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# The Prayer Book of a Priest of Celestian

Wildspace Temples  
by Denis "Maldin" Tetreault

Celestian, "the Star Wanderer"

Intermediate Power, Alignment NG; Stars, space, wanderers, travel.

Spheres: Astral, Creation, Guardian, Healing, Necromantic (minor), Sun, Thought (minor),  
Travelers, Weather (minor).

Symbol: Black circle with seven stars      Raiment: Black robe covered with faint star patterns

Turn Undead: Nil

Special Powers: Access to Wizard spells listed below, once appropriate level is attained.

Gain one additional spell of highest level before entering the Flow.

Can regain 1st to 3rd level spells while in the Flow, can cast spells already possessed.

Weapons allowed: Dagger, knife, long bow, short sword, spear\*, staff

Armor allowed: Nonmetal

(r) = reversible spell    \* = cooperative spell    (tm) = Tome of Magic

+ = spell functions as though caster is one level higher while in wildspace, if possible

++ = spell functions as though caster is two levels higher while in wildspace

## 1st Level

Bless (r)  
Ceremony (variable)  
Combine \*  
Create Water  
Cure Light Wounds (r)  
Detect Evil (r)  
Emotion Read (tm)  
Endure Heat/Cold  
Faerie Fire  
Feather Fall (1st W, at 1st) +  
Invisibility to Undead  
Jump (1st W, at 3rd) +  
Know Direction + (tm)  
Light (r)  
Purify Food & Drink (r)  
Sacred Guardian (tm)  
Speak With Astral Traveler (tm)  
Spider Climb (1st W, at 7th) +  
Thought Capture (tm)

## 2nd Level

Aid  
Aura of Comfort + (tm)  
Contact Home Power (SJ)  
Create Holy Symbol (tm)  
Idea (tm)  
Levitate (2nd W, at 5th) +  
Lighten Load + (tm)  
Mind Read (tm)  
Obscurement  
Resist Fire/Cold  
Sanctify \* (r) (tm)  
Silence, 15' Radius  
Slow Poison  
Wyvern Watch

## 3rd Level

Animate Dead  
Astral Window (tm)  
Call Lightning  
Continual Light (r)  
Create Campsite (r) + (tm)  
Create Food & Water  
Cure Blindness or Deafness (r)  
Cure Disease (r)  
Emotion Control (tm)  
Feign Death  
Flame Walk +  
Fly (3rd W, at 9th) +  
Glyph of Warding  
Helping Hand + (tm)  
Know Customs + (tm)  
Memory Read (tm)  
Negative Plane Protection  
Starshine  
Telepathy (tm)

## 4th Level

Addition (tm)  
Blessed Warmth (tm)  
Bridge  
Circle of Privacy + (tm)  
Cure Serious Wounds (r)  
Dimension Door (4th W, at  
11th) +  
Focus \* (tm)  
Fortify \* (tm)  
Join With Astral Traveler (tm)  
Meteors of Celestian ++  
Neutralize Poison (r)  
Tree Steed + (tm)  
Uplift \* (tm)

## 5th Level

Atonement  
Blessed Abundance (tm)  
Clear Path (r) + (tm)  
Cure Critical Wounds (r)  
Debris Barrier (SJ)  
Easy March + (tm)  
Flyfield (SJ)  
Moonbeam  
Plane Shift  
Quest  
Rainbow  
Unceasing Vigilance of the  
Holy Sentinel (tm)

## 6th Level

Animate Object  
Blade Barrier  
Create Minor Helm (SJ) ++  
The Great Circle \* (r) (tm)  
Heal (r)  
Heroes' Feast  
Monster Mount + (tm)  
Sol's Searing Orb (tm)  
Wall of Thorns

## 7th Level

Astral Spell  
Changestaff  
Chariot of Sustarre +  
Hovering Road + (tm)  
Sunray  
Symbol  
Teleport without error (7th W,  
at 16th) +  
Wind Walk +

## Ceremony

<u>Level</u>	<u>Ritual</u>
1st	Coming of Age, Burial, Marriage
3rd	Dedication, Investiture, Consecrate Item
5th	Ordination, Special Vows
7th	Consecrate Ground
9th	Anathematize