

Calder's Starry Sky



Divination

Level: 2

Range: 10 yds.

Components: V, S, M

Casting Time: 2 turns

Duration: 1 hr./level

Area of Effect: 10 sq. yds.

Saving Throw: None

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 about 10 yards over the caster's head. The stars show the correct positions of the 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 this 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.

Notes: Common in Cerilia (the BIRTHRIGHT setting); uncommon for Sea mages and diviners; otherwise rare.