other resources.

Brecht society focuses on free enterprise. Its strong guilds and merchant houses diversify political power in Brechtür, which in turn makes the average citizen more aware of his political situation than most commoners of other Cerilian regions. Magic, too, is a more common part of Brechtür's economy than it is in other lands. While there are fewer wizards in these lands than 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 the streets of Brecht cities; illusions and magical talismans are available for purchase; many shipping fleets keep wizards and magicians on retainer.

True magic, however, is rare—and even lesser magic is rarer than it seems. False practitioners and tricksters thrive in Brechtür, and failed spellcasters peddle their nonguild merchandise to the unwary and the ignorant.

In wartime, wizards and magicians supplement the armies and navies of Brecht lords, but that is not their primary purpose. Instead, the Brecht spellcaster acts as an adviser or a partner, casting spells and using his knowledge to complement his more mundane allies.

Brecht wizards harken to the wealthy in particular. Realm spells and powerful magics require gold to cast—and most wizards do not have nonmagical means for gathering wealth. Magic guilds pool their wealth, while guildmasters of nonmagic associations hire or ally themselves with wizards. In Brechtür, a wizard without a patron or other means of income might as well not have source holdings. A pauper wizard is crippled.

Brecht wizards live in the world of practice, not the world of theory. Magic guilds are businesses, and wizards rare commodities. Spells that facilitate trade and commerce are valued, and schools of magic that achieve these goals are promoted among students.

Most Brecht spellcasters are generalists—they like to know a little bit of everything, because any type of spell might come in handy. They favor enchantment/charm spells (though they have laws against *charming* potential customers), as well as magics from the greater divination school. Beginning wizards rarely learn illusions and alterations, as spells of both these schools can be used by an irresponsible practitioner to disrupt trade. But the Brechts, a metropolitan people, shun no single school of magic as inherently evil or wrong.

Favored school(s): enchantment/charm, greater divination.

Unlikely school(s): illusion, alteration.

Shunned school(s): none.

Brecht wizards dress practically, having little use for flamboyant garb (except when trying to impress the ignorant). They wear what the climate dictates—simple, sleeveless tunics in the summer, wool leggings and fur in the winter, and long-sleeved garments in the spring and early fall when insects are especially a nuisance. The men grow beards when the weather turns cold and go clean-shaven when it warms up. In general, Brecht spellcasters have little use for ornate jewelry, since it really has no practical purpose and serves only to tempt thieves. However, they are not above wearing a gaudy bauble if it is magical.

Most native wizards who leave Brechtür become courtiers. Even if they have the skills necessary to live off the land, they value security. This is not to say Brecht wizards never indulge in adventuring—the Brechts as a people are innately curious; their magicians and wizards are quick to examine anything magical left behind by people of decades past. They also have a passion for magical items of elven make, and have been known to venture forth in search of such items.

Elsa Darindorf provides an example of a Brecht wizard:

Elsa Darindorf

5th-level Brecht wizard

AC 0; MV 12; hp 14; THAC0 19; #AT 1;

Dmg 1d4 (dagger). S 11, D 12, C 13,

I 17, W 14, Ch 17. Bloodline:

Brenna, minor, 24; Blood

abilities: enhanced sense

(minor), persuasion.

Special equipment: *cloak of protection +2, bracers of defense AC 2, daggers.*

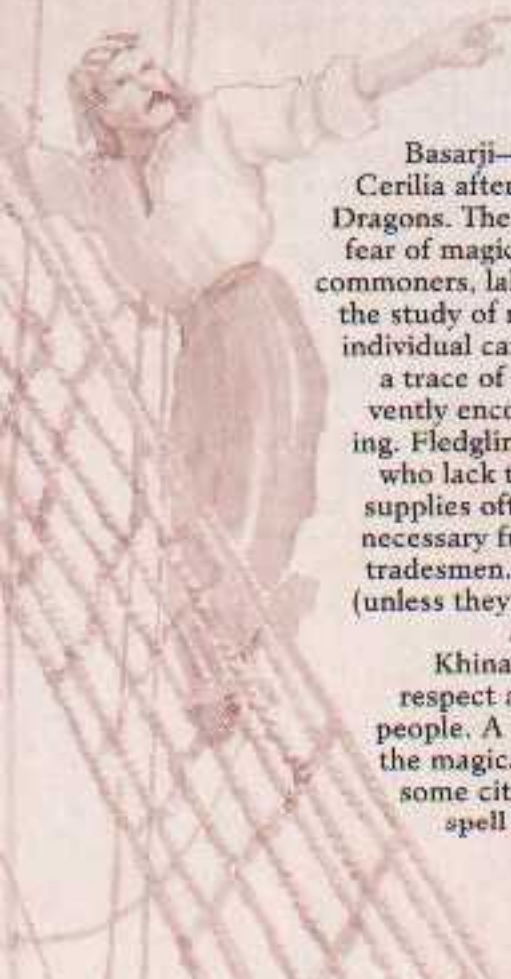
Spells: *comprehend languages, know Cerilian origin, hypnotism, Khinasi trade tongue; Calder's starry sky, deppockets; Zikalan fireform.*

Proficiencies: Dagger, Etiquette, Reading/Writing Anuirean, Reading/Writing Brecht, Spellcraft.

Description: The daughter of a wealthy merchant from Müden, Elsa studied magic as an apprentice to the guildmaster of one of southern Brechtür's largest magic guilds. Now an influential spellcaster in her own right, Elsa has the patronage of a logging guild in the city of Brechlen.

At age 28, she stands 5 feet tall, weighs 97 lbs., clothes herself in elegant dresses, and often decorates her long red hair with bows and strings of pearls. She carries herself as if she were a noblewoman, and consequently manages to find her way into important society gatherings. There, she uses her blood abilities and magical arts to negotiate deals on behalf of the guild.

khinasi



The Khinasi people, including the wizards who come from their ranks, are descendants of the proud Basarji—the humans who settled in Cerilia after traveling across the Sea of Dragons. These tall, dark people have no fear of magic and things arcane. In fact, commoners, laborers, and nobles consider the study of magic the highest calling an individual can have, and those who have a trace of the blood of heroes are fervently encouraged to pursue spellcasting. Fledgling—but promising—wizards who lack the coins for spellbooks and supplies often receive as donations the necessary funds from businessmen and tradesmen. Magicians are not so aided (unless they show an unusual aptitude), as they are more numerous.

Khinasi wizards hold positions of respect and admiration among their people. A Khinasi ruler who practices the magical arts is not uncommon. In some city-states the ability to cast a spell quickly can earn a wizard a

minor noble title.

Being a wizard in Khinasi society carries some responsibility and protocol.

Any Khinasi spellcaster able to command true magic is legally bound to journey to the Temple of Rilni (the Basarji name for Ruornil, god of magic) in southeastern Khinasi. It is not an easy pilgrimage; the amount of travel required causes fatigue to even the most stalwart, and the way is often fraught with danger. A few wizards have died before reaching the temple.

The preparation and rites that take place at the temple are seldom discussed. Those who have journeyed to Rilni know what occurs there; those who are not called to the temple are considered unworthy of learning its secrets. The uninitiated know only that after intensive preparation—both magical and spiritual—novices 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.

Handed down from the Masetians, the Oaths of Service originated more than a thousand years ago. Those called to true magic who will not journey to the temple and swear to them are hunted down and slain. Quirad al-Dinn, a wizard described in the "Strategies and Tactics" chapter and depicted on the cover of this book, is one such renegade.

An ancient and awesome power binds the wizards to the oaths. Some spellcasters believe Rilni, god of magic, is responsible; others attribute the bond to an artifact buried deep beneath the temple. Regardless of the power's origin, it forces any wizard who takes the oaths to live by them irrevocably—wizards physically cannot violate the oaths even if they want to do so.

Khinasi wizards, and sometimes even magicians, are sought out as advisers to regents and other persons of influence. The people believe that anyone able to master magic has intelligence, wisdom, and wit that cannot be matched by that of common citizens—and that this intellect should be used to help guide the rest of the Khinasi people.

Because of their political ties, many Khinasi wizards favor magical items such as *crystal balls, helms of telepathy, helms of comprehending languages and reading magic, and rings of*

truth—items that will help in their roles of advisers and diplomats. Of course, these items, like most other powerful magic talismans on Cerilia, are exceedingly rare.

The traditions of the Basarji culture are reflected in Khinasi magic. The Khinasi revere all magics—except necromancy—and believe all magical schools are equally good.

Practice, however, is often at odds with the ideal. Khinasi wizards pride themselves on their power and distance themselves from lesser practitioners (magicians). The wizards love doing what no one else can do, and some of their conjuration/summoning spells are mighty impressive. Wizards of this land disdain illusion spells, since they are lesser magic, and many even avoid lesser divination spells.

Favored school(s): conjuration/summoning.

Unlikely school(s): divination.

Shunned school(s): illusion, necromancy.

Khinasi wizards are likely to have at least one of the following nonweapon proficiencies: Ancient History, Ancient Languages, Etiquette, Heraldry, and Spellcraft. They dress well, though usually not ostentatiously; those who live in or near communities make it a point to purchase their clothes and supplies from local merchants. Even Khinasi wizards traveling in other regions seek out Khinasi-made items.

Rashida of the White Glove offers an example of a Khinasi wizard:

Rashida of the White Glove

4th-level Khinasi wizard

AC 7; MV 12; hp 11; THAC0 19; #AT 1; Dmg 1d4 (dagger). S 8, D 16, C 12, I 16, W 18, Ch 16. Bloodline: Basarja, major, 24; Blood abilities: character reading, unreadable thoughts.

Special equipment: *glove of protection +1*.

Spells: *grease, protection from evil, unseen servant, flaming sphere, levitate.*

Proficiencies: Dagger, Ancient History, Ancient Languages, Reading/Writing Anuirean, Reading/Writing Basarji, Spellcraft.

Description: Rashida is a slight woman, standing 5 feet, 4 inches tall and weighing 102 lbs. She covers her dark hair with a thin veil and prefers to wear garments of deep blues and greens. Though she is 27 years of age, Rashida appears older.

When Rashida left her home in Ariya nine years ago to make her pilgrimage to the Temple of Rilni, she departed a flirtatious, somewhat flighty young woman enamored with her



own magical abilities. She returned a changed person, having witnessed a sobering incident in which one of her fellow novices forfeited his life for refusing to take the Five Oaths. She now understands more fully the responsibility that comes with a gift such as hers, and works hard to realize her potential.

Rjurik

Rjurik people fear magic and, by extension, those who command it. Wizards of this race, therefore, tend to live apart from other people, making their homes on the outskirts of villages or—in extreme cases—deep in the taiga forests. Only those who try to hide their abilities can move freely in their communities without drawing nervous looks.

Often, spellcasters are easy to pick out from their countrymen, leaving them vulnerable to criticism or ostracism. While most Rjurik people are broad-shouldered and tall, wizards have a lesser build because they are not as physically active as their countrymen. Particularly studious wizards look frail in comparison to their

robust kinsmen. However, some muscular wizards train their bodies as well as their minds and do their best to look like their fellow Rjurik. These wizards are better able to blend in with the populace—so long as they avoid spellcasting when others can see them.

Because of the self-sufficiency needed for such a solitary life, a Rjurik wizard likely has at least two of the following proficiencies: Direction Sense, Fire-building, Fishing, Hunting, Mountaineering, Set Snares, Spellcraft, Stonemasonry, Survival, and Weather Sense. Those wizards who do not have such abilities are adept at trading with merchants for food and supplies.

Rjurik wizards have a hard life among such skeptical people. Their kinsmen consider the magic of druids wholesome and valuable, while wizardly magic is suspect. The Rjurik honor nature, and therefore they honor the druid spellcasters who are tied to the land. Some wizards envy the druids the reverence they receive: Druids serve as teachers and often are appointed leaders and advisers.

Like the druids, Rjurik wizards also tend to respect nature. However, they are not above sending fireballs racing across open ground or causing an ice storm to rain down upon enemies when a situation warrants such extremes. Druids generally look upon such actions with disdain, regardless of whether they yielded beneficial results.

Rjurik spellcasters are noted for researching spells related to the weather, which includes alterations designed to make the temperature more tolerable, spells that can coax more damaging lightning bolts from the sky, or great incantations to drastically change the climate of an area. The wise Rjurik wizard learns, and teaches, spells that appear natural. Alteration magics and conjuration/summoning spells sometimes resemble effects achieved by the druids: abjuration spells often protect, rather than destroy. Overt spell effects, such as those produced by invocation/evocation spells, call too much attention to the spellcaster.

Favored school(s): alteration, conjuration/summoning, abjuration.

Unlikely school(s): none.

Shunned school(s): invocation/evocation.

The Rjurik people place great importance on family, and wizards share this value.

They believe their work contributes to their

communities—even if the rest of society does not realize its worth—and seek to perpetuate both their bloodlines and profession. In choosing a spouse, a wizard must find someone willing to share the censure of their kinsmen. If he is lucky, his spouse will not only tolerate but understand his magical calling; ideally, the spouse will also have a bloodline so that magic will run strong in the veins of their children.

Brodrick Denthor exemplifies a Rjurik wizard:

Brodrick Denthor

3rd-level Rjurik wizard

AC 7; MV 12; hp 9; THAC0 20; #AT 1; Dmg 1d6+2 (staff+2). S 15, D 17, C 12, I 16, W 16, Ch. 14. Bloodline: Reynir, minor 17; Blood ability: poison sense.

Special equipment: staff +2.

Spells: affect normal fires, protection from evil, first strike.

Proficiencies: Staff, Fire-building, Mountaineering, Reading/Writing Rjuven.

Description: Brodrick of the Silverhead Mountains, though not as statuesque as most of his kinsmen, is fairly muscular and can usually pass himself off as a Rjurik traveler—not a wizard. He stands 5 feet 10 inches tall and weighs 180 lbs. His long blond hair and beard are braided and hang down to his waist.

Brodrick understands his culture's superstitions regarding mages, though he does not share them. He embraces magic and hopes to find a community more willing to accept his abilities than was his clan of origin. To that end, Brodrick travels throughout Rjurik, seeking a village he can call home.

VOS

Vos wizards resemble the other members of their race—tall and thick-boned, with flat features and sparkling eyes—so at first glance spellcasters cannot be picked out from their countrymen. But unlike the hunters and warriors of Vosgaard who shave their heads and sometimes decorate their bald tops with designs of fierce animals or winged beasts, Vos wizards tend to keep their hair—and keep to themselves.

Those who study the arcane arts are far from favored by the populace as a whole. In fact, the majority of Vos men and women regard spellcasters with superstition. They avoid wizards and magicians, and sometimes even exile them from the tribe. The Vos treat

their wizards with more animosity than Rjurik people do. Because they must be able to survive on their own if banished, Vos wizards likely have at least one of the following proficiencies: Fishing, Hunting, Rope Use, Set Snares, Survival, and Tracking.

Some Vos fear spellcasters outright and hang charms or images of their gods in their doorways to keep the wizards away. Many elders believe wizardly magic angers the grim Vos gods and risks bringing plagues and famine upon the people as punishment. They say to cast magical incantations is to insult the accepted Vos clerical spells and to insult the priests. Wizards, they believe, do not enjoy the blessings of the gods and must be watched carefully.

Vos leaders, war-chieftains called *tsarevos*, openly shun casters of true magic. Some chieftains have gone so far as to ban wizards from their sight. Few will order a wizard's death, however, as they fear retribution. They have not forgotten that centuries ago, their ancestors worshiped the god of moon and magic. Though they turned away from Vorynn, they have no desire to anger his successor, Lirovka (the Vos name for Ruornil).

Despite the outwardly anti-magic climate of Vosgaard, a few war-chieftains have secretly allied themselves with wizards and magicians. These chieftains realize the power at the fingertips of spellcasters and want that power on their side in times of war. The cooperative spellcasters have guaranteed their quiet aid in struggles against rival tribes in exchange for gold coins, provisions, and freedom from persecution.

The barbaric and brutal Vos prefer direct spells and magics to subtle creations and manipulations. Vos wizards, feared and sometimes hunted by their people, must be able to survive on their own terms—using strength to frighten their foes away. They like invocation/evocation spells, and protect themselves with abjurations. They have also learned that there is nothing like a well-cast necromancy spell to inspire fear when abuse from their tribes grows too frequent or strong. Although enchantment/charm spells could help them improve their standing in society, they consider magical persuasion and coercion tools of the weak.

Favored school(s): invocation/evocation, abjuration.

Unlikely school(s): none.

Shunned school(s): enchantment/charm.

The most noted Vos wizards are women who disdain traditional Vos society and embrace magic as a way to gain power. The Vos afford more rights to men, believing that men are better warriors and hunters. While a few women have risen in the male-dominated ranks and even have become *tsarevas*, women generally have limited roles in Vos society. Therefore, blooded women have found comfort and a different kind of voice by embracing true magic.

Kira Rvedlor serves as an example of a Vos wizard:

Kira Rvedlor

6th-level Vos wizard

AC 5; MV 12; hp 21; THAC0 19; #AT 1; Dmg 1d4 (dagger). S 14, D 12, C 17, I 14, W 17, Ch 12. Bloodline: Azrai, tainted, 7; Blood ability: none.

Special equipment: *bracers of defense AC 5, daggers.*

Spells: *affect normal fires, armor, magic missile, mount; Erik's quills, continual light; fireball, protection from normal missiles.*

Proficiencies: Dagger, Fire-building, Survival.

Description: At age 42, Kira stands 5 feet, 7 inches tall and weighs 170 lbs. She dresses simply, in coarse garments and furs.

Kira has lived a lonely existence since her teacher, the victim of an angry *varsk*, died six years ago. Although she has a cooperative agreement with her *tsarevo*, the chieftain and the rest of the tribe have as little contact with Kira as possible. Lately, however, she has noticed a little girl watching her with more than the usual curiosity children exhibit before they are taught to know better. Kira believes this child may have the calling to wield true magic; she has resolved to begin instructing her in secret, to pass on her magical knowledge.



Cerilian magic originates in the land itself. When wizards cast spells—whether simple cantrips or mighty realm spells—they marshal the power of untamed wilderness and unspoiled plains to create mystical effects.

The elves have a word for the magical energy that inhabits every rock, tree, and stream of Cerilia: *mebhaighl*. 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 much a part of Cerilia ever to fade completely.

Mebhaighl flows stronger in some types of terrain than in others. High mountains and ancient forests, for example, offer more magic potential than hills or tundra. Yet no matter what the terrain, when casting realm magic all wizards access *mebhaighl* 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 throughout each province, it naturally tends to pool and concentrate in particular locations, much as puddles form in the rain. The higher a source's level, the more *mebhaighl* accumulates there.

The concentration of *mebhaighl* is so strong at sources that their surroundings cannot help but be affected. The strength of the land's magical energy physically marks the immediate environs, creating a "manifestation"—a natural symbol of the source. Manifestations take many forms, each one as unique as the source it signifies. A manifestation might be

an ancient grove of twisted trees,
a craggy rock

SOURCES

immune to the elements, an eerily misty mountain valley, or the polished floor of a deep cavern. The more powerful the source, the more distinctive the manifestation. 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.

Cerilia's wizards rely heavily on sources, for those who control these caches of *mebhaighl* can in turn control the most powerful magic on the continent: realm spells. These spells require so much *mebhaighl* to cast that only wizards who hold sources can command realm magic.

locating sources

Wizards who seek to control sources must become intimately familiar with the surrounding land before they can command its *mebhaighl*.

If a wizard rules the province in which he wants to locate or create a source (that is, if he governs the people and administers affairs of state), he already has a connection to the land. Such "landed regents" often feel a gentle tug inside their minds—the summons of their provinces' magical sources. Note that only wizard rulers will experience this sensation.

To find the beckoning source, the wizard embarks on a journey across his province, following the tug as it leads him. When the wizard comes within a square mile of the source, however, the sensation becomes so overwhelming that it no longer aids him in determining the exact location. He then must look, listen, and use his senses in an attempt to identify the source's manifestation. The stronger the magic potential of the land, the more distinctive the manifestation will be, and the more easily recognized. An experienced wizard will know what he seeks the minute he sees it.

Others capable of commanding true magic who have strong ties to the land—such as elves, or humans who were born or raised in the



a note for dungeon masters

A PC's quest to locate a source can be as simple or difficult as you like. You can treat it as a character action during the domain turn, make it the subject of an entire adventure, or anything in between. A player can describe in great detail the source's manifestation, or simply note the holding on his record sheet as a "source (0)."

In deciding how much difficulty wizard PCs should have in locating sources, consider the following variables:

- ◆ PC's level and experience in locating sources.
- ◆ PC's familiarity with the terrain.
- ◆ Type of terrain.
- ◆ Player's interest in role-playing the discovery.
- ◆ Whether previous discoveries were role-played. (Once or twice is fun; every time would get tedious.)

province—might also feel this summons. Several legends tell of great wizards who, as children, felt drawn to certain locations. As their understanding of magic grew, they recognized these places as sources.

True wizards who do not rule the province or otherwise have connections to the land may still discover and control sources within it—they just have to work harder. These wizards rely solely on their ability to recognize manifestations. Many will enlist the aid of others in their search, such as sending out apprentices to make initial surveys or asking locals about unusual natural features.

Magicians and nonwizard characters who attempt to locate sources achieve only limited success.

They can sense something unusual about an area, and—depending on their intelligence and previous exposure to

things magical—can make an educated guess about whether they have located a source. But the discovery can be confirmed only by a wizard who commands true magic.

controlling sources

Once the wizard locates a source, he may use the create holding domain action to establish it as a holding (0) under his control. The time spent locating the source counts as part of the month-long action. There is no limit to the number of sources a wizard can control.

If a wizard controls no holdings, he may use the create holding domain action even though he is not yet a regent. The *BIRTHRIGHT Rulebook* states that only regents may select domain actions; however, scions may perform a create holding action to establish themselves as regents.

Depending upon the strength of the land's magical power, more than one source can exist in a single province. If another wizard already controls a source within the province, or if the province's ruler objects to the wizard establishing a presence, the wizard may meet opposition in trying to create a holding. (See "Domain, Character, and Free Actions" in the *BIRTHRIGHT Rulebook*.)

using sources

Wizards who control sources may work in cooperation with the province's ruler (as court wizards, for example) or as independent forces in the province. Of course, a wizard may also be the province's ruler.

realm spells

Wizards primarily use their sources to power realm spells, extraordinary enchantments strong enough to affect entire domains. Because these spells draw so much mebhagh, wizards can cast them only in provinces where they have sources (or ley lines; see the following chapter). Realm spells require varying levels of sources to fuel them; more powerful spells require higher level sources.

When a wizard casts a realm spell, he marshals

his source's magical energy over a period of one month (one action round). *Because of the mystical connection wizards have with their sources, the wizard need not be at the source's manifestation, so long as he is somewhere in the province.* During this period he spends part of every day in deep concentration, summoning the land's mebhaighl toward himself. He also spends considerable time studying, obtaining and preparing spell components, and resting. The wizard cannot leave the province during this month of preparation or his realm spell will fail.

By the end of the month, the wizard has immersed himself in mebhaighl. He has gathered so much that it surrounds and courses through him. When he casts the realm spell, he channels the mebhaighl through his body and sends it back in concentrated form into the province, where it produces the desired effect.

Casting a realm spell leaves the wizard physically exhausted. Unless circumstances dictate otherwise, he will try to spend the next two or three days resting and recuperating his strength. (At the DM's discretion, an unrested wizard could receive a "fatigue penalty" to actions attempted in the 72 hours following the casting of a realm spell.)

other uses

A wizard regent wields influence in the provinces where his sources lie even if he does not rule the realm. The people and other regents in those provinces recognize him as an important and powerful individual, one whose opinion carries weight and whom it would be best not to anger. The higher a source's level, the greater the wizard's ability to affect events through domain actions.

A regent with a source (4) or higher has sufficient presence in the province to affect public opinion (agitate), create a permanent base of operations for himself (build and fortify), or rally others to his cause (muster armies).

With a source (7) or higher, a wizard regent—through his considerable influence with local craftsmen and his intimate familiarity with the province's natural resources—can affect the local economy. The high-level source effectively gives him a guild (0) in the province, but only for the purpose of establishing a trade route. Magical enhancement of a source through means such as mebhaighl stones and spells does

not confer this ability. If a wizard rules up a source (6) to a source (7) in a province that already has its maximum number of guild regents, he does not receive this benefit until a guildster loses his holding.

Nonwizard Regents

Nonwizard characters can control sources if they inherit them from a wizard or enlist a wizard's aid in establishing the holdings (the wizard expends a create holding action on the other character's behalf). A nonwizard regent, however, can control only access to mebhaighl—he cannot tap it himself. Nonwizard regents who control sources usually do so as a means of regulating the use of magic in their domains.

For example, if Phileraene, Prince of Tuarhievel, died and invested a nonwizard as his heir, that heir would inherit Phileraene's sources as well as his other holdings. The heir would not be able to use the sources to cast realm spells, and therefore would face a choice: let the sources lie untapped so that no one can use realm magic in the domain, retain control but allow trusted wizards to use the sources, or transfer control to a wizard loyal to the realm.

protecting sources

Once a wizard establishes control over a source, he must decide whether he needs to take active measures to protect the source and its manifestation.

Because mebhaighl generally collects in the most natural, uncivilized part of a province, sources' manifestations usually do not require protection from ordinary people—few pass nearby. And those who do seldom pose a threat, as the magical energy surrounding manifestations grants them the innate ability to protect themselves. Lovers attempting to carve their names in an ancient oak tree encounter impenetrable bark; unwelcome visitors

approaching a hidden glen find the path overgrown with brambles and tangled vines; swimmers avoid the painfully cold pool at the base of a



waterfall; no traveler seeks shelter in a cave notorious for its eerie, pulsing darkness.

Manifestations also resist normal wear and damage from the elements (earth, air, fire, and water). Wizards needn't fear that manifestations will be harmed by naturally occurring forest fires, flooding, or erosion. Thus a rock formation will look about the same a thousand years from now as it does today; a majestic pine will see neighboring trees felled by a bolt of lightning; a flooded meadow will dry out more quickly than surrounding land. This is not to say that manifestations *never* incur natural damage, just that the mebhagh grants them inherent resistance. This unusual resistance of manifestations often helps wizards to identify them.

Deliberate violence, however, can harm manifestations and—rarely—even the sources themselves (see "Corrupting Sources"). Perhaps a rival wants to take over a wizard's sources; perhaps a hostile regent seeks to cripple the wizard's power. In circumstances such as these, a wizard may well need to protect a manifestation or the source itself. Wizards can cast abjurations such as *protect source* and other defensive spells, use magical items, or post guards to keep intruders from damaging the manifestation or attempting to corrupt the source and its mebhagh.

Because of the mystical link between wizards and their sources, wizards become immediately aware when a manifestation or source is disturbed. (Nonwizard regents do not have this link.) This mysterious communication occurs in many ways, varying with individual wizards and types of sources. One wizard may experience a "nagging feeling" that prompts him to check on the manifestation; another, far inland, may encounter a bird indigenous to only the coastal province in which the source lies; a third may hear the report of a dryad or treant upon his next visit to his forest source. Upon inspection, wizards can usually tell what has taken place, although they might not be able to determine the agent.

maintaining sources

Sources need little maintenance. Rather, the more the land is left alone, the better. Expanding farms, growing cities, and increasing population cut down on the strength of nature, and therefore diminish the power of sources.

strengthening sources

Through natural and magical means, wizards can enhance their connection with the land's mebhagh. A stronger link enables them to increase the levels of their sources.

maximum source levels

Because mebhagh derives from nature, the magic potential of land is inversely proportional to its province level. As a province becomes more civilized, the amount of mebhagh within it drops.

The maximum level a source can achieve is determined by its terrain:

Terrain Type	Potential
Plains, Hills, Tundra, Marsh, Moor	5
Forest, Mountain, River, Coast	7
Swamp	8
High Mountains, Ancient Forest	9

Each level a province achieves reduces the possible source strength by one level. Province ratings (for example, 3/2) indicate the province level and resulting maximum source level; the two numbers combined usually cannot exceed the terrain's magic potential.

For example, look at two provinces located in the plains of Tuornen: Alamsreft (3/2) and Haesrien (5/0). Because of their terrain, each started with a magic potential of 5. Alamsreft has developed into a province (3), so it can now support a source no higher than level 2. Its neighbor Haesrien, a province (5), is too developed to support a source higher than level 0.

Wizards, therefore, have an interest in keeping the land untamed. This goal often puts them at odds with regents who want to raise the levels of their provinces and other holdings. Wizards who themselves rule provinces face a unique conflict of interest.

exceptions

Once the source level has dropped to 0, the province level can continue to rise—as is the case with the Imperial City of Anuire, a province (10/0) located on the coast. Most provinces, however, don't reach such extreme levels of population and development.

Some natural phenomena—among them dragon bones and underground rivers—possess the power to boost sources beyond their usual limits. Similarly, cataclysmic magical events could impose stricter-than-usual limits while the mebhaighl recovers.

Finally, because elves live in perfect harmony with nature, their maximum source levels are not affected by changes in province levels. Elves may tap the full magic potential of their land regardless of their civilizations. Thus a forest province could support a source (7), and an ancient forest could support a source (9), no matter how high the province level grows.

I saw some of them, once—long ago, when I was a young student at the Royal College of Sorcery. I had heard rumors of powerful enchantments and rare magical items that could keep a source strong despite encroaching civilization. My teachers denied their existence, but I persisted. After all, I reasoned, if elves can live in such harmony with nature as not to affect the land's mebhaighl, why could humans not divine means to do the same?

At last one of my teachers, Moridaen the Wolf, relented. He led me into a labyrinth deep below the Great Tower, a catacomb of secret laboratories, libraries, and vaults. There, in one of the rooms, lay a small coffer containing about a dozen silver seeds. "Plant just one in a province," he said, "and mebhaighl will forever flow strong."

The next day, Michael Roele died trying to slay the Gorgon. The Great Tower fell shortly thereafter, a victim of the internal feuds which followed the emperor's death. I know not whether the seeds lie there still, in the labyrinth deep below the tower ruins.

—from the letters of Vhorduine Runemaster,
circa 47 Michaeline Reckoning



increasing levels

To strengthen their sources, wizards use the rule action. This domain or realm action represents additional time the wizard spends in a province. The wizard raises his source's level by becoming more familiar with the ecology of the province in which his source lies. A wizard who rules his source up to the maximum possible level has spent so much time in the province that animals and plant life accept him as part of the environment. He can pass through an area with minimal disturbance; wildlife does not flee upon his approach. He has attuned himself perfectly to the land. Once made, this symbiotic connection remains intact even if the wizard is away from the province for long periods of time.

Through the centuries, wizards have searched for ways to increase the levels of their sources beyond the limits imposed by terrain. They have found that *mebhaighl* stones and realm spells such as *enhance source* and *siphon mebhaighl* can boost source levels temporarily (see the "Magical Items and Artifacts" and "Realm Spells" chapters). Any who have discovered permanent means, however, have kept their discoveries secret.

renewing sources

When a province's level increases, the development causes the land's maximum source level to drop immediately. When a province's level decreases, however, nature takes longer to heal itself and replenish the lost *mebhaighl*.

The amount of time required to renew sources depends upon how much development the land underwent and how easily nature can reclaim it. If fire utterly destroys a town, or if the buildings of an abandoned village are torn down and the refuse carted away, *mebhaighl* revives more quickly than if a large city is depopulated but otherwise left intact.

Land that has been cleared of evidence of civilization regenerates one level per spring season. Each spring, as the land naturally renews itself, nature reclaims a

bit more of the formerly civilized territory. Thus, if the three towns of Alamsreft (3/2) burned to the ground in autumn—leaving it a (0/2)—the following spring Alamsreft would be a province (0/3).

Two years later it would be a province (0/5), assuming no one makes any new settlements.

If vestiges of civilization remain, *mebhaighl* returns at the rate of one level every five years. Thus, if troops from the rival duchy of Alamie kill all the people in Alamsreft but leave the buildings standing, five springs would pass before the province reached (0/3). Alamsreft would not achieve its full magic potential for 15 years.

corrupting sources

The pine that stands impervious to lightning bolts can be felled by an army unit chopping it to bits; the rock formation that survived a thousand years of erosion can be turned to dust by a *disintegrate* spell. Magic-based attacks and particularly destructive physical attacks on manifestations can affect a source. Different forms of attack yield damage of varying amounts and permanence.

Attacks on a manifestation can temporarily disrupt the flow of *mebhaighl* to a source. Strong physical assaults and spells of levels higher than the source's level (and of at least 3rd level) can overcome a manifestation's natural defenses. The effect of such attacks is similar to a galloping horse splashing through a puddle—the water is displaced but soon trickles back. When a manifestation suffers traumatic physical damage, a wizard cannot use the source until the *mebhaighl* settles. This generally takes one month, although at the DM's discretion the process can require up to three months if unusual circumstances warrant more time. The source itself, however, suffers no damage—even if the manifestation is destroyed. Eventually, the *mebhaighl* will produce a new manifestation.

Only realm magic can harm a source directly. Wizards can *poison source* or *deplete mebhaighl* to weaken the power of rival wizards. Most wizards, however, including all Khinasi and elf wizards, hesitate to use these destructive spells because they fear repercussions that extend far beyond the individual target source. These wizards realize that *mebhaighl* extends past province borders to permeate all Cerilia; sabotaging even a small portion of it could result in unforeseen consequences.

Feuding wizards prefer instead to attack each other's ley line networks or attempt to steal a rival's sources.

transferring power

A wizard retains control over a source until he willingly relinquishes power or loses the holding in contention with another wizard.

borrowing sources

Under rare circumstances—usually times when great danger threatens—one wizard may allow another to borrow his source. The lending wizard temporarily transfers control of the holding to the borrowing wizard, who uses the source for a mutually agreed-upon purpose. This transfer occurs through the **ley link** free action described in the following chapter.

For example, perhaps Caine of Endier, a 10th-level wizard, has business in Dhoesone. While he is at court, a breathless messenger arrives with news that the Gorgon is preparing for another rampage—with Dhoesone as his target. One of Dhoesone's court wizards, Daeric, controls several sources (5) and (6), but as a 3rd-level wizard he is unable to cast the most powerful realm spells. As a 10th-level wizard, Caine could cast them—but he holds no sources in Dhoesone. If Daeric can persuade Caine to become involved, he can lend Caine the power of his sources to help defend the realm.

stealing sources

Control over a source is not absolute—wizards can (and often do) move into each other's territory and attempt to siphon mebhaighl away from their rivals. They wage this magical warfare through a combination of create holding, rule, and contest actions.

To take over someone else's source, a wizard first establishes a source (0) in the province. In doing so, the wizard surveys the terrain, seeking out a new collection point for mebhaighl. This new source is separate from that of the first wizard, with its own manifestation.

If the province's magic potential is not fully tapped, the wizard can strengthen the source by using rule actions to increase its level. The more time the wizard spends attuning himself to the province's mebhaighl (in other words, the higher his source's level), the better his

chances of diverting mebhaighl away from his rival's source.

When the wizard deems the time right, he performs a contest action. During the month of the action round, he engages in deep concentration and intense mental activity. For a minimum of one hour per day he must visit his manifestation. There he focuses on the province's mebhaighl, summoning it toward his source and away from his rival's. Because his connection with the land is so critical to the success of the action, the wizard may not leave the province during this period.

If the contest action is successful, the controlling regent cannot use his source and earns no Regency Points for it. If the source is level 0, the regent loses control altogether. The source remains contested until one of the following events occurs:

- ♦ the attacker relents,
- ♦ the attacker loses all his own holdings in the province, or rule of the province,
- ♦ the defender succeeds at a rule action.

If the wizard completes two successful contest actions in a row, his rival loses control over mebhaighl in the province. The triumphant wizard may continue to strengthen his source up to the maximum magic potential.

For more information about the contest action, see the **BIRTHRIGHT Rulebook**.

bequeathing sources

From time to time, regents find themselves in circumstances in which they want to peacefully and permanently transfer control of one or more of their sources to another person. Perhaps a nonwizard regent has retained a court mage; perhaps an elderly wizard lies dying or simply wishes to retire; perhaps a young, cocky spellcaster has a knife pressed to his throat.

Whatever the reason, rulership of sources is permanently transferred from one person to another the same way all holdings are: through a ceremony of investiture. This ceremony, which must be performed by a priest, is detailed in the "Domain, Character and Free Actions" section of the **BIRTHRIGHT Rulebook**.

caerbhaighlien

Ancient texts and legends speak of a handful of sources on Cerilia that no wizard can hold as his own. These sources, called *caerbhaighlien* (kay-er-VAY-len) by the elves, are said to be places of such strong enchantment that sometimes even non-wizards passing near their manifestations can feel the pull of *mebhaighl*.

Because no one has ever been able to pinpoint the location of one of these sources on a map, many scholars doubt whether they truly exist. Yet wizards continue to risk personal harm by venturing forth from the safety of their towers in hopes of finding the manifestation of one of these rare sources. For it is said that though no individual may hold a *caerbhaighl* as his own, any wizard who discovers one can tap the source's *mebhaighl*.

Had I not been injured, bunted, out of spells, and desperately seeking shelter, I might not have noticed the cave at all. It was small, nestled into the side of a hill. Actually, it looked more like a burrow for animals than anything else. But as I ran for my life, my feet somehow led me there.

To enter the cave I had to crouch down and crawl through the opening. Once inside, I could not stand upright, but remained on hands and knees. I cursed the loudness of my own panting breath and pounding heart as I lay still, listening for the dogs that had been nearly on my heels. Their gruff barks told me they drew closer. But upon reaching the cave, they yelped and fell back. Though they could smell my scent just feet away, not one dog would venture inside.

Soon the soldiers arrived. I could tell from the sounds of whinnies and snorts that the horses were spooked. Yet strangely I felt safe.

"We got her trapped," I heard one of them say. "Go in after her."

A pause, then: "It looks too small for me. You go."

Another pause. "I can't. I'd get stuck."

Their conversation confused me—the cave was not that small, and I crouched

so close to the opening that one of the men probably could have reached in and grabbed me. Yet they left without making an attempt.

Exhausted, I dozed for a few hours. When I awoke, I discovered—to my surprise—that the short nap had restored my full complement of spells. I cast light and set about exploring my surroundings.

The cave comprised a main chamber and five narrow passages, all of a light brown stone worn smooth. The chamber was roughly eight feet in diameter and not quite four feet high. Fine, criss-crossing ridges ran across the floor.

Four of the passages each had openings about two and a half feet in diameter. The fifth passage was wider and a little taller. Crawling down these passages, I determined that each was of a different length. The shortest (fifth) ran about six feet deep; the longest (third) ran about ten feet. Each ended in a solid wall.

Before long, the thought occurred to me that the cave resembled a hand. The central chamber formed the palm; the ridges palm lines; the five passages fingers.

I felt compelled to remain in the cave. That it offered protection and sanctuary was reason enough—but something else, perhaps the same force that drew me to the cave in the first place, bid me stay.

After two days of examining the cave's features, I speculated that the chamber was actually the imprint of someone's hand, and that the hill formed a kind of stone gauntlet around it. Perhaps, I mused idly, one of the gods once thrust his hand into this hill. (Outrageous, yes—but a more comforting thought than giants.)

*After seven days my injuries had healed completely—at three times the usual rate. And by the end of that time I knew—as surely as I know my own name—that I rested in a place of great magic. *Mebhaighl* had beckoned me hither and held me until I recognized it.*

But my troubles had not ended when I discovered the cave. I knew that I trespassed in enemy territory, that soldiers waited for me throughout the province, that my life was forfeit if they found me. And I knew that my dwindling provisions would not last forever.

I conceived a plan. I had no logical reason to believe it could work, but instinct whispered it would. If I could use realm magic—I, who had no source in this province—to shroud the land in fog, perhaps I could make a safe escape.

At the end of one month's time, I cast warding. Racing through the mists, I eluded my would-be captors and reached safe havens. But ever since the mists closed behind me, blocking the cave from view, I have never again been able to find the stone gauntlet.—from the writings of Lauriel the Mist Maiden, circa 1472 Haelyn's Count

When Cerilia's true children freely roamed her forests and plains, we could use our magic anywhere. Our ancestors regarded mebhaighl as no less important than air; it flowed through them and around them, bonding them to the earth and yielding the land's arcane secrets. The greatest Sidhelien wizards studied the poetry of mountains and meadows to determine the courses of ancient streams and washes of mebhaighl. They recognized these paths as channels of magic—the mebhaighl that rushed through them thundered with arcane power. These were the first ley lines, that stretched from Cerilia's oldest forests to her farthest shores.

Then the humans brought destruction to our beautiful world with their ugly war. The cataclysm that obliterated Deismaar so distressed the land that many ley lines collapsed. Our wizards tried to reforge the lines, but the land had changed too much. We had to reattune ourselves to the music of the rivers, wind, rocks, and trees. Meanwhile, human wizards discovered for themselves the secret of forging ley lines.

Now we compete with humans for land and the "right" to forge ley lines through it. But we know truths they do not. We know that when a ley line is easy to create, mebhaighl has always flowed strongly in that place. And we know that when ley lines defy forging, the Deismaar cataclysm so disrupted the mebhaighl that it has not yet fully settled.

Human wizards think they understand mebhaighl. They think their gods give them the power to command magic, and that ley lines can be forged in places where their gods once walked the earth. But as human lives are ephemeral, so their understanding of the world is superficial. Only the Sidhelien, whose memories outlast human existence, know the truths behind the ancient paths.

—story told by elven taelinri to their pupils

Wizards who control sources of mebhaighl can command realm magic, the most powerful spells known to human- and elvenkind. But to cast realm spells, a wizard must be in a province where he holds a source of the appropriate level—unless he has a means of accessing mebhaighl from afar.

Ley lines provide that means. These mystical conduits allow a wizard to tap a source from outside its province—to import mebhaighl from the place where it collects to a province where he needs it.

For example, perhaps the Lord-Prince of Ariya finally grows weary of Aftane's threats against his state. He asks his court wizard, Rahil the Falcon, to cast *demagogue* in Adaba

to incite unrest in Aftane and distract the Red Kings. *Demagogue* requires its caster to hold a source (3); Rahil controls no sources in Adaba. He does, however, hold a source (3) in the Ariyan province of Kouzir. If Rahil forges a ley line from Kouzir to Adaba, he can tap the Kouzir source from Adaba to cast the spell.

The ley line creates a magical link between two provinces. A wizard can forge lines from a province in which he holds a high-level source to one in which he holds a low-level source, or to a province in which he holds no sources. He can also attach ley lines to other ley lines. Each line provides him with another place where he can access his source's mebhaighl, thereby making realm magic more "portable."

Most regents consider ley lines an essential element of their domains and incorporate them into long-term strategic planning. Even nonwizard regents, who cannot themselves forge ley lines, often guide their court wizards' development of ley line networks.

creating and using ley lines

Forging a ley line requires a significant amount of a wizard's time and resources. The greater the distance between the source's province and the destination province ("terminal province"), the greater the cost.

Although their mystical connection to Cerilia's mebhaighl allows mages to forge ley lines from anywhere on the continent, most wizards prefer to perform this action while in the source province. During a one-month period (one action round), the wizard prepares to forge the line by collecting spell components, aligning his mental energies with the mebhaighl of both provinces, and (if possible) visiting the two provinces he intends to magically link. At the end of the month, the wizard seeks a secluded outdoor location where he can complete the forging undisturbed.

(If he is in the source province, the wizard usually will go to the manifestation.)

There, through a series of spells and

ley lines

psychic exertions, he fashions and casts out his line through the land.

This period of concentrated effort lasts approximately three hours. Wizards sometimes have a quiet guard or trusted friend nearby, as the process of forging leaves them vulnerable. The wizard goes into a trancelike state during which he focuses so hard on mebhaighl that he loses awareness of his physical surroundings. If he is jostled or attacked, or if loud noises stir him, his concentration on the ley line breaks and his awareness returns. If such an interruption occurs, the wizard's forging attempt fails. (Note that this success or failure is determined by the success roll for the action.)

Forging a ley line costs the wizard 1 Regency Point and 1 Gold Bar per province crossed, not including the source province. Therefore, a ley line between neighboring provinces (such as Roesone's Abbatuor and Duerlin) costs 1 RP and 1 GB; a line between Abbatuor and Edlin (crossing Duerlin) costs 2 RP and 2 GB.

When determining the number of provinces crossed, players should consider ley lines as running from the approximate center of the source province straight to the approximate center of the terminal province. In most cases, drawing from center to center saves PCs money and Regency Points. However, a straight line does not always work to the wizard's advantage. Sometimes it may be more expensive to draw a straight line from center to center—not to mention more dangerous, if the line passes through enemy territory.

If a wizard regent wants to bend his ley lines—whether for strategic, economic, or aesthetic reasons—he can. But the amount of concentration and materials involved costs him an

additional 1 RP and 1 GB for the ley line's forging (not 1 RP and 1 GB per bend, just per ley line). Elves, because of their harmonious relationship with nature, can forge curved ley lines at no additional cost.

Ley lines can be forged across bodies of water, but they can extend no longer than 150 miles before terminating in a province on dry land.

A wizard's success or failure in performing the forge ley line action is determined by the usual 1d20 success roll required for most actions. The required roll can be modified by RP expenditures made by the PC and other involved regents. Because forging a ley line increases a wizard's power and influence in a province, other wizards naturally have a stake in the success or failure of the attempt. The forging wizard can be opposed or supported by any wizard who holds a source in the terminal province, the source province, or any province through which the ley line will pass. (For more information, see "Resolving Actions" in the *BIRTHRIGHT Rulebook*.)

ancient ley lines

A very small number of ley lines used by the elves in the centuries before the Deismaar cataclysm remain. These lines extend only from provinces with high magic potential (6 or above), and almost exclusively from caerbhaighlien (sources that no individual can control). In rare instances, wizards have discovered that one of the sources under their control is connected to a ley line not forged by mortals.

Those who actively seek these ancient lines seldom meet with success, for they elude detection spells. No one can claim or control an ancient ley line, for it belongs to the land itself. (As a result, these lines require no maintenance.) But those who stumble across such a line can tap the mebhaighl coursing through it to cast realm spells—regardless of who holds the source from which it extends.

Thus far, no wizard who attempted to deactivate, sunder, or otherwise destroy an ancient ley line has succeeded—or lived to tell about it. Nor has anyone been able to extend one of the lines. Not even elves can affect them.

using ley lines

Once a ley line has been forged, the wizard can cast realm spells in the terminal province as if he held a source there. When he summons *me-bhaighl* toward himself in preparation for the spell, he draws it through the ley line from the source province to the terminal province. He can thus cast realm spells requiring sources up to the level of his holding in the source province.

For example, refer to Map 1 (page 28), which shows part of Anuire's Southern Coast where Rogr Aglondier controls a source (2) in Abbatuor, a source (1) in Alamier, and a source (0) in Ilien. If Rogr forged a ley line from Abbatuor to Alamier, he would be able to cast realm spells which require a source (2) in Alamier. And, of course, he can still cast source (2) realm spells in Abbatuor.

Note that ley lines *do not* make source levels cumulative—Rogr cannot cast realm spells requiring a source (3). Nor can he tap the Abbatuor source in Braeme or Ilien, two provinces through which the line passes. He can tap the source in only the terminal province and the source province. (To learn how Rogr can arrange to tap the ley line from Braeme or Ilien, see "Hook-Ups" below.)

Ley lines work in both directions. If Rogr's Abbatuor source were contested and therefore unusable, he could use his ley line to tap his source (1) in Alamier and cast realm magic requiring a source (1) in Abbatuor.

If a source ever drops to level 0, ley lines that originate from it disappear.

connecting ley lines

Often a wizard will want to expand his sphere of influence by connecting new ley lines to an existing ley line. He may do so to tap his source from a province

even farther away than the original terminal province, or to "hook up" provinces through which the existing line passes. These two types of connections are made through additional forge ley line actions.

hook-ups

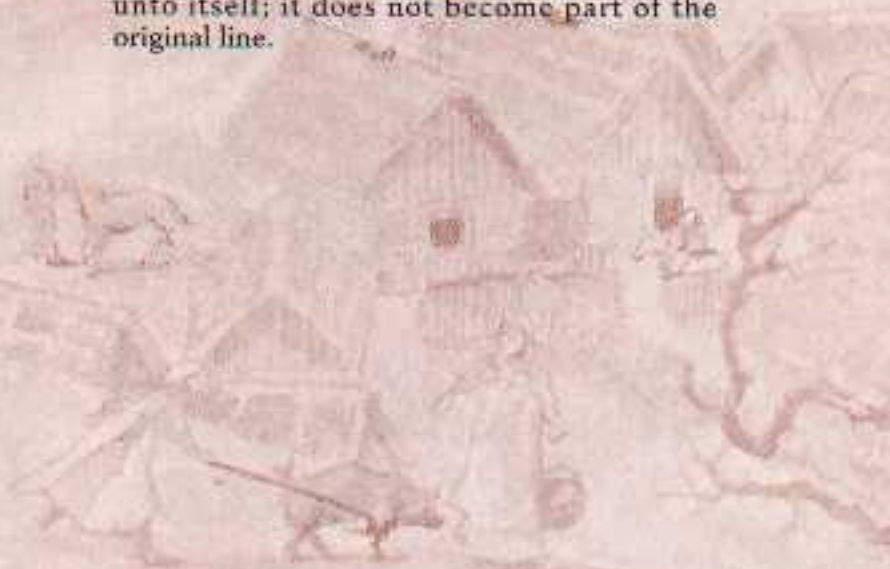
Recall Rogr Aglondier's Abbatuor–Alamier ley line. Right now the line passes through Braeme and Ilien, but Rogr cannot tap his source (2) from either of those provinces. If Rogr forges another (very short) ley line—from Ilien to the existing line—he can "hook up" Ilien to the line and tap the Abbatuor source from there. In a subsequent action round he can forge a third ley line—from Braeme to the main line. At the end of three action rounds, Rogr can access his Abbatuor source from three other provinces: Alamier, Braeme, and Ilien. (Refer to Map 2, page 28.)

Because hook-up lines don't cross province boundaries, they cost 0 GB and 0 RP to forge. The wizard's only cost is the use of an action to create them. Further, because these lines merely grant access to a ley line already passing through the province, the success roll receives a +3 modifier.

extensions

If Rogr wants the ability to tap the Abbatuor source from all of Medoere, he can forge yet another ley line—this one connecting Caerwil to the Abbatuor–Alamier line (see Map 2). This line crosses one province boundary and would therefore cost Rogr 1 GB, 1 RP, and one action to forge. It receives no modifier to the success roll.

Note that an extension is a *separate* ley line unto itself; it does not become part of the original line.





map 1: forging a ley line



map 2:
hook-ups and extensions

ley line networks

A ley line network is a series of ley lines set up in multiple action rounds that allows a wizard to tap his sources from many different provinces. When a wizard controls sources in several provinces connected via a network, he can access any source (provided its province is hooked up to the network) from any terminal province.

Rogr's actions in the previous examples have created a small network that he can build on in future domain turns. For further discussion of ley line networks, refer to the "Strategy and Tactics" chapter of this book.

bookkeeping

Any player of a wizard character will need to carefully track ley lines and hook-ups. This might be most easily accomplished by laminating a map or slipping it into a plastic sheet protector and using dry erase or water erase markers. Using different colors to designate separate ley lines or hook-ups is recommended. In any case, ley lines are likely to change throughout the course of a campaign, so players will want a method that allows for flexibility.

maintenance

Every domain turn, wizards must pay 1 RP per ley line (regardless of length) to maintain their lines. This cost represents mental energy the wizard must expend to keep the ley lines in place. Each hook-up or extension counts as a separate ley line.

If a wizard fails to pay, the line fades back into the earth. However, he can attempt to reforge it within one year with a +1 bonus to his success roll.

Rogr Aglondier's network comprises four ley lines and therefore would cost him 4 RP to maintain: 1 RP for the main ley line from Abbatuor to Alamier, 1 RP each for the two hook-ups in Braeme and Ilien, and 1 RP for the extension to Caerwil.

hide-and-seek

Because ley lines hold strategic importance for regents, wizards at times may need to locate the ley lines of others—or protect their own lines from rivals.

finding existing ley lines

Wizards cannot detect the presence of ley lines by merely passing through a province. Rather, they require the aid of magical items, artifacts, or spells.

Wizards using magical items to detect ley lines must be in the provinces in which they seek lines unless they use the *sCRY* realm spell in conjunction with the item. For example, a wizard who drinks a *potion of ley line finding* can locate lines in the province(s) he visits during the potion's duration—a limited area of effect. If he drinks the potion after casting *sCRY*, however, he can seek ley lines much farther away.

The *Ring of Ley Discovery*, should a wizard be so lucky as to obtain this rare artifact, can lead a wizard to ley lines unerringly over great distances. For more information, see the "Magical Items and Artifacts" chapter of this book.

If a line has been hidden, such as through a *mask ley line* spell, the searching wizard must cast *dispel realm magic* or *wish* to detect the line. If a former line has dissipated or been sundered, the searching wizard finds no sign that it existed.

These measures reveal only ley lines—the wizard must make an educated guess or use other means to determine who controls the lines and which sources power them.

protecting ley lines

Ley lines can be hidden, guarded, and booby-trapped to deter other wizards from making them targets of attack. Further, wizards can monitor their lines for evidence of tampering.

All of these protections require a wizard to cast specific realm spells such as *ley trap*, *ley ward*, *mask ley line*, and *protect ley line*. Some of the *rings of ley* can also aid in the protection of ley lines. These measures are more fully described in the "Realm Spells" and "Magical Items and Artifacts" chapters of this book.

sabotage

In Cerilia, magic is power. When wizards wage war on each other, they most often battle not for land but for the ability to control its *mehbhaighl*. One of the best ways to weaken a rival is to disable his ley lines. If a wizard limits the number of provinces in which his

rival can cast realm magic, he can reduce the chances of undead legions—or some other atrocity—marching to his front door.

deactivation

A wizard can render a ley line temporarily inactive through the realm spell *deactivate ley line*. Ideally, the wizard should know the location of the line he intends to disable. He can, however, deactivate a line he merely suspects exists—with lower chances of success. (See the "Realm Spells" chapter for the details of *deactivate ley line*.)

No wizard can use a deactivated line—including the person who forged it and the person who deactivated it. Any ley lines connected to the affected line that are not powered by sources of their own also cannot be used during the period of deactivation. Hook-ups become insignificant. Ley lines connected to the deactivated line but originating in a province in which the wizard controls a source can draw *mehbhaighl* from that source to power realm spells.

For example, if the High Mage Aelies deactivated Roger Aglondier's Abbatuor–Alamier ley line (see Map 3, page 29), his attack would have the following effects:

- ◆ Rogr could cast realm spells requiring a source (2) in Abbatuor only, because he could not access that source from any other province.
- ◆ He could cast spells requiring a source (1) in Caerwil, because he has a source (1) in Alamier and a separate ley line between the two provinces.
- ◆ He could cast no realm spells in Braeme.
- ◆ He could cast realm spells in Abbatuor, Ilien, and Alamier because he has sources in those provinces. However, his selection of spells would be limited by the level of the source in each province.

These effects would last until the end of the spell's duration. At that time the deactivated ley line (and any other lines subsequently affected) would be restored to its original power and accessibility.

sundering

Sundering a ley line permanently cuts it in two. To sunder a line, the wizard must know its location. After choosing a specific point in which to sever the line, the wizard casts *sunder ley line*. The spell cleanly slices the line in half. The breach widens in both directions until it reaches a hook-up, connecting line, or terminus (the point where the line originally began or ended).

At those two points the breach stops.

Depending on where the line is sundered and whether it had any hook-ups or connecting lines, a *sunder ley line* spell could result in two smaller lines with a gap between them, one smaller line comprising only part of the original line, or the destruction of the whole line. Any remaining lines must still be powered by at least one source or they dissipate.

To repair a sundered line, the regent forges a new ley line in the place where the breach occurred. This new line counts as a separate ley line, regardless of whether it replaces only a section of what was once a longer line.

For example, if Aelies sunders Rogr's Abbatuor-Alamier line at the border between Alamier and Braeme (see Map 4, page 29), his attack achieves the following results:

- ◆ The breach stops at the hook-up in Braeme and the terminus in Alamier.
- ◆ The original line now extends from Abbatuor (source province) to Braeme (terminal province), with a hook-up in Ilien.
- ◆ The Alamier-Caerwil line remains intact, but is no longer connected to the rest of the network. Rogr can now cast only spells requiring a source (1) in Caerwil.
- ◆ If Rogr wants to repair the breach, he must forge a new line between Braeme and Alamier. His network would then comprise five individual lines (Abbatuor-Braeme, Braeme-Alamier, Alamier-Caerwil, and the Braeme and Ilien hook-ups).

Even if their rivals repair breaches immediately after wizards create them, sundering a ley line can still cause long-term damage: Depending on the location of the cut, replacing the lost section with a new ley line could increase the total number of lines in the network, in turn increasing maintenance costs. In such a case, a wizard might choose to let remaining pieces of a sundered ley line dissipate, then reforge a new, full-length line.

transferring power

When a regent bequeaths or loses his sources, any ley lines he forged dissipate unless he transfers control of them to the new regent. Additionally, circumstances may warrant the need for one wizard to use another's ley lines on a temporary or permanent basis.

borrowing ley lines

Regent wizards carefully guard the locations of their sources and ley line networks, lest today's trusted friend become tomorrow's bitter rival. But occasionally a wizard has a good reason for letting another spellcaster use his ley lines. Perhaps the regent finds his realm in a state of emergency, or perhaps he needs to teach an apprentice the secrets of ley lines. Regardless of the cause, the sharing of such power is serious business.

A wizard can grant another wizard use of his ley line(s) through the ley link action:

Ley Link

Type: Free

Success: Auto

Base Cost: 1 RP

This action enables a regent wizard to temporarily transfer control of one or more of his sources and/or ley lines to another regent wizard. The lending wizard must specify which source(s) and/or ley line(s) he intends to share with the borrower.

The borrowing wizard must meet two criteria. First, he must obtain permission from the wizard who controls the source(s) and/or line(s) he wants to borrow. (This permission can be coerced.) Second, he must already have a connection with Cerilia's mebhagh by controlling at least one source of his own somewhere on the continent.

This action forms an immediate link between the borrowing wizard and the sources/ley lines. The link lasts for two action rounds, during which the lending wizard cannot access the borrowed sources and lines. The lending wizard still retains *control* of his holdings and network—he is just allowing the other wizard to borrow the energy.

Should the lending wizard want to break the link before the end of its duration, he can do so by performing another ley link action, this time linking himself to the holdings.

bequeathing ley lines

When a regent dies, or when he permanently transfers control of a source through a ceremony of investiture, any ley lines stemming from that source immediately dissipate. If the divesting regent wishes to prevent this, he can perform the ley link action—transferring control to his heir—prior to the investiture ceremony.

alternative methods for forging ley lines

The ley line rules presented above are the standard guidelines for BIRTHRIGHT products and the official rules for tournament play. However, because wizards—particularly landless wizards—are typically the poorest regents in a campaign (collecting no taxes, temple offerings, or guild profits), individual Dungeon Masters might want to give them a break when it comes to the cost of creating and maintaining a ley line network. DMs can, at their discretion, allow players to use one of these alternative methods for forging and maintaining ley lines.

method one: discount maintenance

This method allows a wizard to extend existing ley lines without incurring additional maintenance costs. This results in a new domain action: **extend ley line**. The cost is 1 RP and 1 GB per province crossed, just like forging. The wizard adds provinces to one end of a ley line but pays no additional maintenance costs for them; they become part of a single line. The wizard gains the ability to cast realm spells from the line's new terminal province, in addition to the previous terminal province.

For example, Rogr's original ley line ran from Abbatuor to Alamier. Under the standard rules, when he added a line from Alamier to Caerwil it counted as a second line. Under this method, the Alamier-Caerwil line becomes part of the first line; in other words, he now has just one line, which runs from Abbatuor to Caerwil. He can cast realm spells in a total of three provinces, but he'll have to pay maintenance costs for only one ley line. As a bonus, Alamier acts as a terminus in the event the line is severed. If a rival severs the line, the breach would spread only as far as Alamier (regardless of where the line was cut).

Additionally, this method grants wizards a discount when adding hook-ups to their lines. Wizards can create up to five hook-ups with a single forge ley line action, at a cost of 1 GB, plus 1 RP per hook-up. The maintenance cost for hook-ups is 1 RP per five hook-ups.

method two: power forging

This system saves wizards both money and time by not only reducing maintenance costs but also cutting down on the number of action rounds needed to build a significant ley line network.

As in the standard rules, ley lines connect two provinces, and any number of provinces can lie between the source province and the terminal province. However, under this method wizards can access the mebhaighl flowing through a ley line from any province through which the line passes—no hook-ups required.

Further, any line a player can draw on the map without lifting his pencil is considered one line, and it doesn't matter whether the line is straight or curved—the PC incurs no additional cost. It also doesn't matter if he starts with a small line and adds on to it later—it's still just one line.

Thus, if Rogr forged a ley line from Abbatuor to Caerwil—passing through Ilien, Braeme, and Alamier—he would have the ability, by the end of that single action round, to cast realm spells requiring a source (2) in all five provinces. And the line would cost a mere 1 GB per domain turn to maintain.

PCs should, however, beware forging enormous lines that snake through half the provinces in Cerilia. A one-line-does-it-all plan has serious strategic weaknesses. While this method allows a PC to forge a powerful line quickly and with little maintenance cost, such a line is very vulnerable. A rival needs to sunder the line in only one place—anywhere along the line—and the whole thing dissipates. Better to forge multiple lines: The extra expense buys security.

strategies and tactics

Today in Roesone's court I caught a glimpse of the High Mage Aelies. Though short in stature, the power he wields made him seem to loom over us. I knew, as I watched him enter the room, that someday I wanted to achieve what he has achieved—to at once command the mebhaighl of Cerilia and the respect of its rulers.

—your PC wizard

Cerilian wizards lead lives full of possibility. They can ally themselves with other regents or operate as free agents; they can rule the people of a province or only its magic; they can use their spells to wage war or bring peace. Which path should a player choose for his character?

the footsteps of others

Sometimes the best way to learn is by example. The following characters (whom readers might recognize from other BIRTHRIGHT products) are spellcasters of great influence in Cerilia. To meet one is to have a brush with power; to study under one is the education of a lifetime. In a way, that is the opportunity we offer here—an introduction to these "major mages," a chance for a player to learn from the successes and failures of the masters when planning his PC's own rise to glory.

high mage aelies

16th-level half-elf wizard

S: 15
D: 12
C: 12
I: 17
W: 13
Ch: 16

AL: LN
AC: 7 (5)
hp: 47
MV: 12
THACO: 16
#AT: 1
Dmg: 1d6+3
(scepter +3)



Bloodline: Vorynn, major, 36.

Blood Abilities: Protection from evil, bloodmark (a lightning bolt-shaped birthmark on his right shoulder).

Special Equipment: scepter +3, ring of protection +3, cloak of displacement, boots of striding and springing, wand of magic missiles, numerous potions and scrolls.

Spells Usually Memorized: Audible glamor, comprehend languages, dancing lights, enlarge, erase, glitterdust, improved phantasmal force, ray of enfeeblement, scare, shatter; feign death, fireball, flame arrow, infravision, lightning bolt; confusion, improved invisibility, phantasmal killer, Shaepaete's shadowy distinction, shout; avoidance, cone of cold; distance distortion, feeblemind, stone shape; antimagic shell, death fog, eyebite; forcecage, resist magic; polymorph any object.

Proficiencies: Dagger, Staff, Etiquette, Heraldry, Reading/Writing Anuirean, Reading/Writing Basarji, Reading/Writing Elvish, Singing, Spellcraft.

Description/History: The High Mage Aelies, first mentioned in the *Ruins of Empire* book of the BIRTHRIGHT boxed set, is a hawk-nosed man with stern features. His lean frame has been scarred by many adventures and an unending thirst for more magic. Small for a half-elf, he stands little more than 5 feet, 5 inches tall and weighs about 130 lbs. But even those who do not know his power recognize his confidence and stern demeanor; Aelies commands respect, and often deference, nearly everywhere he travels.

Aelies is rumored to be ancient—hundreds upon hundreds of years old. If such stories are true, his age is the only part of the High Mage that reflects his elven heritage. Aelies holds a considerable source domain right in the center of the former Anuirean Empire and, though reclusive, seems to bear no particular affinity for other elves or dislike of humans.

Currently, Aelies competes with Rogr Aglondier, the ruler of Ilien (and the most prominent, if not most powerful, human mage of the Southern Coast), for his share of the land's mebhaighl. This competition would, at first glance, seem to be a gross mismatch—Rogr is a short-lived, low-level human wizard, while the High Mage Aelies is—well, the

High Mage Aelies: apparently immortal, immensely powerful, and cunning in the extreme. But on closer examination, the competition between the two . . .

. . . is still a gross mismatch.

Why, then, does the High Mage permit Rogr—or anyone else—to develop sources and other holdings in the area?

the high mage's strategies

Aelies values knowledge and power as the highest of commodities. He seldom worries about material possessions (including gold), preferring to leave those concerns to his lieutenants and sometime allies. Aelies is a true lawful neutral character—he respects treaties, alliances, and contracts to the letter. He depends on his businesslike honor to see him through crises and lean times much as he depends on his wizardly power and potent spells to see him through physical or magical challenges.

As a result, Aelies sees no profit—no knowledge gained, no real power accumulated—by eliminating “friendly” rivals. (Aelies defines a friendly rival as one who does not try to take what Aelies already owns.) The high mage slowly accumulates more sources (or improves the strength of those he has) while gradually growing in power and knowledge. He recognizes the fact that his elven heritage gives him a certain patience—an unhurriedness—that both helps and hinders the achievement of his goals. He can afford to wait until an uncouth or unpredictable rival makes a mistake (or dies of old age), but he also has a hard time motivating himself to frenetic activity—as pure humanity has always been able to do. If Aelies acquires one new source every five years, he would consider that a lightning pace.

Aelies also recognizes the value of patience and neutrality. There have been no serious challenges to his power in over 100 years. The last true enemy Aelies had was the Countess Adrien Ruell—a wizard who tried to use sorcery to make her realm the center of a new Anuirean Empire. The countess saw the high mage's steadfast holding of power as a threat to her own and sought to eliminate Aelies. In the end, this view hastened the demise of her would-be

empire (as well as herself) because other rulers in Anuire knew Aelies was a fair-dealing, neutral power. They saw Adrien's manipulations as

a violation of unspoken and spoken treaties, and eventually combined their power to eliminate the rabid wolf from the pack. Aelies, as always, assisted his allies in their endeavors but never once revealed a passion one way or another—he simply did what was necessary.

The high mage is a builder and a fortifier. His sources are all connected by ley lines and—as unfortunate challengers might find—he has trapped and protected his sources and lines. When Aelies establishes a new source or forges a new ley line, he acts only with careful consideration of the consequences. He *knows* what he is doing when he challenges a rival, but the rival may not. Aelies forging a ley line into another regent's domain might be a test for reaction or an aggressive move. Or it might be part of a longer, more complicated scheme.

The High Mage Aelies has achieved a state many wizards envy but few will ever know for themselves. Though he rules no provinces and collects no taxes, there are always regents of law, guild, temple, and even other source holdings willing to provide him with gold, troops, or workers (as he requires) free of charge or for “a few favors.” Aelies is generally careful to avoid building friendships strong enough to cause enmity among others. For example, though the realms of Medoere, Roesone, and Ilien generally feel threatened by the power of Ghoere, Aelies seldom helps them enough to get the Baron of Ghoere angry at him—and Aelies will even do occasional favors or perform paid services for Ghoere.

The wizard seldom uses his spells in armed conflict. The High Mage generally assumes that when two realms go to war, they fight over a mundane conflict not worthy of his interference. When he does choose to become involved, however, he holds nothing back. He reasons that the side he does not support will recognize him as a threat—and by extension, an enemy. Aelies does not like to be perceived by anyone as an enemy. So he eliminates those who arrive at that judgment.

If the High Mage Aelies has a weakness, it is self-absorption. Aelies has been known to drop out of sight (on the political map of Anuire) for months or years at a time while he devotes himself to a personal project. He will not neglect commitments or treaties during this time, but he may find himself so absorbed that he neglects the state of his own holdings. As a result, Aelies leaves his usually human retainers to manage his domain. This practice has, on more than one occasion, led to the high mage's loss of entire sources or ley line

networks. Aelies tends to forget, having been alive for hundreds of years, that every thirty years or so he has to train a whole new set of lieutenants—some of whom might not have the same capabilities as their predecessors.

The High Mage Aelies could thus summarize his strategies:

Accumulate enough knowledge and power to be respected, but not such a reputation as to be overtly feared. To do so, build solid, easily maintained networks of holdings and ley lines and do not try to squash every potential rival who comes down the road.

Be patient. Even if you are not immortal, you have time on your side. Wizards become only more powerful and knowledgeable with time. The older you get, the more power you are likely to have accrued. Trying to achieve too much too quickly will only make your neighbors nervous.

Be honest—scrupulously honest. Fulfill your contracts to the letter of good faith. Take no joy in outsmarting or cheating a supposed ally. Today's financial or political coup may become tomorrow's defeat. Fulfilling an agreed-to contract or treaty makes you look good; breaking even an unfair contract makes others less willing to negotiate with you in the future.

Form alliances but not unions. Siding too often with one side in a conflict or one particular ruler in an area may associate you unfavorably with that power. Enemies of that ruler become your enemies, because they see you as acting in that regent's favor.

Obtain trustworthy and competent lieutenants. Many of the things wizards do cannot be done by anyone else and take time and great effort. Also, you may be called on to adventure or explore faraway lands in search of knowledge. A powerful wizard needs people who can fulfill his contracts with other regents.

learning from the high mage's mistakes

Aelies isn't perfect—or infallible. PCs who study his methods can also learn what not to do:

Do not become so concerned with the pursuit of knowledge or power that you forget to protect your interests. Aelies has a long life span and has achieved a very high character level; he can recover from setbacks.

Mortal and lower-level spellcasters might not get a second chance.

Pick your fights. Though Aelies isn't proud of the fact, he has made a few enemies over

the years. Fortunately, he has been able to outlast or out-cast them and he's survived—but he has paid a price more than once.

If you desire larger domains or rulership beyond Aelies's scope, you might have to choose a permanent ally or two. Aelies has a good, solid domain—but after several centuries, it could be a lot larger. Part of the problem might be the high mage's reluctance to form permanent alliances or enmities.

quirad al-dinn

11th-level renegade Kbinasi necromancer;
"The Shame of the Southlands"

S: 13
D: 17
C: 16
I: 18
W: 18
Ch: 14

AL: CN
AC: 2
hp: 57
MV: 12
THAC0: 18
#AT: 1
Dmg: 1d6+1 (staff +1)



Bloodline: Basaia, major, 38.

Blood Abilities: Alertness, divine wrath, resistance (major).

Special Equipment: Staff +1, robe of blending, bracers of defense AC 5, boots of levitation, numerous potions and scrolls.

Spells Usually Memorized: Chill touch, detect undead, grease, shocking grasp, unseen servant; darkness 15' radius, fog cloud, levitate, shatter, spectral hand; blink, clairaudience, fly, hold undead, vampiric touch; contagion, enervation, plant growth, polymorph self; animate dead ×2; telekinesis, transmute rock to mud.

Proficiencies: Staff, Reading/Writing Basarji, Reading/Writing Rjuven, Spellcraft, Survival.



Description/History: Quirad al-Dinn, mentioned in the *Rjurik Highlands* campaign expansion (and pictured on the cover of this book), is a man on the run. He refused to pilgrimage to the Temple of Rilni and take the Five Oaths required of Khinasi wizards; he therefore has been sentenced to die. The 37-year-old renegade stands just shy of 6 feet and is of medium build. His striking facial features are easy to remember, however; were it not for his alertness, blood ability and *polymorph self* spell he probably would have been found long ago.

al-dinn and the five oaths

Quirad al-Dinn began his studies as an apprentice to a well-respected sorcerer in the city of Adaba in southern Aftane. He was an apt student, often praised by his teacher. But when the day came for him to begin his pilgrimage to the temple, al-Dinn balked at the prospect of taking the Five Oaths:

To obey the commands of the lawful ruler of the state. Al-Dinn had no qualms with this oath. Though he personally did not agree with many rules, he felt his power as a wizard would allow him to change or influence laws.

To preserve and protect all knowledge. Quirad could have sworn to this oath if necessary. To most Khinasi wizards, preserving knowledge means sharing it—the more people who know something, the less chance it has of becoming lost. The future “Shame of the Southlands,” however, was always circumspect in what knowledge he would share with others.

Never to raise a hand against another mage sworn to the oaths, except as commanded by the liege in lawful war. Because this oath meant other wizards could not attack or harm him, al-Dinn was all in favor of this commandment.

Never to use magic to raise or communicate with the dead. This oath was al-Dinn’s downfall. Despite the taboo against necromancy in

Khinasi lands, death magic had always held a fascination for him. As a boy, Quirad was the type who enjoyed watching small creatures die; as an adult, he went out of his way to witness the torture and execution of criminals and became obsessed with the idea of revivification. Al-Dinn saw necromantic creations as life under control. He would never have to worry about a zombie or skeleton betraying him or causing his own death.

To destroy any wielder of true magic who does not abide by these oaths. A few non-Khinasi wizards see Quirad al-Dinn as a social revolutionary because he did not think wizards should be destroyed merely for not swearing to the Five Oaths. This view might be accurate, but more likely Quirad simply knew that this oath would become his death warrant—and nothing is more important to al-Dinn than his own survival.

Contrary to some romantic accounts, Quirad al-Dinn did not challenge the rightness of the Five Oaths and—refusing to swear to them—escape the Khinasi lands through his own wits and courage. Rather, the soon-to-be Shame of the Southlands bundled up a few possessions and left his master’s home on the ruse of going on his pilgrimage. But as days grew into weeks, and weeks into months, Quirad never arrived at the temple. Instead, he fled north to Rjurik.

Upon realizing al-Dinn’s deception, the elders of the Temple of Rilni placed him under an immediate death sentence that could be commuted only if al-Dinn appeared immediately before a council of wizards, pled for mercy, and swore to the Five Oaths. The time for supplication has long since elapsed.



At first al-Dinn struggled to survive in the highlands and forests of unfamiliar territory and an unfriendly climate. Soon, however, he established a base of operations for himself where—through self-study, research, and experimentation—he improved his mastery of spellcasting and control over several of the region's magical sources.

Hunted and feared, the renegade wizard spends most of his days in Rjuvik. He sometimes enjoys the company of Adrialia, a mysterious sorceress who also controls several magical sources. Quirad is smitten with the woman, who is nearly his equal in magical abilities. It is, however, a tenuous relationship: Sometimes the two are rivals pursuing the same goals or magical items; sometimes they cooperate. Both keep their origins secret from each other and outsiders.

Together, they protect their home with a mall force of corpses they gathered and aised. Bodies of orogs, humans, and dwarves, the undead force keeps travelers and wanderers at bay.

staying alive on the bull's eye: al-dinn's strategies for survival

Quirad al-Dinn is about as chaotic and egocentric a being as ever walked the lands of Cerilia. He sees everything and everyone he encounters as a tool to be used or the gateway to a goal—with the possible exception of his sometime lover, Adrialia. Even she gains entrée into his world only because she complements his power and fulfills his needs.

Quirad believes that others think as he does, but not as clearly. To him, everyone must be trying to further their own goals by manipulating everyone else—manipulation and self-serving greed is all he understands. By extension, altruism is either romantic foolishness or veiled manipulation in its own right. Al-Dinn believes that the wizards of Khinasi tried to bind and manipulate him with their Five Oaths; having failed, they seek to destroy him

because he is a living example to their hypocrisy. After all, he reasons, no evil has come to him because he refused to swear the oaths.

Al-Dinn is suspicious of those around him; on occasion, he even believes fate and circumstance conspire against him. He sometimes comes up with convoluted schemes to achieve simple goals because he always sees a third party ready to act against him (whether or not that perception is accurate). In Rjurik, where wizards are regarded as creatures to be suspected, this deviousness has served him more often than not.

As a man on the run and, later, a wizard in hiding, al-Dinn spent many long hours devising plots and plans to ensure his survival and increased power. Sometimes his nature has interfered with his own success, but for the most part he has made few costly mistakes. Quirad al-Dinn would summarize his tactics as follows:

Use, use, use. Everyone and everything you encounter can be used to your advantage. Most people will let you use them—nay, encourage you to use them—if they think it is they who will benefit. Those who object to being manipulated only despise you because they are envious of your power and abilities.

If possible, prime your "tools" for future use by greasing their gears. Give those you manipulate a little of what they want, but do not give it all. String along a pawn, find out what it most wants, and give it a little—no more. If you ever give the object of your manipulation what it wants, it will abandon you. Gratitude is a fleeting emotion; you do not want those you manipulate to gain everything they want, or they will set new goals—ones that conflict with yours.

Be aware of outside manipulations by those of equal power or position. Sometimes you may wish to go along with another's manipulations because you can get something you want. Do not allow yourself to be drawn too deeply into another's web, however—when you start substituting your will and desires for that of another, you are on the road to ruin.

Your domain exists for your use. Do not let others think you owe them anything or that they have a hold on you. Treaties and alliances can be made, but they are made to be broken if they last too long. Do not bind yourself with oaths or treaties because they give others a handle with which to steer you. Consider carefully before diversifying your domain—if you assume the rulership of a law or guild holding, you may have greater influence and resources but your responsibilities will increase geometrically.

Explore the boundaries of your powers and try to surpass them. Do not subscribe to the limitations of the weak. If another says something is impossible or immoral, that is because he cannot, or dares not, perform the deed himself. You can pretend to allow him to influence you, but always explore the "impossible." Your morals and ethics are yours to decide; let no one dictate your thoughts or actions by their own standards.

learning from quirad al-dinn's mistakes

Much can be learned from studying al-Dinn. But this obsessive man living a life of isolation is hardly a perfect role model. Avoid learning these lessons the hard way:

Oath breakers reap their own harvest. A cunning or clever person can benefit from duplicity. Quirad al-Dinn learned much during his apprenticeship and afterwards preyed on the Khinasi confidence in custom and tradition. His teacher and the temple elders were so certain that any wizard studying their ways would not shirk from taking the Five Oaths that they ignored the al-Dinn's disturbing nature and propensities. When he betrayed them he escaped their justice—but now he lives in exile, envious of the rewards reaped by those who remained faithful, and bearing the onus of an oath breaker.

Not everyone thinks the way you do. If you are self-absorbed or self-serving in all your dealings, that selfishness will become apparent to those who hold themselves to higher standards. Soon all your plots will have the same flaw: If an enemy or would-be pawn can discover what you have to gain from a particular ploy, he can unravel the weaving of those plans with little trouble. Besides, those who seek only personal gain and strive to manipulate others often fall into the trap of being manipulated by their own desires and suspicions.

All power has a price. So far, al-Dinn has paid for his extra "freedom" by losing his homeland and the respect of his peers. He eventually may pay with his life because he has made powerful, unwavering enemies. And rumors say that al-Dinn may soon pay a darker price—if he continues to tamper with necromancy and the veil between Cerilia and the Shadow World, he could end up releasing more power than he can control.

caliene llwelyn

Wizardess of Grevesmühl,
5th-level Brecht wizard

S: 9
D: 12
C: 11
I: 17
W: 16
Ch: 14

AL: LN
AC: 7
hp: 13
MV: 12
THAC0: 19
#AT: 1
Dmg: 1d6 (staff)



Bloodline: Reynir, minor, 16.

Blood Ability: Resistance (minor).

Special Equipment: Six to eight scrolls (scribed spells), seven assorted potions.

Spells Usually Memorized: *Sleep*, *spider climb*, *taunt*, *ventriloquism*; *levitate*, *summon swarm*; *fly*.

Proficiencies: Staff, Fire-building, Fishing, Reading/Writing Brecht, Spellcraft, Swimming.

Description/History: Caliene Llwelyn, mentioned in the *Havens of the Great Bay* campaign expansion, is a young woman sure of herself but unsure of the future of Grevesmühl, the domain in which she lives. Small and slight for a Brecht woman, the 26-year-old stands barely 5 feet tall and weighs just under 100 pounds. She wears her blond hair pulled back in a topknot, and dresses in plain but serviceable clothes. Caliene is very attractive and surprisingly eloquent for one not used to court life.

Indeed, Caliene Llwelyn disdains many of the comforts of civilization even as she struggles to bring it to her homeland. Rumored to have elf blood in her



veins, the Wizardess of Grevesmühl seems intent on turning the rough wilderness into a comfortable and prosperous land. Unfortunately, she has few allies in this endeavor. Her main nemesis, Colin Shaefpaete, the Island Mage, does what he can to thwart her civilizing attempts; the Duke of Grevesmühl, Shaemes Karlburgher, offers no help at all.

Caliene controls several of the realm's inland sources, having inherited the first from her teacher a few years ago and slowly adding others to her domain. Cut off from instruction early in her career (it is said her former teacher ran afoul of the pirates of the Zweilunds), Caliene has a thirst for knowledge but considers her mundane pursuits to be more important at this time.

Unlike most regents, Caliene Llwyn has no permanent residence. Technically the court wizard of Grevesmühl, she disdains the court with a fervor matched only by the duke's indifference to her existence. As a result, most of Caliene's magical experiments and research are done "on the road" or in the wild. She particularly favors the hills and woods of the Rulsfeg province. Since that area features a pass between Grevesmühl and its rival Hjorig, no one disturbs her there.

Caliene is a friend to adventurers who prove themselves a friend to Grevesmühl. Those who would tame the wilds of the realm without abusing the land find assistance from this young, unprepossessing wizardess. If possible, Llwyn will help adventuring parties without their even knowing it.

It is often from adventuring groups that Caliene learns new magical practices. Since she feels she cannot take the time to research and study new spells, she trades information or assistance for new spells or theories. Just showing Caliene a page of a wizard's spellbook will win her over to one's side.

Fortunately, the wandering wizard has learned caution when dealing with strangers. On various occasions Colin Shaefpaete, her enemies in Rzhlev and Hjorig, and even the duke have tried to entrap, deceive, or eliminate her. When she survives such an attempt,

Caliene becomes morose and feels her efforts at civilizing the region are fruitless. Within a few months, however, she is back in action.

the civilized course of caliene llwyn

Caliene wants law and civilization but knows she cannot impose either on a realm that does not seem ready for it. If her power and determination alone guided Grevesmühl, she reasons, the realm would collapse when other matters demanded her attention. Caliene has decided that she needs to help Grevesmühl learn the lessons of the past by setting an example and helping those who would form the future.

Caliene could summarize her strategies as follows:

Operate behind the scenes. There are wizards and other people more powerful than you out there. Every time you perform an important action, you draw attention to yourself. If you can encourage and support others to act on your behalf or in accordance to your wishes, you remain useful and in the shadow of their success.

Don't trust other rulers. Even if Grevesmühl were blessed with a competent and vigorous regent, Caliene would remain cautious and aloof. The important thing is the realm, not the ruler. The people and the land can best be served by hard work and anonymity—leaders are imperfect. A helpful hand at the right time is more useful than overt directions. People chafe at strong authority.

Respect the land and be willing to give a little to get a lot. Even though Caliene's sources could benefit from the wildness of Grevesmühl in much the way Colin Shaefpaete's do, she is willing to sacrifice some potential power for stability. Certainly, a wizard in a lawless domain can tap greater amounts of mebhaighl, but more things can go wrong with overt chaos than will go right.

Keep moving and keep learning. Staying in one place, physically or mentally, leads to stagnation. Research can be useful but hands-on experience is better. You can better ascertain what is going on around you by moving around the domain and getting involved with smaller matters, rather than staying back in your tower looking at musty old books.

Exchange information. As long as you are honest and generally forthright, you cannot reveal knowledge to another that will come

the sword mage

10th-level Vos wizard

S: 11
D: 17
C: 16
I: 17
W: 13
Ch: 15

AL: LE
AC: -5
hp: 43
MV: 12
THACO: 18
#AT: 1
Dmg: 1d4 (dagger)



back to haunt you. However, do not give away information or assistance without receiving something in return. If you can learn about places beyond your homeland, you may be able to implement necessary changes in new and better ways.

learning from caliene elwelyn's mistakes

Caliene wields significant power in Brechtür, but the young woman could smooth her way by evaluating her methods and making a few changes.

Learn to play the court game. If Caliene were willing to make an occasional appearance at the court of Grevesmühl and attempt to get on the current duke's good side, she might be able to advance her interests. While she has quite a bit of magical power, it is not the type necessary to achieve all her goals. She needs to cooperate with someone who has political force if she wants to bring civilization to Grevesmühl.

Devote some time to research. Exchanging information and learning from others is not discouraged; nor is traveling around your domain. But take time out to ponder what you have learned and generate some original ideas. If you can come up with a unique idea or process, you could have a distinct advantage over circumstance or your enemies.

Do not live defensively. Take action when a situation requires it. Even if you lack the power of your foes, do not let them dictate the rules of your relationship. If an enemy wizard constantly encroaches on your sources, or a regent continues to rule up a province (and reduce your source in the process), do something about it. Do not just defend yourself but fight back—diplomatically, militarily, or magically. Make that person think twice about tampering with you again. He might turn to easier prey.

Bloodline: Vorynn, major, 42.

Blood Abilities: Alter appearance, resistance (major).

Special Equipment: Cloak of swords AC 0, blade of protection +2, blade of magic protection (works as scarab of protection), blade of opening (works as chime of opening), numerous potions and scrolls.

Spells usually memorized: Burning hands, change self, magic missile, wall of fog; blindness, flaming sphere, stinking cloud, web; fireball, lightning bolt, slow; ice storm, ShaeSPAETE's shadowy distinction, cone of cold, summon shadow.

Proficiencies: Dagger, Saber, Reading/Writing Anuirean, Weaponsmithing.

Description/History: The Sword Mage, first mentioned in the *Ruins of Empire* book of the BIRTHRIGHT boxed set, controls a wide network of sources and ley lines in the Heartlands of Anuire. The formidable mage is mysterious—none is sure of his age or whether the spellcaster is a man or a woman. "He" (male pronouns will be used here for simplicity) revealed himself as Vos years ago in a brief communiqué with the then-regent of Ghoere.

The Sword Mage hides his identity for some reason known only to himself—though some say he interacts with fiends who, if certain of his true identity, could control him in return. The threat of death (or worse) keeps the curious from probing too deeply and the foolish out of the Sword Mage's path.

The mage currently allies himself with Ghoere and its ruler, the baron Gavin Tael. It is an alliance of convenience and little interaction. The Sword Mage protects his own interests as well as the baron's by preventing hostile magic from encroaching upon Ghoere. Meanwhile, the baron gives the Sword Mage enough gold for him to cast his spells and perform experiments—but not so much that the wizard allows ideas of conquest into his head.

Little is known of the Sword Mage's past. By the time Tael realized his presence in Ghoere, the mage had already set up a powerful series of sources and short, unchallenged ley lines. Those who have dealt with him describe the wizard as aggressive, sometimes belligerent, but not incautious.

Many wizards, knowingly or unknowingly, create for themselves mantles of distinction. The Sword Mage's fascination with blades of all types is his mantle. He has either manufactured or otherwise procured many magical swords that he issues to his lieutenants as needed. Also, his roots in the militaristic culture of the Vos have enabled him to become proficient at the saber, a highly unusual feat for wizards.

The Sword Mage's *cloak of swords* is a powerful magical item constructed of heavy fabric and magically flexible swords that meld with the fabric. Each sword provides a new layer of protection to the wizard's person. Some speculate that he once had the service of a fiend from another plane who could transform the semblance of magical items: Supposedly, the creature turned a *cloak of protection*, a *chime of opening*, and other magical items into swords the wizard added to his cloak. Perhaps the Sword Mage can still call on that particular fiend at will, or perhaps he has learned the trick himself—occasionally rumors claim that he has added a new item to his arsenal, thus increasing the threat he poses to the Heartlands.

His power greatly concerns Roesone, Mhoried, Alamic, and the other kingdoms in and around the Heartlands. Ghoere is an ambitious baron in pursuit of the Iron Throne; he has cultivated his alliance with the Sword Mage with this end in mind. Fortunately, the strong military might of Roesone stands against him to the south, the political power of the Mhor blocks him to the north, and the constant, unknown threat of the Spider keeps his eye to the west.

The Sword Mage himself seems obsessed with personal power. He values strong offensive spells, while his magical items tend to be defensive in nature. It is said he enjoys personal duels with wizards and even nonwizards, trusting his

magic and skill at arms (not to mention his items) to see him through any conflict.

The Sword Mage is not above using others to do his dirty work. His chief retainers are nearly as feared as Ghoere's Iron Guard. Some are dual-class fighter/mages, while others are simply rogues of the highest order. These operatives achieve goals too petty for the Sword Mage's personal attention, acting in anonymity if possible but revealing their nature if necessary. Like the Sword Mage himself, each retainer guards his true identity with his life. When operating "openly," each henchman wears a full-face, silver cloth mask with a black sword bisecting the face. They are seldom seen in this garb—but when they are, fear follows them.

The Sword Mage's "rumored" ability to contact other planes and bring across fiends as servants is genuine. He exploits this ability when necessary, summoning powerful beings to achieve his darkest goals.

the sword mage's double-edged strategies

A powerful wizard with a warrior's heart, the Sword Mage's tactics may seem more mundane and direct than those of other wizards, but he makes up for his apparent lack of arcane interest with a cunning that keeps him in power and comfortable. The Sword Mage's strategies can be summarized as follows:

Fear of the unknown is effective, but fear of the known can be even more powerful. The Sword Mage's direct approach keeps challengers off his doorstep. While other wizards come up with complicated, even brilliant ways to keep rivals at bay, the Sword Mage simply kills or cripples his enemies. Some wizards might think they can deal with the mysterious spellcaster's magical threats, but the Sword Mage brings their own mortality to light: He will not dance the arcane dance with a fellow practitioner: he just kills his foe.

Secrecy works to your advantage. No one knows the Sword Mage's identity; the wizard's secrecy keeps everyone fearing what they cannot see. He could be anywhere, at any time, and no one would know. Plus, if things go wrong the Sword Mage can take off his *telltale cloak of swords* and disappear. A 10th-level wizard (especially one whose appearance and sex is unknown) who wants to stay out of sight is pretty hard to find—just ask those still searching for Quirad al-Dinn.

Subtlety works. The uneducated dismiss the Sword Mage's tactics as draconian and

heavy-handed. He has a pseudo-secret police and enjoys working with the armies of Ghoere. But look at his past: He set up at least five of his present-day sources before anyone even noticed—right under the nose of the High Mage Aelies, Rogr Aglondier, and the Spider. By the time anyone realized a new practitioner was in town, his network of sources and ley lines was set up and ready to go. Now he uses his domain actions only to strengthen his position. No one knows what his plans are or what mysteries he hides behind his cloak.

Mundane methods also work. Many wizards surround themselves with apprentices and lieutenants who use magic. In seeking to strengthen their arcane power and knowledge they often neglect other interests. Not so the Sword Mage—he has recruited operatives with stealth and fighting ability (and some magical talent). He uses them like the secret police force of Ghoere, but in pursuit of his own agenda.

Exploring the bounds of Cerilia can yield rewards. Many stories exist concerning contact—and conflict—with other planes. Most Cerilian scholars and wizards dismiss these occurrences as contact with the Shadow World or simply elaborate hoaxes. The Sword Mage explored the rumors, made contact with otherworldly beings, and uses their knowledge and power to his advantage. Others could as well. Even wizards not interested in off-world exploration could tap into the ancient knowledge of the Basarji (said to still exist beyond the seas) or even across the Straits of Aerele in the wilds of Aduria.

learning from the sword mage's mistakes

Those who study the Sword Mage may come to the conclusion that secrecy and anonymity have some drawbacks:

Mystery and reputation drive away as much support as they garner. While the Sword Mage is considered ruthless and brutal by most, other rulers of Cerilia with worse reputations have no trouble finding allies and vassals. The Sword Mage, a powerful wizard with much to offer an alliance, has only one—an uneasy partnership with the despicable Baron of Ghoere. Others in Anuire might wish to ally with the Sword Mage if they knew a little more about him or if his reputation wasn't so forbidding.

Directness provokes directness. Two wizards jockeying for magical supremacy do not generally affect the mundane world in ways

that commoners or even other regents can perceive. However, the Sword Mage's retainers, his fiendish allies, and the baron's forces working in the wizard's favor all attract attention. As a result, when the Sword Mage enters into a conflict with another wizard everyone sees the Sword Mage as a more powerful bully acting against a less powerful, relatively nonaggressive foe. This perception sometimes brings the challenger unlooked-for aid in his battles with the Sword Mage.

Distinction breeds legend. Rumors and legends about the Sword Mage fly around the borders of Ghoere. The tales always portray him as evil, cruel, and heartless—more so than other regents who have resorted to even fouler measures to achieve their goals. The Sword Mage is starting to attract adventurers and heroes who long for the glory of overcoming the "evil enchanter" and plundering his magical treasure-trove. The Sword Mage can use his fiends, the baron's troops, his retainers, and his own abilities to stymie and destroy challengers, but dealing with them wastes his time and resources—and eventually one might succeed.

caelcorwynn

*Court Wizard of Rhuannach,
13th-level elf wizard*

S: 17
D: 18
C: 18
I: 14
W: 14
Ch: 9

AL: CG
AC: 3
MV: 12
THAC0: 17
#AT: 1
Dmg: 1d6+2 (staff+2)



Bloodline: Anduiras, major, 22.

Blood Abilities: Animal affinity (minor), courage (major).

Special Equipment: *Cloak of protection +3, staff +2, boots of elvenkind, large belt pouch of holding, numerous potions and scrolls.*

Spells Usually Memorized:

Comprehend languages, detect magic, hypnotism, jump, mount, forget, hypnotic pattern, invisibility, levitate, web, delude, dispel magic, enhance blood ability, slow, suggestion; charm monster.

fear, hallucinatory terrain, plant growth; animal growth, feeblemind, sending, teleport; conjure animals, suppress bloodline.

Proficiencies: Dagger, Staff, Astrology, Herbalism, Reading/Writing Basarji, Reading/Writing Elvish, Spellcraft.

Description/History: Caelcorwynn, first mentioned in the *Cities of the Sun* campaign expansion, is the court wizard of Rhuannach, an elven domain near the Khinasi states. He is tall and graceful, and he appears full of youthful energy—like a coiled spring ready to be unleashed. He bears a single scar over his right eye, a “trophy” given to him during a heated skirmish with Black Spear raiders. The gash serves to remind him of the limits to his immortality.

Caelcorwynn and the other elves of Rhuannach maintain guarded goodwill with humans—particularly the Khinasi. Unfortunately, the Lamia, the Black Spear Tribes, and the other humanoids of the region have cut them off from many of their Khinasi allies and keep the forest kingdom under siege. Few humans travel to and from Rhuannach; Caelcorwynn keeps his eyes on those who do, guarding against treachery and hoping for aid.

Caelcorwynn came to magic early in life. He learned all he could from his teachers at a young age, then abandoned his enchantments for nearly a hundred years. Some say he had no discipline for magic, others believe he became bored with the repetitiveness of ancient rituals and the study of ancient tomes. He went wandering for a dozen years, up to Cwmb Bheinn and south into Djafra and even Khourane.

As a result of his travels, the elf wizard perceives more clearly than others of his kind the threat to not only his kingdom, but to all of the southern coast as well. The Lamia, the Black Spear Tribes, and even the seemingly far-away Serpent all pose threats to peace and hope. This revelation drove Caelcorwynn back to magic with renewed fervor.

It was then—about 30 years ago—that Caelcorwynn caught the eye of High Lady Fiona,

who was in need of a court wizard.

High Lord Daegendal and the former court

wizard, an ancient elf named Braesandrae, had just died in battle against the Black Spear Tribes. Ballads say that Braesandrae used his last spells to defend the High Lord's body to the last, rather than escaping into the forest. True or not, when Caelcorwynn accepted the position, he resolved to serve the High Lady with equal faithfulness, and not to allow the last holdings of Rhuannach to disappear from Cerilia.

Fiona, the Sad Queen of Rhuannach, shares Caelcorwynn's devotion to the forest realm. Once a beautiful and cheerful elf maiden, the High Lady became queen of the elves in happier times. Now, after losing her husband and assuming the throne, she has channeled her sadness into magical explorations that rival those of her court wizard.

Perhaps it was the High Lady's sadness and beauty, mingled with her knowledge of magic and her loyalty to her realm, that sobered Caelcorwynn. No longer the flighty elf youth eager to travel the land in search of knowledge and new experience, he has become enamored of the Sad Queen and Rhuannach itself. He has vowed that the realm will fall only after he lies dead at her side, and that he will not fail to save her.

caelcorwynn's elven insights

Most elf wizards learn patience and understanding before achieving power and position. They come to realize that sometimes the power and facility of magic can blind its users to more effective means of success. If Caelcorwynn has learned these lessons, he has yet to be tested on his knowledge.

The court wizard's strategies can be summarized as follows:

Loyalty and devotion have their own rewards. Caelcorwynn serves a faithful ruler and puts her interests and the interests of the realm before his own. Or more accurately, her interests and the realm's interests become Caelcorwynn's. He is not blind—he will argue with the High Lady more fervently than with anyone else in the domain—but if he cannot dissuade her from a course of action, he unites with her in purpose. As a result, the court wizard is easily the most trusted of the High Lady's advisers.

Loyalty and devotion have their own rewards (part two). In a besieged realm such as Rhuannach, every elf and every ally's contribution counts. The High Lady, the nobles of the court, and the commoners themselves recognize the fact that Caelcorwynn strives ceaselessly for the people under his care. He is a hero in his own land; almost every elf in the realm would sacrifice much for his welfare.

Do not be satisfied with what you are taught or told. Although Caelcorwynn spends most of his days at court with the High Lady, he still remembers his travels throughout the Rhuannadaraight Forest and the Khinasi lands. From time to time he slips away secretly to visit old friends (or, more often, the descendants of old friends), doing them favors or offering advice. His primary goal on these ventures is not to maintain alliances, but to gather knowledge. While other elven realms have insulated themselves from outside contact, Rhuannach—through its court wizard—retains contact with the humans around them. As a result, the High Lady's realm has cultivated sources of support and information that have proven critical to its survival.

learning from caelcorwynn's mistakes

Caelcorwynn has had centuries to perfect his strategy, but it does hold a few weaknesses:

Others might not understand your responsibilities. Even the High Lady of Rhuannach, a powerful wizard herself, does not understand completely what Caelcorwynn must do to maintain his sources and ensure his continued power as a wizard regent. Consequently, on at least two critical occasions Caelcorwynn acceded to his ruler's wishes when he should not have—and the Lamia's wizard has snatched two source holdings from his control.

Use realm spells. Caelcorwynn, like many elves, hesitates to cast realm spells in his kingdom's defense. He fears that even the harnessed displacement of that much mebhaighl might somehow harm the forest. Perhaps he is right, but the humanoids who threaten the kingdom seem to do worse damage. If Caelcorwynn unleashes his true power against his realm's enemies, they will know the true power of elven magic.

Infatuation can become a hindrance. While most court wizards do not become smitten with their regents, as Caelcorwynn is, they can become obsessed with something—a goal, an item, or a particular even less tangible. Wizards must be pragmatic and unencumbered. If a mage ties himself too closely to anything or anyone, he may become crippled without it. Caelcorwynn has already vowed to die in the High Lady's defense, should the sacrifice become necessary. Instead of dying, however, he should resolve to live in her defense, using his abilities to make himself strong enough to prevent the destruction of her realm.

overall advice

Different wizards in different parts of Cerilia have different strategies and different weaknesses. One wizard's weakness might be another's strength: Caelcorwynn would probably struggle to survive in Rjurik lands, while the Sword Mage might find himself in terrible trouble among the Khinasi. But some pieces of advice can benefit any Cerilian wizard.

wizards in general

At first glance, wizards—in comparison to other regents—seem to be at a tremendous disadvantage when politically maneuvering against nonwizard regents. Upon further study, that theory asserts itself as *true*.

Unlike other regents, landless wizards do not collect taxes or tithes from their holdings. They do not control people; they control magical energy. But in order to perform their most important domain action—casting realm spells—they need money and lots of it.

Also, while fighters, thieves, and priests can function fairly well as low-level regents, wizard source holders need levels of experience to cast the more powerful realm spells necessary to their existence. Thus, the characters least equipped to go on adventures at low level are the ones who most need to do so.

As a result, inexperienced rulers tend to discount wizards as potential allies or even worthwhile foes. A cautious and patient wizard can turn this to his advantage. A low-level wizard might find himself and his sources abused for the first few years of his rulership, but if he survives, he becomes a valuable commodity. Revenge comes with success.

domain actions

As stated above, the wizard's most useful and unique domain action is casting realm spells. Realm spells are powerful magics that, when scrupulously applied, can turn defeat into victory and weakness into strength.

But wizards have to effectively position themselves—politically and magically—to cast realm spells to best advantage. The following list notes each action

available to wizard regents and explains how performing that action helps mages achieve power and influence in Cerilian politics. Most of the advice is geared toward wizard regents who control only source holdings; those who also control other types of holdings will have additional concerns to factor into their planning.

Adventure: If a wizard regent cannot convince other (friendly) regents to go adventuring, he should spend whatever resources he can afford to hire mercenaries or retainers to go adventuring with him. It's *that* important. Experience and magical items are the backbone of the wizard regent. Lack of them renders him ineffectual.

Agitate: This does not help a landless wizard regent at all. Sources have no loyalty to adjust; negatively agitating against another regent wastes time and money.

Build: Why would a wizard regent need (or want) roads through his domain? Possibly for trade purposes, but wizards tend rather to "build" impassable thickets of woods, brambles, or briars to deter law regents from creating holdings—they tend to increase province levels, driving source levels down automatically. Wizards do best to keep their areas wild.

Contest: All too often, wizards expend valuable resources contesting each other's sources. Contesting holdings can become a sucking mire of GB and RP that wizards do not have or cannot afford to spend. The smart wizard is willing to share provinces with other regents. Certainly, having enemy wizards control sources in the same area creates inconvenience, but he can defend himself and his domain adequately if he uses ley lines to connect a few powerful sources to provinces with smaller holdings.

Create Holding: A wizard is best off starting with one source, ruling it up to its maximum level, and guarding it like crazy. Then he can create numerous smaller sources in other provinces. Wizards should create holdings whenever they can, especially in areas with high magic potential. Controlling many sources increases a wizard regent's range of influence.

Declare War and Decree: Wizards seldom use these actions. Standing armies cost money; decrees are issued on a case-by-case basis.

Diplomacy: Wizards should actively participate in diplomacy even if they must send lieutenants in their steads. Always in need of GB and/or RP to finance realm spells, ley line forging and maintenance, and other wizardly pursuits, mages can use this action to establish alliances with other regents ("will cast spells for money") or enter into a formal agreement to serve as a court mage. Wizards should exercise caution, however, in revealing to anyone the full extent of their capabilities.

Disband: Most wizards have little use for troops of their own. If wizards must have units, they should try to disband them before payday.

Espionage: Information is one of any regent's primary resources. Rulers *need* to know what the people around them are doing. While wizards are not very good at espionage themselves, they can get lieutenants or allies to spy (or even assassinate) for them.

Finances: Wizards should keep their money in Gold Bars if possible—one never knows when a realm spell might be needed.

Forge Ley Line: If a wizard can afford ley lines into every province on Cerilia, he should forge them. The more provinces in which a wizard can cast realm spells, the more powerful he is as a regent. Unfortunately, wizards must pay to maintain the lines. A savvy spell-caster can persuade an ally to do this: "If your majesty wants me to protect this province from the evil sorcerer next door, I need to forge and maintain a ley line. . . ."

Fortify: This extremely expensive action is of questionable use to a wizard regent. Wizards with this much cash should consider realm spells instead.

Grant: Generally useless to wizard regents, this action can come in handy for wizards of great repute. Elevating retainers to special notoriety (as the Sword Mage has done) can create a positive effect with little cost.

Hold Action: The smart wizard exercises this option frequently, especially while at low level. No one wants to constantly react to others' deeds instead of initiating one's own, but responding to a rival's action is easier than predicting it.

Investiture: A wizard certain of another regent's loyalty can benefit from making him a vassal—thus doubling the liege's power. Bloodline and domain investiture, of course, occur only as needed.

Lieutenant: Wizards want lieutenants. They enable a regent to gain one additional domain action per domain turn and can perform character actions of their own. A regent with a powerful bloodline can attract higher-level characters to adventure with, offer protection, and perform research. A wizard with foresight will, as often as possible, assign at least one lieutenant the task of converting battle spells (see the "Battle Spells" chapter of this book).

Move Troops and Muster Armies: Wizards are better off supporting other regents' armies, not building their own. Landed wizards should obtain a vassal to perform these actions.

Ply Trade: Cash-poor wizards can use this action to earn money casting spells, writing scrolls, creating and selling *continual light* lanterns, and so on. A shrewd wizard will use diplomacy to increase the amount of cash he earns, exceeding the standard "25 gp per character level times the province level" stated in the *BIRTHRIGHT Rulebook*.

Realm Spells: Although this is the wizard's most unique action, he should use it sparingly at first. New regents want to avoid angering other regents with

frivolous castings: Using *subversion* to misdirect a unit or take over a lieutenant might be fun, but it will only create enemies. Ideally, a wizard should use his realm spells in conjunction with allies' actions and in the protection of his own domain.

Research: This action is a wizard's friend. Every month a wizard spends researching makes him that much more powerful. A clever mage will create "disposable" magical items (potions, scrolls, etc.) and either sell them or provide them to allies. Outfitting a friendly regent's lieutenants with useful items (as a gesture of goodwill or as part of a deal) can generate returns beyond mere gratitude. Also, using research to learn or create new realm spells and battle magic is never a waste of time.

Rule: This action is especially effective as a realm action. A wizard with several sources (0) or (1) who increases many or all of them at once boosts his power and influence significantly. A smart wizard will try to negotiate beforehand with other regents in the area to avoid an RP bidding war.

Trade Route: Trade routes are a great source of income, but only guild holders can establish them. If a wizard does not control a source (7) or higher (which effectively gives him a guild (0)—see the "Sources" chapter of this book), he can profit from taking on one or two guild holdings or obtaining a guildmaster as a vassal.

Training: Improving proficiencies or adding hit points are beneficial activities, but wizard regents have more pressing matters on which to spend actions. PCs should avoid this action until they feel comfortable in their regency or cannot think of anything else to do.

From the time she was a little girl, Raisa showed herself to be different from other children. Her dreams were not dreams, but foretellings; she knew things others did not—could not—know. Whenever she fell to the ground in one of her “fits” the rest of us grew silent, for we waited anxiously to hear whether her latest vision prophesied good or ill for the village. Raisa had the gift of sight—a gift some respected, many feared, and no one fully understood.

—Petrov Vladmaar of Rzhlev,
speaking of his sister

Most people think of magicians as entertainers who do little more than pull rabbits out of hats. Certainly, PC magicians can do just that sort of trick—but they are capable of much more. Magicians and seers can be characters of incredible depth and complexity, individuals rich in personality, motivations, and goals (if not usually in gold). As PCs they bring unique skills and roleplaying opportunities to campaigns; when encountered as NPCs they should never be underestimated or carelessly dismissed.

magicians and seers

the magician character class

Magicians and seers belong to a character class unique to the BIRTHRIGHT world. These spellcasters specialize in the magic of knowing and seeming—the schools of divination and illusion. Considered “touched” by ordinary folk and mere dabblers by true wizards, those who command lesser magic have carved their own niche in Cerilia’s varied cultures.

The magician character class comprises magicians (those whose interest leans toward illusion) and seers (those whose skills lie in divination). A member of this character class is considered a specialist in both schools, though a character’s education and experience may concentrate on one or the other.

Only humans may become magicians. Most members of this character class are unblooded; blooded individuals may become magicians, but in choosing to specialize in lesser magic they forfeit their ability to wield true magic. For this reason, blooded magicians are rare individuals. Blooded magicians can be regents, but they cannot access sources or ley lines to use realm magic. Unblooded magicians, like unblooded individuals of any character class, cannot be regents.

Considering the power of which true wizards are capable, why would a player want to accept the limitations inherent in magicians? Actually, this character class offers players several advantages:

As nonregents, magicians are free of the responsibilities of rulership and domain management. They can live the life they choose to live instead of a life they were born to live. If they are interested in high-powered politics they can serve as advisers or members of court; if they prefer to live on the fringes of society they can travel wherever the road takes them.

As practitioners of lesser magic, magicians and seers tend to be less intimidating to others than are true wizards. Regular folk consider them eccentric and mysterious, and might not invite them over for dinner or be happy about one marrying into the family. But they do recognize a difference between a seer who can predict the sex of an unborn child or help find lost

items, and a wizard regent capable of summoning undead legions. Magicians and seers might be marginal members of their communities, but they are still part of them. And in Khinasi, where magical dabbling is a popular pastime, they are accorded at least as much respect as blooded characters of other classes.

Many magicians exhibit roguish tendencies, as their backgrounds have given them broader ranges of experience than their true wizard counterparts. In addition to Wizard and General nonweapon proficiencies, magicians also can select Rogue proficiencies without spending extra slots. Also, magicians can use the following weapons, many of which are forbidden to wizards: club, dagger, dart, knife, short bow, light crossbow, rapier, sling, short sword, staff.

Because practitioners of lesser magic excel in the use of cantrips and rely on them heavily in their work, 1st- through 3rd-level magicians with Intelligence scores of 17 or higher can cast cantrips automatically without having to use spell memorization slots. At 4th level, all magicians gain the ability to perform these minor magics at will, without spending spell memorization slots.

As specialists in two schools of magic, magicians can cast illusion and divination spells of all levels. Benefits of specialization include one bonus spell per level from either of their two primary schools; a -1 penalty to saving throws vs. illusion and divination spells imposed on magicians' victims; a +1 bonus to their own saves vs. illusion and divination spells cast at them; a +15% bonus when learning spells from these two schools (with an attendant -15% penalty for learning spells from other schools); and the automatic



gain of one new illusion or divination spell (magician's choice) for their spellbooks upon reaching a new experience level. Further, magicians have no restrictions regarding opposing schools, and can cast 1st- and 2nd-level spells from all schools.

creating a magician or seer character

When developing a magician or seer, players should spend some time deciding what type of spellcaster they want the character to be. Is he a traveling illusionist who earns his living as an entertainer? Is she a soothsayer who counsels the king, unbeknownst to his more prominent advisers? Is he a frustrated would-be wizard, limited by birth but not in ambition? Or, having never asked for the magical gift she was born with, does she wish it would just go away?

Personal history, interests, motivations, and goals are an important part of developing any character. But in the case of magicians, these elements are critical—players will have a lot more fun with a magician character if they know who the character is, what he wants to accomplish, and how his command of lesser magic can help or hinder his achievement of those goals.

The character Garmisch exemplifies how a magician can set goals and use lesser magic to advance his career:

garmisch of partenkirchen

Garmisch, a 10th-level magician, comes from the village of Partenkirchen in the Brecht domain of Danigau. Garmisch developed a fascination with both magic and politics early in life, but his lack of bloodline prevented him from wielding true magic or serving as a member of court. However, Garmisch met this challenge by becoming a magician.

Garmisch has concentrated his spells in the two schools of which he can best take advantage, rounding out his repertoire with a few alterations and enchantments. Most often, he memorizes *identify*, *know bloodline derivation*, *know Cerilian origin*, *ventriloquism*; *alter self*, *forget*, *invisibility*, *know alignment*; *clairaudience*, *spectral force*, *wraithform*; *detect scrying*, *fear*; *contact other plane*, *false vision*.

While not a wizard, Garmisch has nevertheless gained the respect of his ruler. The Count of Danigau, a formidable sorcerer in his own right, has come to depend on Garmisch for intelligence information—which the magician garners through judicious use of *alter self*, *know Cerilian origin*, *know bloodline derivation*, *know alignment*, and *clairaudience*. As Erik Danig has formed his spiderwebs of ley lines and holdings, he has called on Garmisch to create a network of spies and informants for his own personal use. Some are merchants who have allowed Garmisch to eavesdrop on secret meetings of guildmasters and other important personages; others are fellow magicians who see Garmisch as their role model, who in their eagerness to please him and gain personal attention have created small intelligence-gathering groups of their own that relay information to him at regular intervals. Garmisch's network gives Danig a guild (0) in Partenkirchen.

Garmisch has been cautious in his choice of participants: most of them are aware that their lives would be at risk if Danig ever discovered signs of duplicity. Garmisch has taken steps to ensure loyalty in his followers by giving them rings enchanted (by an anonymous wizard) with *teleport without error* spells. Should his *clairaudience* reveal a double agent, the offending spy is brought immediately to the dungeons.

Garmisch himself has been known to masquerade as a moneychanger, working out of a booth in one of the many temporary markets of Danigau. Making liberal use of his *alter self* spell, he appears in one of several personas, each one associated with a particular marketplace on a particular set of days. In this manner he keeps in contact with members of his network, organized in cells so that no one knows everyone in the association. Garmisch leads these cells, adopting a different persona for each.

Of course, he also makes a tidy bit of change for himself on the side, since naturally he must undertake the usual moneychanging transactions. Each of his personas is fully licensed to operate within the marketplaces of Danigau.

magician kits

The magician character class lends itself well to the use of kits to help classify different types of magicians and seers. The following kits specific to the BIRTHRIGHT game setting are designed to challenge and entertain players and DMs who thought characters who command lesser magic are limited to stage magic alone. Players with additional ideas for kits are encouraged to discuss them with the DM.

illusionist kits

Characters with illusionist kits concentrate their spells in the school of illusion. Until such characters reach 6th level, no more than 25% of their spells should be from other schools. The Court Magician kit is the sole exception to this guideline.

court magician

Court Magicians have not only mastered illusions and divinations, but also develop their skills as much as possible in alteration magic. While not as powerful as court wizards, Court Magicians cost far less to hire and maintain—making them a popular choice for minor nobles. Court Magicians are valued for both their divination and entertainment talents. These characters have the broadest magical skills of all magician kits, as one never knows whether the count will next want guidance in drawing up future plans or diversion for his son's birthday party.

Requirements: Court Magicians must have Intelligence scores of 16 or higher.

Weapon proficiencies: None required.

Recommended nonweapon proficiencies: Animal Training, Artistic Ability, Astrology, Dancing, Etiquette, Juggling, Local History, Musical Instrument, Singing, Spellcraft.

Equipment: In their role as entertainers, Court Magicians possess a staggering array of props: Trained beasts, costumes, musical instruments, and weapons are only the beginning.

Benefits: As experts in low-level alteration spells, Court Magicians enjoy doubled durations on 1st- and 2nd-level alteration spells. (Spells with "instantaneous" durations instead halve their casting times.)

Hindrances: Court Magicians cannot cast spells from schools other than alteration, divination, and illusion. This attention to detail, however, affords them the benefits described above.

Often, only the regent who hires the Court Magician (and perhaps his closest advisers) knows the true power of this individual. Guests of the court see only a highly-trained juggler, animal trainer, or entertainer of whatever sort the magician chooses to portray. Therefore, Court Magicians seldom receive the respect due them. In game terms, this slight is represented by a -2 penalty on reaction rolls.



disguiser

Disguisers specialize in changing their own (or others') appearance through illusions bolstered with physical aids (cosmetics and wardrobe). Courts find them useful adjuncts to their spy networks; theaters often hire them so that they can present "the finest in quality entertainment" without having to actually find the famous actors and actresses of the day. Disguisers also often work for vain members of the nobility, ready to provide just the look the customer wants at a moment's notice.

Rumors surface now and again of a powerful renegade disguiser who, along with a Bloodline Hound (see below), has sold his (her?) services to the Gorgon so that awnshegh may walk among humankind undetected.

Requirements: Disguisers must have initial Charisma scores of 15 or higher.

Weapon proficiencies: None required.

Recommended nonweapon proficiencies: Disguise, Etiquette, Heraldry, Intrigue, Modern Languages, Seamstress/Tailor, Spellcraft.

Equipment: Disguisers keep a well-stocked closet. They maintain a wardrobe spanning the classes, from poorest wail to wealthiest noble. Likewise, they are certain to have cosmetics with which to strengthen their illusions.

Benefits: When casting *alter self* or *change self*, the Disguiser need not use any verbal or somatic components. Mere force of will is sufficient to effect the changes desired.

Hindrances: Because they spend so much time changing appearances (their own and that of others), Disguisers lose 1 point of Charisma for every two experience levels. The ability score cannot drop below 3. This loss is attributed to denial of their true appearance; living in someone else's skin, as it were, leads them to deny their own looks and be dissatisfied if they cannot maintain the appearance to which they have become accustomed. The resulting detrimental effects on personality account for most of the Charisma loss; some rare individuals also find that their actual appearance changes for the worse the longer they maintain their illusions.

illuminator

Illuminators are proficient in the casting of light-based illusions. Phantasms are beyond their ability because of their total dedication to the understanding of light and its properties. Their illusions are unusually long-lasting and highly effective (see "Benefits," below).

Illuminators are a rare type of subspecialist. They are found mainly in Khinasi—nobles who dabble in magic, or one of many magical entertainers in a large court.

Requirements: Illuminators must have Intelligence scores of 16 or higher and Dexterity scores of 17 or higher.

Weapon proficiencies: None required.

Recommended nonweapon proficiencies: Fire-building, Spellcraft.

Equipment: Illuminators traditionally wear a sun symbol somewhere on their person, as jewelry, embroidery, or even a tattoo.

Benefits: Illusions that affect mainly light (including color and shadow) when cast by an Illuminator have double duration. Any effects caused to those who see the illusions are also doubled.

Hindrances: Illuminators cannot cast phantasms, *Audible glamor*, *Nystul's magical aura*, *phantasmal force*, *spook*, *ventriloquism*; *deafness*, *improved phantasmal force*, *Leomund's trap*, *whispering wind*; *phantom steed*, *spectral force*; *fear*, *minor creation*, *phantasmal killer*, *shadow monsters*; *advanced illusion*, *demishadow monsters*, *dream*, *major creation*, *shadow door*, *shadow magic*; *demishadow magic*, *eyebite*, *mislead*, *permanent illusion*, *programmed illusion*, *project image*, and *shades* are all off limits to Illuminators.

Because these spells include elements of hearing, touch, or speech, Illuminators cannot cast them. In particular, they cannot cast any spell dealing with the demiplane of shadow. Likewise, spells that directly call upon the fears of the viewer are off limits.

Only illusions, the spells that result from "tricks of the light," are usable by Illuminators; however, as noted above, their durations and effects are doubled.

diviner kits

Characters with diviner kits concentrate their spells in the school of divination. Until such characters reach 6th level, no more than 25% of their spells should be from other schools.

bloodline hound

The Bloodline Hound specializes in spells that identify and affect blooded individuals: *know bloodline derivation*, *know bloodline strength*, *know Cerilian origin*, *mask bloodline*, and *disguise bloodline* (all detailed in the "Conventional Spells" chapter of this book). Most often, Bloodline Hounds are magical mercenaries, hiring themselves out to whoever offers the most gold (and the most personal protection). Regents employ Bloodline Hounds for many reasons, including rooting out pretenders to the throne and finding heretofore unknown heirs (in the case of a contested domain). Rulers also might hire a Bloodline Hound to disguise their own or others' bloodlines.

This type of specialist is not known to the general public, and indeed is rarely spoken of even among those "in the know." The power inherent in the knowledge of someone else's bloodline, and the ability to make a bloodline seem to be of a different derivation, is great indeed. This is one of the few specialist magicians who can strike fear into the heart of a regent.

Rumors have already surfaced of a Bloodline Hound who works in concert with a Disguiser (see above).

Requirements: Bloodline Hounds must have Intelligence scores of 16 or higher.

Weapon proficiencies: None required.

Recommended nonweapon proficiencies: Ancient History, Intrigue, Local History, Spellcraft.

Equipment: Bloodline Hounds need no special equipment, nor do they wear or carry any identifying items.

Benefits: Bloodline Hounds enjoy halved casting times on the above-mentioned spells. In addition, targets of these spells cast by a Bloodline Hound make their saving throws at an additional 2-point penalty to their rolls.

Hindrances: If their position is made public, Bloodline Hounds suffer -4 on all reaction rolls.



crystal gazer

Crystal Gazers are specialized Oracles (see below) who use gemstones to the exclusion of all other scrying devices. Their divinations always come through in visual form; for example, a successful *clairaudience* results in words appearing on the inside of the crystal gazer's gem. These individuals can draw *mebhaighl* (thereby boosting their divining powers) by attuning the gemstones through ritualized preparation of the stone and precise cutting of the facets. Only a Crystal Gazer can cut a stone for use by a Crystal Gazer; ordinary gem cutters are incapable of "reading" the gem correctly to produce the proper channeling facets.

Requirements: Crystal Gazers must have Intelligence scores of 17 or higher and Wisdom scores of 16 or higher.

Weapon proficiencies: None required.

Recommended nonweapon proficiencies: Appraising, Astrology, Etiquette, Gem Cutting, Spellcraft.

Equipment: Crystal Gazers always have their gemstones close at hand, often in a specially constructed container (box, pouch, sack, etc.) further protected by magic. Additionally, they must have gem cutting tools, as they are always on the prowl for better quality stones.

Benefits: In addition to enjoying the benefits for Oracles, Crystal Gazers can use their gems to draw extra *mebhaighl* to fuel their divination spells.

This additional power grants the crystal gazer a shortened casting time on divinations; casting time is cut in half provided the Crystal Gazer succeeds in a saving throw vs. paralyzation (see below).

Hindrances: Because they use the gems to draw large quantities of *mebhaighl*, Crystal Gazers risk damage from power surges. Each time a Crystal Gazer casts a divination spell, he must make a saving throw vs. paralyzation.

Failure indicates that the *mebhaighl* has flowed through the gemstone into the Crystal Gazer, rendering him unable to function for a number of rounds equal to 20 minus

his level. (Only regent wizards are able to channel *mebhaighl* through themselves with little to no risk.)

The Crystal Gazer falls to the floor (or

slumps in his chair, if he was seated) and remains motionless until the indicated number of rounds has passed.

oracle

Known as soothsayers in Khinasi and prophets in Vosgaard, Oracles specialize in divination spells to the exclusion of all other schools. These are the individuals from whom kings and commoners alike seek counsel: "Should I lead my people into war?" "Should I marry Martin the cooper?" "When will the famine end?" "Who killed Laius?"

Oracles use a number of devices—from crystal balls to tea leaves—in addition to their spells when searching for the truth. Even so, they don't always receive responses to their magical inquiries; when they do, the answers are often not immediately intelligible. It is not at all unusual for someone to consult an Oracle and receive a cryptic reply that becomes clear only in hindsight.

Requirements: Oracles must have Intelligence and Wisdom scores of 16 or higher.

Weapon proficiencies: None required.

Recommended nonweapon proficiencies: Astrology, Gem Cutting, Herbalism, Spellcraft, Weather Sense.

Equipment: Oracles often carry a scrying device of some kind, be it a crystal ball, a black mirror, or merely a bowl they fill with water.

Benefits: Oracles enjoy a -1 casting time bonus on divination attempts. (That is, a spell with a casting time of 3 effectively has a casting time of 2.) Oracles also enjoy positions of respect in their communities, particularly as they grow older.

Hindrances: Although they enjoy respect, Oracles tend to make people nervous. Folks generally do not like to be around those who could learn anything about them they wanted to know. As a result, Oracles have few real friends and suffer a -1 to reaction rolls when not performing their duties.

visionary

Visionaries have no control over their divining powers. Visions come upon them at any time, day or night, awake or asleep. However, their visions are almost always accurate. Because of this uncanny ability for prediction, Visionaries are highly sought-after additions to royal courts. Visionaries with positions as court advisers are generally requested to confine

themselves to their own quarters as much as possible, for reasons detailed below.

Requirements: Visionaries must have Intelligence scores of 16 or higher.

Weapon proficiencies: None required.

Recommended nonweapon proficiencies: Artistic Ability, Astrology, Spellcraft.

Equipment: Visionaries carry with them a small scroll case and writing implements for recording their dreams (waking or otherwise). Sometimes Visionaries will draw images they have seen in their dreams.

Benefits: Visionaries have a 95% chance of correctly interpreting their divinations. This factor overrides any chances for failure as indicated in the appropriate spell descriptions. If the Visionary is in a province with a source (2) or greater, her interpretations are completely correct.

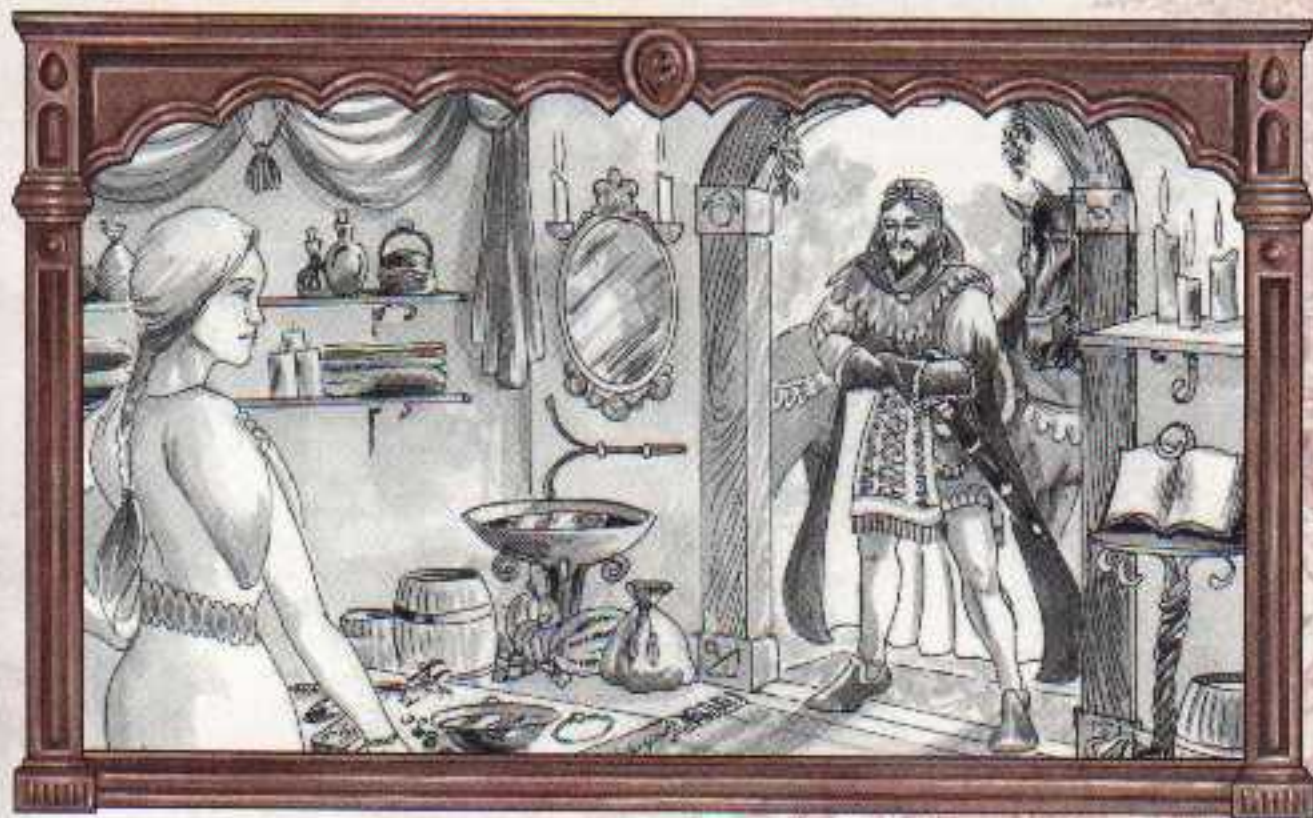
Hindrances: Because visionaries are so attuned to the vibrations of the cosmos, they are subject to visitations at any time of the day or night. Their dreams are prophetic 80% of

the time and often are nightmarish in their content. Visionaries commonly suffer from what are called "night terrors." A Visionary who dreams while sleeping in a province with a source (2) or greater will experience nothing but prophetic dreams.

Visionaries are limited to divination spells exclusively. When they cast such spells, the answers do not come right away; instead, they appear in visions sometime afterward. The delay, determined by the DM, can be anywhere from a few minutes to several months.

Simple folk often accuse Visionaries of being visited by evil influences because they fall to the ground, shaking uncontrollably and blathering seemingly nonsensical statements. This prejudice leads most Visionaries to live like hermits to minimize their contact with other people. It is common for a Visionary to hire a scribe as a personal attendant; this scribe duly notes everything the Visionary says while entranced, for later interpretation.

Because a Visionary's divinations come at random times and can reveal future events, these characters are handled most easily as NPCs. Players who would like to play a Visionary should work closely with the DM in developing the character.



the royal college of sorcery

"Watch me and pay attention," the instructor commanded on the first day of class. The old, stoop-shouldered wizard had skin that was nearly white from spending so many years within walls. His long robe dragged across the floor as he paced in front of a dozen men and women who had paid well to attend the Royal College of Sorcery.

"If you don't heed my words, your spells will lack intensity—will miss their mark. Concentration is imperative when you are calling forth an enchantment."

He waggled the fingers of his right hand and an arc of flame shot out, practically singeing the hair of the students in the front row.

"See? Concentrate and you can control exactly where your spell is released. Had I not paid attention to what I was doing, poor Rigal and Turarim here would be spending a few days in the infirmary." The old man chuckled, then winked.

"If the wizards and students who lived here centuries ago had practiced control—in their spellcasting and in their dealings with the politics of empire—you would be studying in a tall tower made by the best dwarf stone masons, not in an old military barracks. See the ruins out the window? That is what remains of the fine tower. It is nothing but a dangerous, smoking deathtrap—riddled with hidden glyphs and traps and waiting to catch those who would dare explore it.

"Stay away. You will live longer if you control your curiosity. Besides, I suspect few valuable things remain for would-be adventurers to find.

"Now where was I? Yes—I know. The first step to casting burning hands is. . ."

The City of Anuire boasts the Royal College of Sorcery, an institution cloaked in mystery and awe and held in much regard by the Anuirean populace and spellcasters of all nationalities. Most wizards in Cerilia have heard of the college and accord it some amount of respect.

All the known magic within the City of Anuire is controlled by the college's Ruling Council, each member of which is considered a regent. The council knows the names and powers of each magical item in its collection (and many outside it), records who wears each enchanted ring and wields each weapon, and acts in concert to seize items from individuals who could threaten the city or the college.

the study of magic

The council always seems to know when visiting wizards are in the province and where they go. Rumors credit this body with sending spies to follow the foreign spellcasters and to record their actions, but most local folk believe the wizards have magical means of monitoring the province's borders. An old adage says that the Ruling Council knows everything and everyone within the city's boundaries; to try to hide from the council is folly, an exercise in futility that could spell one's doom.

Only wizards may sit on the council, and a wizard must have attained at least 9th level to gain a council seat. The council currently comprises 10 members, the least powerful of whom is the newest member, a 9th-level invoker of Anuirean descent named Treven Gavinhome. The most

powerful council member is the oldest wizard in the city, a 19th-level enchanter named Azusena Karitina—a woman rumored to be well over 120 years, although through the aid of spells and potions she looks middle-aged.

Each member of the council has one ley line extending out from the college grounds. The council jointly holds the province's source (0); Karitina closely monitors its use. Centuries ago there were dozens upon dozens of ley lines extending out from the province. Every member of the council controlled several of the lines, as did key instructors and a few choice students. However, when the Great Tower fell during the internal succession wars which followed Michael Roele's death, the lines were sundered. Most were not replaced. Now only 10 ley lines exist, and the council members who control them guard them carefully. Only they and their favored students are allowed to use the lines. Rumors say that incredibly powerful realm spells protect these lines and that anyone who tries to harm them faces certain and swift death.

history of the college

The Royal College of Sorcery was founded nearly a millennium ago by a trio of Anuirean wizards who sought to increase the body of magical knowledge understood by human spellcasters of Cerilia. The school began as a small stone building on the outskirts of the Imperial City of Anuire with half a dozen students; within a decade the number of scholars swelled enough to require a new building.

The wizards hired the best dwarf stonemasons they could find to construct an impressive, thick-walled tower that stretched above the city's other buildings. Beneath the tower they built 10 levels that held libraries of rare tomes, extensive laboratories filled with all manner of magical powders and potions, and steel-lined vaults to store dangerous and powerful

enchanted items. The wizards would not tell the general populace just how deep the facility went or what was in it, and they charmed the dwarves so they could not remember precisely what they had constructed.

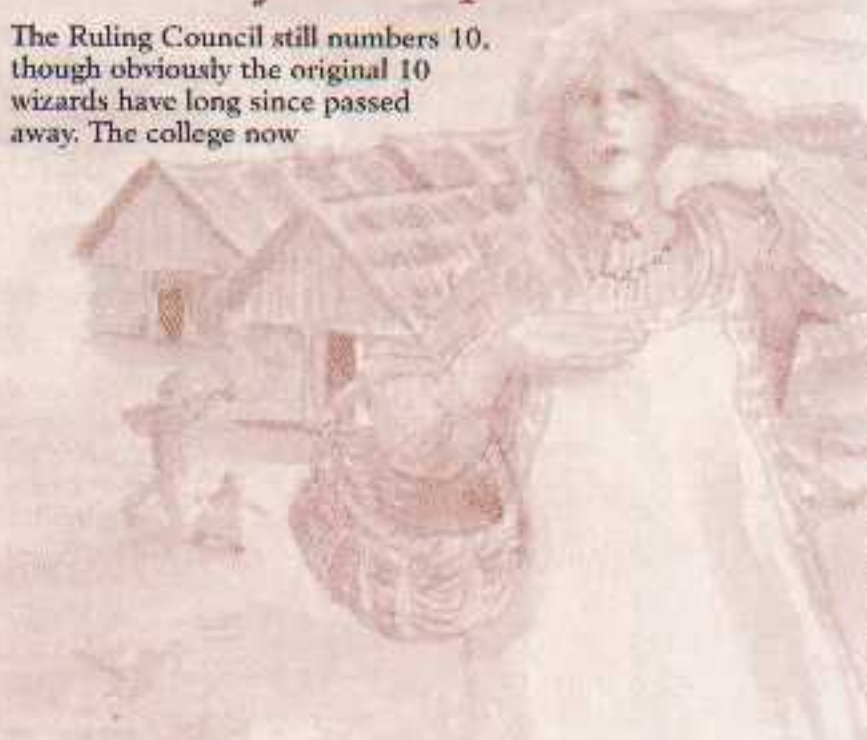
It took nearly a decade to build the entire affair. When finished, it looked impressive—a crowning achievement for all of Anuire. People from throughout the region came to look at the structure, and residents of the city bragged about the college.

More students joined the college, and the Ruling Council of Ten was established. So powerful were the council wizards that they managed to enhance the province's source—despite the size of the city and the college. The Ruling Council's source was at one time rated 10, but the civil wars and their damaging effects dropped its rating to 0.

The council, the students, and the residents of the city believed the tower would last forever. It withstood many explosions from within—caused by various magical experiments and spells gone awry. The wizards had cast numerous spells into the tower's stones to make the structure incredibly strong. However, war took its toll: The tower now lies in ruins. People still come to see it, though most keep their distance. Despite having been reduced to rubble over 500 years ago, it continues smoking—menacing black wisps climbing skyward.

the college today

The Ruling Council still numbers 10, though obviously the original 10 wizards have long since passed away. The college now



resides in old barracks buildings near the tower. A massive library fills the great hall where decades ago soldiers were called for talks of war. Other buildings contain classrooms, laboratories, student dormitories, and faculty housing. Members of the Ruling Council live elsewhere—the location of their homes kept secret from the public and all but a few instructors at the college.

Only the exterior of the college buildings betray their original purpose. Inside, the walls feature portraits of famous wizards, paintings of the tower and grounds at the school's height of power, and murals depicting the effects of various spells. The lecture halls are filled with fine, polished-wood furniture, and the living quarters are far superior to the sleeping rooms occupied by soldiers of long ago. The tastefully appointed instructor's rooms are kept tidy by a staff of servants.

Thick glass windows, magically enhanced to be virtually unbreakable, are found in every room. Students can look out the windows and see the still-smoldering ruins of the tower. The instructors wanted their pupils to look upon the folly of mankind's struggles for power and greatness, which is why they chose this barracks for the school.

The college accepts only a dozen new students each year. Practitioners of lesser magic and true magic alike may study at the college, though preferential treatment is accorded to the latter. Tuition is costly—1,500 gold pieces a year for first-year students. More advanced students are charged more, to reflect the costs of gaining higher-level spells.

Most students stay between three and 10 years, plunging into studies about Cerilia's magical past, the influence of the gods, and—of course—spellcraft. A student who begins at the school with no spells and no magical experience can emerge three years later as a 3rd-level wizard with seven nonweapon proficiencies. (These are in addition to any proficiencies that he can gain because of a high Intelligence; these are also two more non-weapon proficiencies than a wizard outside the college could acquire. The bonus comes from the intensive studies

forced upon aspiring wizards.) Students can select from these nonweapon proficiencies: Ancient History, Ancient Languages, Astrology, Etiquette, Herbalism, Modern Languages, Reading/Writing, Religion, and Spellcraft.

Students also are instructed in weapon use. They can choose to train with daggers or staves. If they want to train with another weapon, they must make instruction arrangements with the local fighter's guild.

After completing a program of study, each student has a few spellbooks to show for his efforts. They contain nine 1st-level spells, six 2nd-level spells, and one 3rd-level spell—the latter of which the graduates cannot yet cast. Though students study different spells based on their interests and goals, all pupils learn *detect magic*, *read magic*, and *sleep*. Students who opt to learn the *find familiar* spell may not cast it while still enrolled, as the school has no facilities for animals.

Graduates receive a ring—silver for magicians, gold for wizards—embossed with the college's symbol. The ring grants (to graduates who openly wear it) a +1 reaction bonus from those who look upon the college favorably and from all residents of the Imperial City.

the ruins

Rumors fill the remains of the Great Tower with all manner of magical treasures. The ruins are forbidden territory to current students, who face expulsion if seen amid the rubble. Even alumni are strongly discouraged from sifting through the wreckage. Members of the Ruling Council point out that although there might be wealth amid the destruction, there are also the remnants of powerful protection spells. To chance gaining a fortune from the old tower is to risk losing one's life.

Some students speculate that the Ruling Council's members do not want people to explore the ruins because they fear adventurers will abscond with hidden wealth, that the council members merely want the treasure for themselves. Yet no one has ever seen a councilmember enter the ruins. Occasionally a student will observe adventurers poking through the smoldering remains. One pupil witnessed an armored man move aside some chunks of masonry and disappear in a flash of orange, crackling light.

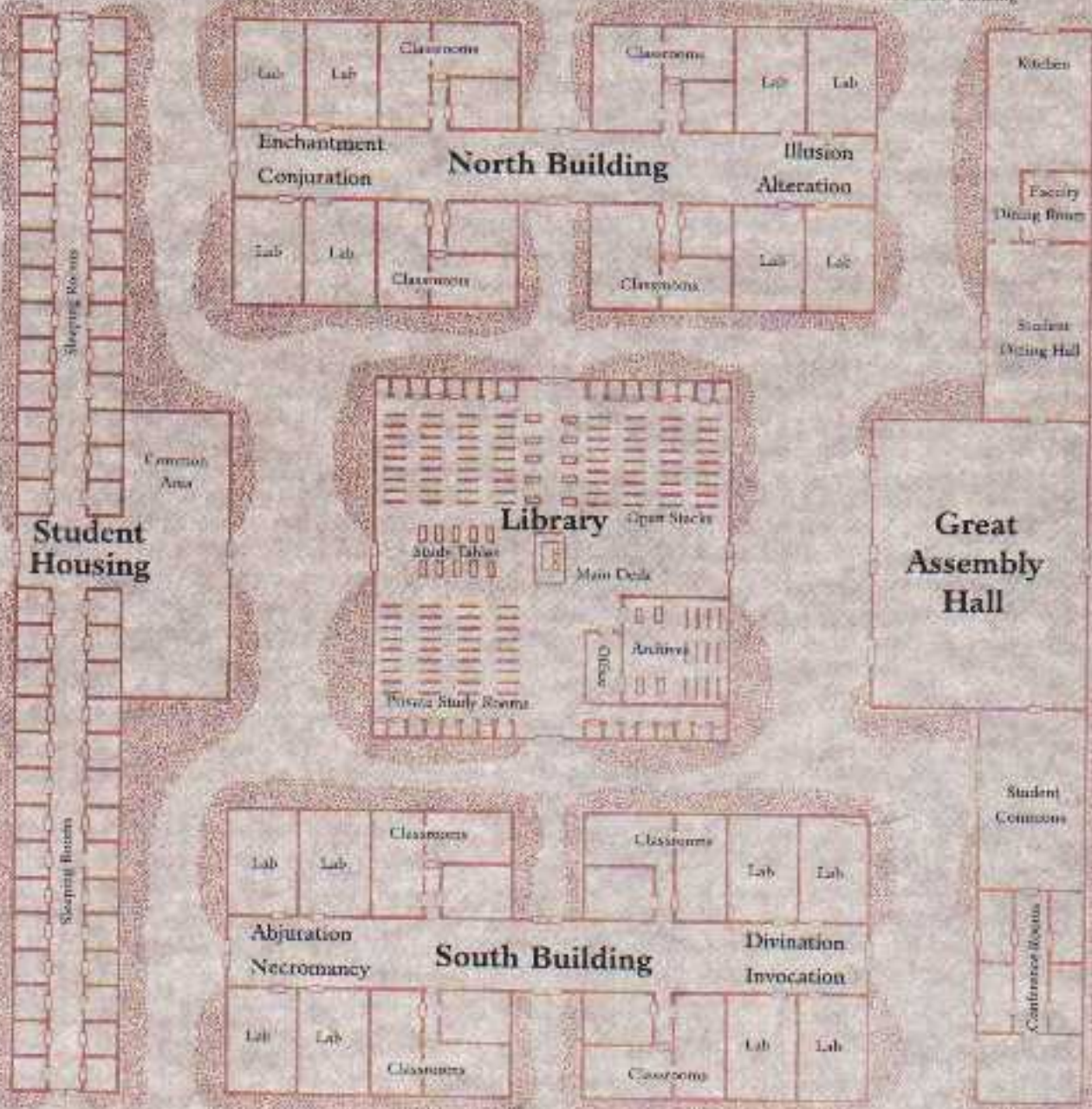
At one time the tower had 10 underground levels; no one knows with certainty how many survived the forces which brought down the

Royal College of Sorcery



To Terrace Landing

To Faculty Housing



Target Range for Spellcasting Practice



20 Feet

To
Tower Halls



building's walls. Few have entered the ruins in an attempt to reach these deep chambers; fewer still have emerged. However, those who survived brought with them tales of magical items and gold for the taking.

Some treasure hunters search for specific items. Rare books such as the *Four Tomes of Laila the Wise* are said to hold the secrets of powerful spells not used since before Deismaar's destruction. Rumors place one of the fabled *Rings of Ley* within the smoking ruins, along with the *boots of Malikoran*. The boots, which belonged to one of the college's founders, are believed to grant their wearer the ability to breathe water as if it were air, and to *shadow walk* as halflings do. Still other legendary treasures include a gold coin that can be transformed into a three-masted ship, a sash that makes its wearer immune to cold-based spells, and a girdle that grants wizards the ability to comprehend and communicate in any spoken or written tongue.

player characters and the college

At the Dungeon Master's discretion, a player character may be a graduate of the Royal College of Sorcery. The graduate receives the benefits of such an education (additional proficiencies, the school ring, etc.), but should be prepared to return to the college if called by the Ruling Council.

When the council needs to gather information or marshal its forces to face a threat, it magically contacts its graduates and asks for aid. The college may seek the assistance of its alumni to investigate reports of powerful relics and ancient tomes, to locate long-lost magical items or people, or to handle troublesome rivals. Council members usually lack the inclination to adventure, nor can they jeopardize current students on such missions. Of course, alumni asked to conduct such tasks have no obligation to do so—the college has no authority over those who have graduated.

Instead of being a full alumnus, a player character may have studied only briefly at the college to learn a few special spells or skills. PC wizards might try to enroll for a few months in special courses.

Or wizard and magician characters might travel there to use the college's extensive library, which is available to

visiting spellcasters—for a fee. The old tomes are filled with information about Cerilia's provinces, history, ruins, and more. The college may also hire PCs to collect spell components or retrieve monsters for experiments.

When the Ruling Council needs to replace one of its members, it looks to the alumni, especially those who have a long list of accomplishments. A PC graduate might be asked to sit on the council, gaining a position of respect and regency. Such a post will not take the character out of play; rather, it might create adventures. Besides, nothing prohibits council members from adventuring with their friends from time to time.

apprenticeships

Not all students of magic receive their training at the Royal College of Sorcery. Many apprentice themselves to masters for a period of time. For some the decision is purely economical—tuition at the college is prohibitive for those not of aristocratic birth or on friendly terms with a successful guild. Others prefer to study with teachers whose philosophies, culture, or location more closely matches their own. Still others prefer the one-on-one attention an apprenticeship provides.

Most magicians and seers prefer to apprentice themselves to a master rather than study at the college—a promising young seer will train with the older village seer; a budding entertainer will study under a famous illusionist. Just as true wizards are attracted to the college for the opportunity it provides to study under specialists of true magic schools, future magicians and seers learn best from specialists in their schools—who take lesser magic seriously.

Elves (and most half-elves) almost exclusively study individually with elf wizards. It is highly unusual for an elf to study "human magic" at the Royal College. An elf may have several teachers in the course of his magical education, completing studies with one and then moving on to another.

the calling of an apprentice

Some teachers and students naturally fall into a master-apprentice relationship, such as a local diviner encouraging and gently guiding a young person in his village who shows talent. Other

masters actively seek out students to aid them in their own work or to provide a small income. Conversely, many students (or their parents) take the initiative in finding teachers.

Regardless of who initiates the relationship, both masters and apprentices must take care to find a compatible partner. Some instructors will select apprentices only of their own race. This tendency is especially true of elf wizards, who will consider half-elf apprentices but accept human students in only the rarest circumstances. Vos and Rjurik wizards also discriminate without apology, although cultural differences would make it unusual for a human of another race to seek their instruction in the first place.

Magicians can accept only humans as apprentices; wizards can accept individuals of any spellcasting race. Although most wizards prefer apprentices capable of casting true magic, they also can accept unblooded humans restricted to lesser magic. A wizard might choose to do so if a student seems especially bright or gifted, if the wizard has been unable to find a suitable student of true magic, or if the student brings to the relationship a considerable amount of wealth as payment for the training. A magician apprentice studying spellcasting under a wizard mentor is still restricted by his class—that is, he can learn spells beyond 2nd level from only the schools of divination and illusion.

Other considerations when screening possible partners in an apprenticeship arrangement include alignment, personality, talent, and magical schools of interest. Above all, the teacher and student should regard each other with respect. An apprenticeship is a years-long commitment for both parties—they had best ensure compatibility *before* entering into it.

Apprenticeships generally begin when the student is at 0 or 1st level, though students who complete multiple apprenticeships or receive other training will of course begin their later commitments at higher levels. Masters must be at least two levels higher than their students at the time they enter into an apprenticeship agreement.

terms of agreement

Some apprenticeships, such as the one between the older and younger village diviners mentioned above, might not have any formal agreement between the two parties. In such an arrangement, the master is better described as a mentor who recognizes the talent of a novice and takes him under his wing. The student studies with the mentor until they come to a

natural parting of the ways.

Other masters and apprentices have very formal, detailed agreements outlining how long the partnership will last, what type and how much remuneration the teacher will receive, which magical schools and concepts will be studied, and so on.

The student brings many things to an apprenticeship. He makes a commitment to his teacher, promises loyalty, and often performs tasks at his instructor's request. He might be called upon to accompany his mentor on an adventure or, if his mentor is a regent, to help with affairs of state.

The master, of course, brings knowledge, experience, and instruction to the relationship. In general, a teacher should devote one to four hours a day to his student, three or more days per week. Such sessions are often spent reviewing magical texts and assigned reading, discussing various points of spellcasting, identifying and obtaining components, demonstrating magical concepts and spells, or supervising student practice.

The amount of instruction an apprentice needs is based on that student's Intelligence score. The brighter the student, the less time the master must spend in direct instruction:

Student's Intelligence	Suggested Hours/Day
13-15	4
16	3
17	2
18	1

Similarly, the higher the apprentice's level, the more capable he is of independent study. Therefore, masters need to spend fewer days per week instructing higher-level apprentices (recall that a Cerilian week has eight days):

Student's Level	Suggested Days/Week
1	7
2	6
3	5
4	4
5	3

As a rule, an instructor should have no more than one apprentice for every four levels of experience. Thus, a 5th-level wizard could have one apprentice; a 9th-level wizard could have two.

ending an apprenticeship

An apprenticeship terminates when one of the following conditions occurs:

- ◆ One of the parties dies.
- ◆ The parties mutually agree to dissolve the arrangement.
- ◆ An agreed-upon period of time has passed.
- ◆ The student reaches an agreed-upon experience level.
- ◆ The student's level surpasses that of his master.
- ◆ The student achieves 6th level.

At 6th level, the student is no longer termed an apprentice, though he may continue studying with his master. At this point the instructor must consider his former apprentice a benchmark or an "assistant" (subject to all the rules of loyalty covered in the *PHB* and *DMG*), or name him a lieutenant (as described in the *BIRTHRIGHT Rulebook*). The instructor can, of course, choose to name his apprentice a lieutenant or an assistant at a lower level if he so desires.

player characters and apprenticeships

If a PC takes on an apprentice, he should keep records of any noteworthy accomplishments, discoveries, or significant errors the student makes. The Dungeon Master will keep track of other information, such as the apprentice's alignment, goals, and advancement.

A player character may also enter into an apprenticeship as the student. However, depending upon the terms of agreement between the PC and his master, the commitment could restrict the PC's freedom to go adventuring. Apprentices should consider this possibility when negotiating terms with their masters. Or, players might instead opt to make an apprenticeship part of their characters' backgrounds—that is, the apprenticeship was completed before the campaign began.

Terms of apprenticeships must be resolved between the player and the DM. Even if the arrangement is between two PCs, the DM should still referee the agreement. At a minimum, players should negotiate the following points:

- ◆ **Method of payment.** Does the apprentice or his family pay the master a fee? Perform various tasks as payment? Does the teacher offer instruction in exchange for past or future considerations?
- ◆ **Length of arrangement.** Will the apprentice stay for a certain number of years? Until he reaches a particular level?
- ◆ **Terms of agreement.** What will the apprentice study? Will the apprentice be responsible for assisting in the master's magical work, or merely be responsible for his own studies? Is the apprentice expected to accompany his master on adventures or other trips?

PC masters can decide for themselves whether to bring apprentices along on adventures. Apprentices could prove a great help—and likely would handle many of the party's routine chores. However, the master might have to give his apprentices at least a small share of any treasure for their efforts—especially if the mission was dangerous. And the other adventurers might insist that reward come from the master's portion.

Handled skillfully, apprenticeships can serve as vehicles for adventures—adventures that could involve anything from a student's search for a teacher, to an apprentice accompanying his instructor on a dangerous journey, to a now-powerful wizard seeking an artifact he recalls his old master speaking of many years ago.

sample apprentice characters

Players of wizard or magician characters who would like to take on an apprentice can, with the DM's approval, select one of the candidates below or use them as models in developing others. The DM is also free to create candidates of his own. Apprentice PCs seeking a master might consider one of the NPCs detailed elsewhere in this book and in other *BIRTHRIGHT* products.

magician apprentices

Rueoel Green

2nd-level Anuirean magician

AC 10; MV 12; hp 7; THAC0 20; #AT 1; Dmg 1d4 (dagger). S 9, D 12, C 10, I 16, W 12, Ch 14. Bloodline: none.

Equipment: various changes of clothes, parchment, ink, quills, dagger.

Spells: *cantrip*, *detect magic*, *spook*.

Proficiencies: Agriculture, Animal Handling, Blacksmithing, Reading/Writing Anuirean, Reading/Writing Basarji.

Description/History: Rueoel Green stands 5 feet, 9 inches tall, weighs 120 lbs., and is reed thin—sporting bony wrists, elbows, and knees. He has a shock of thick, dark orange-red hair which always looks unruly. Rueoel is clean and neat; his clothes, though too large and not of especially fine quality, are always in good repair. He comes across as amicable and jovial, and he is almost always smiling. His intense green eyes seem to take in everything.

Rueoel is especially quick to focus on things magical. Though he realizes his common birth prevents him from ever being able to cast true magic, he still wants very much to have some command over Cerilia's forces. At age 22, he already has worked hard for two years toward that end, under the direction of another master. However, Rueoel's previous mentor left on a grand adventure and never returned. Rueoel waited more than a year before striking out to find a new teacher.

Rueoel's parents, farmers who work hard to eke out a living, know their son is not destined for common farm labor and support his efforts to study magic. They will contribute what few coins they have to help him find a mentor.

Linna

1st-level Rjurik seer

AC 9; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d6 (staff). S 7, D 15, C 12, I 14, W 14, Ch 16. Bloodline: none.

Equipment: summer and winter clothing appropriate to the Rjurik climate, silver brooch that belonged to her mother, staff.

Proficiencies: Fire-building, Herbalism, Reading/Writing Rjuven, Weather Sense.

Description/History: Linna stands 5 feet, 2 inches tall, weighs 100 lbs., and has blond hair that she usually wears in braids. Her eyes are blue-gray and often reflect sadness. Orphaned at age eight, Linna was raised by other members of her clan in the village of her birth. Now, 10 years later, she is welcome at the fires of many families but feels she has no one place to call home.

Since childhood, Linna has known she has the gift of "sight." Occasionally, she has a sense of danger—or joy—before an event comes to pass. As a child she wished these sensations would just go away, but as an adult she has become curious about them. Linna would like to know more about her gift and learn—if such a thing can be learned—how to control it.



wizard apprentices

Michael Haencar

0-level Anuirean

AC 10; MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d6 (staff). S 13, D 14, C 13, I 17, W 11, Ch 8. Bloodline: Reynir, major, 24; Blood ability: regeneration (great).

Equipment: expensive clothing, gray riding horse and equipment, gold ring, staff.

Proficiencies: Ancient History, Etiquette, Dancing, Reading/Writing Anuirean, Reading/Writing Basarji, Riding (land-based).

Description/History: Michael is 15 years old, stands 5 feet, 7 inches, and weighs 142 lbs.. The fourth son of a minor noble, he has grown up with every advantage money could provide. In fact, his upbringing has made him a bit spoiled and willful. Unfortunately, Michael cannot afford to be so: With three others in line ahead of him for his father's title and fortune, he will have to strike out on his own before long.

Michael's father, realizing that his son needs a profession, has commenced a search for a tutor. He admires the learning and power held by wizards, and would prefer his son choose that path. Michael himself is indifferent.

Michael's father will pay well for the right master, but will expect significant results.

Sarya Vlenkov

0-level Vos

AC 10; MV 12; hp 4; THAC0 20; #AT 1; Dmg 1d4 (dagger). S 13, D 10, C 12, I 16, W 18, Ch 9. Bloodline: Vorynn, minor, 14; Blood ability: resistance (minor).

Equipment: heavy clothing, fur cloak, furlined boots, dagger.

Proficiencies: Endurance, Fire-building, Herbalism, Survival.

Description/History: This 24-year-old woman stands 5 feet 6 inches tall and weighs 151 lbs. She has long dark hair and unusually dark eyes. In winter, her face

and hands are often chapped from Vosgaard's harsh winds and temperatures.

Sarya knows full well that spellcasters are feared and reviled by her people—only last year she watched powerlessly as warriors from her village stoned a wizard, convinced that the region's famine was either his doing or punishment for his sorcery. Yet despite the dangers of such a path, Sarya cannot resist the call of magic, cannot deny the essence of Vorynn flowing through her veins.

Sarya has begun a quiet search for a Vos spellcaster to teach her the arcane arts. She must be circumspect in her inquiries, mindful that few spellcasters of her race will admit to having such powers or reveal the extent of them. In exchange for instruction, she is willing to offer her teacher loyalty, secrecy, and—should it ever be needed—her aid against attackers.

Kielganal

0-level half-elf

AC 8; MV 12; hp 7; THAC0 20; #AT 1; Dmg 1d6 (staff). S 15, D 16, C 13, I 14, W 10, Ch 12. Bloodline: none.

Equipment: fine wooden staff, a few changes of well-made clothes, a medium war horse, and a pouch of coins.

Proficiencies: Astrology, Healing, Local History, Reading/Writing Brecht, Speaking Elvish, Swimming.

Description/History: Kielganal stands 5 feet 6 inches tall, weighs 137 lbs., and has long dark hair. The son of an elf father and Brecht mother, Kielganal has lived in a small coastal Brecht town all his life. He barely remembers his father, who died in an accident when Kielganal was an infant.

Kielganal's mother, who supported herself and her son through her healing talents, often told him stories about his father. His favorite tales were those that involved his father's spellcasting abilities. Kielganal used to dream that one day he, too, would be able to command magic like his father did.

A faithful son, Kielganal postponed his dreams and stayed with his mother until her death earlier this year. Now that he is free to pursue any career he chooses, his mind strays often to those childhood stories. The years have not suppressed his yearning to study magic.

Kielganal would prefer the tutelage of an elf wizard, one who could teach him the same elven magic his father commanded. He will first seek a master in the elven woods; only if he is unsuccessful will he turn to human teachers.

magical items and artifacts

*Magical treasure is treasure indeed
For true wizards are rare,
The products of their sorcery rarer still;
So be who discovers an enchanted device
Receives a gift far more precious than gold.*
—Khinasi proverb

The magical items listed in this chapter are unique to the BIRTHRIGHT world. Unless otherwise noted, both wizards and magicians can use these items; a few are available to other character classes as specified in individual descriptions.

tables

Regent wizards who choose to begin their careers with a magical item (see "Creating a Regent Character" in the BIRTHRIGHT Rulebook) may substitute Table 1 (at right) for Table 89 in the DMG, or Table 2 (at right) for Tables 95-104 in the DMG, when rolling randomly. DMs also may use the following tables to randomly determine discoveries during adventures.

Magical items hardly ever turn up for sale in the open market—they are far too rare and valuable for most owners to part with them willingly. Sometimes, however, a character will want to sell an item. Perhaps a regent is willing to handsomely pay his court wizard to create a specific item; perhaps an adventurer finds an item he cannot use himself. As a guideline for setting prices, these tables offer each item's approximate value in gold pieces (gp), XP value—the number of experience points a character might be awarded for making such an item—is also listed. Descriptions of all items, including those of rare items not listed in the tables, follow.

The rings of ley are rare treasures that cannot be duplicated by PCs; as such their value is priceless. XP and gp guidelines, therefore, have not been assigned for these artifacts. The Artifacts of Deismaar are also priceless.

Because true wizards are so rare in Cerilia, players and DMs should add 15-25% to XP and gp values of items listed in other products (such as the DMG and ENCYCLOPEDIA MAGICA™ volumes) when using them in a BIRTHRIGHT campaign.

table 1: potions

1d10	Potion	XP	gp
1	Blood Concealing	300	600
2	Blood Enhancement	600	1,100
3	Double Duration	250	450
4	Doubling	250	600
5	Immunity to Blood Abilities	350	750
6	Iron Skin	300	550
7	Ley Line Finding	1,000	1,000
8	Regency	900	1,500
9	Shadow Walking	400	600
10	Spell Stealing	350	700

table 2: miscellaneous magic

Subtable A (1-3)			
1d12	Potion	XP	gp
1	Bag of Feathers	3,000	6,000
2	Brooch of the Regents	4,000	9,000
3	Candle of Fortune	1,000	1,500
4	Crystal Ball of Bird's-Eye Vision	4,500	10,000
5	Curragh of Movement	8,300	21,000
6	Elemental Chalice	8,000	14,000
7	Everfull Component Case	4,000	9,500
8	Figurine of Traveling	2,750	6,400
9	Gloves of Delegation	5,000	11,000
10	Hat of Starlight	3,500	8,500
11	Insect of Spell Release	1,000	2,500
12	Magician's Hat	4,550	9,000

Subtable B (4-6)

1d10	Item	XP	gp
1	Mantle of the Masetians	8,000	14,000
2	Mantle of the Basarji	6,000	12,500
3	Orb of Weather	3,400	9,500
4	Quill of Erasing	1,200	2,500
5	Quill of Listening	1,100	2,300
6	Quill of Striking	1,000	2,000
7	Scarab of Redirection	6,200	11,500
8	Talisman of Calling	3,900	8,000
9	Tray of Diplomacy	6,000	11,000
10	Web of Spiders	4,500	7,500

table 3: rings of ley

1d12	Item
1	Ring of Ley Communication
2	Ring of Ley Detection
3	Ring of Ley Discovery
4	Ring of Ley Extension
5	Ring of Ley Forging
6	Ring of Ley Life
7	Ring of Ley Lore
8	Ring of Ley Shielding
9	Ring of Ley Transport
10	Ring of Ley Use
11	Ring of Ley Vision
12	Ring of Ley Vitalization

potions

Blood Concealing: This magical fluid makes others unable to determine whether the

imbibing spellcaster is blooded. Telltale bloodmarks are masked; spells such as *know bloodline derivation* and *know bloodline strength*, and other magical means of divination are rendered ineffective. The potion does not, however, normalize the appearance of an awnshegh with the bloodform or bloodtrait abilities. While under the effects of this potion a scion can still use his blood abilities. The potion lasts 2d6 turns.

Sixty percent of these potions work only on wizard scions; if unblooded wizards or characters of other classes imbibe such a potion, they suffer 2d4 points of damage. Forty percent of these potions work on anyone, with no threat of damage. A wizard trying to distinguish between the two types of potions has a 50% chance of success.

Blood Enhancement: This potion, usable by any scion, enhances one minor blood ability to major or one major ability to great for a period of 1d4+1 hours. The imbiber may choose which of his abilities to enhance.

Double Duration: This magical elixir allows the imbiber magician or wizard to double the duration of the next spell he casts (excluding realm spells). He must cast the spell within the next 2d4 turns, however, or the effects of the potion wear off. If used in conjunction with a *potion of doubling*, the duration is quadrupled.

Doubling: This potion must be consumed immediately after another draught for its magic to take effect. When imbibed by a wizard, this potion doubles the duration of the first elixir. When imbibed by anyone else, the potion extends the duration of the first elixir by 50%. Wizards can use this potion with any other; for magicians and characters of other classes the DM must make a potion compatibility check (see Table 111 in the DMG).

Immunity to Blood Abilities: This potion, usable by anyone, makes its consumer immune

to the following blood abilities of others: character reading, charm aura, detect lie, detect illusion, detect life, divine aura, fear, persuasion, and wither touch. The potion lasts 2d3 turns.

Iron Skin: When consumed by a scion, this magical fluid causes his bloodline to become a natural defense against attacks. The consumer's skin toughens, improving his Armor Class by 1 point for every 10 points of bloodline strength. Thus those with bloodline scores of 9 or less are unaffected; a score of 10–19 improves the AC by 1, 20–29 improves the AC by 2, and so on. This improvement is in addition to bonuses gained through armor, magical items, or any other means the imbiber has of improving his Armor Class. The potion lasts 5d6 rounds.

Ley Line Finding: This potion, usable by only wizard regents, gives the imbiber enhanced direction sense that leads him unerringly to the nearest ley line (though it does not reveal the line's owner). Obstacles such as mountains, magical wards, or buildings do not prevent the consumer from finding the line, so long as he reaches it before the potion expires. The potion's duration is 5d4 turns.

Regency: This potion, usable by any regent, enables its consumer to draw upon his connection to his domain and his experience as a regent to affect the outcome of events. When consumed during an action round, the regent gains a +2 bonus to his success roll for any domain or realm action he attempts during that round.

Shadow Walking: Drinking this mixture allows a wizard the same access to the Shadow World that halflings enjoy. The wizard can freely step in and out of the Shadow World for as long as the potion lasts. If the potion's duration expires while the wizard is in the Shadow World, he is trapped there unless he has another dose of the *potion of shadow walking* or can find another means home. A vial of this potion typically contains 1d4 uses, with each dose lasting 1d4 turns. If a member of another character class consumes the potion, its duration is halved.

Spell Stealing: When a wizard or magician drinks this potion in the presence of another mage, the imbiber instantly steals a 1st- or 2nd-level spell from his target's mind. The DM randomly determines the spell stolen; it must be one the victim mage has not yet cast that day.

The imbiber is instantly aware of the enchantment he has acquired. This stolen enchantment must be cast during the same day, and it is cast at the level of the wizard who drank the potion. The imbiber can cast the spell in addition to the number of spells he normally can cast per day.

If the stolen spell is one the imbiber has never before cast, he has a 70% chance of being able to cast it successfully. If the success roll fails, the DM determines whether the spell produced an unexpected effect or no effect at all.

The wizard who lost his spell does not know how he lost it. It disappears from his memory as if cast.

miscellaneous magic

Bag of Feathers: This unusual summoning device, usable by any regent, consists of a small velvet pouch with 6d6 black feathers inside. Each time the regent withdraws a feather from the bag and lets it float to the ground, he summons a raven to act as a messenger.

The regent affixes a written message to the creature, speaks the recipient's name, and releases the bird. The raven will travel up to 300 miles to magically find the intended recipient within 1d4+1 days. The messenger will wait up to 24 hours for a response before returning to the summoner. Once the raven returns to the regent and delivers the response (if there is one), it is

no longer bound to the summoner and will fly away free.

The pouch can be recharged, at which time more feathers magically appear in the pouch.

Brooch of the Regents: Usable by any regent, this impressive piece of jewelry typically appears as a large polished stone circled by tiny white or black pearls.

When affixed to the cloak of a regent, the item magically informs its wearer of the presence of other regents in the same province. The brooch indicates the direction in which other regents can be found, but cannot ascertain identity. When worn by a wizard regent, the brooch reveals the precise locations of other regents.

The brooch functions once per day.

Candle of Fortune: Typically created in bundles of six, these small, aromatic tapers can be used by wizards only. The candles burn for one hour, and the spellcaster who burns one gains +1 to all of his saving throws for the following 24 hours.

Crystal Ball of Bird's-Eye Vision: When used by nonregent wizards and magicians, this 12-inch sphere functions as a normal crystal ball scrying device. However, in the hands of a regent wizard the ball can show a top-down view of the wizard's domain (any provinces in which the wizard has a holding). If another regent is present, the wizard may also view

that regent's domain (thus allowing a court wizard to scry for his ruler).

By concentrating on certain locations, the user can direct the ball to magnify the view—showing enemy armies, wandering monsters, and more. Because a regent naturally knows his domain well, the wizard has a 100% chance of viewing the provinces he desires to see. He can scry for one hour at a time, up to three times per day.

Curragh of Movement: Although this small boat can accommodate up to three individuals of any class, only a wizard can power it.

By casting a *water breathing* spell upon the curragh, the wizard causes it to submerge. Those sitting inside can breathe water and function as if under a *free action* spell. The craft has an underwater movement rate of 18.

By casting *fly* upon the boat, the wizard causes it to rise into the air and travel at a movement rate of 24 (D).

Under either spell, the boat operates one hour for every three levels of the caster. For example, a 7th-level wizard could command the *curragh of movement* to travel for up to three hours. The wizard can cast additional spells upon the boat to prolong the duration of the flight or submersion. While traveling, the wizard is able to cast other spells if he so desires.



Whether traveling by water or air, the curragh must be steered with a large wooden paddle. The wizard can verbally command the curragh to surface or land at any time.

Between uses, the wizard can cast a *reduce* spell to shrink the boat to palm-size. An *enlarge* spell returns it to its proper size.

Elemental Chalice: An ornate cup often made of hammered silver or bronze and studded with gems, an *elemental chalice* is prized as much for its beauty and monetary value as for the creatures it can summon.

Unused, the chalice has four thumb-sized gems, one each of diamond, emerald, ruby, and sapphire (worth 10,000 gp each), and 10 smaller gems (worth 1,000 gp each): amethyst, aquamarine, citrine, jade, moonstone, opal, pearl, peridot, topaz, and tourmaline.

When a wizard fills the chalice with pure water and firmly depresses one of the gems, the gem vanishes and an elemental or elemental kin appears. It willingly serves the holder of the chalice—if that individual is a true wizard—for 1 turn plus 2d10 rounds, but each round there is a 5% chance the summoner will break his concentration and the elemental will become free-willed. Once the period of servitude has passed, the elemental returns to its plane of existence. Consult the *MONSTROUS MANUAL*™ accessory for more information about elementals and their behavior when summoned.

If the holder of the chalice cannot wield true magic, the elemental attacks until it or the summoner is slain.

Once a gem is used, that type of elemental cannot be summoned again. The chalice is rendered nonmagical when all the gems have been used.

Gem	Elemental
Amethyst	Skriaxit (16+16 HD)
Aquamarine	Water Weird
Citrine	Sandling
Diamond	Earth Elemental (12 HD)
Emerald	Water Elemental (12 HD)
Jade	Tempest (10 HD)
Moonstone	Sylph
Opal	Aerial Servant
Pearl	Nereid
Peridot	Pech
Ruby	Fire Elemental (12 HD)
Sapphire	Air Elemental (12 HD)
Topaz	Fire Snake
Tourmaline	Salamander

Everfull Component Case: This pouch, which holds an extra-dimensional space, is about 10 inches across when lying flat. Similar to a *bag of holding*—only having no weight of its own and no weight limits on its contents—the case will hold up to 1 cubic yard of spell components. It keeps all components fresh and duplicates them at the wizard's request. The pouch will duplicate expensive components, such as pearls, up to a value of 100 gold pieces once per week. Because it is a magical duplicate of the original, any component pulled from the pouch must be used within 1d4 turns or it disappears.

When found, the case may or may not contain components from the previous owner's use. The owner is free to add new components at any time.

Figurine of Traveling: This simple wooden carving of an animal springs to life when a wizard casts any 1st- through 4th-level spell onto it. The level of spell used determines the full-size animal that appears and the period of animation:

1st-level spell—Riding horse: AC 7; MV 24; HD 3; hp 24; THAC0 17; #AT 2; Dmg 1d2/1d2; SZ L. Duration 4d4 hours.

2nd-level spell—Medium war horse: AC 7; MV 18; HD 2+2; hp 18; THAC0 19; #AT 2; Dmg 1d6/1d6; SZ L. Duration 3d4 hours.

3rd-level spell—Hippocampus: AC 5; MV Sw 24; HD 4; hp 32; THAC0 17; #AT 1; Dmg 1d4; SZ H. Duration 2d4 hours.

4th-level spell—Pegasus: AC 6; MV 24; Fl 48 (D); HD 4; hp 32; THAC0 17; #AT 3; Dmg 1d8/1d8/1d3; SZ L. Duration 1d4 hours.

The animal functions as a fully-equipped mount for its owner. The initial spell cast to animate the carving merely powers it: The spell's normal effects do not occur, nor does the spell harm

the figurine (though the animal can suffer normal damage from subsequent spells or physical attacks). The mount works tirelessly until its duration expires, at which time it resumes the form of a wooden carving. The figurine functions once per day.

Gloves of Delegation: When worn by a regent's lieutenant, these soft leather gloves allow the regent to improve his lieutenant's ability to complete one domain action.

Before sending his lieutenant forth to perform an action, the regent puts on the gloves. In doing so, he can imbue the gloves with up to 10 Regency Points; these points are immediately deducted from his score.

The lieutenant has three action rounds in which to use the gloves before the Regency Points expire. When performing the domain action, the lieutenant can spend the regency invested in the gloves to increase his chance of success. Once the action has been performed (or attempted unsuccessfully), any unused Regency Points expire immediately.

The gloves may be used twice a year.

Hat of Starlight: This magical hat looks like a tall, pointed cone of dark blue or black, covered with silver and gold stars and moons. When worn by a wizard or magician, it grants him infravision to 30 feet. If the spellcaster already possesses infravision, it extends the range by 15 feet.

A *hat of starlight* usually is decorated with 2d4 silver stars, 1d4 gold stars, 1d6 silver moons, and 2d8 gold moons. The wizard can pluck the stars and moons off the hat and toss them into the air to release various spell effects. Once used, the decorations cannot be returned to the hat or replaced. The hat continues to grant infravision after all the decorations are used.

Silver star: *color spray*, as if cast by a 4th-level wizard.

Gold star: *rainbow pattern*, as if cast by an 8th-level wizard.

Silver moon: *dancing lights*, as if cast by a 6th-level wizard.

Gold moon: *glitterdust*, as if cast by a 5th-level wizard.

Insect of Spell Release: This crystal figurine, often in the form of a butterfly, ladybug, or dragonfly, comes to life in the hands of a wizard only. Delicate but far from fragile, the crystal insect

serves as a carrier for wizard spells.

To use the insect, a wizard simply casts a spell into the figurine (the spell merely animates the creature; it does not have its normal effects or harm the insect), then directs it to fly or crawl to an intended destination or target within the wizard's line of sight. The line of sight includes places he can see via a *crystal ball* or spells. The insect stores the spell until it reaches its destination, then looses the spell. The act of releasing the spell destroys the insect.

The wizard may cast only the following spells into the figurine: *audible glamer, cantrip, dancing lights, grease, hold portal, light, magic missile, phantasmal force, sleep, ventriloquism, wall of fog; bind, blindness, continual light, darkness 15' radius, deafness, ESP, flaming sphere, fog cloud, forget, glitterdust, hypnotic pattern, improved phantasmal force, irritation, scare, shatter, stinking cloud, summon swarm; clairaudience, dispel magic, fireball, flame arrow, haste, hold person, hold undead, lightning bolt, slow, spectral force, wind wall.*

Destroying, capturing, or otherwise interfering with the insect also releases the wizard's spell. When animated, an *insect of spell release* looks like a real insect and has the following statistics: AC -1; MV 18; HD 1; hp 8; #AT 0; SZ T.

Magician's Hat: Though any hat or cap can be enchanted into a *magician's hat*, this unusual magical item usually takes the form of a jet-black silk hat, conical (for women) or cylindrical with a wide brim (for men). A wizard or magician who doffs the cap and reaches into it can pull out a colorful illusory animal who will serve him, obeying simple commands for a number of turns equal to the spellcaster's level.

The animal has substance and can carry small objects weighing up to 1 lb. The animal appears real in all respects to those viewing it unless they look at it very closely and succeed a saving throw vs. spell. A successful roll shows the animal as a dim, colorful outline but does not negate the animal's substance to the summoning spellcaster or other viewers. When the duration of the illusion expires, the animal disappears, leaving behind anything it was carrying.

The animal brought forth, and its color, is determined randomly by rolling on the tables below. However, magicians and specialists in illusion or divination can summon particular animals of specific colors.

When found, a *magician's hat* will have 6d10 charges. It cannot be recharged.

1d12	Color	1d12	Animal
1	Yellow	1	Squirrel
2	Green	2	Rabbit
3	Orange	3	Hedgehog
4	Purple	4	Cat
5	White	5	Monkey
6	Charcoal Gray	6	Ferret
7	Turquoise	7	Pig
8	Black	8	Woodchuck
9	Pink	9	Opossum
10	Light Blue	10	Crow
11	Crimson	11	Beaver
12	Animal's Natural	12	Swan

Mantle of the Masetians: A *mantle of the Masetians* is a loose, sleeveless garment of expensive material that is typically worn over other clothes. One of only a dozen created by a Masetian wizard centuries ago, it will radiate only faintly if magic is detected for. Usable by wizards only, a *mantle's* magic is instantly known to any wizard who dons it.

The wearer can command a *mantle of the Masetians* to cast each of the following spells once per day: *whispering wind*, *gust of wind*, and *wind wall*. The spells are cast as if by an 8th-level wizard. If the wizard is in Khinasi lands, he can will the mantle to cast an extra *whispering wind* and *gust of wind* each day.

Mantle of the Basarji: Similar in appearance to a *mantle of the Masetians*, this rich garment is usually found with 5d10 charges. A wizard who dons it instantly realizes the magic it contains. By expending the appropriate number of charges, the wizard can cause the mantle to release the following spells as if they were cast by an 8th-level wizard:

<i>feather fall</i>	one charge
<i>fly</i>	two charges
<i>levitate</i>	two charges
<i>flying mount</i>	three charges

In Khinasi, the wearer of a *mantle of the Basarji* can call forth from the mantle any one of the above spells once per day without expending any charges.

The garment, usable by wizards only, can be recharged to a maximum of 20 charges. No more than 12 of these mantles are known to exist.

Orb of Weather: This near-translucent crystal globe looks like a miniature crystal ball and is usually displayed atop an ornate stand of bronze or gold. An *orb of weather* can drastically

change the climate in one province for every five experience levels of the wizard. The weather lasts for up to one hour per caster level, though the caster can choose a shorter duration. The number of charges expended at one time determines the type of weather summoned.

Usable by regent wizards only, an *orb* will have 3d6 charges when found and cannot be recharged. Consult the following for weather costs and effects for individuals and creatures caught unprotected outdoors:

Weather/Effect	Charges
Blizzard	2
1d4 hp cold damage/hour	
Clear skies	1
Removes harmful weather and effects	
Downpour	1
1d2 hp damage/hour from pelting rain	
Gale-force winds	3
1d4 hp damage/hour; flying impossible	
Hail storm	4
2d4 hp damage/hour	
Heat wave	4
2d4 hp heat dmg/hour, temporary 1d4 Con loss	
Thick fog	1
Visibility cut to 2 feet; infravision useless	

Quill of Erasing: This potent cursed item has only a 40% chance of radiating if a spellcaster detects for magic. Appearing as an ordinary writing quill and able to function as such, its devastating power is released when touched by an individual carrying spellbooks, scrolls, or magical writings. The quill absorbs the ink from these pages, erasing at a rate of one page for every 2 rounds the person holds the quill. The quill has no effect if the paper containing the magical writings passes a saving throw vs. acid. If the saving throw fails, only *remove curse* or a carefully worded *wish* spell will restore the writing.

Quill of Listening: A wizard who draws a circle on a wall or door with this quill can listen behind it as if he had cast *clairaudience*. The wizard puts his ear against the circle and can clearly hear any noises in a 60-foot-square area beyond the wall or door. The effect lasts one turn, plus one turn for every four levels the wizard has attained. A *quill of listening* typically has 4d8 charges and expends one for every circle drawn. It can be recharged.

Quill of Striking: Upon command, a wizard holding this quill can transform it into a *staff +1*. A second command returns it to quill form, in which it operates as a normal writing instrument.

Upon discovery, there is a 30% chance that a *quill of striking* will have 5d6 charges on it. Expending a charge causes the staff to inflict 2 points of additional damage when it hits the wizard's opponent. The charge is not expended if the wizard does not successfully strike his foe. Only one charge can be spent per round. When the charges are gone the quill cannot be recharged, though it still retains its ability to function both as a writing instrument and a *staff +1*.

Scarab of Redirection: Looking like an ornate pin or cloak clasp, this magical device allows the wizard wearing it to cast a spell upon another that he could normally cast only upon himself. Each use of the scarab expends a charge; *scarabs of redirection* typically are found with 5d6 charges. As a piece of jewelry, a scarab is worth 1,200 to 3,600 (6d3×200) gold pieces.

Talisman of Calling: Often looking like a hand-sized sculpture of a mythical beast, these much sought-after talismans are used by wizards to call particular creatures with *monster summoning I, II, III, IV, V, VI, and VII* spells.

If a wizard has the talisman on his person while casting one of the above spells, he has a 10% chance per level of the caster—to a maximum of 80%—of summoning a specific creature. For example, a 6th-level wizard who casts *monster summoning I* and specifies orcs has a 60% chance that orcs will appear rather than a random creature.

Tray of Diplomacy: Usable by regents only, this enchanted silver receptacle speeds communication between rulers. When one regent needs to contact another, he places a written message in his tray, speaks the name of the regent for whom it is destined, and gives the command "send." The message is immediately transported to the other regent's *tray of diplomacy*.

The tray measures 12 inches wide, 18 inches long, and 1 inch deep. It will transport only nonmagical writing on loose sheets of paper.

A regent can send a message to any other regent who has a *tray of diplomacy*, regardless of

whether they have had prior communication.

Because both regents must have a tray, these items are sometimes given as good-faith gestures when regents commence negotiations with potential allies.

Web of Spiders: This summoning cloth looks like a black or dark gray silk handkerchief with a spider web embroidered in silver and gold thread. To use the device, a wizard lays the cloth flat on a piece of stone and passes his hand over it. The device calls forth one spider that will serve the wizard to the best of its ability for 4d12 rounds. The spider has a special ability or spell it can use once per time summoned; the wizard determines when to use the ability.

Only one dozen *webs of spiders* are believed to exist; they generally have 4d8 charges each when found. Spider statistics can be found in the MONSTROUS MANUAL accessory. Roll to randomly determine which type of spider appears:

1d6	Spider	Special Ability or Spell
1	Hairy	Web spell, as if cast by a 7th-level wizard
2	Large	Grease spell, as if cast by an 8th-level wizard
3	Huge	Diminution, per the potion, directed against an individual
4	Giant	Mage is <i>basted</i> , per the spell, for duration of summoning
5	Phase	Summoner can <i>blink</i> , per the ring, while spider is present
6	Gargantuan	Inflicts maximum damage every other round

rings of ley

Centuries ago, an elf regent wizard named Lienna Deir created one dozen *rings of ley*, each one of a kind. Realizing humans were gaining more power in Cerilia, he fashioned these rings with the intention of giving them to other elf regents. Lienna wanted to help the elves regain control over more of the land's forces and prevent humans from gaining too much knowledge of *mebhaighl*.

Some of the rings remain in the hands of elf regents. Others have fallen into human possession; some have been lost altogether. No one

knows for certain who holds individual rings.

Rings of ley can be used by regent wizards only. The rings must attune themselves to their wearers before they can be used, a process that takes 1d12 days per ring. An individual cannot wear more than one ring of ley at a time, should anyone ever be so lucky as to obtain two in his lifetime. Those rings with charges cannot be recharged. They are impervious to physical and magical damage; only a wish spell can destroy them.

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

Ring of Ley Detection: This ring enables its wearer to learn if a ley line has been affected by the realm spells *protect ley line*, *ley trap*, or *ley ward*. However, the ring cannot negate those spells. This ring is the simplest of those made by Lienna. It appears to be a circle of braided, dry reeds woven together. The ring functions once every three action rounds.

Ring of Ley Discovery: Made of pure gold, this ring is set with pale green pearls that represent charges. Perhaps the most exquisite of the rings Lienna designed, it is believed to bear the elf's signature inside the band.

When the wearer expends a charge, a pearl disappears and for the next 72 hours the ring directs its wearer to the nearest ley line—even if it is an ancient ley line. Obstacles such as mountains, magical wards, buildings, or even a *mask ley line* realm spell will not prevent the wearer from finding the line. When found, this ring will have 3d6 pearls on it.

Ring of Ley Extension: This powerful ring allows a wizard to cast realm spells in any province adjacent to a province in which one of his ley lines terminates. He can cast the spell as if a ley line connected the province to his nearby ley line.

This ring was fashioned of hammered bronze and has tiny rosebuds engraved on the inside and outside of the band. Rumors say it was Lienna's wedding band; some scholars speculate that a second exists, given to the elf's spouse. The ring functions once every six action rounds.

Ring of Ley Forging: Made of platinum and set with an emerald, this ring enables its wearer to forge a hook-up to an existing ley line with automatic success and without expending an action. Once the hook-up has been forged, the wearer must pay normal maintenance costs. The ring functions three times per year.

Ring of Ley Life: This band is made of hammered silver and is set with a heart-shaped emerald worth more than 10,000 gp. When worn by a regent wizard who controls ley lines, this treasured piece of jewelry will regenerate as many hit points per day as the regent has ley lines—up to a maximum of 10 points. The points are regenerated as the regent loses them.

Further, the ring will eventually replace lost limbs or organs and bring its wearer back from death. When the wearer is restored to full hit points after sustaining such an injury, any lost limbs or organs are completely restored. If the wizard is killed while wearing the ring, it will bring him back to life (with 1 hit point) after one turn has passed. Only total destruction of all living tissue through fire, acid, or similar means will prevent regeneration.

If the ring is placed on the finger of a regent wizard who is already dead, no result occurs.

Ring of Ley Lore: This ring, carved from pale blue coral found only in the Sea of Storms, features the image of a dolphin flawlessly rendered on the band. A regent wizard who wears this ring—and who knows the location of various ley lines—can use the *Ring of Ley Lore* to determine who controls the lines. The ring imparts the knowledge as charges are expended.

The wearer must be within a province through which the line passes for the information to be imparted. Using one charge reveals the name of the wizard who controls the ley line. Using two charges reveals the relative level of the strongest source that powers the ley line: weak (1–2), moderate (3–5), or strong (6 or higher).

When found, this ring will have 6d12 charges.

Ring of Ley Shielding: This ring, carved from a piece of hard, dark wood indigenous to the Grovnekevic Forest in Vosgaard, is set with a tiny tear-shaped diamond. The ring makes up to four of its wearer's ley lines immune to tampering by rivals.



The regent must designate the lines at the time each line is forged, thus creating a link between the line and the ring. If the regent obtains the ring after beginning his ley line network, he may designate up to two pre-existing lines. Lines so designated cannot be *deactivated*, *detected*, *sundered*, or *traced* by rivals. Further, they cannot be borrowed by the wearer of the *Ring of Ley Use*.

However, if circumstances necessitate such drastic measures, the wearer can sunder his own shielded ley lines without harm.

Once created, a link cannot be broken in order to designate a different line. The link remains until the line dissipates, or until the wearer dies or loses possession of the ring.

Ring of Ley Transport: This ring is a thick band of silver shot through with streaks of a darker, unknown exotic metal. Two black opals are set into it. Three times per week, the ring can transport its wearer to provinces along his ley line network.

The wearer must first be in a province through which one of his ley lines passes. By visualizing a destination, the wearer can use the ring to instantly teleport to any other province in the network. The ring will not transport the wearer inside objects or buildings, and always deposits the regent safely at ground level.

Ring of Ley Use: This plain-looking ring, believed to be fashioned of *tighmaevril* (blood-silver), grants its wearer the power to use another wizard's ley line without first obtaining permission.

The ring allows its wearer to cast realm spells through the borrowed ley line and associated hook-ups as if he controlled them. (The ring does not give him control of a ley line, simply the use of it.) Further, the ring imparts to its wearer knowledge of the source levels he has access to through the ley line.

If a line has been protected by magical means, the ring's wearer suffers the effects of those measures. When found, the ring will have 3d10 charges. It functions twice per year.

Ring of Ley Vision: This is the most ostentatious of the rings of ley, a bronze band set with a ruby the size of a grape. By staring into the gemstone and concentrating on a section of land through which one of his ley lines runs, the wearer can see what is transpiring there. Regardless of weather or time of day, the wearer will always see the land as clearly as if viewed in broad daylight.

At any given point, the wearer can see an

area 120 yards in radius. Through verbal commands, he can magnify a location or move the center of vision to see surrounding land. The wearer can scry through the ring once per day for up to an hour.

Ring of Ley Vitalization: This ring comprises two intertwined bands—one platinum, one gold. The wizard who wears this ring does not have to pay Regency Points to maintain up to four ley lines. The regent must designate the lines at the time each line is forged, thus creating a link between the lines and the ring. Once created, a link cannot be broken in order to designate a different line. The link remains until the line is sundered, the regent dies, or the wearer loses possession of the ring.

artifacts of deismaar

Mount Deismaar's destruction changed the face of Cerilia forevermore. The annihilation of the old gods unleashed powers among the ruling classes as the divine essences of the gods became infused in mortal forms. However, the gods' champions were not the only recipients of divine powers: Some of the power was infused into the mountain itself. And when Deismaar was obliterated, that power scattered across the face of Cerilia.

Deissiel (DAY-es-seel) is an elvish word that refers to any of these powered remnants of Mount Deismaar. There are two types of *deissiel* known to scholars: *mebhaighl* stones and *sielshegh* (SEEL-shay) gems.

mebhaighl stones

The natural ebb and flow of *mebhaighl*, the magical energy that permeates Cerilia, was disrupted by the explosion of Mount Deismaar. At the central point of this destruction, some of this magical energy—enhanced by the essence of the gods themselves—was trapped inside hardening lumps of molten rock. These rocks were flung far and wide by the leveling of the mountain, and to this day are discovered all over the continent. Scholars hypothesize that some landed in Aduria, also.

Mebhaighl stones contain a quantity of *mebhaighl* equal to that found at a source (1). The stones are portable and, in most cases, may be tapped by regent wizards as if they were sources (1).

Once a *mebhaighl* stone is tapped to cast a realm spell, the stone loses its stored energy. However, if the stone is placed near a source manifestation for one year, it reabsorbs magical energy and may be used again as a source (1). There is no apparent limit to the number of times a stone may be re-energized.

Up to three stones may be used jointly to cast a realm spell requiring a source (3). No more than three stones may be tapped to cast a realm spell; any additional *mebhaighl* stones used for one spell will simply be drained without contributing their energy to fuel the spell.

A *mebhaighl* stone used in conjunction with a source can boost the source level by 1; in other words, a caster tapping a source (2) and a *mebhaighl* stone may cast a realm spell that requires a source (3). Like the three-stone limit described above, no more than one stone may be added to a source used in a realm spell. Additional *mebhaighl* stones at the source will not be drained, but they will not add further power.

Mebhaighl stones most often take the form of smooth, dark, oblong stones about the size of small melons. Their shape and texture is partly due to the molten rock's expulsion through the air following the explosion of Mount Deismaar, though other natural wear and tear over the centuries has smoothed the rocks further. The stones are sometimes found with minute green crystals embedded in the rock. *Mebhaighl* stones weigh anywhere from 4 to 8 lbs.

Roughly three dozen *mebhaighl* stones are known to exist, but more probably lie scattered in remote areas of wilderness. The Royal College of Sorcery in Anuire owns one; the Magian and the mysterious female mage known as the

Wizard (see *Ruins of Empire* in the **BIRTHRIGHT** boxed set) are each

rumored to possess a stone; and at least three rulers in Khinasi claim stones.



Mebhaighl stones are coveted by wizards as safe, portable sources of magical energy. They may be used by all true wizards, even non-regents. The stones exhibit one dangerous quirk, however, as an unfortunate wizard in centuries past discovered: A stone may never be placed in an extradimensional space such as a *bag of holding* or *portable hole*. If this occurs, the stone's innate magics destroy the magics of the extradimensional space and the stone itself will explode with the force of a 25d6 *fireball*. The stones become unstable when cut off from the mebhaighl from which they derive power.

sielshegh gems

The most fabulous gifts of Deismaar's fall are the *sielsheghlien* (seel-SHAY-len)—or "blood-stones," as translated from the elves' tongue. Legend identifies these stones as the remnants of rock where the gods stood and brought their full power to bear against Azrai. These large deposits of raw gems were imbued with the power of the gods, just as the gods' champions were so invested. Like mebhaighl stones, the sielshegh gems were scattered when the old gods and the mountain exploded.

The first to claim and recognize the power of a sielshegh was Daryn Theros, Prince Raesene's chief assassin. Crawling from the blasted wreckage of the battle site, he chanced to grasp a small, dark crystal that glowed in response to his touch. Suddenly, he gained additional powers and slew four of his retainers to claim even more. He fled the scene of battle when Raesene sought to steal the stone from him. Even so, all at the battle site saw the power of the raw gem and fervently sought more of gems to enhance their own might.

A number of the raw crystalline rocks were found. While many remain in raw form, cut

and polished sielsheghlien have become precious gems with power beyond the monetary value of the gems themselves. Over the centuries, the scions of Cerilia have gained some knowledge about the sielsheghlien:

color

Each sielshegh is connected to a particular bloodline, and that bloodline is reflected in the gem's color. The bloodline of Anduiras manifests in red rubies; Azrai's power pulses within black sapphires; Basala's energy lies in bright yellow topaz; Brenna's bloodline is embedded in deep orange jacinths; Masela's bloodline powers blue sapphires; Reynir's essence can be found in emeralds; and Vorynn's power lies in diamonds.

size

Scholars classify all known sielsheghlien into three categories based primarily on size: emperor, prince, and knight (largest to smallest). The gem's exact size is immaterial beyond the three general categories; that is, two gems in the same category will contain the same amount of energy regardless of slight size variations between them.

Emperor gems range from 1 to 2 inches in size and grant their bearers 10 additional bloodline strength points. Gems of this size are often cabochon cuts and are used as adornments on belts, bracers, crowns, tiaras, and other large items. Of the four known emperor sielsheghlien, two were set in crowns, one is set at the head of a staff, and the fourth was part of an elaborate necklace.

Prince gems are $\frac{1}{2}$ to 1 inch in size; these gems afford their wearers 5 extra bloodline strength points. Cut in a variety of shapes, prince sielsheghlien have appeared in amulets, rings, weapon pommels and hilts, and even as parts of inlaid murals. Over 20 prince gems of varied bloodlines have been recorded.

Knight gems are tiny stones $\frac{1}{8}$ to $\frac{1}{4}$ inch in size; these give their bearers only 1 additional bloodline strength point. However, if one bearer carries four knight gems, they collectively produce an effect greater than the sum of its parts by granting the

bearer the power of one prince gem (5 points). The smallest recorded knight sielsheghlien are the 1/4-inch crown-cut gems in the *Spurs of Awnmaur*; any attempts to cut smaller gems cause the energy to dissipate. There are very few known knight sielsheghlien, since their small size and power cause them to be easily overlooked.

proximity

Sielsheghlien reveal their powers only when in proximity to someone of their particular bloodline. When within 6 inches of a scion of the correct bloodline, the gem or raw stone glows with inner energy. The glow lasts while the scion is within the specified range. From more than 6 inches away, a scion cannot sense that sielsheghlien are different from normal gems.

To the touch and detection of all other bloodlines, blood abilities, or spells, sielsheghlien are normal gems or uncut rock crystals. Thus, some sielshegh gems have been used as normal gems by folk of other bloodlines with no inkling of their true worth or power.

duration

Although a sielshegh glows if a scion of the same bloodline approaches within 6 inches of it, the scion gains its benefits only if he touches it for at least one round. For 24 hours thereafter, the scion gains the added bloodline strength points; if the points are enough for the scion to advance on Table 12: Bloodline Ability Acquisition (in the *BIRTHRIGHT Rulebook*), he gains a temporary additional blood ability. The added points (and any extra abilities) are lost if the scion does not touch the sielshegh (or the artifact in which it is set) for at least one round every 24 hours.



known sielsheghlien

Only a handful of sielsheghlien were found immediately at the site of Deismaar. Daryn Theros fled with the only known Azrai sielshegh, while Wulf Danig found a similar glowing golden crystal of his own. Roele and his followers discovered nine large raw gem fragments that would become the 18 sielsheghlien of Anduiras. The other known bloodstones were crafted from fragments found spread across Cerilia.

For nearly
1,000

years after Deismaar, only 19 sielsheghlien were discovered. In the centuries since, nearly a dozen more gems have been found.

No sielshegh fragment or gem corresponding to the bloodlines of Masela or Reynir has been recorded; the colors and types of gems listed above for these gods are the educated guesses of scholars. Legends among their faithful locate their respective sielsheghlien deep in the murky bottom of the Straits of Aerele ("That's the Seadrake's true purpose—to guard the sielsheghlien of Masela!" say old sailors) or embedded in the peaks of the Seamist Mountains.

sielshegh artifacts

Of course, the power of these gems demanded their use—especially in the early days of the Anuirean Empire and the initial rise of the awnsheghlien. Many of these artifacts are still remembered by sages, and some are recalled in tales and legends of the common folk. Below are the artifacts created from the known sielsheghlien and notes on their current fates.

Brenna's Favor

This priceless necklace features six sielsheghlien in elaborate silver chain settings. The necklace is dominated by an oval emperor cabochon in the center flanked by two round prince cabochons. Four 1/2-inch oval knight gems surround the emperor and form the linking points to the two princes. All of these gems are jacinth infused with the power of Brenna's bloodline; their collective power adds 25 bloodline strength points to the wearer. Traditionally, *Brenna's Favor* was worn by the Countess of Danigau.

Brenna's Favor was originally a single jacinth pendant, an emperor sielshegh gem found by Wulf Danig at Deismaar. Over the centuries, members of Danigau's ruling family found more sielsheghlien of Brenna and incorporated them into the necklace. The jewelry became known as *Brenna's Favor* when the two flanking prince gems were added 40 years ago. Currently, *Brenna's*

Favor is missing, believed stolen by either the Swordhawk of Massenmarch or Albrecht Graben, the pirate-king of Grabentod.

Bridle and Spurs of Awnmaur

Believed to have been constructed from the bloodstone found by Daryn Theros, the Awnmaur artifacts are a trio of objects made with four sielsheghlien of Azrai's bloodline; a pair of ornate platinum spurs and a horse's bridle with matching detail work on the leather and knobs. These items were created approximately 500 years ago by an unknown wizard in Taeghas. While the original name of the items and their creator's name are lost, they gained the name "Awnmaur," an elvish word meaning "dark horseman," from their most famous owner, the awnshegh Rhuobhe Manslayer.

The *Bridle of Awnmaur* holds two prince gems that glitter darkly on the knob-ends of the bridle's bit. The platinum bit and the gem settings are carved in the shape of clouds. The black leather reins on the bridle are featureless, and no one has ever determined exactly what creature's skin became this supple and strong leather. On its own, the *Bridle of Awnmaur* grants its horse the same abilities as *horseshoes of a zephyr*.

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

When a single rider uses both the *Spurs* and *Bridle of Awnmaur*, the above powers are active during the day; at night, no mount is even needed. When night falls, the items collectively conjure a *phantom steed* out of material drawn from the Shadow World. The steed has all the abilities of one summoned with a *phantom steed* spell cast by a 14th-level wizard, though it can carry no passengers but the rider wearing the spurs. The *phantom steed* can be summoned once per night and lasts for up to 10 hours, until the rider dismounts, or until dawn.

When used together, the spurs and bridle collectively add 5 points of bloodline strength to the user.

Currently, no one knows who has these artifacts. Rhuobhe has not used any of them in well over a century. Rumors suggest that the bridle was stolen from his fortress, Tower Ruannoch, by agents of either Tuornen or Avani.

Calamity

Calamity is an ash *quarterstaff* +2 with a number of magical enchantments endowing it with great powers. In addition to its magical properties, it also serves as the setting for two sielsheghlien of Vorynn's bloodline. The emperor crown-cut diamond at the top of the staff is 1½ inches across and anchored at the top of the staff, while the 1-inch cabochon-cut prince diamond is set where the wielder usually grips *Calamity*.

This unique staff is always in the possession of an enigmatic female known only as the Wizard. Some Anuireans claim that the diamonds were not always part of *Calamity*, though no one knows where or when they were found and cut. It is highly unlikely that the Wizard will be forthcoming with any information.

The staff duplicates all the abilities of three other magical items: an *amulet of proof against detection and location*; the *Ring of Ley Use*; and a *staff of thunder and lightning*. In addition to all that power, the two sielsheghlien grant *Calamity's* owner 15 bloodline strength points (10 and 5 points, respectively).

Emperor's and State Crowns of Anuire

The *Emperor's Crown* and *State Crown of Anuire* are inarguably the greatest artifacts ever to hold sielsheghlien. All the gems were found in raw form within 5 miles of the Deismaar battle site and swiftly claimed by Roele and his followers. These gems were left rough and uncut for years.

When Roele began his dream of bringing peace to Cerilia, he had the three largest ruby fragments cut and polished into five gems of various sizes. These helped grant Roele the power to build the Anuirean Empire. Once the empire was established, Roele's gems were set into the *Emperor's Crown of Anuire*, the standard crown of the ruler on the Iron Throne. Additional bloodstones held by Roele's kinsmen were cut and polished into 13 magnificent gems that were set into a formal crown for state occasions, the *State Crown of Anuire*.

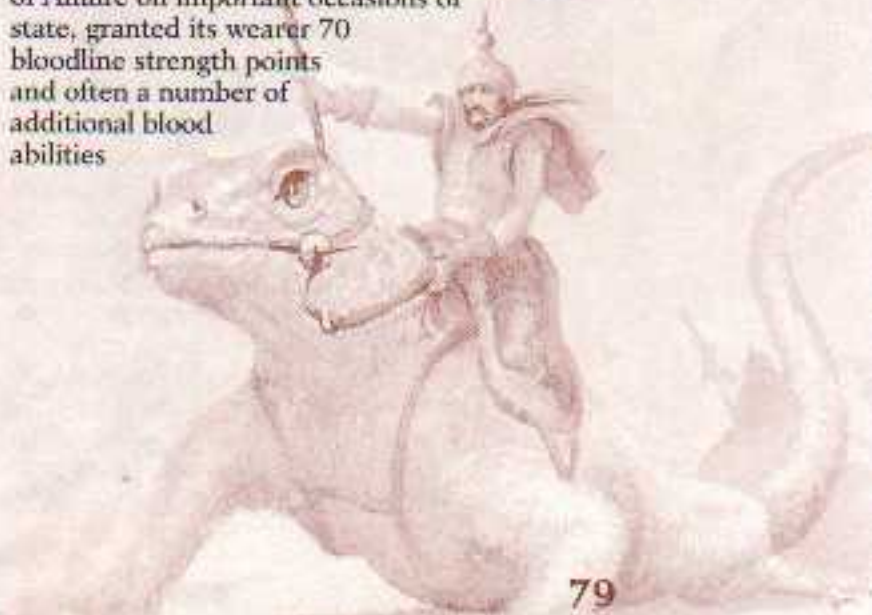
The greatest legend about the power of the crowns involves the Emperor Shaene, grandson of Caercuillen and father of Emperor Hadrian. Shaene's predecessor, his twin brother Arlen, came to the Iron Throne as a child in 870 Haelyn's Count upon the untimely death of their father, Emperor Torele. Arlen, always sickly, fell ill and died early in 872. The 11-year-old Shaene learned too late that his brother had died of poisons administered by the deadly awnshegh assassin Daryn Theros, now known as the Diabolyk. At the moment of Shaene's coronation, the Diabolyk revealed himself and slaughtered a number of guards. However, his

plan of gaining the Iron Throne was stopped by the will of the child-emperor. The *State Crown's* sielshegh gems flared brightly as Shaene drew upon their power and called on the blood abilities courage and divine wrath. He commanded the Diabolyk to leave. The awnshegh laughed—until it met Shaene's eyes and fled for its life. It is said that the Diabolyk thereafter feared only two things: the Gorgon and his Imperial Majesty Shaene Roele II of Anuire.

At some unknown point during the reign of Emperor Hadrian, a great crime was committed. The sielsheghlien of both crowns were stolen, pried from their settings and replaced with gems that simply glowed with magical light. Though few beyond the Roele family and the Imperial Chamberlain knew of this loss, some later muttered that Michael's death could have been avoided if the *Emperor's Crown* had its former power. Since no one in the past six centuries has been reported using a ruby sielshegh, the Dosieres believe the gems were split up and scattered. Unless a scion of Anduiras comes into contact with one of the rubies, the gems may never be found. Since the gems were also cabochon-cut for flat settings, Caliedhe Dosiere believes that the rubies may have been made into other jewelry but not altered, since the rubies were flawless and few jewelers would recut and risk damaging such perfect gems.

Both crowns still exist, with the false rubies in their settings. The crowns' resting place is a secret known only to Caliedhe Dosiere, the Imperial Chamberlain of Anuire. When a rightful ruler for the Iron Throne appears, the crowns will be ready. As for the two emperor and 16 prince sielsheghlien, the Dosieres conduct a quiet search to this day.

The *State Crown* once bore one 2-inch oval emperor gem surrounded by 12 inch-long round prince gems. This crown, worn by the Emperor of Anuire on important occasions of state, granted its wearer 70 bloodline strength points and often a number of additional blood abilities



while it was worn. The *Emperor's Crown* formerly held a 1½-inch oval emperor gem surrounded by four ½-inch oval prince gems. This crown, worn daily by the Emperor of Anuire, gave its bearer 30 additional bloodline strength points. It is unlikely that these gems will ever again all be collected in the same place.

The *Sielebr*

The greatest of the known sielsheghlien on Cerilia is the *Sielebr* (SEEL-ayr), the "Stone of Light." This solid mass of uncut, unpolished topaz is apparently the entire mass of Basaia's sielshegh. Though it has a rough surface, it is a nearly perfect globe of sielshegh approximately 1 foot in diameter. Details about the artifact are sketchy and come from verbal accounts over 1,500 years old, but the *Stone of Light* apparently holds more power than all the sielsheghlien of the *Emperor's Crown* and *State Crown* combined.

The only remaining physical evidence of the *Sielebr's* existence is an ancient, fading tapestry in a tiny temple to Avani in the Khinasi domain of Djafra. The tapestry has four images on it. The first image shows Mount Deismaar exploding and throwing a yellow rock high into the sky. The second renders a Basarji warrior finding the rock in a desert; the warrior and the rock both glow. The third image shows the warrior blasting an army apart with beams of fire from his hand. The final image depicts the glowing yellow orb on the deck of a Basarji ship heading east.

Oral tradition among the Khinasi identifies the warrior as Aram ibn Malik, a young man who discovered the *Sielebr* shortly after the Deismaar cataclysm. With the bloodstone's aid, Aram and his followers (the Holy Thirty) were able to slay the entire army of the great oppressor Omar al-Sami in lands now claimed by Zikala. When others tried to claim the *Sielebr* from Aram, he and the Holy Thirty fled and took a ship to parts unknown. Little else is known about the *Sielebr*, save that Avani's faithful and a few diehard Basaia worshipers consider it one of their holiest artifacts.

In truth, the tales are accurate. Aram and 10 of his 30 pious companions were scions of Basaia. They fled the mainland with their families in order to keep the stone's power out of greedy, irreverent hands.

Over the course of 20 years, they built monasteries to Avani and Basaia in

the mountains of Cerilia's eastern shores; in fact, five of them, now long-abandoned, still exist in the domains now known as Suiriene, the Magian's domain, Merasaf, Yeninskiy, and Zoloskaya. Aram and his followers continued their trek northward until finally they put Leviathan's Reach between the *Sielebr* and those who would use the bloodstone for their own selfish purposes.

Within one of the highest mountains ranges of northern Torova Temylatin, Aram and his followers built Basaia's Seat, an impregnable monastery carved out of a mountain peak. Its central chamber holds the *Sielebr*. Basaia's Seat is reachable only by a single pass that remains snowbound and impassable for all but two weeks out of every year. The bitter, powerful winds surrounding the peak make it too treacherous to approach by any flying creatures less hardy than dragons. Fortunately for those who guard the *Sielebr*, the artifact itself helps keep the monastery warm.

At its most populated, the monastery held 78 people. It now holds only four scions: Aram ibn Malik, Fatima bin Aram (Aram's eldest daughter), Tuarim ibn Aram (Fatima's fourth son), and Alvaro el-Surak (the last of the Holy Thirty). All of these scions have the long life blood ability at great power; Aram and Alvaro both appear to be men in their forties, while Fatima and Tuarim seem to be in their late and early twenties. The youngest of the four guardians is nearly 1,500 years old.

Some Khinasi believe that a piece of the *Sielebr* broke off before Aram discovered it. Citizens of Ariya still speak of the "Blinding Bracelet of Georg One-Eye," a magical bracelet worn by a wizard merchant of mixed Brecht and Khinasi blood. The bracelet is described as a golden band set with a glowing yellow topaz. Legend tells that Georg used it to project light and magical fire, but he and his bracelet disappeared in a sudden storm at sea over 200 years ago. His ship was last sighted just outside the Dauren Arm of the Krakennauricht. Given the powers of the bracelet and the legends of the *Sielebr*, some Khinasi believe it held a single chip off the Stone of Light. A select few go so far as to maintain that if that chip were found and reunited with the *Sielebr*, Basaia would come again to Cerilia. Since no living Khinasi know the final resting place of the *Sielebr*, it is highly unlikely this theory will ever be put to the test.

conventional spells

The following spells were developed through the centuries by Cerilian wizards and magicians to address needs unique to their world. Their descriptions appear in the "Conventional Spells" chapter of this book. These spells follow the standard rules and format of other AD&D spells.

first level

Khinasi Trade Tongue
Know Bloodline Derivation
Know Bloodline Strength
Know Cerilian Origin
*Sidbelien Bow**

second level

Calder's Starry Sky
First Strike
Mask Bloodline
Misfortune
Ruornil's Tracks

third level

Enhance Blood Ability
Erik's Quills
Haelyn's Bow
Suppress Blood Ability
Zikalan Fireform

fourth level

Identify Tighmaevril
Improved Armor
Mimic Blood Ability
Shacpaete's Shadowy Distinction

fifth level

Disguise Bloodline
Facet
Mass Mounts

sixth level

Sidbelien Mien
Suppress Bloodline

seventh level

Resist Magic

BIRTHRIGHT spell lists

eighth level

Magic Drain

ninth level

Blood Drain

* *Italicized spells are reversible.*

battle spells

These spells affect entire military units. They were converted from conventional spells by Cerilian wizards and magicians for use on the battlefield only. Their descriptions, as well as details about the use of battle spells in a BIRTHRIGHT campaign, appear in the "Battle Magic" chapter of this book.

first level

Charm Unit
Rain of Magic Missiles

second level

Rolling Fire
Glittering Shower

third level

Flying Troops
Monster Unit Summoning I
Slow Unit

fourth level

Aura of Invulnerability
Enchanted Weapons
Stoneskinned Army

fifth level

Animate Army
Shadow World Troops
Wolf in the Fold

realm spells by caster level

This comprehensive list of wizard realm spells includes those spells originally published in the *BIRTHRIGHT Rulebook* and new realm spells published for the first time in this book. Descriptions of all realm spells appear in the "Realm Spells" chapter of this volume. The following list is organized by the required minimum level of the spell's caster. For a list organized by required minimum source level, see below.

1st-level caster

Alchemy
Dispel Realm Magic
Scry
Subversion

2nd-level caster

Battle Fury
Coffer Credit
Detect Ley Line
Inflame
Royal Facade
Trace Ley Line

3rd-level caster

Demagogue
Ley Trap
Mask Ley Line
Mass Destruction
Summoning
Transport

4th-level caster

Gold Rush
Protect Source
Regent Site

5th-level caster

Death Plague
Feign Destruction
Protect Ley Line
Stronghold
Warding

6th-level caster

Defection

7th-level caster

Legion of Dead
Ley Ward
Raze

8th-level caster

Shadow Block

9th-level caster

Deactivate Ley Line
Enhance Source

10th-level caster

Deplete Mebhaighl

12th-level caster

Siphon Mebhaighl
Sunder Ley Line

16th-level caster

Poison Source

realm spells by source level

The following list is organized by the required minimum source level needed to cast each spell. For a list organized by required caster level, see above. Descriptions of all realm spells appear in the "Realm Spells" chapter of this book.

source (1)

Detect Ley Line
Dispel Realm Magic
Feign Destruction
Protect Source
Regent Site
Scry
Subversion
Trace Ley Line

source (2)

Battle Fury
Coffer Credit
Defection
Enhance Source
Gold Rush
Inflame
Mask Ley Line
Royal Facade

source (3)

Alchemy
Demagogue
Legion of Dead
Ley Trap
Protect Ley Line
Summoning

source (4)

Deactivate Ley Line
Ley Ward
Shadow Block

source (5)

Death Plague
Deplete Mebhaighl
Mass Destruction
Raze
Transport
Warding

source (6)

Siphon Mebhaighl
Sunder Ley Line

source (7)

Poison Source
Stronghold

using other spells and magical items

Not all spells and magical items created for AD&D game settings are appropriate for use in a BIRTHRIGHT campaign. DMs and players need to take care that spells and items borrowed or adapted from other products and settings are compatible with the rules and flavor of the BIRTHRIGHT world; spells with effects that contradict, impair, or are otherwise incongruous with life in Cerilia should be excluded from the campaign.

Players may use any spell from the *PHB* in a BIRTHRIGHT campaign (though they may want to consider giving spells such as Nystul's magical aura more Cerilian-sounding names). DMs may feel free to introduce any magical item appearing in the *DMG*.

This section lists the spells and magical items from the *Tome of Magic* that are suitable for use in Cerilia. Any spells or items excluded from this list are not recommended for the BIRTHRIGHT setting; as always, however, players and DMs may agree to allow (or disallow) a spell or item to suit their own campaign. Players and DMs can use this list—as well as discussions of Cerilia's magical atmosphere presented in the rest of this book—for guidance when deciding whether spells and items from other products are appropriate to the campaign.

spells

first level

Conjure Spell Component
Fire Burst
Fist of Stone
Lasting Breath
Metamorphose Liquids

second level

Insatiable Thirst
Maximillian's Earthen Grasp
Past Life
Protection from Paralysis
Ride the Wind
Sense Shifting

third level

Alacrity
Alamir's Fundamental Breakdown
Augmentation I
Far Reaching I
Lorloveim's Creeping Shadow
Maximillian's Stony Grasp
Minor Malison
Spirit Armor (may not be cast
on blooded characters)
Squaring the Circle
Watery Double
Wizard Sight (does not reveal bloodline,
strength, or abilities)

fourth level

Dilation I
Divination Enhancement
Far Reaching II
Greater Malison

Locate Creature
Mask of Death
Minor Spell Turning
Mordenkainen's Celerity
Thunder Staff
Turn Pebble to Boulder (does not affect
mebhaighl stones or sielsheghlien)

fifth level

Far Reaching III
Khazid's Procurement
Lower Resistance (does not affect
the resist magic spell)
Magic Staff
Mind Fog
Safeguarding
Von Gasik's Refusal

sixth level

Augmentation II
Dilation II
Forest's Fiery Constrictor
Lorloveim's Shadowy Transformation
(cannot be used in the Shadow World)

seventh level

Acid Storm
Bloodstone's Frightful Joining
Intensify Summoning
Malec-Keth's Flame Fist
Shadowcat (cannot be used in the
Shadow World)
Steal Enchantment (does not affect
tighmaevril, mebhaighl stones, or
sielsheghlien)
Suffocate

eighth level

Abi-Dalzim's Horrid Wilting
Airboat
Gunther's Kaleidoscopic Strike

ninth level

Chain Contingency
Elemental Aura
Wail of the Banshee

magical items

potions and oils

Aroma of Dreams
Curdled Death
Murdock's Insect Ward
Oil of Preservation
Starella's Aphrodisiac

powders

Powder of the Black Veil
Powder of Coagulation
Powder of the Hero's Heart
Powder of Magic Detection

rings

Ring of Affliction
Ring of Armoring
Ring of Bureaucratic Wizardry
(does not affect realm spells)
Ring of Fortitude
Ring of Randomness
Ring of Resistance

rods and wands

Rod of Distortion
Wand of Element Transmogrification
Wand of Misplaced Objects

miscellaneous magic

Air Spores
Amulet of Extension
Amulet of Far Reaching
Amulet of Leadership
(cannot be used by regents)
Amulet of Magic Resistance
(not cumulative with *resist magic* spell)
Amulet of Metaspell Influence
Amulet of Perpetual Youth
Bag of Bones (Use Undead Legion War Card #86 from the *BIRTHRIGHT* boxed set; only 10% of bags are multi-use.)
Bell's Palette of Identity
Brooch of Number Numbing
(Blooded characters gain -2 bonus to save; regents gain -4 bonus to save.)
Candle of Propitiousness
Claw of Magic Stealing
Contracts of Nepthas
Crucible of Melting (tighmaevril is immune)
Crystal Parrot
Disintegration Chamber
Dust of Mind Dulling

Everbountiful Soup Kettle
Flatbox
Fur of Warmth (derivation: Vosgaard, rather than the Paraelemental Plane of Ice)
Gem of Retaliation
Glass of Preserved Words
Globe of Purification
Globe of Serenity
Horn of Valor (Affected War Card units gain one morale icon of player's choice for 1d4 turns; routed units immediately make a morale check rather than first returning to the reserve; enemy units lose one morale icon of player's choice for 1d2 turns; player chooses square in which horn is sounded—horn may be heard one square away; horn may be used once per War Card battle.)
Hourglass of Fire and Ice
Jar of Preserving
Law's Banner (Functions on one War Card unit commanded by a lawful PC or NPC; player chooses one icon to add to the card's morale icons.)
Lens of Speed Reading
Liquid Road
Lorloveim's Obsidian Mortar and Pestle (Mebhaighl stones, sielsheghlien, and tighmaevril gain -5 bonus to saves.)
Manual of Dogmatic Methods
Medallion of Spell Exchange
Mirror of Retention
Mirror of Simple Order
Mist Tent
Mordom's Cauldron of Air
Mouse Cart
Necklace of Memory Enhancement
Nefradina's Identifier
Philosopher's Egg (first application only)
Portable Canoe
Prism of Light Splitting
Puchezma's Powder of Edible Objects
Quill of Law
Reglar's Gloves of Freedom
Robe of Repetition
Saddle of Flying
Scarab of Uncertainty
School Cap
Skie's Locks and Bolts
Talisman of Memorization
Tapestry of Disease Warding
Teleportation Chamber
Tenser's Portmanteau of Frugality
Thought Bottle
Time Bomb
Zwann's Watering Can

conventional spells

The War of Shadow and its cataclysm at Mount Deismaar altered our world irreparably. Political struggles, blood abilities, awnsheghlien—it seemed that suddenly all the rules by which we lived life had changed. And it was up to us to find ways to meet these new challenges.

—from the journal of Oerean the Stone Mage,
circa 31 Haelyn's Count

first level khinasi trade tongue

(Divination)

Range: Touch

Components: V, M

Duration: 1 turn/2 levels

Casting Time: 1

Area of Effect: 1 individual

Saving Throw: None

Favored by Khinasi and Brecht wizards because of their countries' reliance on trade, this limited form of ESP aids in dealing efficiently with merchants and peddlers. The recipient of this spell can sense the amount of money that an individual is willing to accept or pay for a particular item—regardless of the price verbally quoted by the individual—to within 1d6 coins appropriate to the transaction. The recipient of the spell can determine prices for multiple items (one at a time) until the spell expires.

When cast by a Khinasi or Brecht wizard, this divination is even more precise, determining within 1d4 appropriate coins the amount of money a trader will accept or pay.

The material component of this spell is a vial of snake oil.

know bloodline derivation

(Divination)

Range: 30 yards

Components: S, M

Duration: Instantaneous

Casting Time: 2

Area of Effect: 1 individual

Saving Throw: Negates

The caster of this spell can determine the bloodline derivation of a target individual. The target is allowed a saving throw with the following modifiers to the die roll (because stronger bloodlines are easier to detect): tainted, +2; minor, +0; major, -2; great, -4.

The material component of this spell is a collection of trinkets representing different bloodlines (Basaia is represented by the hawk, so a hawk feather or claw would be appropriate; scions of Reynir are attuned to the wilderness, making a pine cone or live twig suitable,

and so on). The component that represents the target's bloodline disintegrates upon completion of the spell.

Note: If the spell is cast on an unblooded character, none of the totems destroy themselves. There is also a base 50% chance (minus 5% for every level of the caster) that a tainted bloodline passes unnoticed, even if the target fails his saving throw.

This spell does not work on inanimate objects such as *sielshegh* gems.

know bloodline strength

(Divination)

Range: 30 yards

Components: S, M

Duration: Instantaneous

Casting Time: 2

Area of Effect: 1 individual

Saving Throw: Negates

This spell affects only blooded characters. If the target fails his saving throw, the caster learns the relative strength of his bloodline—tainted, minor, major, or great. Because stronger bloodlines are easier to identify, the target makes his saving throw with the following modifiers to the die roll: tainted, +2; minor, +0; major, -2; great, -4.

The material component is a small vase or jar made of malleable metal (brass, gold, tin, etc.). The component collapses, as if crushed in a strong hand, when the spell is cast. The caster measures the extent of the crumpling to determine the relative bloodline strength.

Note: If the spell is cast on an unblooded character, the vase remains uncrushed. There is also a base 50% chance (minus 5% for every level of the caster) that a tainted bloodline's strength cannot be determined, even if the target fails his saving throw.

know cerilian origin

(Divination)

Range: 10 yards

Components: V, S

Duration: Instantaneous

Casting Time: 1

Area of Effect: 1 creature or object

Saving Throw: Negates

When a wizard directs this spell at a creature, individual, or object, he can determine the area of Cerilia from which the target originated (or whether the target derives from outside Cerilia). This spell can identify the origin of a Cerilian item or person to within 25 miles, with a general or specific result—that is, a warrior born 20 miles outside of the City of Anuire might be identified as hailing from that city; a weapon forged in the city of Ilien might simply be identified as originating in the province of Ilien.

The caster may specify whether he wishes to learn the actual origin of an item or the place in which a target has spent the most time. Thus, he may learn the birthplace of an individual or the place in which he has spent most of his life; he may learn the place where a weapon was forged or the site at which it lay lost for decades. The origins of items predating the Mount Deismaar cataclysm cannot be determined.

In the case of centuries-old items, this spell might be cast a number of times to determine the history of an object. Such castings will first reveal the place where the item spent the most time, with subsequent castings revealing progressively shorter habitats.

When this spell is cast on an individual, a saving throw vs. spell is allowed; on a magical item, a saving throw vs. crushing blow applies. In either case, a successful saving throw means the caster cannot determine the target's origin.

sidhelien bow

(Enchantment)

Reversible

Range: Touch

Components: V, S, M

Duration: 3 rounds+1 round/level

Casting Time: 1

Area of Effect: 1 bow

Saving Throw: None

When a wizard casts this spell upon a nonmagical short bow, long bow, or crossbow, the weapon gains a +1 attack bonus. The spell takes effect when the first shot is fired and then lasts for the full spell duration. The first shot must be fired within 24 hours of casting or the enchantment is lost. The bow's bonus alone does not enable archers to hit creatures that can be attacked by magical weapons only; one needs magical arrows to do so.

Multiple spells can be cast upon a single bow to extend the duration of the enchantment. Doing so does not create additional attack bonuses or extend the 24-hour limit.

The reverse of this spell, *decrepit bow*, makes a nonmagical bow suffer a -1 attack penalty.

When this spell is cast by a Sidhelien wizard, the target bow may be magical or nonmagical and gains a +1 bonus to attacks *and* damage. A *decrepit bow* enchantment cast by such a wizard causes -1 attack and damage penalties.

The material component for both versions is a thread from a silkworm.

second level

calder's starry sky

(Divination)

Range: 10 yards

Components: V, S, M

Duration: 1 hour/level

Casting Time: 2 turns

Area of Effect: 10 square yards

Saving Throw: None

Developed by a Brecht magician, this spell enables ships to sail on cloudy nights or storm-swept days without losing their way. When cast, the spell causes a display of stars to appear approximately 10 yards above the caster's head. The stars are representations of the correct positions of stars in the sky, allowing a navigator to steer by this projection. The spell can be cast inside a ship's cabin (or inside a building if the spell is desired for study or decorative effect), projecting the star field on the ceiling. The spell fails on cloudless days.

The material component is an unblemished silver mirror that the caster must direct skyward during the casting.

first strike

(Alteration)

Range: 0

Components: V, S, M

Duration: 1d4 rounds+1 round/level

Casting Time: 4

Area of Effect: 1 creature/level within 10 yards

Saving Throw: None

This spell causes a number of creatures or individuals within 10 yards of the caster to automatically gain initiative in ensuing combat rounds. The enchantment does not hasten the casting times of spells.

Individuals under the influence of a *first strike* spell must remain within 10 yards of the caster; if they venture outside the area, they lose the effect. Reentering the spell radius does not reinstate the effect on those individuals.

If both sides in a battle are affected by *first strike* spells or an individual is using a weapon such as a *short sword of quickness*, initiative is rolled normally. Unlike a *haste* spell, this enchantment does not age the affected individuals.

The material component of this spell is a handful of purified sand, which the caster runs through his fingers.



mask bloodline

(Illusion)

Range: Touch
Components: V, S
Duration: 2 turns/level
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Negates

This spell is used by blooded wizards (or cast on blooded characters) to hide the derivation and strength of their bloodlines from others. Bloodlines, because of their divine nature, are somewhat resistant to being hidden; the target therefore must roll a saving throw even if he wants the spell to work. The bloodline's strength adds a modifier to the roll as follows: tainted, -2; minor, -0; major, +2; great, +4.

If the target fails the saving throw, the bloodline is completely masked; nothing short of a *limited wish* will reveal its derivation or strength for the duration of the spell. If the target's save succeeds, obvious characteristics of the bloodline (such as a bloodmark or other secondary characteristic) are masked, but a *know bloodline derivation* or *know bloodline strength* spell will succeed normally.

The target of the spell cancels the effect if he uses any blood ability during the spell's duration. This means that some characters will be forced to operate at below their normal abilities for the duration of the spell if they want to keep their bloodlines secret (such as characters with *heightened ability*).

Note: Ershegh and awnshegh characters are difficult to affect with this spell, since they almost always bear unconcealable marks of their bloodlines. The DM may wish to increase the modifier to their saving throws or disallow the use of the spell altogether unless it is cast in conjunction with another powerful illusion or *polymorph* spell.

misfortune

(Alteration)

Range: 10 yards
Components: V, S
Duration: 1 week/level
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: Special

An elderly Rjurik wizard is said to have created this spell to bring ill luck to his enemies. He intended his foes to suffer misfortune

when hunting, fishing, or trapping—activities essential to the livelihood of the Rjurik people. The spell has since been used to bring ill luck to people of all races.

When a wizard successfully casts a *misfortune* spell upon another individual or creature, the target's proficiency checks suffer a 1-point penalty for the spell's duration. Multiple *misfortune* spells can be cast upon a target, with cumulative results.

The target of a *misfortune* enchantment is allowed a saving throw vs. spell with a -1 penalty to the die roll for every three levels of the caster. Thus, if a 10th-level wizard cast *misfortune*, the target would suffer a -3 penalty to its saving throw.

The spell(s) may be negated by a single *remove curse* or similar spell.

ruornil's tracks

(Alteration)
Reversible

Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 2
Area of Effect: Special
Saving Throw: None

This alteration enables an individual to leave in his wake the tracks of a native animal instead of his own, thus thwarting those who attempt to track his movements. Those in pursuit can identify the true nature of the tracks only if they make successful tracking proficiency checks with a -2 penalty.

For every experience level above 3rd, the wizard can affect one additional creature. Thus, a 5th-level wizard could affect himself and two other individuals. The spell can affect creatures up to large size, so a wizard could prevent horses or other mounts from leaving identifiable tracks.

The reverse of this spell, *Ruornil's footprints*, causes affected individuals to leave



deep, noticeable footprints in their wake. These tracks can be followed easily by anyone.

The material component of either version is a handful of ashes sprinkled at the caster's feet.

third level enhance blood ability

(Alteration, Evocation)

Range: Touch
Components: V, S, M
Duration: 3 rounds +1 round/level
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: None

This spell enables its target to tap the essence of his bloodline directly to temporarily increase the power of one blood ability. The caster must know the bloodline derivation, blood ability, and ability power (minor or major) to be affected. When the spell is cast, the chosen blood ability improves one power—minor to major, or major to great—for the duration of the spell. Blood abilities of maximum level gain no benefit from the spell, and blood abilities that have only one level of power cannot be enhanced.

At the end of the spell's duration, the blood ability returns to normal. The target then may not use the previously enhanced blood ability for one turn (he has stretched it beyond its limits).

The material components are two similar objects—one large and one small—representing the bloodline derivation of the target. (See the animal affinity blood ability description in the *BIRTHRIGHT Rulebook* for a list of totems.) The wizard breaks the smaller of the two totems during the casting of the spell.

erik's quills

(Evocation)

Range: 5 yards/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 1-2 creatures
Saving Throw: None

This enchantment allows the caster to cause a number of magical quills (resembling porcupine quills) to fly from his hands and unerringly strike a chosen target. The quills reach their victim even in melee combat, and they magically find chinks in armor or gaps in clothing to strike successfully.

A wizard can conjure 2d4 quills plus one quill for every two experience levels above 5th; thus, a 7th-level caster can create 2d4+1 quills. The quills may be directed at no more than two opponents.

Each quill inflicts 1 point of damage on the initial round. In the following two rounds, victims are allowed a saving throw vs. spell; failure indicates a second (and/or third) round of identical damage. At the end of the third round, the quills vanish. The enchantment is especially effective against spellcasters, who cannot cast spells while suffering damage from the quills.

The material component is a porcupine quill.

haelyn's bow

(Enchantment)

Reversible

Range: 10 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: 1 bow/level
Saving Throw: None

When a wizard casts this spell upon a magical or nonmagical short bow, long bow, or cross-bow, the bow gains a +1 bonus to attack and damage rolls for a number of rounds equal to the wizard's level. The bonus conferred by this spell adds to any magical bonuses the bow already carries.

The spell takes effect when the first shot is fired and then lasts for the full duration. The first shot must be fired within 8 hours of the casting or the enchantment is lost. Multiple spells can be cast upon the bow, with cumulative bonuses.

The reverse of this spell, *cursed bow*, confers a -1 penalty to attack and damage rolls for a number of rounds equal to the caster's level.

The material component is a stone arrowhead.

suppress blood ability

(Alteration)

Range: 10 yards

Components: V, S, M

Duration: 1 turn/level

Casting Time: 1 round

Area of Effect: 1 creature

Saving Throw: Negates

Suppress blood ability removes an individual's power to use one blood ability for the duration of the spell. The caster must know both the bloodline derivation and blood ability of the target, as well as the power of the blood ability to be suppressed (minor, major, or great) or the spell will fail. Bloodlines are somewhat resistant to tampering; therefore saving throws receive the following modifiers based on bloodline strength: tainted, -2; minor, -0; major, +2; great, +4. Multiple castings can affect multiple abilities on the same target.

The material component is a small object from the victim's bloodline totem (cat whisker, snake scale, etc.). Refer to the animal affinity blood ability description in the *BIRTHRIGHT Rulebook* for a list of totems.

zikalan fireform

(Alteration)

Range: Touch

Components: V, S, M

Duration: 1 hour/level

Casting Time: 3

Area of Effect: 1 creature

Saving Throw: None

This old enchantment was created by a Zikalan court wizard who used it to spy on visiting dignitaries. The spell enabled the wizard or other target of his choice to hide in the braziers and fireplaces of Zikala's palace, temples, and other state buildings.

A character under the effects of this spell can meld his body with nonmagical fire. The fire must be within 5 feet of the *fireformed* individual so he can leap into the blaze. The *fireformed* target is then concealed in the sizzling flames of a torch, campfire, fireplace, or other source of nonmagical fire. The fire must be at least the size of a torch.

While in *fireform*, the individual can see and hear normally; the flames do not obscure hearing or vision. The individual cannot cast spells, talk, attack, or suffer damage. To exit the fire, the character may cancel the spell with a telepathic command. The character is automatically expelled from the flames at the end of the spell's duration or if the fire is completely extinguished by any normal or magical means. (The spell does not expire if the blaze merely dies down to embers.) The spell is also cancelled if a spell such as *affect normal fires* or *pyrotechnics* is cast upon the flames.

The recipient of the spell is immune to heat and damage from normal fires while moving into and out of the source of flame (as well as during the spell's effects). A *fireformed* individual cannot be discerned from normal flames unless a *detect magic* spell is cast. In this event, the flames radiate a faint aura of alteration magic. A *detect invisibility* spell will not reveal the *fireformed* individual.

The material component is a mixture of salt, sulfur, and crushed peppercorns that is tossed into the fire source.

fourth level

identify tighmaevril

(Divination)

Range: 100 yards

Components: S, M

Duration: 1 round/level

Casting Time: 4

Area of Effect: 1 cubic yard

Saving Throw: None

Identify tighmaevril allows the caster to distinguish the bloodline-draining metal from other metals. Because of the spell's relatively short

duration and limited area of effect, it is most useful for confirming whether an already-located object is indeed forged of bloodsilver.

The spell causes all tighmaevril within the area of effect to glow a bright burgundy color and to pulse in a manner visible only to the caster. If, for some reason, the caster cannot see the tighmaevril affected by the spell (because of darkness or interposing walls), he will sense the metal's location, but not its shape or size.

The material component, which melts during the casting, is a band of copper wire wrapped around a rod of steel.

improved armor

(Conjuration)

Range: Touch

Components: V, S, M

Duration: Special

Casting Time: 4

Area of Effect: 1 creature

Saving Throw: None

Similar to the 1st-level *armor* spell, this enchantment creates a faintly glowing magical field of energy around a target individual that serves as if it were field plate mail (AC 2).

The spell has no effect on a person already armored or a creature with Armor Class 2 or better, but it is cumulative with Dexterity bonuses. *Improved armor* does not affect a creature's movement or hinder spellcasting, and it has no weight.

Improved armor remains about the individual until dispelled or until the individual suffers damage equal to 10 points plus twice the caster's level. For example, if an 8th-level wizard cast this spell upon himself, the armor would remain intact until he suffered 26 points of damage. The armor does not prevent the spell recipient from suffering the damage.

The material component is a cube of polished steel.

mimic blood ability

(Enchantment)

Range: 20 yards

Components: V, S

Duration: 1 round/level

Casting Time: 6

Area of Effect: 1 creature

Saving Throw: None

This powerful spell allows the caster or other blooded character to mimic a scion's blood ability. The caster must have witnessed the use of the chosen blood ability within one day per level of experience or have personal knowledge of the blood ability (for example, has seen it used several times in recent months, has a personal friend or colleague with the ability, etc.).

The target of the spell *must* be a scion in order to imitate the ability, but his derivation and bloodline strength need not match that usually required for the mimicked ability. Thus, a character with a bloodline other than Azrai's could mimic the fear ability; a character with a bloodline strength of 8 could imitate a great ability.

Both the target of the spell and a possessor of the blood ability to be imitated must be within 20 yards of the wizard at the time of casting. As part of the spell, the caster states the name and power (minor, major, or great) of the blood ability in a loud, clear voice.

The recipient gains the use of the blood ability for the duration of the spell. The character whose ability was mimicked retains full use of the ability; he is unaffected by the spell.

When the spell ends, the recipient completely loses the blood ability, but any effects caused by the character's use of the ability remain. For example, if the character mimicked the regeneration ability and healed several points of damage, those points would remain healed. However, if a character mimicked divine aura to influence an unblooded character, the influence on that character would wear off when the spell duration expired.

Note: Spells such as *enhance blood ability* and *blood drain* can affect the mimicked ability for the duration of the spell.

shaefpaete's shadowy distinction

(Divination)

Range: 10 yards

Component: V

Duration: 1 round/level

Casting Time: 5

Area of Effect: 50 cubic yards

Saving Throw: None

This spell is rumored to have been developed by a wizard of the Zweilund Islands, a small domain in the Krakennauricht. The spell mimicks the

halling ability to see into the Shadow World and to distinguish, in a particular location, the thickness of the veil that separates that realm from the real world. The spell does not confer the hallings' ability to *detect evil*, *detect undead*, *detect magic*, *shadow walk*, or *dimension door*.

A mage who uses this spell has a 5%, plus 1% per caster level, chance of finding a hidden portal to the Shadow World (an area where no veil exists). These are dangerous places since denizens of the Shadow World can use such portals to cross over to the real world. Under the effect of this spell, the caster may also make such crossings.

If a wizard finds himself in the Shadow World, he can use this spell to find portals back to Cerilia. Of course, since time and space in the Shadow World are reputed to be different than on Cerilia, the caster may find himself somewhere or *somewhen* other than the place or time he left.



fifth level

disguise bloodline

(Illusion/Phantasm)

Range: Touch

Components: V, S

Duration: 1 turn/level

Casting Time: 1 turn

Area of Effect: 1 creature

Saving Throw: Special

This potent illusion allows the spell recipient to hide the derivation, strength, and characteristics of his actual bloodline and temporarily take on the characteristics (both magical and physical) of another bloodline. For example, a scion of Anduiras could appear to have Brenna's or even Azrai's bloodline, thus deceiving attempts to determine his actual bloodline. The transformation is undetectable unless someone casts *limited wish* or a spell of comparable power on the target.

While under the effect of the spell, the recipient can use only blood abilities permitted by the illusory bloodline. The blood ability must have the same effect when used by scions of both the actual and illusory bloodlines. For example, a scion of Vorynn disguised as a scion of Brenna could use alter appearance, which works the same for scions

of both bloodlines, but not enhanced sense, which affects different senses for each bloodline. The blood ability functions at the same level of power as it normally does, regardless of the illusory bloodline's strength. Targets of *disguise bloodline* do not gain any blood abilities they do not normally have with their actual bloodlines.

If the spell's recipient tries to use a blood ability not permitted by the illusory bloodline, he must succeed in a saving throw vs. spell to use his natural blood ability. The die roll is subject to a modifier based on the illusory bloodline's strength: tainted, +2; minor, +0; major, -2; great, -4. If the saving throw succeeds, the spell ends. If it fails, the character cannot access his natural bloodline and blood abilities.

This spell will not affect unblooded characters. Also, sielshegh gems (see the "Magical Items and Artifacts" chapter) of both the actual and the illusory bloodlines will not respond to a scion under the effects of this spell.

Note: Unlike *mask bloodline*, this spell is powerful enough to affect the obvious marks borne by many ersheghlien and awnsheghlien. If an awnshegh with the blood of Azrai were to cast this spell upon himself and disguise his bloodline as that of Brenna, he would look like an ershegh of that bloodline. His hideous or inhuman features would take on a natural beauty, and the DM would have to describe him to PCs in completely different terms.

facet

(Alteration)

Range: Touch

Components: V, M

Duration: Permanent

Casting Time: 1 turn

Area of Effect: 1 gem or item of jewelry

Saving Throw: Special

Believed to have been developed by a Khinasi wizard-merchant, this spell can increase the value of a gem or piece of jewelry by removing flaws and improving the quality of the gem. When a wizard successfully casts *facet* upon a gem or item of jewelry set with gems, the value of the gem or jewelry doubles. Thus, a wizard successfully casting *facet* on an emerald valued at 500 gp increases the gem's value to 1,000 gp. The gem or piece to be enchanted must succeed in an item saving throw vs. crushing blow.

If the wizard has the Gem Cutting or Appraising nonweapon proficiency, the saving throw receives a +2 bonus. If this spell is cast on the same item more than once, the saving throw receives a -1 penalty for each successive casting (thus the third casting would receive a -2 penalty, etc.). A gem or piece of jewelry worth more than 25,000 gp cannot be enchanted by the *facet* spell.

The material component is a jeweler's polishing cloth which must be rubbed across the gem or jewelry to be enchanted.

mass mounts

(Conjuration)

Range: 10 yards/level

Components: V, S, M

Duration: 1 hour/level

Casting Time: 1 turn

Area of Effect: 1 mount/level

Saving Throw: None

This enchantment, similar to the 1st-level wizard spell *mount*, allows the caster to conjure a number of mounts. The mounts obey the wizard (or riders designated by him) willingly and to the best of their abilities. When the spell

expires, however, the

mounts disappear,

possibly pitching

any riders and equip-

ment to the ground.

One mount is conjured for each level of the caster's experience; for example, a

13th-level wizard can call 13 draft horses to serve for 13 hours. The caster can elect to conjure fewer animals than his limit. All the mounts created by a single spell must be the same type of animal and will be of varying natural colors unless the wizard otherwise specifies a color (such as jet-black riding horses for night travel). The conjured mounts do not come with gear.

The wizard can specify the type of mounts gained by this spell (subject to regional availability), choosing from the list below. To determine the mounts' statistics, consult the **MONSTROUS MANUAL** tome.

The material components, regardless of what type of mount the wizard wants to conjure, are a horseshoe and a tuft of fur.

Summoned Mount	Full Speed Carrying Capacity
Worg	100 lbs.
Pony	160 lbs.
Light War Horse	170 lbs.
Riding Horse	180 lbs.
Hippocampus	200 lbs.
Medium War Horse	220 lbs.
Varsk	240 lbs.
Mule	250 lbs.
Draft Horse	260 lbs.

sixth level

sidhelien mien

(Enchantment/Charm)

Reversible

Range: 10 yards

Components: V, S

Duration: 2 turns/level

Casting Time: 6

Area of Effect: 1 creature/2 levels

Saving Throw: Special

By casting this spell, the wizard bestows certain qualities natural to Sidhelien upon a target creature not of elf descent. The recipient gains 90% resistance to *sleep* and *charm* spells, and is unaffected by aging attacks and normal diseases. The target of the spell also gains partial camouflage in a woodland setting; when standing still or moving slowly, he has a 30% chance of remaining undetected. If the individual moves faster than a normal walking pace, his chance to remain unseen is 15%.

Though the target gains elven abilities, his appearance does not change. Nor does he

acquire other elven qualities not listed above.

The number of individuals a wizard can affect with this spell depends on his level: a 9th-level caster can affect four individuals, a 10th-level caster can affect five creatures, and so on.

The reverse of this spell, *Sidbelien discord*, adds a -3 penalty to the target individual's saving throws vs. *charm* and *sleep* spells, and prevents him from moving unseen in woodland settings. If the target takes special precautions such as lying still in underbrush, he may hide normally in woods. When moving, observers gain a 15% chance of spotting the spell recipient.

Sidbelien mien has no effect when cast on elves; its reverse, however, does. Elves gain a normal saving throw against the *Sidbelien discord* version of the spell.

suppress bloodline

(Alteration)

Range: 50 yards

Components: V, S, M

Duration: 1 turn/level

Casting Time: 5 rounds

Area of Effect: 1 creature

Saving Throw: Negates

Similar to the 3rd-level spell *suppress blood ability* but stronger, *suppress bloodline* removes an individual's power to use all of his blood abilities for the duration of the spell.

The caster must know the bloodline derivation of the victim or the spell will fail. Bloodlines are somewhat resistant to tampering; therefore saving throws receive the following modifiers based on bloodline strength: tainted, -2; minor, -0; major, +2; great, +4.

The material components are six small objects related to the bloodline's totem. Refer to the animal affinity blood ability description in the *BIRTHRIGHT Rulebook* for a list of totems.

seventh level

resist magic

(Abjuration)

Range: Touch

Components: V, S, M

Duration: 2 rounds/level

Casting Time: 7

Area of Effect: 1 creature

Saving Throw: None

By means of this spell, a wizard temporarily can bestow resistance to magic on one creature. The recipient gains 25% resistance to true magic and 50% resistance to lesser magic (all spells in the schools of divination and illusion, as well as all spells of 1st and 2nd level).

When a wizard casts this spell upon himself, its effect is more potent. The caster gains 40% resistance to true magic spells and 65% resistance to lesser magic.

When the recipient becomes the target of a spell, he immediately rolls to see if his magic resistance repels the spell. If the roll fails, he is still allowed a normal saving throw if applicable. *Resist magic* has no effect on spells already affecting the target at the time it is cast.

The material components for this spell are a piece of string, a block of wood, and an unlit candle.

eighth level

magic drain

(Evocation)

Range: 60 yards

Components: V, S, M

Duration: Permanent

Casting Time: 4

Area of Effect: 1 weapon

Saving Throw: Special

This spell permanently drains the enchantment from one magical weapon. The casting wizard must be within 60 yards of the target item and must have a clear view of the item.

If the caster holds the weapon, no saving throw is necessary. If the weapon is in the possession of another individual or creature, the weapon is allowed a saving throw vs. disintegration modified by the level of the wielder.

For example, a sword would normally require a saving throw of 17 or

better to resist the effect; in the hands of a 6th-level fighter, it would need an 11 or better.

The spell's effect is limited to one type of magic of no greater than a +5 bonus. Against a sword +1, +3 vs. lycanthropes, for example, this spell could negate either the +1 bonus or the +3 bonus. A second spell would be required to negate both bonuses.

The material component is a vial that once held a magical potion.

ninth-level blood drain

(Necromancy)
Reversible

Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Special

This devastating spell allows a wizard to drain bloodline points from a victim and transfer them to his own bloodline. The victim of this spell forfeits 2d8 points of bloodline strength, and these points are permanently transferred to the caster. A wizard may cast this spell on a victim more than once, but may never reduce a victim to less than 1 bloodline point.

In addition, the caster has a chance to drain a blood ability from his victim. For every point of bloodline strength drained, there is a 1% cumulative chance that the caster drains a blood ability. If this occurs, the DM chooses a blood ability to be lost, beginning with the

lowest-level
blood abilities.
For example,

if a character with two minor and one major blood abilities becomes the victim of this spell, one random minor ability will be lost.

If the caster is eligible for the blood ability (that is, it is not restricted by his derivation and he does not already possess it), he gains the ability. Otherwise, the blood ability is lost.

The target is allowed a saving throw, which is granted a 1-point bonus for each blood ability he possesses and is modified according to bloodline strength (tainted, -2; minor, -0; major, +2; great, +4). Thus, a character with a great bloodline and two major blood abilities adds a bonus of +6 (4+1+1) to his saving throw.

If the victim succeeds in his saving throw, he suffers no effect of the spell. If he succeeds by more than 10 points, the spell backfires, forcing the caster to make a saving throw with the same modifiers. If the caster fails, he permanently loses 1d8 points of bloodline strength (his victim does not gain these points). The caster loses a blood ability only if he now has too many blood abilities for his reduced bloodline strength according to Table 12 in the *BIRTHRIGHT Rulebook*.

In all cases, lost bloodline strength points and abilities can be restored through normal means: gaining points through RP expenditures, slaying blooded individuals with a tighmaevril weapon or directly through the heart, or earning bloodline points to roll on Table 12.

Note: A victim can voluntarily submit to this spell by forgoing the saving throw. In this case, the spell succeeds automatically.

The reverse of this spell, *blood restoration*, allows the caster to return bloodline points stolen through *blood drain* to their original owner. The spell must be cast within one week of absorbing the stolen bloodline points. The caster cannot "carry" bloodline points from more than one individual during this time (if the wizard casts this spell on more than one individual within one week's time, the bloodline points are irreversibly mingled with the caster's). The wizard may cast *blood restoration* on the same individual more than once. If *blood restoration* is not cast within the allotted time, the caster permanently retains the bloodline points.

Before the original owner can get his points back, he must first pass a system shock roll. When bloodline points are returned to their original owner, the individual does not gain new blood abilities. If the character lost a blood ability initially, he may roll a saving throw with the modifiers described above. If he fails the saving throw, he gains one random blood ability of the same level that he lost (reroll for abilities inaccessible to the character). If he passes the saving throw, he does not regain a blood ability.

I paced the length of my library. The king's folly would lead us into a war we could not win, of that I and all his other advisers were certain. Yet I knew that if he could not be dissuaded, I had to do something—prepare some kind of sorcery—to give our soldiers a fighting chance. I looked about the room in desperation. What could I, a lowly magician, do to turn the tide of a full-scale battle?

My eyes strayed to one of my spellbooks. The page to which it was open seemed to mock me with the spell written on it—magic missile. I nearly laughed aloud at the absurd image of a single magic arrow sailing toward an entire army unit. But then I envisioned hundreds of them raining from the sky. . . .

—from the writings of Audric the Seer

Several spells already known to players do allow spellcasters to affect the outcome of a battle between two armies. But most conventional spells have areas of effect too small to be of much use in a full-scale war, and the month required to cast realm magic renders realm spells impractical for defensive purposes. This chapter describes "battle spells," a type of magic that enables wizards and magicians to draw on even a limited repertoire of spells to become a vital part of any military campaign.

existing war magic

The conventional spells wizards and magicians currently may use in battle—to affect whole units, not just personal encounters on the battlefield—are somewhat limiting. The War Cards included in the BIRTHRIGHT boxed set (and accessories) list dozens of spells useful in armed engagements. The following list includes all the conventional wizard spells listed on War Cards and thus currently approved for use as war magic.

Fogs: *Wall of fog, fog cloud, pyrotechnics, solid fog.*

Hallucinatory Terrain: *Hallucinatory terrain.*

battle spells

Massmorphs: *Massmorph, hallucinatory forest, mass invisibility.*

Transmutations: *Transmute rock to mud, transmute water to dust, dig, move earth.*

Walls: *Wall of ice, wall of fire, wall of stone, wall of force, wall of iron, wall of thorns.*

Wizard Attack Spells:

(D: Destroyed Result) *Cloudkill, death fog, prismatic spray, incendiary cloud, meteor swarm, prismatic wall, prismatic sphere.*

(R: Rout Result) *Fireball, lightning bolt, ice storm, death spell, delayed blast fireball, symbol, power word stun, power word kill.*

(F: Fall Back Result) *Phantasmal force, improved phantasmal force, spectral force, fear, advanced illusion, chaos, permanent illusion, programmed illusion.*

Additional Naval War Magic: *Chain lightning, confusion, control weather, disintegrate, flame arrow, gust of wind, hypnotic pattern, lower water, mass charm, Melf's minute meteors, Otiluke's freezing sphere, rainbow pattern, web.*

This list offers wizards and magicians several options for spellcasting. However, a creative player and an innovative DM can expand this list, making wizards even more effective on the battlefield.

creating new battle spells

Using the research action during a domain turn, wizards and magicians can create new battle spells by converting existing conventional spells. (For ease of reference, the word "wizard" has been used throughout this section to denote both wizards and magicians. Obviously, magicians are limited to battle spells derived from conventional spells to which they have access.)

When a spellcaster decides to create a new battle spell, he starts by looking through his spellbook. Almost any spell he already knows has the potential to become a battle spell—the wizard just has to figure out how to do it.

For every three levels of the original spell (round up), the wizard must spend one month (and one action) researching how it might be converted into a battle spell. For example, if a wizard wanted to convert the 1st-level spell *magic missile* into a battle spell, he would have to spend one month researching the conversion. If he wanted to convert the 4th-level spell *shadow monsters*, he would have to spend two months in research.

After expending the required amount of research time, the PC wizard attempts to convert the spell. The player rolls 1d20; a roll of 20 succeeds. However, the wizard has several ways to improve his chances:

- ✦ For every three levels of experience the wizard has gained (round down), he reduces the required result by 1 point.
- ✦ For every success roll the wizard has made previously on *this* spell (and failed), he reduces the required roll by 1 point. (Presumably, he has learned something from previous attempts.)
 - ✦ If the wizard is a specialist and the spell is from his school of expertise, he reduces the required roll by 1 point.

✦ The wizard can spend RP and/or GB to improve his roll, reducing the required result by 1 point for each RP or GB spent. Thus an 8th-level invoker researching *rain of magic missiles* for the second time and spending 2 RP to aid his attempt receives a bonus of 6 (2+1+1+2) points; he therefore needs a roll of 14 to succeed.

If the wizard fails the conversion attempt, he can undergo another period of research and try again or simply abandon the spell as inconvertible.

If the wizard succeeds in the conversion attempt, he has a new spell in his spellbook—the battle spell version of the conventional spell he had before. He memorizes the spell in the same way, but he can cast it only in battle situations. The battle spell's level is the same as that of the conventional spell from which it was converted. The caster can memorize it in place of a conventional spell.

The wizard can, if he chooses, assign the research to a lieutenant and then learn the spell from him. (This course of action might be beneficial for high-level spells that would tie up the wizard in research for many months.) The lieutenant's own level (not the wizard's) determines any modifier to the conversion attempt roll, although the wizard may spend RP and GB on the lieutenant's behalf (an exception to most lieutenant actions). If the lieutenant successfully converts the spell, the wizard must then spend one action learning the spell and roll to see if he learned it correctly. The regent must roll a 10 or higher on a 1d20; he may improve his chances by spending GB and/or RP.

battle spell details

War Card battles are played in rounds; each round consists of a movement phase, an attack phase, and a morale phase. The effect of any battle spell occurs during the magical attack step of an attack phase. Magical attacks precede all other forms of attack (stationary missile, charge, melee, moving missile) in this phase. For more information about War Card battles and attack phases, see the "War Cards" chapter of the *BIRTHRIGHT Rulebook*.

Battle spells have the same characteristics

and details (school, range, duration, components, etc.) as conventional spells. When converting a conventional spell to a battle spell, the player and DM must specify these details and rules of the spell's use.

Magic School: The magic school for a battle spell always matches that of the conventional spell from which it was converted. Thus the battle spell *charm unit* and the spell from which it was converted, *charm person*, both belong to the enchantment/charm school of magic. (If a wizard wants to create a brand-new battle spell, he must first create a conventional version of it.)

Range: All battle spells, unless improved upon (see "Further Modifications," below), have the same range: They can be cast on units in the same battlefield square as the caster, or in one adjacent square.

Components: Battle spells use the same components as their conventional counterparts, but always in larger quantities. Material components are usually multiplied 10 to 100 times in number—a battle spell based on *Melf's acid arrow*, for example, would require 50 to 100 darts, dozens

of rhubarb leaves, and many adders' stomachs. As a general rule (with the exception of conventional spells that have expensive components to begin with), the components of a battle spell cost 1 to 4 GB and weigh between 50 and 100 lbs. As a result, most wizards who participate in battles ride in "spell wagons" similar to battle wagons, only instead of carrying war plans, planning tables, and ammunition, they contain spellbooks, scrolls, and components.

Verbal and somatic components are sometimes multiplied, sometimes not. If the DM (or the player) chooses, apprentices or other wizards may be required for the casting of complicated spells. For example, *hold undead unit* (converted from *hold undead*) has verbal, somatic, and material components. The wizard casting the spell might need three apprentices handy to spread the garlic and sulphur over the area and one other assistant to yell out certain verbal components while the caster himself performs the gestures necessary. This detail is entirely up to the DM and the player.

Duration: Few battle spells last very long. The duration of a battle spell usually relates to the duration of the conventional version of the spell.

a note for dungeon masters: battle spells and game balance

No matter how much time and effort a PC wizard spends researching a particular spell, it becomes a battle spell only when the DM approves it. Most DMs will allow their players to propose an idea for a battle spell before taking the time out to research it, and this practice is perfectly acceptable—the rationale being that the wizard would know which spells could and could not be converted.

However, some DMs may choose to have PC wizards research the spell and then decide whether it is appropriate or not. This timing could start some arguments around the table, but it, too, is realistic—until the research is finished, the wizard might not know whether the conversion was possible or not.

When the DM grants initial approval to a spell, he does so with the mutual understanding between himself and the player that the first few castings of the spell occur on a trial basis. Wizards know that initial use of a new spell may yield unexpected results; the DM, meanwhile, needs an opportunity to test the

spell in play to ensure that its effect does not jeopardize game balance. If necessary, the DM may adjust the spell or prohibit it entirely. In cases where a spell must be disallowed entirely, the DM should explain that something about the nature of the spell is causing resistance—the mehhaihl simply will not respond.

As mentioned previously, most conventional spells listed in the *PHB* can be converted into battle spells. Some spells from the *Tome of Magic* accessory also can be converted; that book even contains spells designed to work during battles and large engagements. (See the "Using Other Spells and Magical Items" section of this book for more guidance in employing *Tome of Magic* spells in a BIRTHRIGHT campaign.)

The most important ingredient to include when converting any spell is *common sense*. Battle spells are supposed to be powerful—they are rare, as are true wizards, and they are magic. However, they are not supposed to unbalance the game. The effect of a new battle spell on game balance should not be an issue very often or for very long—if a PC comes up with an inventive, but acceptable, spell that wins several battles for his allies, word gets around. In future engagements, he may very well encounter other wizards casting similar magics from the other side.

Usually, the duration is either instantaneous or one War Card round per level of the caster—under no circumstances should the duration be longer than the duration of the conventional spell. The choice is up to the DM, and he should use the examples of new battle spells (see below) as a guide.

If a spell has a duration of one War Card round, its effects begin during the magical attack step of the attack phase and last until the start of the next round's attack phase. (In other words, they last through the remaining steps of the current attack phase, through the current round's morale phase, and through the next round's movement phase.)

Casting Time: War Card rounds are actually fairly long. If the conventional version of a spell required less than one combat round of casting time, then the battle spell equivalent takes one attack phase to cast. Conventional spell casting times of one turn or less convert to three attack phases. Conventional spells that take longer than one turn to cast cannot usually be let loose on the battlefield without special preparations. Again, the DM makes the final call.

A casting time of one attack phase means that the spell takes effect during the magical attack step in which it was cast. A casting time of two attack phases means the spell takes effect in the attack phase of the following round, and so on.

Area of Effect: As a default, battle spells either affect one target area on the battlefield, or one unit. This may be improved (see "Further Modifications," below) at the DM's discretion.

battle spells and individuals

When a battle spell affects an individual (a PC or an NPC) accompanying a target unit, the spell works as if it were the conventional version of the spell. Thus a *rain of magic missiles* cast by a 6th-level wizard would strike a PC accompanying the unit as if it were a normal *magic missile* spell: the PC suffers 3d4+3 points of damage, while the unit suffers 2 hits.

Spell duration is the only exception to this guideline. The effect of a battle spell on an individual (and the unit) lasts as long as its battle spell duration. Thus, a PC affected by a *charm unit* spell would act as if he were under the effects of a *charm person* spell, but only for the battle version's duration.

Saving Throw: Most battle spells do not allow saving throws for units. However, some require one—it would be hardly fair, for example, for a *charm unit* spell to automatically affect a unit, when the *charm person* spell doesn't automatically work on an individual. Use the following chart to determine saving throws for unit types:

Unit Type	Saving Throw
Levies, Irregulars, Weak Monsters (1-3 Hit Dice)	17
Infantry, Pikemen, Spearmen, Mercenary Infantry, Average Monsters (4-8 Hit Dice)	16
Archers, Artillery, Cavalry, Mercenary Cavalry, Elite Infantry, Scouts, Elf Units, Tough Monsters (9+ Hit Dice)	15
Knights, Dwarf Units	14

Most units can fit somewhere into this chart. Not all units will have the same number of troops; while a human or demihuman unit comprises 200 individuals, a "unit" of tough monsters, for example, may consist of 10 storm giants.

The DM may choose to modify a unit's saving throw based on terrain, current morale, or other factors. If a unit makes its saving throw, the effect of the spell may be negated or lessened—depending on the description of the spell. Not all battle spells allow unit saving throws. PCs and NPCs accompanying units save individually if the conventional spell allows a saving throw.

Spell Description: The battle spell description should be similar to the conventional version, adapted for use with War Cards (Armor Class adjustments become defense rating adjustments, die roll modifiers become melee or missile rating modifiers, and so on).

Most spells originally intended to affect large areas or numbers of people will continue to do so when converted; spells originally designed to affect one target will, as battle spells, usually have a smaller effect spread among the entire unit.

off the battlefield

Battle spells are not intended for use off the battlefield. Casting them usually requires a lot of time, many components, and even assistants—therefore rendering them ill-suited for individual encounters.

So what happens if an adventuring party turns a corner in the caverns of Baruk-Azhik and discovers a "unit" of 200 orogs? Or finds itself in a life-and-death struggle at sea with the Kraken (a "unit of tough monsters" all by itself)? Can the party's wizards use a battle spell then?

In cases like these, the definitions of a "battle" and battlefield are up to the DM. If he deems the use of a battle spell appropriate due to the foe's size, number, or other factor, then PCs may cast such spells (the DM will determine the number of combat rounds needed for casting and other details that require adjustment). If the DM rules use of a battle spell inappropriate, PCs must win their fight with conventional spells.

Most wizards memorize only conventional spells for day-to-day use. They usually have enough advance notice before a war to memorize battle spells for when they will be needed.

further modifications

Once a battle spell has been created, the research process need not end there. By further researching a battle spell, its effectiveness can be improved. The research time is the same: one month for every three levels of the spell involved. The success number is also the same—a 20 on 1d20, with modifiers for RP, GB, and specialization. Modifiers for levels of caster experience also apply, but in this instance the required roll drops 1 point for each level of experience. However, instead of rolling to see whether the conversion is successful, the wizard checks his success at attempting to modify *one* aspect of an existing battle spell.

For example, the range of *rain of magic missiles* is one battlefield square. A wizard might spend one month and some RP or GB to try to increase the range to two squares. With the DM's approval, this improvement can be made.

Other aspects of the spell might be changed as well. Casting time can be shortened (usu-

ally one attack phase at a time to a minimum of one attack phase), area of effect expanded (though spells that affect more than three individual units or three squares at a time are not recommended), or duration extended.

For example, a spellcaster with *enchanted weapons* might want to change the spell from giving his target unit +1 melee or +1 missile attacks to giving the unit +1 on both. That's a one-increment change. Changing the spell from a +1 on either melee or missile attacks to a +2 on one or the other would also be a one-increment change.

Improvements always must be made one step at a time. For example, the range of *rain of magic missiles* could not jump from one square to three squares in a single attempt. Any single aspect of a spell should not be changed by more than three increments.

Other effects also may be modified. A wizard might want to adjust a spell to make it more effective in naval warfare or particular terrain, or change its area of effect from individuals to inanimate objects. For example, a spellcaster could improve *stoneskinned army* for naval use to increase the defense ratings of both the units aboard and the ship itself.

PCs should exercise restraint in the total number of changes made. Yes, a wizard *can* increase a spell's range three times, improve the damage three increments, and expand the area of effect three times—but that really pushes the limit. At a certain point, the DM has to say "enough" and tell the wizard he has gone as far as he can go.

sample battle spells

The following battle spells have been converted from conventional spells already known to wizards in the BIRTHRIGHT world. They should serve as examples for players and DMs who want to create their own battle spells. Each spell is listed by its new name, followed by the name of the conventional spell from which it was converted.

charm unit

Charm Person
(Enchantment/Charm)

Spell Level: 1st
Range: 1 square
Components: V, S
Duration: 1 War Card round/2 levels
Casting Time: 1 attack phase
Area of Effect: 1 unit
Saving Throw: Negates

This spell affects any unit composed primarily of humanoids normally affected by the 1st-level spell *charm person*. The unit receives a saving throw to resist the effect completely. If the unit fails, then enough of the individuals in the unit fall under the casting wizard's control that the unit obeys the caster's commands until the duration elapses.

The caster must be within one battlefield square of the unit at all times, or have some other way to give the unit orders (verbal or otherwise) from a greater distance. The charmed unit will obey all commands that do not completely contradict its nature—per the *charm person* spell. Orders contrary to its nature (such as ordering a previously loyal unit to attack its allies) will force another saving throw at a +4 bonus. If the unit fails to save, it does what the caster wishes. Orders such as "withdraw from the battle" or "move to that empty area" seldom cause resistance. The unit will act in its own interests when attacked, defending itself if necessary.

Note: Certain units do not gain this second saving throw. For example, mercenary units fight for pay—not for loyalty. They might not resist attacking a former employer. Some monster units (like goblins) are used to fighting each other and also might not gain a saving throw.

The wizard must have at least three assistants (not necessarily spellcasters) on hand for this spell.

rain of magic missiles

Magic Missile
(Evocation)

Spell Level: 1st
Range: 1 square
Components: V, S
Duration: Instantaneous
Casting Time: 1 attack phase
Area of Effect: 1 unit
Saving Throw: None

This spell creates a rain of missiles arcing from the caster's position and striking enemy units on the field of battle. The *rain of magic missiles* inflicts 1 hit (H) on the target unit for every six levels of the caster.

If the target unit is engaged with one or more other units (whether enemy or friendly), the engaged units split the damage as follows:

- ◆ The target unit takes the first hit.
- ◆ The engaged unit takes the second hit. If more than one unit is engaged with the target unit, the DM randomly determines the victim of the second hit.
- ◆ The target takes the third hit.
- ◆ The engaged unit takes the fourth hit, and so on.

The only exception to this method of alternating hits occurs when the casting wizard is physically within a unit engaged with the target. In such an instance, the wizard's unit will not suffer any damage from the spell. The caster may choose to deliver fewer hits than his level allows.

The casting wizard must have at least one assistant per barrage of missiles (in other words, per hit).

glittering shower

Glitterdust
(Conjuration/Summoning)

Spell Level: 2nd
Range: 1 square
Components: V, S, M
Duration: 1d4+1 War Card rounds
Casting Time: 1 attack phase
Area of Effect: 1 square
Saving Throw: Negates

A shower of glittering gold sparks and dust rains down upon the battlefield. All units in the affected square must make saving throws vs. spell or be blinded and covered in golden dust for 1d4+1 War Card rounds. Affected units take a -4 penalty to all future saving throws and lose 1 point of their attack and defense ratings.

In addition, if a blinded unit is ordered to move, the DM rolls 1d8. On a 1-4 result, the unit moves in a randomly determined direction (1=forward; 2=left; 3=right; 4=back). On a 5-6 result, the unit moves randomly (the DM rolls 1d4) and takes 1 hit (H) because a significant portion of its force wanders off in wrong directions (a unit can be destroyed in this manner). On a 7-8 result, the unit successfully moves as ordered.

The wizard must have at least five assistants throwing 1 GB worth of ground mica and gold powder in the direction of the area to be affected.

rolling fire

Flaming Sphere
(Evocation)

Spell Level: 2nd
Range: 1 square
Components: V, S, M
Duration: 1 War Card round/3 levels
Casting Time: 1 attack phase
Area of Effect: 1 square
Saving Throw: None

Burning globes of fire roll from the caster's position into a battle square. Beginning on the following attack phase, every unit—friendly or not—in the square takes one hit (R) and is routed. The caster himself can stay within the area of effect and remain unharmed (as can a few other people of the caster's selection, as long as they stay within 10 feet of the caster).

The caster can move the *rolling fire* balls along the battlefield at a rate of one square per attack phase—as long as he stays within one square of the fire balls at all times. Once in motion, the balls cannot change direction. The balls are not affected by terrain and do not damage fortifications.

The caster must employ two assistants who spend the duration of the spell burning sulphur and tallow, and casting iron powder into the conflagration. At least 1 GB worth of materials goes into the mix.

flying troops

Fly
(Alteration)

Range: 1 square
Components: V, S
Duration: 1 War Card round/level
Casting Time: 1 attack phase
Area of Effect: 1 unit
Saving Throw: None

This spell enables the wizard to bestow the power of flight on one military unit for the duration of the spell. The unit can move vertically or horizontally, but all individual troops must stay within a reasonable distance of the center of the spell. This is not a problem in most cases, but any War Card or other result

that causes a unit to fall back (F) also causes one hit (H) on the unit—meaning that enough of the force's individuals strayed out of the area of effect to fall from the sky. Note: This result does not occur if the flying unit is actually on the ground at the time the (F) result occurs.

The unit may fly above the battlefield at a relative range of two combat squares—so a unit could actually fly above the range of missile fire from the ground. However, the unit can still fire down upon units directly below it (in the same area, but actually below) as a moving missile attack. The flying unit, if one area or higher above the battlefield, cannot fire at units it is not directly over.

A flying unit that is at least one "square" up can fly over most terrain (magical terrains might cause some problems, but only if they extend up into the air), and a flying unit at two "squares" in elevation can actually pass over, or land inside, a fortification.

The unit's movement rating is unchanged—cavalry units affected by the spell move faster than marching units.

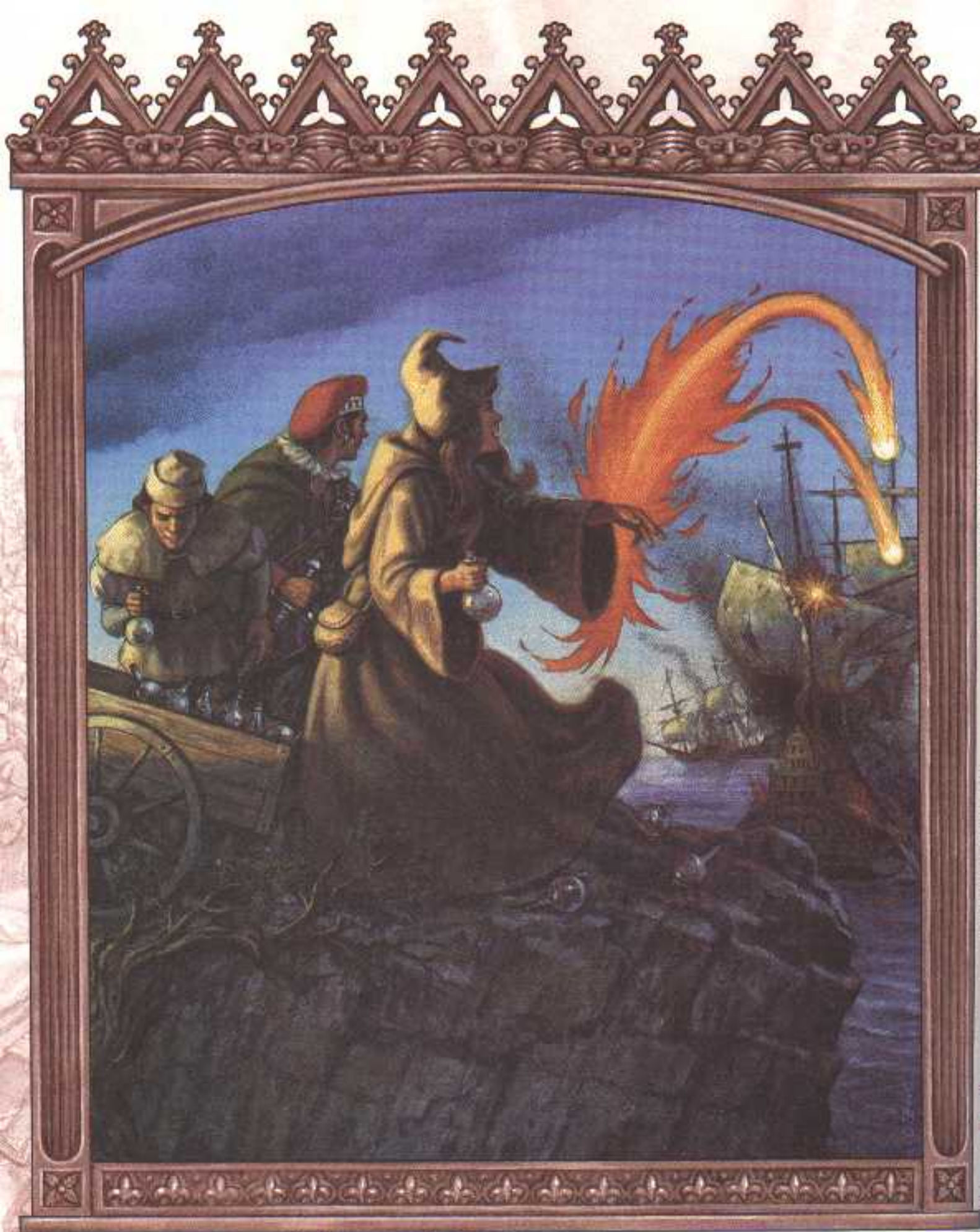
The material component of the spell is a wing feather of any bird—one such feather must be in the possession of each member of the unit to be affected for the spell to succeed. The feather can be held or in a belt pouch or any other location; loss of the feather after the spell has been cast means that individual can no longer fly.

monster unit summoning I

Monster Summoning I
(Conjuration/Summoning)

Spell Level: 3rd
Range: Special
Components: V, S, M
Duration: 2 War Card rounds +
1 round/3 levels
Casting Time: 1 attack phase
Area of Effect: 1 square
Saving Throw: None

With this spell the caster summons forth hundreds of indigenous creatures to serve as an organized unit in battle. The creatures occupy one battlefield square and will fight at the caster's command until the spell's duration ends or they are destroyed. The caster must remain within



one square of the summoned unit or the creatures will disperse on their own.

The *monster unit* has variable characteristics (DM's option) but usually comprises creatures of 1 Hit Die or less (rats, squirrels, goblins, otters, piranha, barracuda, etc.) with no special attacks or defenses. The unit could, however, comprise a smaller number of larger creatures.

The unit functions as a levy and almost always has an uninjured movement rating of 1, a melee rating of 2, a defense rating of 2, and a missile rating of 0. To determine the unit's morale and icon, the DM draws a random War Card to represent the unit on the battlefield.

On its first hit, the unit loses 1 point off its melee rating. On its second hit, it loses 1 point of defense.

At least four nonwizard assistants (usually 0-level fighters) are required to lead these troops. (If the troops are destroyed, the assistants die, too.) At least 1 GB worth of material components are required.

slow unit

Slow
(Alteration)

Spell Level: 3rd
Range: 1 square
Components: V, S, M
Duration: 3 War Card rounds + 1 round/3 levels
Casting Time: 1 attack phase
Area of Effect: 1 unit
Saving Throw: Negates

Slow unit causes one unit on the battlefield to move at half speed. The unit moves at half its normal movement rating (units with a rating of 1 move every other round) and can attack only once every other attack phase. This spell counteracts *haste*-type battle spells.

The caster's "assistants" must lob jars of molasses at the target unit for the spell to work.

aura of invulnerability

Minor Globe of Invulnerability
(Abjuration)

Spell Level: 4th
Range: 0
Components: V, S, M
Duration: 1 War Card round/3 levels
Casting Time: 1 attack phase
Area of Effect: 1 square
Saving Throw: None

When this spell is cast on a battlefield square by a wizard in that square, no 1st-, 2nd-, or 3rd-level spells (or battle spells derived from spells of those levels) can be cast into or out of the *aura*. Spells cast from inside the *aura* can affect individuals or units inside the area of effect, but cannot leave the *aura*. Existing spell effects that cross into or out of the *aura* (such as troops under the *slow unit* spell moving through the square) remain in effect—the *aura* merely prevents the casting of new spells.

Fourth-level and higher spells remain unaffected by this abjuration, as they are in the conventional version of this spell.

The caster must have at least four assistants—all either magicians or wizards—who shatter identical crystal globes at the borders of the area of effect simultaneously. The globes are of such high workmanship that they cost a total of 2 GB to produce.

Once the spell is cast, the wizard can leave and re-enter the *aura* without disrupting the spell.

enchanted weapons

Enchanted Weapon
(Enchantment)

Spell Level: 4th
Range: 0
Components: V, S, M
Duration: 2 War Card rounds/level
Casting Time: 3 attack phases
Area of Effect: 1 unit's weapons
Saving Throw: None

The weapons borne by a single unit are temporarily enchanted into magical weapons. The unit receives a +1 bonus on either its melee or missile rating (not both) for the duration of the spell. Unlike the conventional version of this spell, *enchanted weapon*, the effect is not dispelled when the unit successfully hits a target. This spell may *not* be made permanent.

The caster must stand among the unit upon which he is casting this spell. The unit can be engaged in fighting, but cannot move from the square during the casting; the caster cannot suffer any damage during the casting time, or the spell is lost.

The material components of this spell are a pinch of powdered lime and 5 lbs. of charcoal that must be burned during the casting of the spell.

stoneskinned army

Stoneskin
(Alteration)

Spell Level: 4th
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 attack phase
Area of Effect: 1 square
Saving Throw: None

The unit upon which this spell is cast receives a magical armor bonus. It ignores one successful hit (R or H) for every four levels (round down) of the caster. For example, if a 13th-level wizard casts *stoneskinned army* on a unit, that unit will ignore three hits. The spell does not work against magical attacks or attacks by units with magical weapons (such as a unit under the effect of the *enchanted weapons* spell). It has no effect on morale failures or no-hit results—though if the unit ignores hits caused by an (R) result, the unit does not rout.

The caster must be in the same square as the unit when the spell is cast, and his assistants (at least six nonspellcasters are required) must pass through the unit, sprinkling granite flakes and diamond dust on each troop. (The flakes and dust should be worth a total of 2 GB.) The spell cannot be cast on engaged units.

animate army

Animate Dead
(Necromancy)

Spell Level: 5th
Range: 1 square
Components: V, S, M
Duration: Length of battle
Casting Time: 3 attack phases
Area of Effect: 1 unit
Saving Throw: None

This gruesome spell allows a wizard to revive a destroyed unit and send it back into action under the wizard's control. The wizard must stand within one square of the destroyed unit when casting the spell, but need not be near his undead creations while they fight for his cause.

The revived unit comes complete with weapons, armor, and any other equipment the troops had when they died (assuming they have not already been looted). The undead obey the caster without question, even if they were on the other side of the battle previously. The unit has the same characteristics as it did in life (use the same War Card), with the following modifications:

- ◆ The unit ignores all F and R results except those caused by magical attacks.
- ◆ The unit's defense rating is increased by 1.
- ◆ The unit's charge rating is reduced by 2; if reduced to 0 or lower the unit cannot charge.
- ◆ The unit has the morale symbols of the "Undead Legion" War Card (card #86 in the basic set).

When the battle ends, the unit sinks to the ground, its energy gone. The troops will then decompose quickly, making it impossible to cast this spell on the same unit twice. If the unit is destroyed in battle, it cannot be raised again.

This spell is usually considered evil in nature, and only evil wizards will provide the blood and bone chips required to cast the spell. On occasion, however, good wizards have cast the spell on loyal troops killed in the defense of their homelands.

shadow troops

Shadow Monsters
(Illusion/Phantasm)

Spell Level: 5th
Range: 1 square
Components: V, S
Duration: 1 War Card round/2 levels
Casting Time: 1 attack phase
Area of Effect: 1 square
Saving Throw: Special

Tapping into the power of the Shadow World, the wizard or magician casting this spell conjures terrible monsters to come forth and do battle on the world of Cerilia—or that's what it looks like. In reality, the *shadow troops* are almost always illusions (see below). In land battles they appear on the battlefield; at sea, they can appear aboard a ship or rise up out of the water. They fight as regular troops until dispelled, successfully disbelieved, or destroyed. Their statistics are as follows:

Move: 3	Melee: 3
Defense: 2	Charge: 3
Morale: shield/pennant	Missile: 3
Icon: swords	

The *shadow troops* do not lose effectiveness when hit in battle, but two hits are sufficient to destroy them.

Shadow troops can be disbelieved by PCs or prominent NPC leaders only. If they are disbelieved, the disbelieving character must make a saving throw vs. spell at a -2 penalty to have a chance at dispelling them.

Whenever *shadow troops* are created, the DM rolls 1d100. If the result is less than or equal to 25 minus the caster's level (for example, a roll of 20 for a 5th-level caster), the *troops* are not illusory, they are *real*. Real troops have used the magical energy of the "illusion" to bridge the gap between the Shadow World and Cerilia—and they do not disappear when the spell's duration ends. Instead, they begin attacking randomly, or attacking units nearest the caster. They can be returned to the Shadow World only by means of a *limited wish*, *wish*, *gate*, or *dimension door* spell (and, in the latter two cases, they have to be moved through the opening somehow). Each real troop is a 5-HD monster or an undead creature of 5 HD or less.

wolf in the fold

Seeming
(Illusion/Phantasm)

Spell Level: 5th
Range: 1 square
Components: V, S
Duration: 1 War Card round/level
Casting Time: 1 attack phase
Area of Effect: 1 unit
Saving Throw: None

This spell allows a wizard to transform the appearance of one unit into that of a completely different unit. The spell lasts for one War Card round per level of the caster, or until the unit performs an action inconsistent with its new form. An infantry unit transformed to appear as a cavalry unit could walk or run (the cavalry unit would simply appear to move slowly), but if a cavalry unit disguised as infantry began a charge, that would dispel the effect.

The DM should replace the War Card of the affected unit with an appropriate equivalent from the deck. Naturally, most spellcasters will want to throw this magic on units that have not been revealed yet or are in reserves. (There is obviously something going on when a unit of archers suddenly turns into a horde of monsters right there on the battlefield.) DMs should keep the real War Card separate and use its statistics when the *wolf in the fold* troops engage.

The wizard and three spellcaster assistants must pass through the unit while the spell is being cast, making gestures and invoking the power of the spell.

"I have a proposition for you, Gunther. This month I will cast a spell on your silver mine to escalate production—by midsummer you will have more silver than the guild has ever seen. And what do I ask in return? A mere third of the profit increase. . . ."

—overheard on the docks of a Brecht port

The following is a comprehensive list of wizard realm spells organized by caster level. For a list organized by required source level, see page 83.

1st-level caster alchemy

(Alteration)

Regency: Special
Gold: 1 GB
Required Source: 3
Duration: Permanent

A mage can create wealth by spending Regency Points to transform worthless substances into valuables. For each 4 RP the mage spends, he generates 1 Gold Bar of wealth. The effect is instantaneous at the conclusion of the spell. *Alchemy* can be cast only once per domain turn. The materials and components for the spell cost 1 GB.

dispel realm magic

(Abjuration)

Regency: Special
Gold: 1 GB
Required Source: 1
Duration: Special

This spell allows a mage regent to counter the effects of any other realm spell in the same manner that a *dispel magic* works against routine spells. The regency cost is equal to the regency cost that was spent on the target spell. (If the *dispel* is to affect one province of a multi-province spell, only the cost of one province is incurred.) Both casters may bid additional RP to determine whether the *dispel* is successful. *Dispel realm magic* can even cancel the alternative use of this spell described below.

Dispel realm magic can be cast upon a province to protect it from possible realm spells. In this use, the protection lasts one domain turn (effectively, three action rounds) per three levels of the caster. The RP expenditure determines the power of spells the *dispel* will prevent; for example, if the caster spends 20 RP, the *dispel* will prevent incoming spells cast with 20 RP or less. If an incoming spell were cast with 21 or more RP, the *dispel* would be cancelled and the incoming spell would take effect.

This use prevents realm spells and halts the spread of effects such as *death plague*, but it does not prevent a conjured or animated army from entering the province and it does not prevent casting of conventional (nonrealm) spells.

SCRY

(Divination)

Regency: Special
Gold: 1 GB
Required Source: 1
Duration: Instantaneous

The *sry* spell allows a wizard to peer outside his domain and take the equivalent of an espionage action hundreds of miles away. The regency cost varies with the distance of the target province from the caster's own domain. The spell costs 5 RP plus 3 RP for each province of

realm spells

separation; spying on a province five areas away from the wizard's domain costs 20 RP.

Only the information-gathering aspect of espionage may be used; the wizard can't create random events or rescue people. If the target of the *sCRY* spell is a wizard, he may spend RP against the caster to try to make the spell fail. Otherwise, it is automatically successful.

subversion

(Enchantment/Charm)

Regency: Special

Gold: 2 GB

Required Source: 1

Duration: 1 action round

By employing a magical campaign of *charms* and *suggestions*, a wizard can force one holding, province, army, or lieutenant belonging to another regent to take a domain or free action (regardless of whether such assets normally may take actions). He could force a group of military units to declare war and invade a neighboring land; he could use a holding to contest or agitate; or he could instigate almost any kind of mayhem.

Subversion is limited to one discrete action, and it will affect a target regent regardless of whether he has already performed an action in the current round.

A cost of 3 RP per level of holding, province, or character level of a lieutenant is required to subvert it; a cost of 5 RP per army unit is required. The victim regent may bid RP against the casting wizard to negate the effects. The wizard can, of course, spend RP to help the spell succeed. The opponent who spends more regency controls whether the spell succeeds.

2nd-level caster

battle fury

(Enchantment/Charm)

Regency: 1 RP/unit

Gold: 1 GB/unit

Required Source: 2

Duration: 3 action rounds

Battle fury, by inspiring military troops to fight passionately with little regard for personal safety, improves the movement rating, melee rating, and charge rating of one War Card unit

by 1 point. In the process, however, it decreases a unit's defense rating by 1 point. For example, a unit with movement rating of 1, melee rating of 3, charge rating of 5, and defense rating of 4 would be altered to ratings of 2, 4, 6, and 3, respectively.

A wizard may affect two units per experience level. Units to be affected must be in the same province as the caster or in a province containing a ley line owned by the caster (regardless of whether it connects to the source in use).

coffer credit

(Conjuration/Summoning)

Regency: 1 RP per 4 GB borrowed

Gold: 1 GB

Required Source: 2

Duration: Special

A wizard in desperate need of funds may cast this spell to borrow money from future income. After casting this spell, the desired amount of wealth magically appears in the regent's treasury. A wizard may borrow 2 Gold Bars per level from his future capital, but the funds must be repaid at a randomly-determined time in the future.

After the wealth appears, the wizard need not repay any funds for six action rounds. After the sixth action round, however, the DM rolls 1d12 four times (rerolling any duplicate results) to determine the repayment schedule. One-fourth of the amount borrowed must be repaid on each action round rolled; thus, if the wizard borrowed 9 GB and the DM rolled a 2, 6, 7, and 11, the wizard would repay 3 GB on the second action round, 2 GB on the sixth, 2 GB on the seventh, and 2 GB on the eleventh. The DM need not inform the player when the money will be due; he may simply announce that the appropriate number of Gold Bars disappears from the treasury.

If the wizard borrows 10 GB or more, he must pay interest on the borrowed funds. One Gold Bar is charged for each

10 Gold Bars borrowed (rounded down). The interest is added to the total owed for the purposes of dividing payments.

If the wizard's treasury is empty at the time payments come due, the money owed is automatically deducted from any income the character later acquires. If the wizard discovers treasure while on an adventure, any overdue money owed immediately disappears from his share. When the wizard collects taxes, any delinquent funds immediately disappear from the total.

A wizard may cast this spell on another individual's behalf. The caster may use this spell any number of times, but the future debt incurred could conceivably bring him to financial disaster.

detect ley line

(Divination)

Regency: 1 RP

Gold: 1 GB

Required Source: 1

Duration: Instantaneous

This realm spell enables a wizard to learn the locations of all ley lines passing through a given province. The wizard may examine ley lines in two provinces per experience level; thus, a 5th-level caster may learn the locations of all ley lines in 10 provinces. The provinces need not be adjacent.

To activate the spell, the wizard must spend at least one week visiting the manifestation of one of his sources. During that time, the mage draws (to the best of his ability) a map of the area he wishes to examine. He may bring any sketches, drawings, or notes to assist him, but the map must be drawn on a specially created sheet of parchment using particular inks and quills. The provinces to be examined are then highlighted with an ink containing powdered sielshegh.

The spell must be cast in the province containing the manifestation the wizard visited to prepare the map. When the casting is completed, the map must lie undisturbed. Magical energy then permanently etches the various ley lines into the map. The etched lines do not indicate the owner of the ley lines, and ancient ley lines are displayed alongside those of contemporary creation.

inflame

(Enchantment/Charm)

Regency: 1 RP/unit

Gold: 1 GB/unit

Required Source: 2

Duration: 3 action rounds

Similar to the battle *fiery* realm spell, *inflame* can be cast to add 2 points to the charge or melee rating of a War Card unit. For example, if *inflame* is cast upon an orog infantry unit with a melee rating of 3, that score would be raised to 5.

The caster chooses the statistic he wishes to affect at the time of casting. He may affect two units per level of experience. Units to be affected must be in the same province as the caster or in a province containing a ley line controlled by the caster (regardless of whether it connects to the source in use).

royal facade

(Alteration)

Regency: 2 RP

Gold: Special

Required Source: 2

Duration: Special

This realm spell, employed by the wealthiest of wizards, transforms an existing castle, tower, fortification, or building of virtually any kind into an aesthetic marvel. A palace might be transformed to look as if it were built entirely of shimmering crystals, a castle might be altered to look like solid gold, a tower might be changed to look as if it were built of alternating blocks of jade and coral, or a fortress might be altered to appear to be made of jagged shards of obsidian.

The transformation will likely reflect the taste and personality of the caster. A *facade* created by an elf wizard will probably look very different from one created by a Vos; an evil wizard might use the spell to give his tower a frightening appearance.

The spell does not affect the perceived size or configuration of the structure, only the material from which it appears to be built. Structures influenced by this spell also benefit from enhanced strength; they are treated as thick stone for all purposes (unless the building is crafted of a better material, in which case the better value prevails).

The *facade* also lends a bonus to court cost expenditures. Structures affected by *royal facade* are automatically treated as one level higher than the actual court maintenance

spent on them; thus, a regent whose castle has a *royal facade* and who spends 3 GB for an acceptable court receives the benefits of an average court (as if he spent 6 GB). A regent whose castle is affected by *royal facade* also gains a +1 bonus to diplomacy actions attempted within the structure.

If cast on another's behalf, transforming the structure costs an amount equal to the original construction of the building; thus, a castle costing 30 Gold Bars would cost another 30 GB to affect with this spell. A wizard casting *royal facade* on his own structure pays one-half the original cost—15 GB for the 30GB castle.

A building affected by this spell can be occupied normally; the dwelling is equally as beautiful inside and out. The enchantment is permanent if placed upon an existing permanent structure. If placed upon a building created by the *stronghold realm* spell, the *royal facade* lasts three action rounds per level of the casting wizard.

trace ley line

(Divination)

Regency: 1 RP
Gold: 1 GB
Required Source: 1
Duration: Instantaneous

This spell functions in all respects like the *detect ley line realm* spell, with one important difference: When the wizard creates a map of the region he intends to study, he marks any portion of any single ley line he knows to exist. Upon casting the spell, instead of etching all ley lines in the vicinity, the magic etches the entire length of the indicated ley line, to a maximum of two provinces per caster level. The magic maps all hook-ups and bends in the indicated ley line.

The wizard must cast the spell in the same province as the manifestation he visits to create the map, but he may trace a ley line anywhere on that map regardless of size.

3rd-level caster

demagogue

(Enchantment/Charm)

Regency: Special
Gold: 1 GB
Required Source: 3
Duration: Special

This pervasive, subtle charm plays upon the fears and loyalties of a province, influencing the attitudes of its people toward its ruler. For each 5 RP a wizard spends, he improves or worsens the loyalty grade of a province by one step. At 3rd level, he can affect one province; for every two levels beyond the 3rd, he can affect one additional province (in other words, two provinces at 5th level, three at 7th level, and so on). The change in loyalty occurs during the adjustment phase of the domain turn.

The wizard must pay 5 RP for *each* grade of loyalty affected in *each* province; casting a stable kingdom to rebellion could be very costly. The new loyalty level can be affected normally by various events.

ley trap

(Abjuration)

Regency: 1/line
Gold: 1 GB
Required Source: 3
Duration: 12 action rounds

Ley trap is designed to harm wizards who try to *deactivate*, *sunder*, or otherwise tamper with an affected ley line. The spell affects one ley line (regardless of length) and all associated hook-ups. The caster is immune to the harmful effects of the spell and may use the ley line at will. A wizard may cast this spell only on his own ley lines; he may not secretly cast *ley trap* on an enemy's lines as a "surprise."

A wizard who tampers with a *trapped* ley line is allowed a saving throw vs. spell. Success means the wizard escapes injury but the tampering attempt works. Failure indicates the *trap* disrupts the wizard's spell; the tampering attempt fails and he suffers 1d6 points of damage multiplied by the level of the highest source on the line; thus, in the case of a ley line connected to a source (3), the victim would suffer 3d6 points of damage.

Only one *ley trap* spell may be cast on a single ley line at one time, but up to six lines may be affected with a single spell.

mask ley line

(Abjuration)

Regency: 6 RP

Gold: 3 GB

Required Source: 2

Duration: 12 action rounds

This powerful enchantment hides any or all ley lines belonging to the casting wizard. No method of location, including *detect ley line* and *trace ley line*, will reveal ley lines concealed by this spell. Ley lines are not hidden from the caster.

A wizard may cast this spell on behalf of another wizard; in that event, all of the target wizard's ley lines are rendered undetectable to everyone but the caster and the owner of the ley lines.

mass destruction

(Invocation/Evocation)

Regency: 10 RP/unit

Gold: 5 GB

Required Source: 5

Duration: Instantaneous

This spell can slay hundreds of enemies with a single awesome barrage of devastating fire, lightning, ice, energy, or poisonous vapor (wizard's choice). The mage can affect one enemy unit plus one unit per three levels: a 4th-level caster can destroy two, a 7th-level caster three, and so on. The target units must all be in the same province as the wizard who casts the spell. Each unit affected costs the wizard 10 RP. Each target unit may attempt a morale check to lessen the effect; if it passes the check, the unit suffers only one hit of damage. *Mass destruction* causes some coincidental property damage such as small fires or flooding; the DM should determine any effects. The wizard must be in sight of the army to be destroyed, but he can delay the spell's destructive effects for up to one week in order to reach the unit's location. If he leaves the province in which the spell was cast, the spell is lost.

summoning

(Conjuration/Summoning)

Regency: 5 RP/unit

Gold: 2 GB/unit

Required Source: 3

Duration: 1 month + 1 week/caster level

Using a powerful variation of the *monster summoning* spell, a wizard creates an army of monstrous followers to do his bidding. Each summoned unit costs the mage 5 Regency Points. He can summon one unit for each three experience levels (one at 3rd, two at 6th, three at 9th, and so on).

The troops that appear depend on the wizard's level, as shown below:

Level	Troops
3	Goblin Skirmishers
4-6	Gnoll Marauders or Goblin Wolfriders
7-9	Goblin Guards or Gnoll Infantry
10+	Stonecrown Ogres

When the spell ends, the province in which the monsters disband automatically suffers a monsters or brigandage random event.

transport

(Alteration)

Regency: 4 RP/unit

Gold: 1 GB

Required Source: 5

Duration: Instantaneous

Transport allows a mage regent to instantly move troops from one province to another. He can move one unit one province per level (for example, three units move three provinces at 3rd level) regardless of terrain. Units can be moved only between provinces in which the mage has a magical source or ley line. Each unit to be moved costs 4 RP.

Because this spell is instantaneous, the affected units are eligible to move during any War Moves following the action round in which this spell is cast.

This spell can be used on unwilling units, but the regency cost doubles to 8 RP per unit.

4th-level caster gold rush

(Conjuration/Summoning)

Regency: 10 RP

Gold: 1 GB

Required Source: 2

Duration: Special

Gold rush increases productivity in an entire domain (including provinces, guilds, and temples). The result is a 50% increase in taxes in the next domain turn following the casting of the spell. The regent determines his tax rate and rolls for collected taxes normally, then adds 50% (rounded up) to the number of Gold Bars collected.

This spell may be used only once in a nine-month period.

protect source

(Abjuration)

Regency: 1 RP/source level

Gold: 1 GB/source level

Required Source: 1

Duration: Permanent

A wizard may protect his sources from damaging effects such as *deplete mebbaighl* and *siphon mebbaighl* with this spell. In addition, the source gains a saving throw vs. the *poison source* spell; a saving throw vs. spell is made at the level of the source. For example, a source (7) would save as a 7th-level wizard. Success prevents the poisoning; failure means that the *protect source* abjuration is dispelled and the *poison* is successful. Also, manifestations of the source gain the benefit of being surrounded by a *wall of force*.

The spell costs 1 RP and 1 GB per level of the source to be protected; thus a wizard must spend 4 RP and 4 GB to protect a source (4).

A further benefit of this spell allows a wizard to "bank" Regency Points in a source. The Regency Points may then be used to bid against actions (such as *contest* or *rule*) that would harm the source. If several sources are connected by ley lines, any source on the line may draw from this RP pool to defend itself. A wizard may add RP to this bank any time during the spell's duration. If the *protect source* spell is ever canceled, any banked RP revert to the caster.

The spell is permanent unless removed with a



limited wish or *wish*. The death of the caster also cancels the spell. If control of the source is transferred to another individual, the source rolls a saving throw vs. spell as a wizard of the new regent's level. Success indicates that the spell remains intact; failure means the spell is canceled.

regent site

(Divination)

Regency: 1 RP

Gold: 1 GB

Required Source: 1

Duration: 3 action rounds

The *regent site* realm spell allows the casting wizard to continuously pinpoint the location of other regents within his domain. By concentrating for a few moments, the wizard becomes aware of all regents within provinces in which he has holdings, beginning with those nearest to him. The wizard gains a mental picture of the detected regent as well as a mental picture of his immediate surroundings (guildhall, tavern, woods, etc.) and sense of the general area (a certain neighborhood in a large city, a 100-foot radius of forest, a peasant village, and so on). The detected regents are completely unaware of the spell.

5th-level caster death plague

(Necromancy)

Regency: 1 RP/province level

Gold: 2 GB

Required Source: 5

Duration: Permanent

An evil wizard can create a horrible, pestilent plague that depopulates an area, reducing an affected province by one level. At 5th level, the wizard affects only the province in which the spell is cast. For every two levels beyond the 5th (beginning at 7th level), he can affect one additional province adjacent to a province struck by the *death plague*, possibly infecting the kingdom of another regent.

The plague spreads at the rate of one province per action round until the maximum area of effect is reached.

The RP cost is equal to the sum of the affected province levels; a 9th-level mage who poisons three provinces (4) must spend 12 RP. *Dispel realm magic* or *bless land* can negate the effects of the *death plague* in one province, but only if cast in the same action round as the province is affected.

feign destruction

(Alteration)

Regency: 10 RP

Gold: 10 GB

Required Source: 1

Duration: 3 action rounds

When a wizard casts this realm spell, he causes a palace, fortress, village, or town to appear to be destroyed. The method of the apparent destruction is chosen by the wizard at the time of casting; a locale may appear to have been sacked by an army, ravaged by fire, leveled by a tornado, wiped out by a flood, or devastated by a great magical blast.

In reality, the destroyed area is unharmed. No manner of divination, however, will reveal the area as anything other than damaged. The affected area does not radiate magic.

Persons within the area of effect when the spell is cast witness no change; peasants in a village will have no idea that outsiders view their town as a wasteland. Only strangers who enter the area after the spell is cast witness the destruction. To their eyes, inhabitants going about their normal routines appear to be cleaning up after the devastation and trying to set their lives in order. If they speak to locals, they hear tales of despair instead of residents' actual words.

A wizard can affect one province per three levels; thus, a 10th-level caster could affect the appearance of three provinces.

protect ley line

(Abjuration)

Regency: Special

Gold: Special

Required Source: 3

Duration: Permanent

This realm spell allows a wizard to protect his ley lines from tampering by an enemy wizard. The spell safeguards affected ley lines from the *deactivate ley line* spell, as well as similar effects created by the *rings of ley*. *Protect ley line* offers no defense for sources or their manifestations.

Lines protected in this manner also gain a saving throw against the *sunder ley line* spell. The line is allowed a saving throw vs. spell at the level of the highest-level source on the line; thus, a ley line connected to a source (7) would gain a saving throw vs. spell as a 7th-level wizard. Success prevents the sundering; failure means that the *protect ley line* abjuration is dispelled and the *sunder* is successful.

Casting the spell costs 1 GB plus 2 RP per four provinces the ley line crosses. Thus casting this spell on a ley line that begins in province A, passes through provinces B, C, D, and E, and ends in province F would cost 2 GB and 4 RP. Hook-ups on the ley line are protected at no additional cost.

The protection created by this spell is permanent unless canceled by *limited wish*, *wish*, *sunder ley line*, or a similar spell. Should the wizard find himself needing to *deactivate* or *sunder* one of his own ley lines, he may do so without penalty. Ley lines under the effect of this spell must be maintained normally.

stronghold

(Conjuration/Summoning)

Regency: Special

Gold: 10 GB

Required Source: 7

Duration: 3 action rounds/caster level

By means of this spell, the wizard conjures up a castle, tower, fortification, or building of any kind. The RP cost is equal to the Gold Bar cost of constructing an equivalent stronghold, but difficult or remote terrain doesn't affect the magical version. For example, a castle (3) normally costs 30 Gold Bars; this realm spell can do the same for 30 RP, regardless of where the castle is placed.

The wizard can make the construction permanent with a *permanency* spell, but he ages 10 years in the process. The wizard can dismiss the *stronghold* any time he wishes. If he dies without the castle being made permanent, it fades from existence.

warding

(Abjuration)

Regency: 5 RP/province

Gold: 2 GB/province

Required Source: 5

Duration: 3 action rounds + 1/caster level

With this spell, a mage weaves a barrier of impenetrable mists and fog that prevents any creatures from entering or leaving a province. Regardless of their actions, creatures are turned around and find themselves emerging from the mist at the same spot they entered it. A wizard or priest with appropriate spells or magical items has a 50% chance of successfully leading up to one person per level through the mist.

A mage can ward one province at 5th level, two at 7th, three at 9th, and so on. *Warding* costs 5 Regency Points per province affected. Wars, trade, and diplomacy are all but impossible while a *warding* is in effect. The caster is immune to the effects of his own *warding* and may lead as many individuals through the mists as he wishes.

6th-level caster defection

(Enchantment/Charm)

Regency: 1 RP/unit

Gold: 2 GB/unit

Required Source: 2

Duration: 3 action rounds

A wizard can cast this spell to steal a military unit from an opposing regent, thereby bringing the unit under his own control. The defecting unit is treated as one of the wizard's units (or that of another regent or an appointed lieutenant stated in the casting of the spell) for three action rounds. The unit will follow its new leader's orders implicitly. If the unit survives this enforced service, it returns to its original regent when the spell's duration lapses.

The caster can affect one unit for every four experience levels; thus, a 15th-level wizard could bring three enemy units under his banner. The units to be affected must be in the casting wizard's domain or in any adjacent

province. In addition, the wizard must know the location of the units to be affected by the *defection* spell.

Any attempt to command an affected military unit with an order other than those typically given in battle will break the spell. Thus, a unit could not be ordered to run off a cliff, for example.

7th-level caster legion of dead

(Necromancy)

Regency: 4 RP/unit
Gold: 1 GB/unit
Required Source: 3
Duration: 1 month + 1 week/level

A skilled necromancer can summon the ancient dead to his aid, raising a unit of skeletons and zombies to do his bidding. The wizard can summon one unit of undead minions for each level above 6th, so a 7th-level caster summons one unit, an 8th-level caster summons two, and so on. The wizard must spend 4 Regency Points per unit. He must remain with his undead army or the spell will be broken and the army will collapse.

Refer to the Undead Legion War Card for large-scale combat information; in standard game terms, each unit comprises about 200 zombies, monster zombies, skeletons, and giant skeletons.

ley ward

(Abjuration)

Regency: 3
Gold: 2 GB
Required Source: 5
Duration: 18 action rounds (6 domain turns)

This spell is designed to harm or kill wizards who try to *deactivate*, *sunder*, or otherwise tamper with the affected ley line. The spell affects one ley line (regardless of length) and all associated hook-ups. The caster is immune to the harmful effects of the spell and may use the ley line at will. A wizard may cast this spell only on his own ley lines or on the ley lines of a consenting wizard; he may not secretly cast ley ward on an enemy's lines as a "surprise."

A wizard who tampers with a warded ley

line is allowed a saving throw vs. death magic. He may contribute Regency Points or bloodline strength points to improve his chances (receiving a +1 bonus for each point spent). Failure indicates the wizard is killed; success means the wizard suffers 1d4 points of damage multiplied by the level of the highest source on the line. Thus, in the case of a ley line connected to a source (6), the victim would suffer 6d4 points of damage. Whether the tamperer succeeds or fails the saving throw, the tampering attempt fails.

Only one ley ward spell may be cast on a single ley line at one time, but multiple lines may be warded with multiple spells.

raze

(Invocation/Evocation)

Regency: 10 RP/structure level
Gold: 2 GB/damage level
Required Source: 5
Duration: Instantaneous

Castles and fortifications can be reduced to rubble by means of this spectacular realm spell. Reducing a castle by one level costs 10 RP, so razing a castle (5) costs 50 Regency Points. There is no limit to the amount of damage that a mage can cause to a castle through one spell—he may simply reduce it in level or may destroy it outright—as long as he is willing to pay the required regency. Materials and preparation cost 2 GB per level of damage the mage intends to cause.

Fortified holdings can be reduced to normal holdings through this spell, but they are not otherwise damaged. The wizard must be in sight of the castle to be *razed* when he casts the spell and he must perform the preparations on the site.

8th-level caster shadow block

(Alteration)

Regency: 2 RP/province
Gold: 1 GB/province
Required Source: 4
Duration: 3 action rounds

Shadow block prevents all creatures from walking into or out of the Shadow World in a speci-

fied province. This effect even applies to halflings, who normally can pass into and out of the Shadow World at will. The spell does not affect movement within the Shadow World. A wizard can affect one province per three experience levels.

9th-level caster deactivate ley line

(Alteration)

Regency: 3 RP

Gold: 2 GB

Required Source: 4

Duration: 3 action rounds

This powerful realm spell allows a wizard to temporarily deactivate a ley line. Drawing mebhaighl from a source along that ley line is impossible for three action rounds. Magic cast in the same province as a source is unaffected.

Because the flow of mebhaighl is disrupted along a ley line, this spell may affect a single line of any length. Any ley lines (including hook-ups) connected to the affected line that are not powered by sources of their own also cannot be used.

The casting wizard must have a source or ley line in a province through which the target ley line passes. The source can be as low as a source (0) and does not have to be the source that powers this spell.

A success roll is required for the spell to succeed, with a result of 10 or better (on a 1d20) indicating success. The roll suffers a -2 penalty if the caster is merely guessing at the ley line's existence rather than knowing its location with certainty.

If the wizard successfully disrupts a ley line and wishes to do so again on the following action round (thus increasing the period of disruption), he gains a +1 bonus to his roll for the subsequent spell. This benefit is cumulative for up to three attempts. The victim must continue to pay maintenance on the deactivated line or it dissipates permanently.

If the target ley line is under the effects of a *protect ley line* or *ley ward* spell, *deactivate ley line* will fail automatically.

enhance source

(Alteration)

Regency: 2 RP +1/new source level

Gold: 1 GB

Required Source: 2

Duration: 3 action rounds

By means of this realm spell, a wizard can improve one source holding by one level. The base cost of the spell is 2 RP, plus 1 RP per new (boosted) level of the source; thus, a source (5) increased to a source (6) would cost the wizard 8 RP (2+6).

This increase works for the purposes of spellcasting only and does not affect collection of Regency Points or other factors dependent on holding level.

The spell may be used only once per year; attempts to cast the spell more than once in a year result in failure.

A success roll is required for the spell to succeed, with a roll of 8 or better (on a 1d20) indicating success. On a roll of 1, the spell backfires; all ley lines emanating from the target source are *deactivated* per the spell for two action rounds.

10th-level caster deplete mebhaighl

(Alteration)

Regency: 5 RP

Gold: 2 GB

Required Source: 5

Duration: 3 action rounds

This spell allows a caster to inhibit mebhaighl in an enemy's source.

The target source drops one level for the duration of the spell.

Thus, a source (5) is treated as a source (4) for purposes of spellcasting; all other domain functions (such as RP collection) are treated normally.

At 15th level, a wizard may reduce two sources in the same province by one level, or may reduce one source by two levels.

12th-level caster siphon mebhaighl

Regency: 6 RP

Gold: 2 GB

Required Source: 6

Duration: 3 action rounds

A wizard who casts this spell may steal mebhaighl from another wizard's source or transfer mebhaighl between two of his own sources.

The target source is reduced by one level for purposes of spellcasting. Thus a source (5) is treated as a source (4) when casting realm spells; other domain functions are treated normally. The *siphoned* level is then transferred to another source (usually one controlled by the caster). For purposes of spellcasting, that source is then treated as one level higher.

The caster may also transfer mebhaighl from one of his own sources to another source. The target source can be his own or that of a wizard with whom he collaborates.

The two sources involved must meet at least one of the following criteria:

- ♦ They are in the same province.
- ♦ They are in adjacent provinces.
- ♦ One of the sources shares a province with a ley line terminus or hook-up of the other source.

At 15th level, the caster may transfer two levels of mebhaighl from one of his sources to another single source; he may not steal two levels from an enemy source. This casting costs 12 RP and 4 GB.

When the spell ends, all mebhaighl reverts to its original sources.

sunder ley line

(Alteration)

Regency: 12 RP

Gold: 10 GB

Required Source: 6

Duration: Permanent

When a wizard regent casts this spell, he severs one ley line of his choice. The severed ley line then collapses in both directions until it reaches a terminus, source, hook-up, or connecting ley line. Lines affected by the *protect ley line* spell gain a saving throw against the effect (see spell description).

This spell has no effect on future attempts to forge ley lines in the same location.

16th-level caster poison source

(Alteration)

Regency: 2 RP/magic potential level

Gold: 1 GB/magic potential level

Required Source: 7

Duration: 1 action round/4 caster levels

Among some circles of mages, this realm spell is believed to exist in legend only. Either such is indeed the case, or the spell is so rare that only a few wizards are able to cast it.

The *poison source* spell disrupts the flow of mebhaighl in a province in such a way that all magical sources are temporarily rendered powerless. No wizard, even the caster of this spell, can draw magical energy from an affected source.

A poisoned source is treated as a healthy source for all purposes except spellcasting. Thus, the wizard collects Regency Points and pays maintenance costs as usual. Any ley lines attached to the poisoned source function normally, except they cannot draw magical power from the poisoned source.

The caster must pay RP and GB according to the magic potential of the province; thus in a province of mountains rated 3/6, the caster must pay 12 RP and 6 GB for the spell to function.

In the age of myth, Cerilia was cloaked in power and magic. Those long-ago days before the cataclysm at Mount Deismaar saw the birth of arcane creatures, beasts more powerful than the greatest of men. Indeed, many believe these creatures sometimes walked alongside the gods themselves when the great ones had occasion to wander the land.

—Dane Thorenson, storyteller of the Gautrakka tribe in Hognunmark

Little is known about the *garradalaighs* (ga-ROD-a-lays), creatures of legend said to grant boons to wizards. Whether the beasts were companions, servants, or minions of the gods, historians cannot say. In fact, whether they even existed—or continue to exist today—is a subject of controversy.

Garradalaighs are said to appear only to those men and women who fervently embrace magic. The beasts supposedly walk with such wizards willingly, offering their skills and abilities in exchange for potions and magical treasures or other payment. Scholars who accept the legends as truth say that, while the power of these creatures has diminished since ancient times, they are still formidable.

Scholars have named each garradalaigh for the wizard who first recorded its presence. (As sightings date back to the days before the Deismaar cataclysm, these wizards are all elves.) The creatures' true names are now known only to the long-dead gods. Lost to the ages, those names are the subjects of occasional quests by overly inquisitive apprentices. It is rumored that to know a garradalaigh's true name is to hold absolute control over it. The garradalaigh then becomes not merely a companion, but soldier, servitor, and partner. If this is true, any wizard with control over one of the creatures could become powerful enough to sweep across the land, laying domains low with a wave of his hand.

Legend holds that it is possible for a wizard regent to contact one of these creatures, though the methods are not foolproof. Ancient tomes and tales offer several means:

- ◆ One book mentions a spell said to summon garradalaighs, but the name of that spell has been lost. It is said to have cost a minor fortune in components and required elaborate protections. Nonetheless, the spell is reputed to have worked only about 10% of the time; when it failed, it usually claimed its would-be casters as victims.

- ◆ A popular story among first-year students at the Royal College of Sorcery says that a garradalaigh might simply appear before a chosen mage, seeking the company of a spellcaster. Such a visitation would be rare in the extreme, unheard of in recent history.
- ◆ There are reports of an ancient, dark device that tugs at the heart of a garradalaigh, forcing it to do the bidding of a wizard. Like the summoning spell, most scholars doubt it ever existed.
- ◆ It is said that a nonevil wizard can call one of these creatures by simply meditating—in doing so he telepathically makes it understood that he desires the companionship of a garradalaigh. According to legend, a creature summoned by this means always has an alignment that matches the wizard's.

The legends also say that when encountered, these creatures grant boons in exchange for some kind of payment from the wizard. The payment could be as simple as providing com-

garradalaighs

panionship, as expensive as supplying potions or magical items (which the beasts are purported to collect—and sometimes eat), or as involved as completing a quest.

The creatures may arrive and leave within the same day or accompany a wizard for a year or more. Most tales describe the creatures staying for only a few days, then returning to wherever they call home.

Woodsmen, wizards, and expert trackers have never been able to find the lairs of these creatures. A few who thought themselves close to finding a lair disappeared without a trace—perhaps victims of a garradalaigh's ire.

The eight garradalaighs described in these pages are powerful creatures of legend that are said to enjoy the company of mages. We must stress the mythical nature of these beasts, however—their existence has never been satisfactorily documented. It is possible that some exist and others do not.

The statistics provided are extrapolated from ancient texts. Where no consensus could be found among various sources, the information is listed as "Mythical" or "Unknown."

DM Note: If a garradalaigh appears in a campaign, its power is such that when rolling for hit points the DM should count all 1s, 2s, and 3s as 4s.

audreeana

CLIMATE/TERRAIN:	Any
FREQUENCY:	Mythical
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Omnivorous
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	I, W
ALIGNMENT:	Any good
NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	15, Fl 12 (C), Sw 24
HIT DICE:	14
THACO:	7
NO. OF ATTACKS:	5
DAMAGE/ATTACKS:	1d6/1d6/1d12/ 1d12/1d8
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Immune to missile weapons
MAGIC RESISTANCE:	35%
SIZE:	M (5' - 6½' tall)
MORALE:	Elite (14)
XP VALUE:	9,000

Perhaps the most physically powerful of the garradalaighs, the Audreeana (aw-dree-AN-a) looks like a patchwork beast. It has the body of a horse, though its legs are shorter, thicker, and end in grasping claws. Its tail is long and fishlike. Sprouting from its back are two bat-like wings that—unless it is flying—remain folded into its body, nearly invisible beneath a shaggy band of hair that circles its neck and extends well down its back. The creature has two heads, one equine and one simian. Each has sharp teeth for rending food and attacking foes. It is spotted gray in color; the hair about its neck is deep black.

Although the audreeana has a single personality, its heads have different functions. It can speak any human or demihuman language fluently through its simian head and communicates with all other warm-blooded animals via its equine head. If either head is severed, the creature dies.

A strong, fast swimmer, it can breathe water as easily as air. The audreeana can cast the following spells each once per day at the 10th level of ability: *ESP*, *know alignment*, *clairaudience*, *clairvoyance*, *delude*, *suggestion*, *confusion*, *mislead*. Twice per day it can cast *improved invisibility*.

A wizard companion gains the audreeana's ability to communicate with warm-blooded animals—as long as the audreeana is within



the wizard's line of sight (independent of scrying devices such as crystal balls).

Combat: The audreeana first uses spells, reserving one *improved invisibility* enchantment for self-protection. It attacks in melee by biting; each successful bite inflicts 1d6 points of damage. Its front hooves can inflict 1d12 points of damage, and its tail causes 1d8 points of damage. The tail strikes anything to the rear or sides of the creature.

The audreeana is immune to all missile weapons, include the following missilelike spells: *magic missile*, *flame arrow*, *Melf's minute meteors*, and *Melf's acid arrow*. It is not immune to other spells.

Habitat/Society: The audreeana avoids other creatures, preferring to spend time alone in contemplation. It fancies mountaintops, heavily wooded forests, and desolate lands crossed by rivers or streams. Folklore claims it wanders the mountains of Brechtür, preferring the ranges on the eastern side of the Krakennauricht. The audreeana is curious about warfare, though it has no interest in participating in large-scale battles.

Ecology: The audreeana has no known predators, though it tends to prey on all manner of things, especially fish, plump game birds, tall grasses, and ripe fruit.

breiryn

CLIMATE/TERRAIN:	Any
FREQUENCY:	Mythical
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Nocturnal
DIET:	Unknown
INTELLIGENCE:	High to exceptional (13-16)
TREASURE:	F
ALIGNMENT:	Chaotic good
NO. APPEARING:	Unknown
ARMOR CLASS:	-2
MOVEMENT:	18, Sw 18
HIT DICE:	11
THACO:	9
NO. OF ATTACKS:	2
DAMAGE/ATTACKS:	2d6/2d6 (half during daylight)
SPECIAL ATTACKS:	Acidic web nets, spells
SPECIAL DEFENSES:	+1 blunt weapons or better to hit
MAGIC RESISTANCE:	25% (0% during daylight)
SIZE:	L (6' to 7') tall
MORALE:	Champion (16)
XP VALUE:	7,000

The breiryn (BREE-rin) vaguely resembles a massive spider. It has only four legs, but those end in ebony, cloven hooves. Its face is apelike and deeply wrinkled, ending in a piggish snout and two long, downward curving tusks. Its body is nearly as broad as it is tall and exudes a repulsive, musky odor. The breiryn's torso is covered by coarse bits of hide that look like broken glass. Its legs and long, whiplike tail are smooth and shiny. It is said to be dark gray.

This creature moves only under the cover of darkness, aided by its magnified senses. Its ears can pick up a human heartbeat at 50 feet. In daylight its senses drop in strength—it can see only 30 feet, it is practically deaf, its normal damage is halved, and its magic resistance fails.

The breiryn speaks most human tongues, and it can communicate with freshwater fish. Once a day, the breiryn can cast *air water*, as if it were a 7th-level wizard. Twice a day, the breiryn can turn itself *invisible*, per the spell.

While a wizard is a companion to the breiryn, he gains the ability to breathe water and to see for 90 feet as if he had *infravision*.

Combat: This garradalaigh avoids daylight combat at all costs. At night, however, it is



quick to join a fight when wizards are in jeopardy. When fighting, the breiryn rears up on its back legs; using its tail for support, it strikes with its front hooves. Though the blows are not hard, an unusual venom secreted from the hooves inflicts the real damage, and protections from poison are useless.

In addition, every four rounds the creature can spit an acidic web net. The net is 15 feet square and capable of engulfing one L-size figure, two M-size figures, or three S-size creatures. The web inflicts 1d4 points of damage for three consecutive rounds and then dissipates. To break free, the victim must roll more than half of his Strength score on 1d20.

Because of the breiryn's unusual hide, edged weapons inflict no damage. However, +1 or better blunt weapons inflict full damage.

Habitat/Society: When the breiryn associates with a human, it is only with a wizard, usually one below 8th level. It considers higher level mages stuffy. Few other details have passed down through the legends, which generally place this creature around the Zhainge River in central Khinasi.

Ecology: A breiryn can eat nearly anything—plant or animal. Its chief delicacies are reported to be potions, other consumable magical items, and candles.

cabhaigh

CLIMATE/TERRAIN:	Any temperate
FREQUENCY:	Mythical
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	F
ALIGNMENT:	Lawful good
NO. APPEARING:	1
ARMOR CLASS:	1
MOVEMENT:	3, Fl 18 (B)
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	1d4
SPECIAL ATTACKS:	Keening, spells
SPECIAL DEFENSES:	+3 or better weapons to hit
MAGIC RESISTANCE:	35%
SIZE:	M (3' to 4' tall, 15' wingspan)
MORALE:	Steady (11)
XP VALUE:	6,000

The cabhaigh (ca-VAY) looks like a cross between a huge frog and a dragonfly. Its body is bulbous and its stick-like legs end in claws. Protruding from its back are two sets of gossamer wings. The creature can change its vivid colors, though none of these hues seems quite natural.

The creature prefers to fly and is capable of carrying up to 300 pounds. Walking is a slow and awkward process on its stick-thin legs. Usually it flies from place to place, perching like a bird on branches and rooftops, where it can get a good view of what is below. The creature is reported to speak human tongues, elvish, and elvish dialects. A wizard in the company of the cabhaigh can communicate telepathically with it.

Twice a day the cabhaigh can call upon a special polymorph ability that lets it turn into a dragonfly 3-4 inches long for 8 hours. In this form, it retains all of its abilities and hit points. Once a day it can polymorph another individual or creature into a dragonfly, a form lasting 1d4 turns. A saving throw vs. spell negates the effect. In addition, it can cast two 1st-, 2nd-, and 3rd-level spells per day, at the 8th level of ability.

Combat: The cabhaigh is a fierce fighter. Its keening weapon fires a harsh, high-pitched



sound, radiating outward in a cone 2 feet across at the creature's mouth, 15 feet long, and 15 feet wide at the end. All those caught in the cone suffer 1d8 points of damage. Further, they must make a saving throw vs. paralysis or be rooted to the spot for 1d6 rounds. The cabhaigh can use its keening weapon three times a day. The cabhaigh's bite inflicts only 1d4 points of damage; it prefers to use this as a last resort, staying out of close combat.

It is impossible to strike the cabhaigh without at least a +3 weapon.

Habitat/Society: This garradalaigh is said to dwell on temperate mountains apart from civilization and most other forms of life. When it does seek the companionship of a wizard, it does so rarely and briefly—usually only when an odd loneliness overcomes it. It has also been known to seek the company of other garradalaighs. Tales most often place this creature in eastern Khinasi.

Ecology: The cabhaigh has few predators; most of these are evil humans, goblins, and ogres.

It subsists on very little—potions when it can find them, spell components, and blades of grass that have been washed by recent rains. It is said never to kill for food.

daegandal

CLIMATE/TERRAIN:	Any wilderness
FREQUENCY:	Mythical
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Herbivorous
INTELLIGENCE:	Genius (17-18)
TREASURE:	R-2, Sx2, T
ALIGNMENT:	Neutral
NO. APPEARING:	Unknown
ARMOR CLASS:	4
MOVEMENT:	9, Jp 18
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	4
DAMAGE/ATTACKS:	1d4+1/1d4+1/ 2d4-1/2d4-1
SPECIAL ATTACKS:	Spells
SPECIAL DEFENSES:	Regeneration
MAGIC RESISTANCE:	25%
SIZE:	M (4'-6' tall)
MORALE:	Very steady (13)
XP VALUE:	4,270



The daegandal (DAY-gan-doll) is thought to be the brightest and wisest of the garradalaighs. It has large muscular back legs on which it hops around quickly, covering considerable distances. Its smaller front legs end in hand-like claws. Its face stretches outward, like the visage of a gnoll, and its ears are long and pointed. The creature's shiny pelt is colored with various shades of brown; the long, muscular tail is slightly darker.

It favors grassy plains and open land, where it can hop for great distances without dodging trees, rocks, and other obstacles. However, it can be found in lightly-wooded groves and on low, sloping hill sides.

The creature enjoys being thought of as a mythical beast—that appeals to its sense of irony.

It is reputed to speak elvish, halfling, and a smattering of human tongues. It is able to read many elf, halfling, and human writings when it comes across them and considers itself a scholar and historian.

The daegandal has a quick mind for magic and can cast any of the following spells at will, each once per day and as if cast by an 8th-level wizard: *know Cerilian origin*, *spook*, *taunt*, *wall of fog*, *fog cloud*, *Ruomil's tracks*; *Erik's quills*, *solid fog*. In addition, three times a day it can *jump*, per the wizard spell, to drastically augment its own leaping ability. A wizard who is a companion of the daegandal likewise can enjoy the use of the *jump* spell three times a

day without memorizing it. Further, the daegandal can cast spells from scrolls as an 8th-level wizard.

Combat: This creature is loathe to get into physical combat with its foes, since it is not immune to normal weapons and its Armor Class is relatively high (compared to those of other garradalaighs). When forced or coerced into a struggle, it first attempts to use its magical abilities—melee is a last resort. When faced with a close fight, the daegandal rests on its long tail and lashes out with its claws (which inflict 1d4+1 points of damage each) and its feet (2d4-1 points each). When obviously losing a fight, it will attempt to bound away to safety, letting its regeneration ability heal any wounds. The daegandal can regenerate 3 hit points every round.

Habitat/Society: The daegandal spends most of its time alone. Isolated in quiet groves, it spends hours poring over old tomes and scrolls. The daegandal is supposedly the garradalaigh most prone to seek the company of spellcasters. According to legend, it haunts the Rjurik lands bordering the Tael Firth.

Ecology: This garradalaigh does not prey on other animals. It is herbivorous, eating broad-leaved plants, choice roots, and new grass.

garigal

CLIMATE/TERRAIN:	Any
FREQUENCY:	Mythical
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Day
DIET:	Herbivorous
INTELLIGENCE:	High to genius (13-18)
TREASURE:	S, V, X
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1
ARMOR CLASS:	-4
MOVEMENT:	24
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACKS:	3d18
SPECIAL ATTACKS:	Gaze, spells
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	15%, immune to 1st-level spells
SIZE:	S (2'-3')
MORALE:	Fearless (19-20)
XP VALUE:	4,270

Looking like a dusky blue armored caterpillar, the garigal (ga-REE-jall) is the most puzzling of the garradalaighs because of its mode of travel. Though it moves quickly over nearly any type of terrain, it has no legs. It has a magical means of propulsion and a magical quality to its coat that gives it a remarkable Armor Class.

The garigal has eyes like black diamonds that are starkly visible amid its pale scales, and a shiny black, twitching nose extending nearly a foot away from its body.

The creature can communicate telepathically with any spellcaster. In addition, it can speak to insects. A wizard in the company of a garigal gains the ability to communicate with insects, too, as long as the garigal is within 60 yards.

The garigal can turn invisible at will, though it must be visible to use its gaze attack, release spells, or attack physically. In addition, it can use the following clerical abilities once a day, as if at 9th level: *cure light wounds*, *detect magic*, *detect poison*, *detect snares and pits*, *pass without trace*, *detect charm*, *trip*, *meld into stone*, *summon insects*.

Combat: This garradalaigh uses invisibility to help it attack with surprise. The creature attacks physically with a long, whiplike tongue that is rough to the touch and coated with a slimy substance that inflicts 3d6 points of damage per successful strike. The slimy fluid



destroys nonmagical leather and cloth in 1d6 rounds. The garigal uses its *trip* and *summon insects* abilities to keep targets off guard.

The creature's most formidable weapon is its gaze. It has two distinct gaze attacks, each usable once a day and each with a cone-shaped effect that measures 1 foot wide at the creature's face, 90 feet long, and 60 feet wide at the end. One gaze attack strikes all those in the area of effect with the equivalent of a *shatter* spell. The second attack acts as a ray of *enfeeblement*, as if cast by a 7th-level wizard. Often, after using the first gaze attack in battle, the garigal scurries among its victims, lapping up any traces of potions that were kept in now-shattered containers.

Although the garigal does not go looking for fights, it is perhaps the most eager of the garradalaighs to do battle.

Habitat/Society: It is said that the garigal seems to enjoy the company of human wizards more than that of half-elf or elf wizards. Legends most commonly place it in the swamplands of eastern Anuire and western Khinasi.

Ecology: The garigal is a vegetarian, preferring rotted plants to living ones and snacking on decaying bits of logs. However, if it is hungry it will eat live plants. And, like several other garradalaighs, it adores imbibing all manner of magical elixirs.

rhoeghn

CLIMATE/TERRAIN:	Any
FREQUENCY:	Mythical
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	All
DIET:	Wildflowers
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	S, T, U
ALIGNMENT:	Neutral good
NO. APPEARING:	Unknown
ARMOR CLASS:	0
MOVEMENT:	18, Fl 18 (A)
HIT DICE:	9
THACO:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACKS:	1d8x4
SPECIAL ATTACKS:	Wing buffet
SPECIAL DEFENSES:	+2 or better weapon to hit
MAGIC RESISTANCE:	25%
SIZE:	M (3' to 4' tall)
MORALE:	Fanatic (17)
XP VALUE:	7,000



The rhoeghn (ROON) resembles a human child, though its skin is the color of rich, brown earth. Its long, flowing locks are green and leafy. Wings at its wrists, elbows, knees, and ankles look like large fern leaves, constantly in motion. The eyes of the rhoeghn are its most striking feature: large, saucerlike, and lidless. Black as midnight, the eyes reflect everything the rhoeghn sees.

Surprisingly strong, the rhoeghn can carry up to 400 lbs. in flight. The rhoeghn can alter its appearance at will, taking on the shape of a deer or a clump of waist-high ferns. It speaks most human and elf dialects, but cannot speak to animals. Though able to read scrolls like a mage, the rhoeghn has little interest in scrolls that are not nature-based. Twice a day it can use an innate *Speak with Plants* ability.

The rhoeghn's senses are acute, picking up the slightest whisper or spotting the smallest detail. It can count grains of sand by touch. Its sense of smell allows it to detect poisons and other toxins with just a whiff.

Combat: The rhoeghn's dexterity grants it a +3 reaction adjustment to its surprise rolls. It prefers to avoid fighting. When necessary, however, it strikes with the razor-sharp claws on its hands and feet. The creature uses its wings to keep it in the air so as to attack with all of its limbs each round.

In addition, every three combat rounds the

rhoeghn can employ a wing buffet attack. This is a cone-shaped effect 5 feet wide in front of the creature, 15 feet wide at the end, and 25 feet long. Everyone and everything weighing less than 300 lbs. within the cone must make a saving throw vs. paralysis with a -3 penalty or be blown backward by the wind. Those who succeed in their saving throws suffer 1d4 points of damage from pelting by small objects kicked up by the wind. Those who fail their saving throws suffer 2d4 points of damage from flying objects and are blown back 3d6 feet—unless walls, trees, or other obstacles (that might inflict even more damage) block their way.

Habitat/Society: Ancient texts say that the rhoeghn rarely enjoys the company of any wizards, but is most likely to seek out those of elf descent. The texts identify elven forests, particularly the Coulladaraight in northern Khinasi, as the rhoeghn's home.

Ecology: The rhoeghn has few predators, as it is difficult to catch and does little to offend other creatures. It hunts only wildflowers, dining on the dainty blossoms and rain-soaked petals. It is especially fond of eating honeysuckle and violets.

siddwynd

CLIMATE/TERRAIN:	Any
FREQUENCY:	Mythical
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Highly (13-14)
TREASURE:	R×2, S×2, T
ALIGNMENT:	Lawful Neutral
NO. APPEARING:	1
ARMOR CLASS:	-1
MOVEMENT:	9, Fl 18 (B), Br 6
HIT DICE:	13
THACO:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACKS:	2d4/1d12
SPECIAL ATTACKS:	Electricity, lightning bolt
SPECIAL DEFENSES:	Immune to 1st- and 2nd-level wizard and priest spells
MAGIC RESISTANCE:	30%
SIZE:	L (10'-12' long)
MORALE:	Fearless (19-20)
XP VALUE:	8,000

The siddwynd (SITH-wind) is the least intelligent of the garradalaighs. It is said to look like a long snake, but it is actually a long, thin lizard. It has four clawed feet, a formidable toothed jaw, and a whiplike tail that crackles with energy. It is greenish brown in color, a camouflage that allows it to blend in with its surroundings. Translucent wings sprout from the point where its legs join its trunk. These lay back against the creature's sides when it is moving along the ground or burrowing; they balloon like sails as the siddwynd takes flight.

This garradalaigh is reported to be familiar with many human and demihuman tongues. It can communicate telepathically with lizards and snakes. A wizard in the company of a siddwynd enjoys protection from attacks by reptiles and snakes.

Twice a day, while airborne, the siddwynd can release a lightning bolt (per the spell), inflicting 6d6 points of damage. The target can attempt a saving throw vs. spell for half damage.

Combat: The siddwynd fights only if it or its companions are in danger. It begins combat by rising into the air and letting loose its lightning bolts. Next, it dives on a chosen target, attempting to bite. A successful strike made at the culmination of a dive inflicts maximum damage of 8 points. Once on the ground, it



continues to bite and to strike with its tail. A successful tail slap inflicts 1d12 points of electrical damage. Victims wearing metal armor or who are standing in water suffer an additional 1d4 points of damage.

This fearless garradalaigh will fight to the death (it does not believe it can be defeated). However, if the siddwynd is with humanoid friends and witnesses some of them withdrawing, it may do the same. It retreats by burrowing. Because the creature considers itself an easy target in the air, it will fly away only as a last resort.

Habitat/Society: The siddwynd calls no place home. This garradalaigh appears in the folklore of all five of Cerilia's human tribes, as well in elven and dwarven legends. The creature reputedly loves traveling—no matter what the terrain or climate. It is as much at home in the mountains as on the plains, in temperate zones and the frozen north. Particularly frigid, arctic areas are another matter, however. After a day of traveling across cold ground, the garradalaigh will burrow deep beneath the surface to warm up and sleep.

Ecology: The creature treasures spent wands, used feather tokens, and other burned-out magical items for select dining. When these are not available, it feeds upon insects and small rodents.

tualleiaight

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Mythical
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Supra-genius (19-20)
TREASURE:	Ax2, T, Wx2
ALIGNMENT:	Any
NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	15, Br 12
HIT DICE:	13
THACO:	7
NO. OF ATTACKS:	2
DAMAGE/ATTACKS:	2d4/2d4
SPECIAL ATTACKS:	Spells, constriction
SPECIAL DEFENSES:	+1 or better edged weapons to hit
MAGIC RESISTANCE:	30%
SIZE:	L (9'-11' long)
MORALE:	Fanatic (17)
XP VALUE:	8,000



The tualleiaight (to-ALL-ee-ate) is a snake-shaped creature with a thick body and a dozen tiny clawed feet along its underside. Its head is large and vaguely human, making some scholars think it is related to nagas. It has a double row of remarkably strong teeth in its lower jaw and a single row in the top, which is longer and protrudes over the bottom lip. The tualleiaight's body has no scales, but its smooth, dense skin is variegated in color. The tip of the creature's tail is barbed with a myriad of tiny teethlike spikes that match the color of its head.

This garradalaigh dwells exclusively underground. It raises its head above ground only to get a glimpse of what is happening on the surface. An excellent burrower, it moves as easily through the earth as most men walk upon it, and it can cut through stone at a Movement rate of 3. A wizard with the tualleiaight can, once a day for 2d4 turns, move with the creature through the ground, matching its speed.

This creature is reputed to speak the languages of kobolds and burrowing mammals, as well as dwarf, halfling and human tongues.

The tualleiaight can cast any of the following spells, each once per day, at the 12th level of ability: *hold portal*; *darkness 15' radius*; *stone shape*; *transmute rock to mud*; and *flesh to stone*. The creature has infravision to 120 feet and can see easily in magical darkness.

Combat: This garradalaigh can attack with its bite and spiked tail, each successful attack inflicting 1d12 points of damage. If the tualleiaight's target is size M or smaller, it also can employ a constriction attack. This inflicts 1d8 points of damage and causes subsequent bite and tail strikes to have a +4 attack bonus. It is immune to attacks from blunt weapons, no matter how magical. Edged weapons of +1 or better are required to strike the tualleiaight.

If the tualleiaight finds itself in jeopardy, it burrows to get away, twisting about in its tunnel to strike those foolish enough to pursue it.

Habitat/Society: When in the company of a wizard, the tualleiaight seeks to learn about activities above ground. This is not idle curiosity, but a way to keep its mind active and busy. This garradalaigh appears more often in the folklore of the Vos than in that of any other race.

Ecology: The tualleiaight can eat dirt and rocks. However, it prefers to dine on kobolds and unrefined ore.

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