



The Book of Magecraft

Original Design by Jean Rabe
Additional Design by Ed Stark
Edited and Developed by Carrie A. Bebris
Additional Development by Anne Brown and Steven Schend
Editorial Support by Doug Stewart
Proofreading by Sue Weinlein
Creative Direction by Karen S. Boomgarden
Cover and Conceptual Art by Tony Szczudlo
Black and White Interior Art by Ellisa Mitchell
Color Interior Art by Ben Otero
Cartography by David C. Sutherland III, Diesel, and Shan Ren
Art Direction by Bob Galica
Page Backgrounds by Dee Barnett and Starr Mahoney
Page Frames by Dee Barnett
Graphic Design by Shan Ren
Typography by Nancy J. Kerkstra
Electronic Prepress Coordination by Dave Conant
Special Thanks to Rich Baker, Alexander Bebris, Bill Olmesdahl,
Jon Pickens, Keith Strohm, and Skip Williams

AD&D, ADVANCED DUNGEONS & DRAGONS, and DUNGEON MASTER are registered trademarks owned by TSR, Inc. BIRTHRIGHT, ENCYCLOPEDIA MAGICA, MONSTROUS MANUAL, and the TSR logo are trademarks owned by TSR, Inc. All TSR characters, character names, and the distinctive likenesses thereof are trademarks owned by TSR, Inc. ©1996 TSR, Inc. All rights reserved. Made in the U.S.A.

Random House and its affiliate companies have worldwide distribution rights in the book trade for English-language products of TSR, Inc. Distributed to the toy and hobby trade by regional distributors. Distributed to the book and hobby trade in the United Kingdom by TSR Ltd. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material contained herein is prohibited without the express written consent of TSR, Inc.

TSR, Inc.
201 Sheridan Springs Road
Lake Geneva
WI 53147-0756
U.S.A.



TSR Ltd.
120 Church End
Cherry Hinton
Cambridge CB1 3LB
United Kingdom

3117XXX1501

ISBN 0-7864-0373-2

table of contents

Introduction	3	Quirad al-Dinn	35
The World of the Cerilian Wizard	3	Caliene Llwyn	39
How to Use This Book.....	3	Sword Mage.....	41
Abbreviations and Notations	3	Caelcorwynn.....	43
Fundamentals of Cerilian Magic.....	4	Overall Advice	45
The Faces of Magic	5	Wizards in General	45
Elves	5	Domain Actions	45
Half-Elves	7	Magicians and Seers	48
Human Wizards and Magicians	8	The Magician Character Class.....	48
Anuireans	9	Creating a Magician or Seer	
Brechts	11	Character.....	49
Khinasi	12	Magician Kits.....	50
Rjurik.....	13	Illusionist Kits.....	50
Vos.....	14	Diviner Kits	52
Sources	16	The Study of Magic	56
Locating Sources	16	The Royal College of Sorcery.....	56
Controlling Sources	18	History of the College	57
Using Sources.....	18	The College Today	57
Protecting Sources.....	19	The Ruins	58
Maintaining Sources	20	Player Characters and the College	60
Strengthening Sources	20	Apprenticeships	60
Maximum Source Levels	20	The Calling of an Apprentice	60
Increasing Levels	22	Terms of Agreement.....	61
Renewing Sources.....	22	Ending an Apprenticeship	62
Corrupting Sources.....	22	Player Characters and	
Transferring Power	23	Apprenticeships	62
Borrowing Sources.....	23	Sample Apprentice Characters	62
Stealing Sources	23	Magical Items and Artifacts	65
Bequeathing Sources	23	Tables.....	65
Caerbhaighlien	24	Potions	66
Ley Lines	25	Miscellaneous Magic	67
Creating and Using Ley Lines	25	Rings of Ley.....	72
Ancient Ley Lines.....	26	Artifacts of Deismaar.....	75
Using Ley Lines.....	27	Mebhaighl Stones	75
Connecting Ley Lines.....	27	Sielshegh Gems	76
Maintenance	28	BIRTHRIGHT Spell Lists	81
Hide-and-Seek.....	28	Conventional Spells	81
Finding Existing Ley Lines	30	Battle Spells.....	81
Protecting Ley Lines.....	30	Realm Spells by Caster Level.....	82
Sabotage	30	Realm Spells by Source Level	83
Deactivation	30	Using Other Spells and	
Sundering	30	Magical Items	83
Transferring Power	31	Conventional Spells	86
Borrowing Ley Lines	31	Battle Spells	97
Bequeathing Ley Lines.....	31	Existing War Magic.....	97
Alternative Methods for Forging		Creating New Battle Spells.....	98
Ley Lines	32	Battle Spell Details	98
Strategies and Tactics	33	Sample Battle Spells	101
The Footsteps of Others	33	Realm Spells	108
High Mage Aelies	33	Garradalaighs	119

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 awnsheghliens who were once

members of these races have retained their spellcasting 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.