

Hearth Magic

Neiyaur

Hearth Magic

A Sourcebook for the Neiyar: Land of Heaven and the Abyss Campaign Setting (OGL)

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What is Hearth Magic?

Most schools of magical thought consider the ability to harness magic either an internal power granted by a person's innate physiology or an external power granted by divine beings to their followers. Wizards spend their entire lives mastering the mental discipline to control arcane magic. Clerics dedicate their very souls to their gods in order to master divine spellcasting. But there are those who do not consider magic a strange and alien power only accessible to a select few. Indeed, these individuals do not consider magic all that magical at all.

Hearth Magic encompasses a host of specialized knowledges that harness the natural energies of the world. From grandma's secret recipe to combat the common cold to elaborate rituals to keep the undead at bay, Hearth Magic defies the laws of normal arcane and divine spellcasting.

The Neiyar believe all things are imbued with divine energy. The very waters of the land are the tears of Sophia Mater. From the footprints of Sophia Groa came all plant life. The blood of the god Roarth gave life to the animals of the land. As such, magic is accessible to anyone that can find the right combination of materials. Hearth Magic relies heavily on the use of herbs and plants, and in many ways resembles modern aromatherapy or New Age mysticism. With the proper set of instructions, anyone can engage in the use of Hearth Magic.

Throughout this book, we will refer to rituals. Though some Hearth Magic does indeed require true ritual to properly harness the power of the materials employed, many of these rituals more closely resemble recipes. Ingredients must be added in the proper order at the proper time to ensure the proper result. Each ritual has a very specific purpose, and requires its own unique materials. Hearth Magic is not affected by feats that reduce or eliminate spell components, quicken casting time, or any metamagic feats or powers. Hearth Magic follows its own set of rules, and is not bound by the laws of arcane or divine spellcasting.

The term *Hearth Magic* developed out of the observations of Outsider magic users who first witnessed the rituals performed by native practitioners. To the Neiyar, Hearth Magic is no more considered magic than we would consider modern medicine magic. While it may be difficult for everyone to understand, it follows a specific set of rules and has predictable results. Over time, the Neiyar adopted the phrase to better differentiate their traditional practices from alchemy and other quasi sciences.

Hearth Magic and Non-Neiyar Games

While Hearth Magic is a specific type of magic employed by the Neiyar, the basic rules are easily adapted to any campaign world. Some material components, such as Groa Roses, are Neiyar-specific items, but can be substituted for equivalent items in your own campaign world. Regardless of the setting, however, Hearth Magic is an important part of the local culture, and therefore it should be difficult for non-local characters to find trainers.

Game Mechanics

Skill: *Hearth Magic*

Hearth Magic is purchased with skill points. However, unlike normal skills, you do not have to make a skill check to employ a known Hearth Magic ritual. Once you know a particular ritual, you can use it whenever you wish without a check. Instead of representing your overall knowledge of Hearth Magic, each Hearth Magic ritual a player wishes to learn requires the expenditure of a set number of skill points.

Starting characters may not buy ranks in this skill, nor can they purchase ranks until they have found someone to teach them. Once the character has found a teacher, she must spend a set number of skill points to learn the specific ritual. No rolls are made to activate Hearth Magic. The character either knows the ritual or does not. The skill points are only spent once. After that, the character can use the ritual as often as she wants so long as she has the time and materials to do so.

Unless otherwise noted, players do not need to perform the ritual themselves in order to receive benefits, but finding an appropriate practitioner willing to perform the rites can often prove just as difficult as finding someone to teach them. The Neiyar are rather protective of their Hearth Magic, as they consider it a sign of their bond with both the land and their gods. Few will offer to teach Outsiders. Other races have mastered their own form of Hearth Magic, but again the general distrust of Outsiders makes it difficult to find a teacher. Outsiders wishing to learn Hearth Magic must possess the feat *Secret Teacher* and the teacher must know Hearth Magic.

Unlike arcane or divine magic, Hearth Magic cannot be dispelled and is not affected by dead magic zones. All Hearth Magic is beneficial or protective in nature. No ritual can be created that causes damage or harm to another living being. The only exception to this is in the case of undead and demons. However the damage is often a side effect of the ritual due to the innate nature of such creations, and not by intentional design.

Learning Hearth Magic

The Wizard Natalie has found a mentor to teach her Hearth Magic. She wishes to learn the ritual *Clarity* in order to help improve her magical studies. She spends some time studying under her mentor. When she achieves a new level, she gains 7 skill points (4 for wizard, 2 for her Intelligence modifier, and 1 for being human). In order to complete her training, she must spend 5 skill points on Hearth Magic. Once she has done so, she has officially mastered the ritual and can use it at any time without spending additional skill points.

If Natalie later wants to learn the ritual *Healing Rest*, she will have to go through the same process and wait until she gains another level so that she will have enough skill points (3) to complete her training.

Remember that skill points spent on Hearth Magic cannot be spent on other skills, so players should plan carefully before purchasing Hearth Magic.

Creating New Hearth Magic Rituals

Hearth Magic is not a static practice. Practitioners not only learn rituals from each other, but over time develop new ones. In order to begin developing new rituals, a player must already have spent 10 skill points on Hearth Magic. Once the player has worked out the details of what the ritual will do, the GM decides if the Hearth Magic will work and assigns a skill point cost to it. The time required to research a new ritual is (three x skill point cost) days. The materials cost to create a new ritual is 4 times the preparation costs. The player then rolls Hearth Magic (DC 10 + twice the skill point cost of the new ritual).

This is the only time a player rolls the Hearth Magic skill, and the roll represents the whole of their knowledge on the subject. If successful, the player has created a new ritual. The player must spend the required skill points, however, before she can actually use the ritual or teach it to others.

In most cases, the player should have no problem succeeding at the check. If a GM feels that the chance of success is too high, then the GM should reconsider whether or not the ritual is possible, or if the player's experience with Hearth Magic logically dictates that he or she could create the ritual. For example, a player who knows the *Clarity* and

Focus rituals might not be able to develop a *Ward* ritual, because his knowledge of Hearth Magic is limited to those rituals that target the mind. While a player that knows *Ward Against Magic* and *Ward*

Against Possession should have no problem developing new Ward rituals. Because the GM has control over what is or is not possible, it is entirely up to the GM to carefully consider a new ritual before allowing it.



Known Rituals

Brave Heart

This ritual offers protection against nervousness, anxiety, and fear

Initial Skill Point Cost: 4

Preparation Time: 20 minutes

Material Components: Silk sachet, chamomile seeds, dried lemon balm, bergamot oil, grapefruit or orange seeds, neroli oil. Total materials cost 1 gp.

This ritual creates a small sachet that comforts and calms the wearer. This reduces the effects of fear spells and similar effects by one condition. A person who would otherwise be panicked is instead frightened. A person that would be frightened is instead shaken. A shaken individual only incurs a -1 penalty on attack rolls, saving throws, skill checks, and ability checks. A sachet remains effective for twenty four hours.

Breath of Air

This ritual protects a person from the effects of noxious fumes and gases

Initial Skill Point Cost: 4

Preparation Time: 10 minutes

Material Components: Silk scarf or facemask, clary sage oil, violet leaf absolute, ginger oil, lemon balm oil. Total materials cost 1 gp.



This ritual imbues a scarf or mask to protect the wearer against noxious fumes and gases for 4 hours. Anyone wearing such a scarf or mask gains a +1 circumstance bonus to saving throws versus fumes, gases, toxic clouds, etc. Also, in the event the fumes or gases cause damage, damage is reduced by 10%. Fumes and gases that have non-damage effects over time (such as slowing, ability loss, etc) have the duration of such effects reduced by 1 round or minute, depending on the effect's normal duration.

Clarity

This ritual helps provide clarity of thought and improve memory.

Initial Skill Point Cost: 5

Preparation Time: 15 minutes

Material Components: orange oil, peppermint leaves, owl feathers. Total materials cost 2 gp.

This ritual enchants a 10 ft x 10 ft area with positive energy for eight hours, allowing everyone within it to think clearer and quicker. Wizards who study spells within this area may prepare one extra spell per level that can be cast, and spellcraft rolls to learn new spells receive a +4 circumstance bonus. All skill checks involving intelligence receive a +2 circumstance bonus within this area. Anyone who spends four or more hours meditating within the enchanted area receives a +1 circumstance bonus to all saving throws versus mind-affecting spells or spell-like effects for 24 hours.

Dedication

This powerful ritual binds an object to its owner and allows it to increase in power.

Initial Skill Point Cost: 10

Preparation Time: Three Days

Material Components: The item to be bound, a pint of the owner's blood, a blue diamond or sapphire worth at least 1000 gp, Groa Rose Oil with a total value of 50 gp, a pink pearl worth at least 500 gold, 10 gp worth of hemp, 20 gp in lavender flowers, 5 gp of sage leaves.

Other requirements: The owner of the item must sacrifice a point of constitution and 5 permanent hit points to bind the item. Dedications must be performed on a Holy Day appropriate for the item. For example, a sword might be dedicated during the celebration of Francisca Mahault's birthday.

This is the most powerful of the known rituals, and even the greatest mages of Neiyar wonder how it works. This ritual dedicates an item of great importance to its owner, creating a spiritual bond that allows the item to grow stronger as the owner increases in ability. There are currently only two people known to perform the ritual for others (at an appropriate price). They are Lisindra Kelli, who lives in a small village 200 miles south of Rallay on the Nazra/Elantri border, and a quirky old lady known as the Rose Crone who lives alone deep in the jungles about 50 miles northeast of Mezzetratrine.

Most commonly, fighters will seek to bind their favorite weapons or bards will bind a musical instrument. Rarely, clerics will bind their holy symbols or great crafts persons will bind their tools. In the case of musical instruments or tools, the binding grants a +1 circumstance bonus per every 3 levels of its owner to any skill check involving the item. This bonus only functions for the owner. Anyone else picking up the item receives no benefit from the binding.

When a cleric binds her holy symbol, she may make attempts to turn undead as if one level higher. She also gains the ability to cast one extra spell per level, but only spells that uses her holy symbol as a focus.

Only non-magical masterwork weapons or armor can be bound by this ritual. The item receives an immediate +1 enhancement bonus once the binding is complete. For every four levels the character gains, it receives another +1 enhancement bonus OR a +1 equivalent special ability (keen, defending, etc.)

The character must sacrifice 1% of all experience earned to the weapon. Most bonded weapons receive names from their owners. The GM may give the weapon additional abilities based on the thought put into naming the weapon or the relevance to the character's personality. For example, a sword named Vengeance in the hands of an owner who lost his family to a Krakodon raiding party might also become a Bane: Krakodon weapon.

Bonded weapons are considered the same alignment as their owners for purposes of ignoring damage reduction. Bonded weapons are not considered magical for purpose of ignoring damage reduction, however such weapons and armor are also unaffected by spells or abilities that target magical items.

Bonded weapons and armor make item saves using the same saving throws as the owner.



Ease Birth

This ritual helps a woman give birth with less pain and in a shorter time.

Initial Skill Point Cost: 1

Preparation Time: 5 minutes

Material Components: goose down, a piece of cotton, chamomile flowers. Total materials cost 5 cp.

When performed at the beginning of labor, the ritual decreases the amount of pain and shortens the labor period. The ritual almost insures the survival of both the mother and the child during difficult births (with the exception of the birth of a Zarakku).

Enhanced Resilience

This ritual improves the resilience of an individual

Initial Skill Point Cost: 5

Preparation Time: 10 minutes

Material Components: tree sap, cardamom seeds, carrot seeds, hyssop oil. Total materials cost 8 sp.

This ritual prepares 1d4 pill sized balls. Consuming a ball grants a +1 bonus to Fortitude saves to resist mundane poisons, toxins, and disease for twenty-four hours. It also increases the effect of healing spells by 1. The balls can only be stored for a couple of days before losing their potency.

Faithful

This ritual protects an individual from compulsions and charms that would cause him to act contrary to his faith, beliefs, or alignment.

Initial Point Cost: 5

Preparation Time: 30 minutes

Material Components: linen sachet, peppercorns, helichrysum seeds, dried groa rose petals, sea salt. Total materials cost 5 sp.

This ritual creates a small sachet that protects the wearer from charms and compulsions that attempt to make him act contrary to his faith, beliefs, or alignment. The sachet provides protection for twenty four hours. The wearer gets a +2 bonus to Will Saves versus such charms or compulsions, and a +4 bonus to Sense Motive checks to see through bluff attempts that might lead him to inadvertently act contrary to his faith.

The ritual only protects against actions that directly contradict the protected person's faith or belief system. A *Command* spell that demands the target halt would not get the bonus, but a *Charm* spell to turn the target against a friend would.

Focus

This ritual allows an individual to use his force of will to achieve success.

Initial Skill Point Cost: 6

Preparation Time: 1 hour

Material Components: Quartz valued at 50 gp, wild onion, and piece of tree root.

Other requirements: This ritual must be performed in the morning, and must be repeated daily to remain effective.

The ritual only affects one person.

This ritual allows an individual to apply her wisdom modifier to all attack rolls and skill checks involving physical attributes (i.e., skills based off of strength, dexterity, or constitution). This ritual, however, does not stack with other abilities that allow a person to use her wisdom modifier in such cases.

Healing Rest

This ritual allows those resting within an area to heal at twice the natural rate.

Initial Skill Point Cost: 3

Preparation Time 15 minutes

Material requirements: sea salt, lavender oil, peppermint leaves, sulfur. Total materials cost 5 gp.

This ritual can be performed anywhere individuals will be recuperating from their wounds. Healing Rest binds the healing energies of the natural world to a 30 ft diameter area for 24 hours. Everyone within the area immediately heals 1 point of damage, and natural healing occurs at twice the normal rate. Any healing spells cast inside the area provide an additional point of healing. Saving throws made to regain temporary ability loss receive a +2 circumstance bonus if made within the protected area.

Lucky Break

This ritual grants the ability to ignore one critical failure or failed saving throw.

Initial Skill Point Cost: 5

Preparation time: 15 minutes

Material requirements: clover leaf, rabbit hair, orange peel, flask of holy water. Total materials cost 5 gp.

Other requirements: This ritual must be repeated daily to remain effective and affects only one person per ritual.

This ritual allows the character to re-roll one critical failure OR one failed saving throw in a twenty four hour period. Also, once per day, any damage that would put the character below zero hit points is reduced by just enough to leave the character with one hit point left.

Mending

This ritual helps repair damaged materials, weapons, or armor.

Initial Skill Point Cost: 2

Preparation Time: 5 minutes

Material Components: Tree sap, a starfish. Total material cost 5 gp.

This ritual grants a +10 circumstance bonus to all checks to repair damaged armor, weapons, magical items, or mundane items. The attempt must be made within three hours of performing this ritual.

Prosperity

This ritual increases the profitability of commercial pursuits.

Initial Skill Point Cost: 4

Preparation Time: 30 minutes

Material requirements: A copper piece, lemon grass, a piece of coal. Total material cost 1 silver.

Other requirements: This ritual must be performed no more than twenty-four hours before the beginning of a commercial venture.

This ritual helps insure the success of commercial pursuits. It is usually performed at the beginning of the farming season to insure healthy crops. When performed before a fishing expedition or the beginning of the farming season, increase the yield by 10%. For all other commercial pursuits, this ritual grants a +4 bonus to the appropriate profession or craft skill check. The ritual only applies to ONE check, however, and the check must be completed within the twenty-four hour period.

This ritual is often performed before new construction begins, or by the new owners when an existing business is sold.

Reduce Fever

This ritual helps relieve the symptoms of common colds and illnesses.

Initial Skill Point Cost: 1

Preparation Time: 10 minutes

Material Components: lemon peel, honey, peppermint leaves, sea kelp. Total material cost 1 sp.

When prepared and consumed by the ailing party, this ritual reduces the duration of common illness by 50%. The GM should decide what qualifies as "common illness."

Restorative Oil

This ritual creates an oil that reduces the effects of fatigue or exhaustion

Initial Skill Point Cost: 3

Preparation Time: 30 minutes

Material Requirements: Basil oil, black pepper oil, clary sage oil, rosemary oil, groa rose oil. Total materials cost 1 sp.

This ritual produces a vial of potent smelling but highly effective oil that helps reduce the effects of fatigue or exhaustion. One vial maintains its potency for one week. The oil can be used in two manners. Spending one minute rubbing the oil into tired muscles reduces the time a character needs to recover from exhaustion or fatigue by half. This use consumes the entire vial. Alternately, a player can take a deep breath from the oil to reduce the penalties of exhaustion or fatigue by one. When used in this manner, the vial can be used again and again until its potency wears out. This is treated just as if the player was using a potion for purposes of determining attacks of opportunity and any other combat actions.



Ritual Cleansing

This ritual helps remove toxins and poisons from the body.

Initial Skill Point Cost: 3

Preparation time 15 minutes

Material requirements: Sea salt, sage leaves, a flask of holy water, a natural sea sponge, sufficient water in which to bathe. Total materials cost: 10 gp.

Other requirements: A tub or similar item large enough for a grown person to bath in. The ritual must be performed within one hour of the toxin or poison taking effect.

Upon completion of the ritual, the bather is entitled to a second saving throw to purge the effects of the poison or toxin from the body. This save is made with a +2 circumstance bonus. If the save is successful, the poison is completely purged and all damage or other effects from the poison are negated. This ritual will work on all natural poisons, toxins, and diseases, as well as magical poisons. It has no effect on supernatural disease.

Soul Binding

This ritual forms an empathic link between a group of individuals, allowing them to support each other better.

Initial Skill Point Cost: 7

Preparation Time: 2 hours

Material requirements: Tree sap, a piece of hemp rope, royal jelly, a vial of blood from each person to be bound.

Total material cost 5 gp.

Other requirements: Only willing participants can be bound in this manner. The person conducting the ritual must be part of the party.

The effects of the Soul Binding last until either a party member dies or the party willingly dissolves it. Party members receive the following bonuses:

+1 circumstance bonus to AC when one or more party members are within 10 feet

+2 circumstance bonus to listen, search or spot checks when another party member is in immediate danger.

+2 bonus to Will Saves against any spell that compels a party member to do harm to another party member.

Share the Pain (su): Any direct attack against a party member that would reduce him to zero or less hit points is instead dispersed between the party members. For example, if a wizard with 5 hit points left is struck with a sword for 6 points of damage, the wizard suffers only 4 points and the other two are shared between the other members of the party. So if the wizard had two comrades, they would each take one point of damage. When damage cannot be divided evenly between the members, the balance of the damage is taken by the member with the most hit points left. So if seven points need to be dispersed between three party members, each member takes two points and whoever has the most hit points left take the remaining point.

Ward against Domestic Discord

This ward helps prevent arguments and in-fighting within the home.

Initial Skill Point Cost: 1

Preparation Time: 30 minutes

Material requirements: Dove feathers, chamomile flowers, tree bark. Total material cost 1 gp.

Other requirements: Ritual must be preformed in the morning, and must be repeated weekly to continue effectiveness.

This ritual helps the inhabitants of a home remain calm. In game terms, assume everyone has a +10 to diplomacy checks to discuss situations rationally. The ritual only works in a residential building. It has no effect on commercial establishments.

Ward Against Magic

This ward provides protection against magical effects and charms.

Initial Skill Point cost: 6

Preparation time: 1 hour

Material requirements: A pearl valued at 20 gp. Groa rose oil valued at 10 gp.

Other requirements: This ritual must be performed daily to remain effective. It affects only one person per ritual.

This ritual provides an additional +1 bonus to all saving throws versus magic or spell-like effects. Once per day, the protected individual may re-roll one failed saving throw versus magic or spell-like effects. This reroll does not stack with other abilities that may grant a reroll.



Ward Against Possession

This Ward prevents the possession of a person through magical or demonic means.

Initial Skill Point Cost: 6

Preparation Time: 1 hour

Material Requirements: A piece of glass, obsidian worth at least 20 gp, basil leaves. Total materials cost: 30 gp.

This ward provides immunity for twenty-four hours from spells or spell-like effects that allow one creature to possess another.

Ward Against Undead

This ward keeps the undead away from a permanent dwelling.

Initial Skill Point Cost: 2

Preparation time: 2 hours

Material requirements: Groa rose petals or oil, sand, water infused with lavender, sawdust, a coffin nail. Total materials cost of 10 gp.

Other requirements: Ritual must be performed under a full moon and renewed every full moon to remain effective.

Non-intelligent undead cannot approach the dwelling. Intelligent undead are entitled to a Will Save (DC 12) to ignore the ward, but suffer a –2 penalty to all attacks, saves, or skill checks while within the ward.

Ward Against Undead, Greater

This ward keeps the undead away from an area for a short time.

Initial Skill Point Cost: 5

Preparation time: 1 hour

Material requirements: Groa rose petals or oil, sage oil, wolfbane nectar, sand, water infused with lavender, sawdust, a coffin nail. Total materials cost of 20 gp.

The ritual wards a 30 foot diameter area against undead for eight hours. The area suffocates connections to the negative plane. Non-intelligent undead that attempt to enter the area fall dormant to the ground, unable to move until the

ward ends. Intelligent undead are entitled to a Will Save (DC 15) to ignore the ward, but suffer a –4 penalty to all attacks, saves, or skill checks while within the ward.

Ward to Protect Innocence

This ward protects children from monsters or evil-aligned individuals.

Initial Skill Point Cost: 4

Preparation time: 4 hours

Material requirements: a necklace or bracelet the child will wear, sage oil, crushed eggshells, a crushed seashell.

Total materials cost 5 gp.

Other requirements: The ritual must be performed midday.

The ward protects any humanoid child ages 10 or younger. This is the only ritual (besides Dedication) with a permanent affect. The ward does not break until the child's eleventh birthday or the bracelet or necklace is removed. In the event of the latter, the ritual must be performed again to reenact the ward.

Monsters and evil-aligned individuals with an intelligence score below 6 will simply ignore the child as if she was not present. All other creatures get a Will Save (DC 10) or also ignore the child.



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